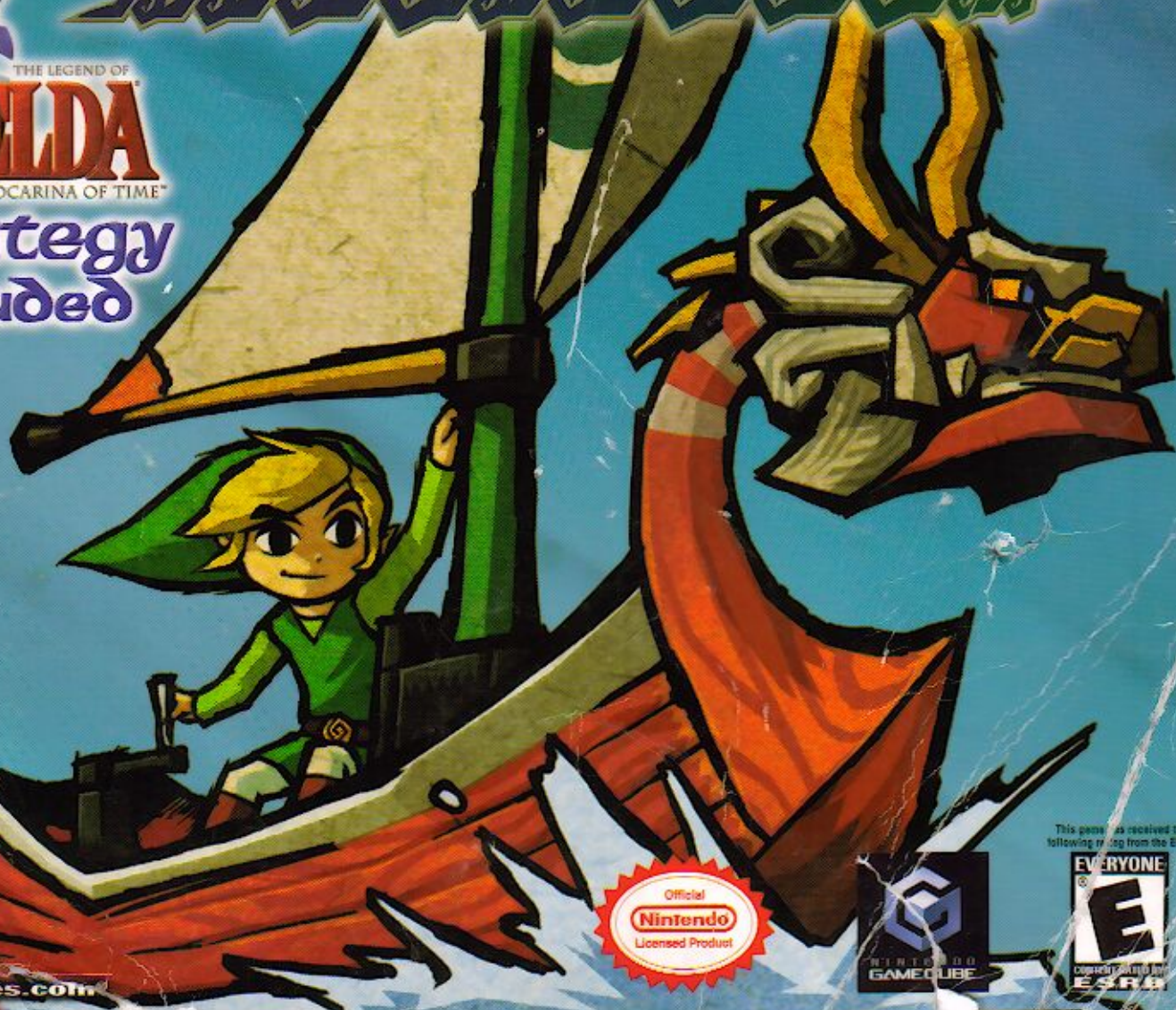


PRIMA'S OFFICIAL STRATEGY GUIDE

SEA CHART
GIANT POSTER!

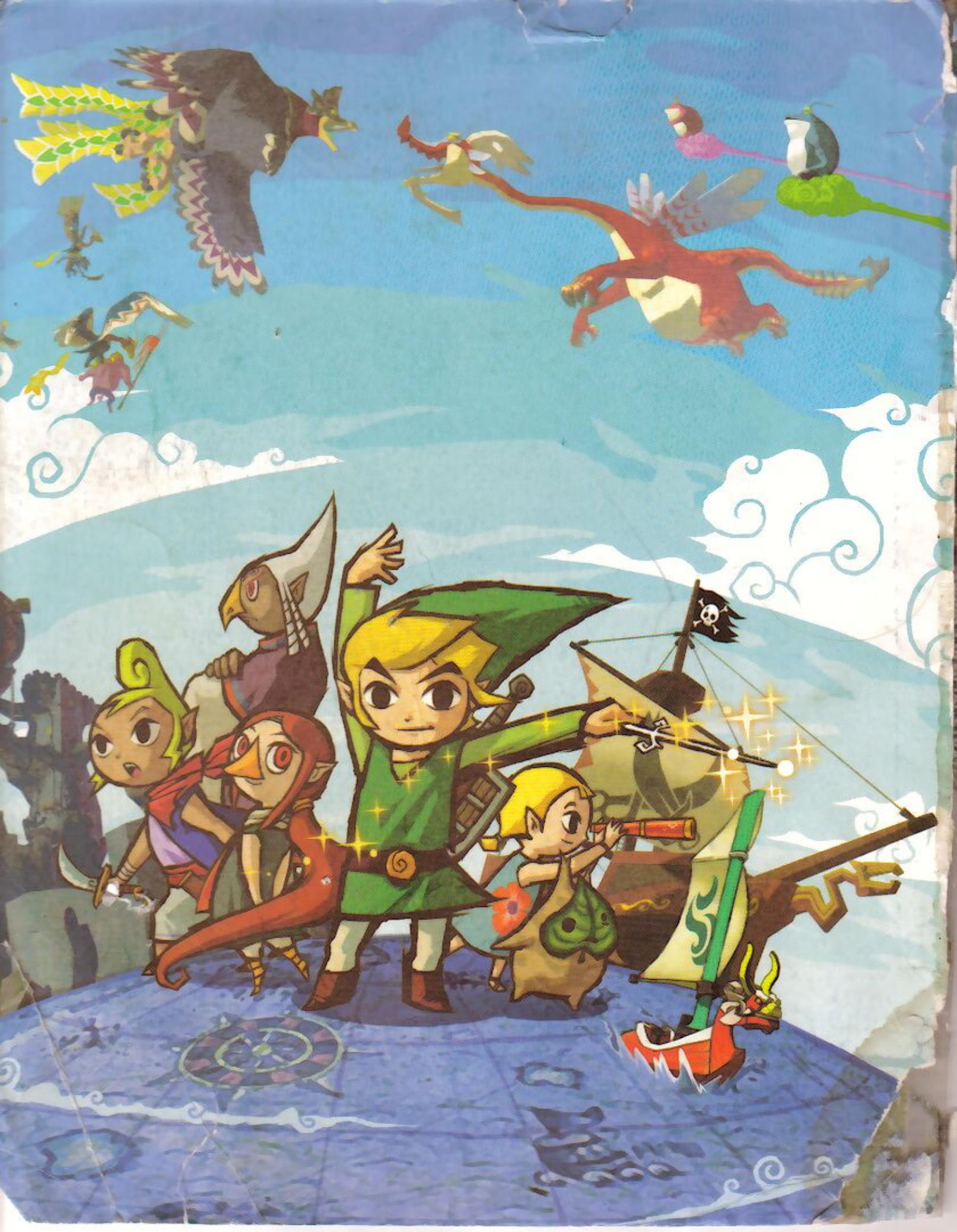
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the wind waker[™]

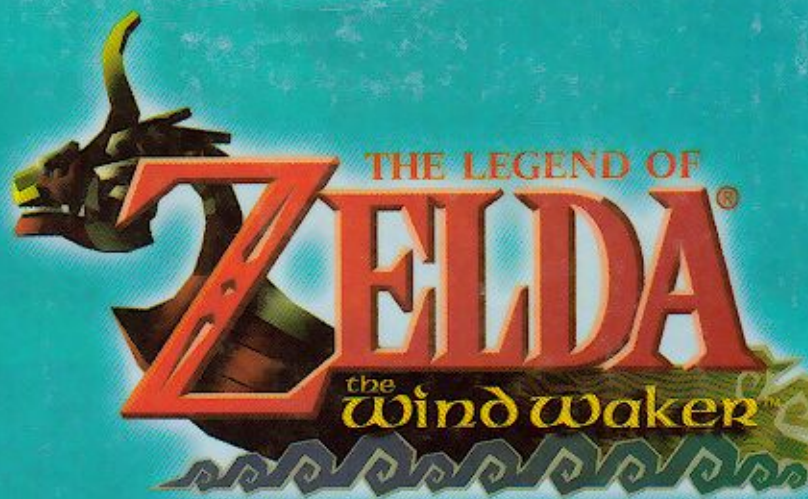
THE LEGEND OF
ZELDA[™]
OCARINA OF TIME[™]
strategy
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Prima's Official Strategy Guide

Bryan Stratton
Stephen Stratton



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The Legends of Zelda

The Legend of Zelda: The Wind Waker is the latest in a long line of adventures featuring a green-clad young hero named Link. But, in the mind of *Zelda* creator Shigeru Miyamoto, every Link in every *Zelda* game is a different hero, upholding the tradition of the legendary heroes of the past!

The Legend of Zelda, 1987 (NES)

Many consider the original *Legend of Zelda*, released for the 8-bit Nintendo Entertainment System in July 1987, to be the title that took videogames to a new level. It was the first non-linear adventure game, meaning that gamers weren't led by the nose to the next objective. They could spend hours exploring the Overworld if they wanted to.

The Legend of Zelda established most of the major game elements that have appeared in every *Zelda* game to date. It featured Link, the boy hero dressed in green; Zelda, the imperiled Princess of Hyrule; and Ganon, the monstrous archenemy who tried to bring darkness to Hyrule. Link's main objective was to assemble the eight shards of Zelda's Triforce of Wisdom and defeat Ganon in his Death Mountain lair.

The original *Legend of Zelda* was one of the first console games that allowed gamers to save their game progress to one of three game slots, thanks to the Game Pak's built-in lithium battery. This was a mind-blowing innovation in the early days of videogaming, when most games used tedious password systems to record gamers' progress!

Best of all, when you finished the game, you could play through a different second version of the game, much like the *Ocarina of Time* that Nintendo offered as a pre-order bonus for *Wind Waker* customers. You could also jump into the second quest by entering "ZELDA" as your name.

The Adventure of Link, 1988 (NES)

The only *Legend of Zelda* game not to have the word "Zelda" in the title, *The Adventure of Link* was a dramatic departure from the original game. Although there was a top-down Overworld perspective in the game, most of the action took place in a side-scrolling platform perspective.

Many of the original game's elements were retained for the sequel, however. Link quested through dungeons in search of pieces of an artifact of great power (shards of a Magic Crystal, rather than pieces of the Triforce of Wisdom), all to save Princess Zelda, who was put into an enchanted sleep. Instead of Ganon, Link fights his own shadow at the game's climax!

While some of *The Adventure of Link's* innovations were discarded (such as Link's ability to earn experience points and raise his skill level), some remain, including the ability to learn new sword techniques.

The Legend of Zelda: A Link to the Past, 1992 (SNES)

Link's third adventure, *A Link to the Past*, was his first adventure on the Super Nintendo Entertainment System. Released in April 1992, *A Link to the Past* was a return to the original game's top-down, dungeon-crawling, Overworld-exploring formula. During his quest, Link gathered magic amulets and crystals to rescue Zelda, free Hyrule, and stop the evil plans of Ganon and his accomplice, the wizard Agahnim.

Note

A Link to the Past was the first *Zelda* game to imply that each game featured a different Link. It was described as a prequel to the original *Legend of Zelda*, taking place long before the events of the first game.

A Link to the Past drew inspiration from the original *Legend of Zelda*, but thanks to the power of the 16-bit SNES, it had twice as much of everything: more detailed graphics, more dungeons, more enemies and bosses, more items—even two Overworlds that Link could warp between!

A Link to the Past was one of the Super Nintendo's most popular games, and it is remembered as one of the greatest *Zelda* games ever created. Its timeless appeal was proved by its successful re-release as a Game Boy Advance game in December 2002, *The Legend of Zelda: A Link to the Past/Four Swords*.

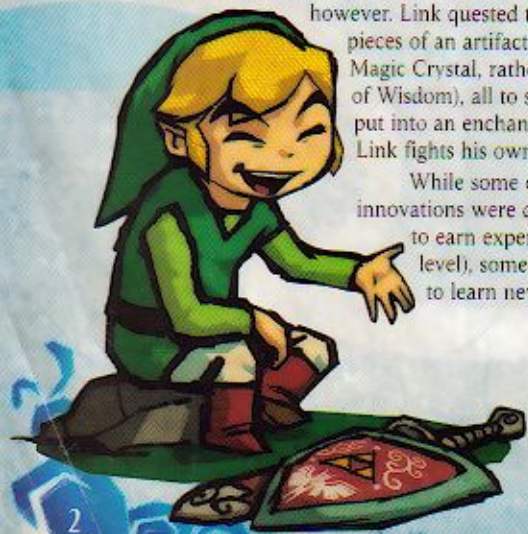
The Legend of Zelda: Link's Awakening, 1993 (Game Boy)

Link's Awakening was Link's first adventure on the original Game Boy, and it proved that the grand adventure of the *Zelda* series worked perfectly on the small black-and-white screen of the Game Boy. Shipwrecked on Koholint Island, Link recovered the eight Instruments of the Sirens to awaken the Wind Fish and return to the land of Hyrule.

When the Game Boy made way for the Game Boy Color, *Link's Awakening* was re-released in December 1998 as the full-color *Link's Awakening DX*, with an additional hidden dungeon.

Note



The Picto Box/Nintendo Gallery sidequest of *The Wind Waker* was inspired by a similar photo-taking sidequest in *Link's Awakening*, in which there were 12 photo opportunities. After you took a photo in *Link's Awakening*, you could print it with a Game Boy Printer!



The Legend of Zelda: Ocarina of Time, 1998 (N64)

After alternating between two-dimensional perspectives for four adventures, Link broke into the third dimension in November 1998 with *Ocarina of Time*. The first *Zelda* game for the 64-bit Nintendo 64, *Ocarina of Time* brought the lush landscapes of Hyrule to life in an epic quest for the power of the Seven Sages of Hyrule.

The storyline of *Ocarina of Time* was divided between two time periods—one featured Link as a boy, the other, set seven years later, featured Link as a young man. It had all the action and adventure of the previous *Zelda* games, but many gamers loved *Ocarina* for the detail it brought to Link, Zelda, and Ganon, and the kingdom of Hyrule and all its major races.

Ocarina of Time introduced several new gameplay mechanics into the *Zelda* franchise, including -targeting (which is now -targeting), playing notes on an instrument, wearing masks, and sidequests for hundreds of hidden items! As the first 3-D *Zelda* game, *Ocarina* has become the standard against which all other 3-D adventure games are judged.

Note

Ocarina of Time featured two eras, but it was neither the first nor the only *Zelda* game to use the "two worlds" concept. *A Link to the Past* had a Light World and a Dark World that Link could warp between with the Magic Mirror, and *The Wind Waker* and the original *Legend of Zelda* could be played through a second time for a different gameplay experience.

The Legend of Zelda: Majora's Mask, October 2000 (N64)

A sequel to *Ocarina of Time*, *Majora's Mask* found Link in a parallel version of Hyrule called Termina, into which the moon was going to crash within 72 hours! Fortunately, Link retained his time-warping talents from *Ocarina* (and learned a few new ones) that allowed him to travel through time to save the day. By the end of the game, Link had recovered his horse, Epona, and his *Ocarina of Time* from the Skull Kid, who had misused the Majora's Mask's power to pull the moon from its orbit.

Majora's Mask was the first (and so far only) *Zelda* game to set time limits on Link's quest. Much of the Overworld exploration of earlier *Zelda* titles became a different sort of exploration in *Majora*. Every area in the game changed from the beginning of the 72-hour deadline to the end, with different people to talk to and different sidequests to explore.

The Legend of Zelda: Oracle of Seasons/Oracle of Ages, 2001 (Game Boy Color)

Oracle of Seasons and *Oracle of Ages*, two Game Boy Color games, took the "two worlds" concept to a new level. Both were released on May 14, 2001. In *Ages*, Link found himself in the distant land of Labrynnia, where he had to defeat Veran, the Sorceress of Shadows, by recovering the eight Essences of Time. In *Seasons*, Link's adventure took place in Holodrum, where he had to defeat the power-hungry general Onox by collecting the eight Essences of Nature.

The games were complete adventures individually, but players also could link up the games and transfer secret items and information between them to unlock new items, abilities, and a hidden ending featuring Ganon!

The Legend of Zelda: A Link to the Past/Four Swords, 2002 (Game Boy Advance)

The first *Zelda* title for the Game Boy Advance, *A Link to the Past/Four Swords* was a pixel-perfect translation of the SNES classic to Nintendo's latest portable console. It also included *Four Swords*, the first multiplayer *Zelda* game. Two to four players could link up their Game Boy Advances, cooperating and competing across four worlds to rescue Zelda from the clutches of Vaati, the Wind Sorcerer.

As a bonus, performing certain feats in *Four Swords* unlocked hidden sidequests in *A Link to the Past*, such as a scavenger hunt and the Palace of the Four Swords. Similarly, achieving certain goals in *A Link to the Past* gave a *Four Swords* player new abilities, such as the power to fire magical blasts from his or her sword!

The Legend of Zelda: The Wind Waker, 2003 (GameCube)

We could try to sum up the wonder of *The Wind Waker* in a couple of paragraphs, but we've got the rest of this guide to do just that! It's the first *Zelda* game for the GameCube, so you know *The Wind Waker* will be an experience unlike any you've seen to date!

Note

The Wind Waker takes place at least 100 years after the end of *Ocarina of Time*. You'll find that everything old is new again!

How to Use This Guide

Thank you for purchasing Prima's Official Strategy Guide to *The Legend of Zelda: The Wind Waker*. We've made every effort to give you more tips and tricks than you need to defeat Ganon, rescue Princess Zelda, and discover every secret in the game!

We tried to present the information in a way that suits *your* play style, whether you're just trying to get from the start of the game to the end credits or you're a Piece of Heart collector who won't rest until you've found all 44! Look over this section so you'll know where to go for the information *you* need.



Coming of Age: Link's Training

This section has all the basic information you need to know before playing *The Wind Waker*, including Link's actions, controls for boat navigation, and game screens.

ABC's: Weapons and Items

The *Wind Waker* has dozens of items to find and use. This section describes them all, including where to find them and any of their unconventional uses. If you picked up a new weapon or item and want to know what to do with it, this is your section.



Friends and Fiends



Link encounters more than 100 characters and 50 types of enemies in his quest. This section has their full biographies. Find out which characters have Pieces of Heart or Rupees to give you and how to get them. Learn each enemy's strengths and weaknesses, as well as where you expect to find them. As a bonus, every screenshot from this chapter is taken from the super-secret 133-figure Nintendo Gallery!

Walkthrough

Our *Wind Waker* walkthrough takes you from the game's opening cinema to the end-of-game credits, and gives you every tip, trick, cheat, and strategy you need to help Link fulfill his destiny as the Hero of Winds. There's a screenshot for every step of Link's journey, detailed full-color maps for every floor of every dungeon, and descriptions of what you need to do and where you need to go. When there's an opportunity for you to stray from the main quest and discover a few cool, but optional, secrets we make sure you know!



Islands of the Great Sea

Flip to this section when Link's travels take him to a new island so you can see what there is to do. You'll find an island-by-island breakdown of all the items, treasures, secrets, minigames, and quests to be performed on each of the Great Sea's 49 islands.

The Legendary Checklist

The *Wind Waker* has so many places to go and secrets to find that we've provided checklists to help you track them. Mark off Pieces of Heart and Treasure Charts that you've found, shops and Great Fairies that you've visited, and Submarines and Big Octos you've defeated.



The Legend of Zelda: The Ocarina of Time

This section gives you everything you need to know to play through this classic!



Sea Chart Pullout Poster

The oversized pullout poster shows you all 49 islands of the Great Sea, labeled with the locations of every Treasure Chart (and treasure location), Piece of Heart, Rupee reward, Great Fairy, Submarine, Big Octo, and more!

Color-Coded Icons

The Sea Chart poster icons for Pieces of Heart (♥), Treasure Chests (📦), Great Fairies (🧚), and Empty Bottles (🍷) are color-coded to represent when you can get to the item during the game.

Color Coded Icons

Color	When You Can Get It
RedBefore completing Dragon Roost Cavern
OrangeAfter leaving Dragon Roost Island
Light BlueAfter completing the Forbidden Woods quest
Light GreenAfter getting the Bombs from the pirate ship
Dark BlueAfter defeating the Helmaroc King in the Forsaken Fortress
PurpleAfter completing the Earth and/or Wind Temple



Game File Management

To save your progress in *The Legend of Zelda: The Wind Waker*, you need a Memory Card with at least 12 free data blocks inserted into Slot A. This gives you three Quest Logs in which you can save three game files.

Creating a New Game File



At the file selection screen, highlight an empty Quest Log with **O** and select it with **A** to start a new game file.

Saving a Game File



Press **START** at almost any point in your adventure to pause the game and bring up the sub-screens. Both the Item sub-screen and the Quest Status sub-screen have a Save option. Highlight that option with **O** and press **A** to save your game.

After saving your game, you can continue playing or exit to the Main Menu. To resume a saved game, select the appropriate Quest Log after pressing **START** at the Title Screen.

LINK'S TRAINING

Note

If you continue a game that you saved in a dungeon, you appear near the closest entrance to that dungeon. If you continue a game that you saved on the Overworld, you appear in the Great Sea quadrant in which you saved.

Copying and Erasing Game Files



To copy a Quest Log, choose Copy from the bottom of the file management screen. Select the Quest Log you want to copy, then select the Quest Log to which you want to copy it. If you are in danger of overwriting an existing Quest Log, the game warns you.

To erase a Quest Log, select Erase from the bottom of the file management screen, then select the Quest Log you wish to erase. The game makes sure that you want to erase the Quest Log before it removes it from the Memory Card.

Caution

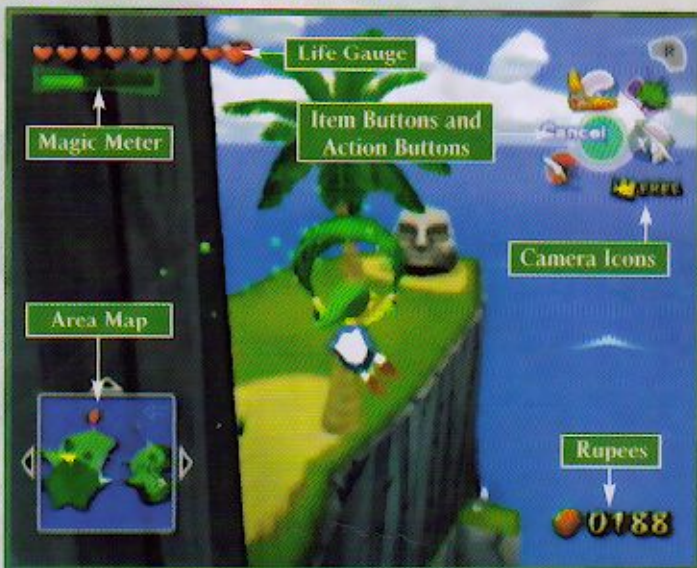
After you erase a Quest Log, you can never recover it. Be sure you want to erase it.

Game Screens

Main Screen

All the action in *The Wind Waker* takes place in the game's Main Screen. Important information appears in all four corners of the screen, and changes depending on whether you're in the Overworld or in a dungeon.

Overworld (The Great Sea)



The Wind Waker's Overworld is the Great Sea, a grid of 49 islands in a vast body of water. Whenever Link is outside, he is in the Overworld.

Life Gauge: This is the amount of stamina Link has remaining. Each time an enemy damages Link, he loses Hearts from the Life Gauge's Heart Containers. If the Life Gauge is depleted (and you don't have a Fairy in a bottle to resurrect Link), the game is over. You can refill the Life Gauge with Hearts, Fairies, or Potions, and you can increase the size of the Life Gauge by finding Heart Containers and Pieces of Heart.

Magic Meter: Some of Link's items require magic energy to use. The Magic Meter represents how much magic energy Link has remaining. If you deplete this, Link can't use magic items until he recovers some magic energy from Potions or Magic Vials. A Great Fairy doubles the size of Link's Magic Meter if you find her.

Item Buttons and Action Buttons: These indicate the actions Link can perform. **O**, **X**, and **Z** actions depend on which items you have assigned to the buttons. **A**, **B**, and **R** actions are determined by Link's current position and abilities.

Camera Icons: These give you information about the game camera—whether it is free or centered behind Link and whether or not you can switch into first-person mode.

Area Map: This shows Link's current position. When you're sailing, it changes into a clock and Compass.

Rupees: This indicates the number of Rupees Link has in his pocket. If the Rupee next to the number is green, Link can carry a maximum of 200 Rupees. If it is blue, he can carry up to 1,000. If it is orange, 5,000 is his limit. Visit Great Fairies to increase Link's maximum Rupee-carrying capacity.

Dungeons



A structure with more than one room, whether it's called a palace, a castle, a temple, or a cavern, is considered a dungeon. Most dungeons have Dungeon Maps and Compasses to help you find your way through them.

Many dungeons also contain locked doors you can only open with Small Keys. Link's Small Key total appears above his Rupee total, but only while he's in the dungeon. This is the only difference between the information on an Overworld Main Screen and a dungeon Main Screen.

Sub-Screens

Pressing **(Start)** on the Main Screen pauses the game and brings up one of two sub-screens—the Item sub-screen and the Quest Status sub-screen. Switch between them with **(L)** and **(R)**.

Note

The Save option appears on both sub-screens and you can use it at any time to record your game progress.

Item Sub-Screen

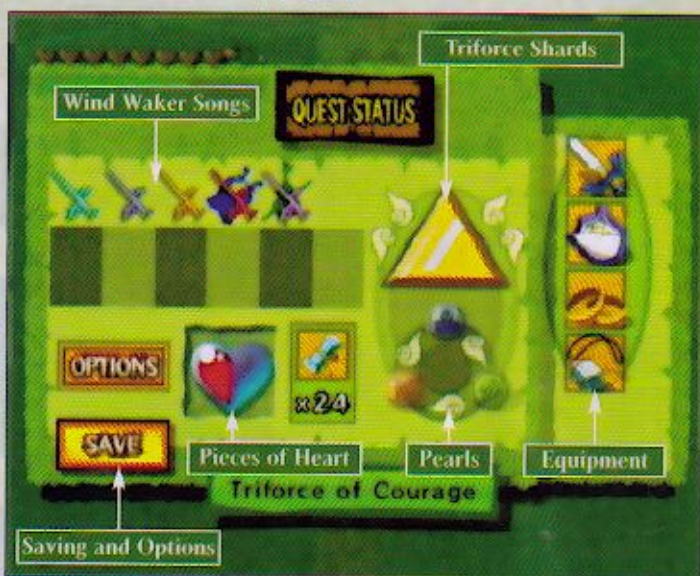


The Item sub-screen displays Link's quest items, which you can equip to **(S)**, **(D)**, or **(Z)** by highlighting the item with **(O)** and pressing **(S)**, **(D)**, or **(Z)**. To view information about the item, highlight it and press **(A)**.

Note

The Item sub-screen has three bags: the Spoils Bag, the Bait Bag, and the Delivery Bag. To see the items inside a bag, highlight it and press **(S)**, **(D)**, or **(Z)**. Equip an item from the bag by highlighting it and pressing **(S)**, **(D)**, or **(Z)** again.

Quest Status Sub-Screen



The Quest Status sub-screen displays information about the quest objectives that Link has completed.

Wind Waker Songs: These are the songs that Link has learned to conduct with the Wind Waker. Highlight them with **(O)** to see the notes of the songs.

Saving and Options: Highlight these with **(O)** and press **(A)** to save your game or change the game options (see "Game Options").

Pieces of Heart: This shows how many Pieces of Heart you have toward your next Heart Container.

Triforce Shards: Late in the game, Link must find the Triforce of Courage's eight shards. This shows how many he's found so far.

Pearls: At the beginning of the game, Link must find Din's Pearl, Farore's Pearl, and Nayru's Pearl. This shows how many he's found so far.

Equipment: Unlike the items in the Items sub-screen, the items in this column are automatically equipped and do not need to be set to **(S)**, **(D)**, or **(Z)**.

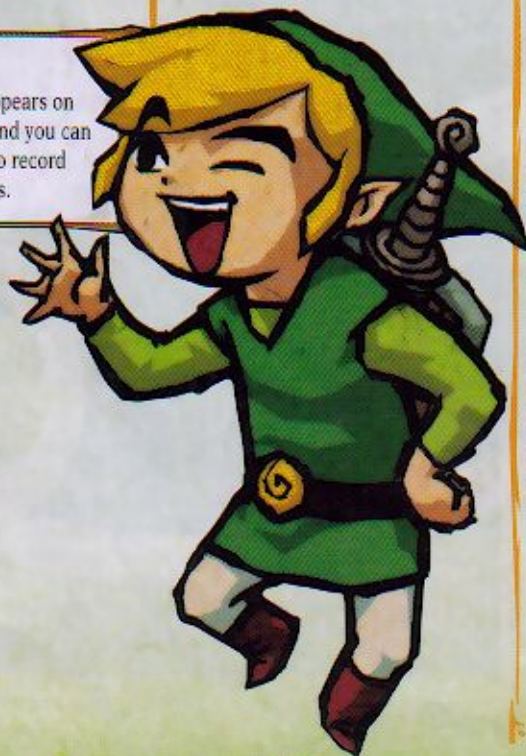
Game Options

Highlighting Options with **(O)** and selecting it with **(A)** allows you to change the following game options:

Targeting Style: Switches between Hold targeting (**(L)**-target an opponent only while holding down **(L)**) and Switch targeting (switch **(L)**-targeting on or off with each press of **(L)**).

Rumble: Turn the Rumble feature on or off (this option is not available if you are using a Nintendo GameCube Wavebird™ Wireless Controller).

Sound: Choose the sound setting that best suits your audio capabilities: Stereo, Mono, or Surround.



In-Game Maps

Area Map



When Link is not in his boat, the Area Map appears in the screen's lower-left corner. The yellow triangle represents Link's position and the direction he's facing. The blue triangle indicates the point at which Link entered the area. The red triangle indicates the location of Link's boat.

Area Map Controls

Button	Effect
↑ on + Control Pad	Open Dungeon Map or Sea Chart
← on + Control Pad	Hide Area Map
→ on + Control Pad	Zoom in/zoom out on Area Map
↓ on + Control Pad	Close Dungeon Map or Sea Chart

Sea Chart

The Sea Chart displays Link's position in the Overworld. It has 49 island quadrants. Every island a Merman charts for you appears on the Sea Chart. Select a quadrant with \odot . If you have charted it, the name of the island appears at the bottom of the screen. Press \odot to zoom in on an island quadrant and \odot to return to the Sea Chart's normal view.



The right side of the Sea Chart shows how many Treasure Charts you have found and how many of the Treasure Charts' treasures you have recovered. Wind direction appears in the lower-right corner of the Sea Chart.

Treasure Charts



There are 41 Treasure Charts hidden across the islands of the Great Sea. When you find one, press ↑ on the + Control Pad to view the Sea Chart, then \odot to check your Treasure Charts.

To pinpoint a sunken treasure, compare the islands you have charted (on the left side of the screen) with the Treasure Charts you have found

(on the right side). Match up the shapes of the islands to figure out in which island quadrant the treasure is.

Tip

When you approach the sunken treasure's location, switch to the Treasure Chart that leads to it. The yellow triangle on the Treasure Chart indicates the position of your boat. Use the Treasure Chart to navigate over the sunken treasure and drop your Grappling Hook to retrieve it.

Dungeon Maps



When you're in a dungeon, press ↑ on the + Control Pad to bring up the in-game Dungeon Map. If you don't have the Dungeon Map for the dungeon, only the rooms you have visited appear on your in-game Dungeon map. After you find the Dungeon Map, the dungeon's entire layout appears. View dungeon floors with ↑ and ↓.

Note

You have not explored black rooms. You have explored dark green rooms, and the light green room is the one you're in.

Tip

If you find the dungeon's Compass, the locations of the dungeon's boss and the dungeon's treasure chests appear on the Dungeon Map.

Controlling Link



Basic Controls

Button	Action
\odot	Move or highlight menu option
\odot	Context-sensitive action button (open, speak, throw, lift, check, attack) or select menu option
\odot	Swing sword or cancel menu selection/return to previous screen
\odot , \odot , and \odot	Item buttons (set items to \odot , \odot , and \odot to use)
\odot	\odot -target enemy or center camera behind Link
\odot	Context-sensitive action button (crouch, defend, grab)
+ Control Pad	Area Map, Sea Chart, and Dungeon Map controls
\odot and \odot	Change camera angle
\odot and \odot	Zoom camera in and out





Movement

Walking and Running



Push **○** in a direction to move Link in that direction. The farther you push **○**, the faster Link moves. To walk slowly, gently push **○**.

Jumping



No specific button command makes Link jump. Run off a ledge, and Link automatically jumps up and away from the ledge.

Crouching and Crawling



Press and hold **R** when Link's sword is not drawn to crouch. Hold **R** while pushing **○** to crawl along the ground and into small tunnels.



Sidling



When you come to a narrow ledge at the bottom of a wall, face the wall and the word Sidle appears over **○** in the screen's upper-right corner. Press **○** to flatten Link against the wall, and push **○** to inch him across the narrow ledge.

Caution

If Link is attacked while sidling, he falls off the ledge.

Hanging



If Link walks off a ledge or can't jump across a gap, he hangs from the edge by his fingers. Press **↑** to climb onto the ledge or **←** or **→** to move hand-over-hand along the ledge.

Climbing



Link can climb up and down ladders and thick tangles of vines. Face toward the ladder or vines and press **↑** to climb.

Lifting, Carrying, and Throwing Objects



Press **○** while facing an object to lift it and carry it. To set down the object without breaking it, press **R**. To throw and possibly shatter the object, press **○**.

Note

Link can't lift every item, and some items are too heavy for him to lift until he finds the Power Bracelets.

Grabbing, Pushing, and Pulling Objects



If you can move an object such as a crate, block, or statue, Grab appears over **R** in the screen's upper-right corner when you face the object. Press and hold **R** to grab the object, and push or pull it with **○**.

Swinging from Ropes



If ropes are within range of his jump, Link automatically grabs them. Use the following commands while swinging on a rope:

Rope-Swinging Controls

Command	Button(s)
Jump onto rope	face rope and run toward it with ○ (Link jumps automatically)
Swing	↑ and ↓
Jump off rope	○
Stop swinging	R
Change direction	hold R and push ← or →
Climb up or down rope	hold R and push ↑ or ↓

Swimming



Link automatically swims in deep water. Use **○** to steer him. When Link is swimming, an air gauge appears in the lower-right screen corner. If this gauge empties before Link reaches land or shallow water, he falls unconscious, loses a Heart, and reappears where he jumped into the water.

Speaking, Reading, and Checking



When a yellow arrow hovers over a person or object, you can press **○** to speak to the person or examine the object. Use this method to read signs and posters.

Camera

○ controls the game camera perspective. Use these controls to adjust the camera angle:



Camera Controls

Command	Button(s)
Zoom in or out	○ or ○
Pan (rotate) camera around Link	○ or ○
First-person perspective	○ when an eye icon appears in the upper-right screen corner
Center camera behind Link	R

Fighting

To live up to the Hero of Time's legacy, Link must fight and defeat many enemies. Fortunately, he has invaluable sword skills.

L-Targeting



To target any character, enemy, or object with a yellow arrow above its head, press and hold L. This is called

L-targeting. Use ← and → to move Link clockwise or counterclockwise around a targeted enemy. Any projectile weapons (such as the Boomerang or Hero's Bow) automatically lock onto the L-targeted enemy. You don't have to aim.

Rolling Attack



While running, press A to execute a rolling attack. A rolling attack isn't

powerful in a battle, but it's a great way to knock down enemies or dislodge objects from high places such as shelves or trees.

Horizontal Slice



Horizontal sword slices can hit several enemies in front of Link at once. Press B without L-targeting an enemy to

execute a horizontal slice, and keep pressing it to execute successive horizontal slice attacks (combo).

Note

You can L-target an enemy and hold ← or → while pressing B to perform a horizontal slice.

Vertical Slice



To focus on one enemy, L-target the enemy and press B to execute a vertical slice. Press B repeatedly to perform a vertical slice combo.

Thrust



A thrust is a quick attack that is tough to defend against. L-target an enemy, hold ↑, and press B to thrust your sword at him or her.

Press B repeatedly to execute a thrust combo.

Spin Attack



A spin attack hits all enemies near Link at once. To perform a spin attack, hold down B for one second and release it. You can also move C in a complete circle and press B to execute a spin attack.

Parry Attack



A parry attack turns your enemies' attacks against them. To perform a parry attack, L-target an enemy with your sword drawn. When your sword flashes green and B flashes in the upper-right corner of the screen, press A to evade your opponent's attack and unleash a counterattack.

Note

A parry attack is an excellent way to defeat large enemies, because it both protects you and hurts them.

Jump Attack



L-target an opponent and press B to execute a jump attack. This is a great way to break through an enemy's defenses if he or she blocks your B attacks.

Defend



With your sword drawn, press and hold B to raise your shield and defend yourself against attacks. This blocks most attacks, and some enemies' weapons fly out of their hands after they strike your shield!

Tip

Use this technique to reflect certain projectile attacks (such as Octorok rocks) and to reflect beams of light, if you have the Mirror Shield.

Sidestep/Back Flip



While L-targeting an enemy, push ← or → and press B to sidestep them. Push ↓ and press B to execute a

backflip and put distance between you and your foe.

Put Away Sword



To return Link's sword to its sheath and use actions you cannot perform when the sword is drawn, press A without pushing C in any direction.



Sailing

The majority of the Overworld is covered in water. Fortunately, Link meets up with a talking boat, the King of Red Lions, early in the game. Controlling the King of Red Lions isn't much different from controlling Link.

Getting In and Out of the Boat



Use **△** to climb in and hop out of the boat. If you face the King of Red Lions's head when you press **△**, you speak to him instead of climbing in the boat.

Wind Direction



The King of Red Lions is a sailboat, powered by the wind. The yellow arrow at the stern (rear) of the boat indicates the wind's direction. The boat moves fastest when it is heading in the wind's direction, and it slows to a crawl when it is sailing into the wind. Conduct the Wind's Requiem with the Wind Waker to change the wind's direction.

Raising and Lowering the Sail



To raise the Boat's Sail, set it to **Ⓢ**, **Ⓞ**, or **Ⓩ** and press that button. To lower the Boat's Sail, press **△** or use any other **Ⓢ**, **Ⓞ**, or **Ⓩ** item. To stop the boat, hold **△**.

Jumping and Tight Turns



After you extend the Boat's Sail and the boat is up to speed, press **R** to jump over enemies and obstacles. If you push **←** or **→** as you land, the boat makes a tight turn in that direction.

Cruising Without a Sail



Pur away the Boat's Sail and hold **R** to cruise slowly in the boat. This isn't recommended for long trips—it takes three game days to cross a quadrant—but it's perfect for precise maneuvering, such as when you're trying to stop on top of a sunken treasure.

Using Items in the Boat



You can use most **Ⓢ**, **Ⓞ**, and **Ⓩ** items normally in the boat. Using a **Ⓢ**, **Ⓞ**, or **Ⓩ** item puts away the Boat's Sail. Some items, such as the Grappling Hook and Bombs, transform into different items when you use them in the boat.

Compass and Clock



When you're sailing in the boat, a Compass and a Clock replace the Area Map. The red tip of the Compass arrow points north, and the clock gives you the approximate time of day. Press **←** on the + Control Pad to hide them and **→** on the + Control Pad to show them.

Linking to Your Game Boy® Advance

When you have the Tingle Tuner, you can connect a Game Boy Advance to your Nintendo GameCube with a Nintendo GameCube Game Boy Advance® cable. Plug the Game Boy Advance into Controller Socket 2, 3, or 4, and turn on the Game Boy Advance. Use the Tingle Tuner to establish a connection between the Game Boy Advance and the Nintendo GameCube. You can use the Game Boy Advance to help Link complete his quest, or you can have a friend play along and help you out!



Note

If the Nintendo GameCube–Game Boy Advance link does not work, try the following:

- Only use a link cable manufactured by Nintendo.
- Remove the Game Pak from your Game Boy Advance if you have one.
- Make sure that the Nintendo GameCube Game Boy Advance® cable is properly and securely connected to the Game Boy Advance and the Nintendo GameCube.
- Don't disconnect the Nintendo Game Boy Advance cable from either system when the link is active.
- Don't reset or turn off either system when the link is active.
- Make sure your batteries aren't dead.

Environmental Objects

The Great Sea is vast and varied, with environmental objects and obstacles that can help or hinder Link in his quest.

Overworld Objects

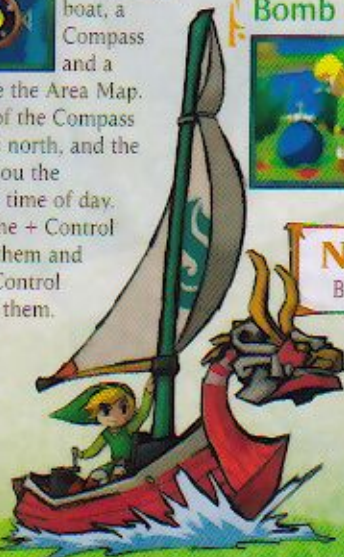
Bomb Plants



These brightly colored flowers have Bomb Plants in their centers. Pluck the Bomb from the plant with **△** and throw it with **△** or set it down with **R**. Bombs from Bomb Plants are identical to the quest items of the same name. Bomb Plants are volatile and explode if an object, such as your sword or a rock, hits them.

Note

Bomb Plants are occasionally in dungeons.



Cannon Boats



Cannon Boats, filled with Ganon's minions and armed with cannons, patrol several areas of the Great Sea. If you fight them, close in on them and pepper them with Bombs—they fire too slowly to sink you first.

Cyclones



Until you defeat Cyclos, his cyclones roam the Great Sea's surface and

suck up any boat that gets too close. If you have the Hero's Bow, steer into a cyclone and shoot Cyclos with three arrows to get rid of the cyclones.

Ghost Ship



The Ghost Ship appears at seven islands during the seven phases of the moon. Until you have the Ghost Ship Chart, the Ghost Ship vanishes when you get close to it.

Ghost Ship Locations

Phase of Moon	Island (Quadrant)
●	Five-Star Isles (G7)
●	Star Belt Archipelago (G3)
○	Greatfish Isle (B4)
○	Crescent Moon Island (E1)
○	Diamond Steppe Island (A6)
●	Bomb Island (F5)
●	Spectacle Isle (C2)

Holes



Occasionally Link comes across holes in the ground. Sometimes they're under rocks, sometimes thick grass covers them, and sometimes they're in the open. Drop into them to reach a hidden cavern below the island's surface.

Long Grass and Bushes



Link can cut down grass, bushes, flowers, and small trees with his sword. You often find minor common items, such as Rupees or Hearts, under the foliage.

Narrow Ledges



Link can sidle across or hang from narrow ledges, but if an enemy attacks him or he is otherwise injured, he falls off the ledge.

Note

Narrow ledges are occasionally in dungeons.

Postboxes



Many of the Great Sea's islands have red postboxes. Check them to see if you have mail or use them to mail letters from your Delivery Bag. A postbox that has a letter for Link in it bounces.

Tip

All postboxes are considered as one, so if you see that you have a letter, you can open any postbox on any island to get the letter. You can also send letters from any postbox, but the closer you are to Dragon Roost Island (F2), the cheaper the postage is!

Rings of Light



The rings of light that float on the Great Sea's surface indicate a sunken treasure chest. As you sail to them, the rings fade, but a tinkling chime grows louder as you approach the chest. Bright rings of light with light beams in the center indicate the treasure locations marked on Treasure Charts you have found and opened.

Rocks



Link can pick up and throw small rocks from the game's beginning, but he can't lift the large rocks carved with faces until he has the Power Bracelets. Some larger rocks can be bombed into pieces.


Sea Platforms



Not to be confused with generic platforms, which describe any flat surface suspended in mid-air, Sea Platforms are Sea Bokoblin outposts scattered around the Great Sea's surface. Defeat the Sea Bokoblins to get treasures, such as Rupees, Treasure Charts, or a Piece of Heart!

Stakes and Pegs



When you approach a large wooden stake or peg and a yellow targeting arrow appears above it, -target the spike or peg and swing the Skull Hammer to pound it down. Some stakes are spiked, so don't get too close!

Note

Stakes and pegs are occasionally in dungeons.

Submarines



Several submarines piloted by Ganon's minions lurk beneath the Great Sea's waves. When you find one, hop out of the boat and swim to the submarine to fight the enemies inside and claim a major treasure, like a Treasure Chart, Piece of Heart, or an Empty Bottle.

Trees



Link can knock items out of trees by using a rolling attack on a tree trunk. Link's Hookshot also can target trees and pull him up to them. Makar can plant Deku Seeds in soft earth and grow a tree.

Updrafts



Updrafts are small cyclones. If Link glides into one with his Deku Leaf, it propels him upward. Use updrafts to glide to areas that are higher than the ledge from which you started your glide.

Note

Updrafts are occasionally in dungeons.

Water



Link can swim in deep water, but only for as long as the air in his air gauge lasts. He can wade through shallow water without having to worry about the air gauge. Some streams and rivers have strong currents that pull Link along if he falls into them.

Whirlpools



Link has to make his way through more than one whirlpool over the course of the game. When you are caught in a whirlpool, you have to complete some objective, such as defeating an enemy, to avoid being pulled in. If you are sucked into a whirlpool, you reappear in a different quadrant of the Great Sea and lose Hearts from your Life Gauge.

Wind



Wind is important in *The Legend of Zelda: The Wind Waker*. Not only does it determine your boat's momentum, but it also can work for or against you when you're gliding with your Deku Leaf. Know which way it's blowing.

Dungeon Objects

Baba Buds



Jump into these purple buds, and they give your Magic Meter a boost and propel you into the air! While in the Baba Bud, hold **R** and use **←** and **→** to position yourself in a direction. When you shoot out, press **↑** to soar in that direction.

Light Beams



Link and Medli can reflect light beams with their Mirror Shield and harp, respectively. Reflected light beams disintegrate some objects, reveal translucent chests, and injure some enemies.

Big Key Locked Doors



The door to each boss chamber is sealed, and you need a Big Key to open it. To open the door and fight the boss, you need to find the dungeon's Big Key.

Blocks and Crates



You can push or pull blocks and crates, and Link can lift crates. You also can climb on the blocks and crates by facing them and pushing **↑**. Crates float; blocks don't.

Bridges



Be careful when fighting on these rope suspension bridges. They sway, and swords can cut (and fire can burn) through the bridge's support ropes, sending the whole thing crashing!

Cable Platforms



Found in the Forbidden Woods, these platforms run along a cable above them. Activate them by blowing a Deku Leaf wind gust at a nearby pinwheel. To control their direction, stand on the cable platform, face opposite the direction you want to go in, and blow a gust of wind.

Chests



Chests contain treasures, and none is locked. Open any chest by standing in front of it and pressing **Ⓢ**. All unopened chests in a dungeon are marked on your Dungeon Map after you find the dungeon Compass. Some chests in the Earth Temple are translucent and you must reveal them by a reflected light beam before you can open them.

Note

Chests are occasionally in the Overworld.

Cracked Floor Tiles



You can punch a hole in the floor by stomping on a cracked floor tile with the Iron Boots or by exploding a Bomb near the cracked tile.

Eye Plaques



These decorations, seen in the Tower of the Gods, trigger an action when you shoot them with an arrow.

Ice



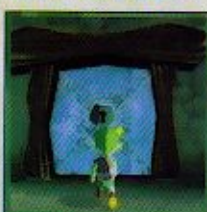
Icy surfaces are slick, and it's hard to control Link when he moves across them. Move slowly, and don't make sudden **Ⓢ** movements!

Lava



Lava is hot. If you fall in it, you lose a quarter of a Heart and reappear at the room's entrance.

Locked Doors



Locked doors open with Small Keys. Each dungeon has as many Small Keys as it has locked doors. You cannot use Small Keys from one dungeon to open locked doors in another dungeon.

Paralyzing Fog



Seen in the Earth Temple, this bluish fog makes Link temporarily unable to use his sword or **Ⓢ**, **Ⓞ**, and **Ⓩ** items. Link recovers a few seconds after getting out of the fog.

Piles of Leaves



Link comes across several piles of leaves in the Forbidden Woods. Blow them away with a Deku Leaf wind gust or set them on fire with a burning Deku Stick to find small rewards under them.

Pinwheels



You can activate pinwheels by a wind gust from Link's Deku Leaf. Once spinning, they activate a nearby object.



Poles



These horizontal poles come in a variety of shapes and sizes, but you can use them all as targets for Link's Grappling Hook. Stop swinging and climb the Grappling Hook's rope to stand on top of the poles.

Pots



Every dungeon is littered with fragile pots, many of which contain common items. Some

dungeons also have pinecones or skulls that function the same way as pots.

Ropes



Link can jump onto ropes and swing or climb them. If he lets go of the rope with **A** at the end of a

swing, Link covers a lot of ground in the air.

Sealed Doors



Some dungeon doors are sealed. To open them, you usually must accomplish an objective in the room, such as defeat the enemies or activate a switch. Small Keys do not unlock dungeon doors.

Spikes



Contact with them knocks Link's Life Gauge down a Heart or two.

Springboards



Climb onto a springboard and use your Iron Boots to compress it. Remove the Iron Boots, and the springboard catapults you into the air.

Switches



Switches are pressure-sensitive objects that trigger an effect when stepped on. Switches come in all shapes and colors, but there are three basic types:

Pressure switches remain activated after you step off them.

Constant pressure switches require some sort of weight to hold down the switch.

Simultaneous pressure switches have to be activated by keeping weight on multiple switches.

Torches



Torches illuminate darkened rooms and you can use them to light Deku Sticks. Unlike a Deku Stick, a torch never goes out.

Warp Jars



Most dungeons have three Warp Jars, but boards or rocks seal most of them and you must bomb them open before you can use them. Drop into an activated Warp Jar, and you appear at another Warp Jar elsewhere in the dungeon.

Water Pots



You can lift and throw water pots at enemies who are vulnerable to injury by water, and you also can throw them onto hot lava to create temporary platforms on which Link can stand. Create a platform on a lava plume, and you can ride the platform when the plume shoots it into the air.

Wind Crests



When you see one of these circular blue tiles, stand on it and conduct the Wind's Requiem with the Wind Waker. You always get a nice surprise!



**ABC'S:
WEAPONS AND ITEMS**



Common Items

Find common items by smashing pots, cutting grass, visiting shops, or defeating enemies. There is no limit to the common items that Link can find or purchase, but there are restrictions on how much he can carry.

All-Purpose Bait



Where to find it: Purchase it from Beedle, Knuckle, or Rats.

Where to store it: Bait Bag

What to do with it: Use it near a Merman to make the Merman surface and chart the nearest island on your Sea Chart. Use it to lure small pigs or to persuade large pigs to dig in dark soil. Use it near a Rat hole to make the Rats stop attacking you and open their shop.

Arrow



Where to find it: Grass, pots, enemy treasure, or purchased from Knuckle or Beedle

Where to store it: Items sub-screen

What to do with it: Arrows are ammunition for the Hero's Bow; Link can only fire the Hero's Bow when he has Arrows. When Link first finds the Hero's Bow, he can carry up to 30 Arrows. Two Great Fairies upgrade Link's carrying capacity to 60 and 99 Arrows.

Boko Baba Seed



Where to find it: Boko Baba treasure

Where to store it: Spoils Bag

What to do with it: Link can exchange four Boko Baba Seeds for a Blue Potion by giving them to Hollo in the Forest Haven.

Bomb



Where to find it: Grass, pots, enemy treasure, purchased from Beedle

Where to store it: Items sub-screen

What to do with it: If Link has Bombs, he can use the Bombs item in the Items sub-screen.



Chu Jelly



Red Chu Jelly



Green Chu Jelly



Blue Chu Jelly

Where to find it: Red, Blue, and Green ChuChu treasure

Where to store it: Spoils Bag

What to do with it: Link can exchange 15 Chu Jellies of any color for a Potion of the same color by giving them to Doc Bandam on Windfall Island. When a Potion is "invented," Link can exchange five Chu Jellies of that color for an additional dose of the Potion.

Deku Stick



Where to find it: In pots or carried by Bokoblins

Where to store it: In Link's hands. He only carries one at a time and can't use any

items while using the Deku Stick.

What to do with it: Use the Deku Stick as a crude weapon (swing it with **B** or throw it with **+**). Light it from a burning torch by pointing the end into the torch's flame.

Enemy Weapon



Where to find it: Carried by enemies

Where to store it: In Link's hands. He only carries one at a time and can't use any items while using the weapon.

What to do with it: Knock a weapon out of an enemy's hands by blocking an attack with your shield or knocking the enemy to the ground. Pick up enemy weapons and use them to fight enemies, although these larger weapons are slower and less effective in combat as Link's sword. Some blocked doorways can only be opened by throwing an enemy weapon through them.

Fairy



Where to find it: Pots, Fairy Fountains

Where to store it: Use it or capture it in an Empty Bottle.

What to do with it: Contacting a Fairy refills up to 10 empty Heart Containers in Link's Life Gauge. Use an Empty Bottle to catch a Fairy to save for later. If Link's Life Gauge is depleted, the Fairy pops out of the bottle and refills 10 Heart Containers, averting a "Game Over."

Golden Feather



Where to find it: Kargaroc and Peahat treasure

Where to store it: Spoils Bag

What to do with it: Give 20 of these to Hoskit on Dragon Roost Island, and Hoskit's girlfriend sends Link a thank-you letter containing a Piece of Heart.

Heart



Where to find it: Pots, grass, enemy treasure

Where to store it: Life Gauge

What to do with it: One Heart refills one empty Heart Container in Link's Life Gauge. If Link has no empty Heart Containers, picking up a Heart has no effect.

Hyo Pear



Where to find it: Purchased from Beedle or Rat

Where to store it: Bait Bag

What to do with it: Use a Hyo Pear near a seagull to take control of the seagull and fly it around. If you press **Y** or an enemy hits the seagull, you lose control of it.

Joy Pendant



Where to find it: Chests, pots, Bokoblin treasure

Where to store it: Spoils Bag

What to do with it: Miss Marie, Windfall Island's school teacher, loves Joy Pendants. Give her one to get a Red Rupee (20 Rupees). Give her 20 more to get the Cabana Deed, and give her another 20 to get the Hero's Charm.

Knight's Crest



Where to find it: Chests, Darknut treasure

Where to store it: Spoils Bag

What to do with it: Give 10 Knight's Crests to Orca on Outset Island, and he teaches Link the Hurricane Spin attack.

Magic Vial



Small Magic Vial



Large Magic Vial

Where to find it: Pots, grass, enemy treasure

Where to store it: Magic Meter

What to do with it: Large and small Magic Vials replenish Link's Magic Meter. If Link's Magic Meter is full, picking up Magic Vials has no effect.

Rupees



Green Rupee
(1 Rupee)

Blue Rupee
(5 Rupees)



Yellow Rupee
(10 Rupees)

Red Rupee
(20 Rupees)



Purple Rupee
(50 Rupees)

Orange Rupee
(100 Rupees)



Silver Rupee
(200 Rupees)

Where to find them: Grass, pots, enemy treasure, chests, sidequest rewards, selling Beedle Spoils Bag items...just about everywhere!

Where to store them: A Rupee Purse

What to do with them: Rupees are the currency of the islands of the Great Sea. Use them to purchase goods and services. At the game's start, Link can carry only 200 Rupees, but two Great Fairies can upgrade his carrying capacity to 1,000 and 5,000 Rupees.

Skull Necklace



Where to find it: Moblin treasure

Where to store it: Spoils Bag

What to do with it: On Windfall Island (D2), give Maggie's Father 20 Skull Necklaces to get Treasure Chart #2. Also on Windfall, give three Skull Necklaces to Dampa the sailor to play his piggy-sitting minigame.

Trading Quest Items



Where to find them: Zunari's Stall, Wandering Goron Merchants

Where to store them: Delivery Bag

What to do with them: Use these items during the trading quest sidequest that begins at Zunari's Stall on Windfall Island and takes you to the three Wandering Merchants on Greatfish Isle (B4), Bomb Island (F5), and Mother & Child Isles (B2). For more information on the trading quest, see "Windfall Island (D2)" in the "Islands of the Great Sea" section. After completing the trading quest, use the items to decorate Windfall Island, which impresses Sam so much that he gives Link a Piece of Heart.

Treasure Sphere



Where to find it: Large enemy treasure

Where to store it: n/a

What to do with it: Larger enemies, such as Moblins, Darknuts, and Seahats, often leave behind these spheres, each of which contains a handful of common items. Shatter them with your sword to release the items. Unlike most enemy treasure, treasure spheres don't disappear if you don't pick them up quickly.

Dungeon Items

There are a handful of items that Link finds only in dungeons. All of these items (except the Heart Container) can only be used in the dungeons in which Link finds them.

Big Key



Most dungeons have a Big Key that Link must

find before he can open the door to the boss's lair and fight the boss. The Big Key is one of the last items Link finds in a dungeon.



Compass



Each dungeon's Compass shows the location of any unopened treasure chests on the Dungeon Map. It also shows Link's current position and the location of the dungeon's boss.



Dungeon Map



The Dungeon Map gives you an in-game floor plan for the dungeon. Each room is color-coded—the light green room is the room you're in, dark green rooms are rooms you've explored, and black rooms are rooms you haven't seen. Cycle through the floors of the dungeon with ↑ and ↓.



Heart Container



Link receives a Heart Container in most dungeons after defeating the dungeon's boss. Pick up the Heart Container to add it to Link's Life Gauge, which allows Link to absorb more damage. It also completely refills Link's Life Gauge.

Tip

For every four Pieces of Heart you find, you complete another Heart Container.

Small Key



Small Keys are used to open locked doors. Each dungeon has exactly as many Small Keys as it has locked doors, and Small Keys can only be used in the same dungeon that they are found in.

Quest Items

Quest items are unique items that Link finds during his quest. Most of them are stored on the Items sub-screen, and you must set many of them to Ⓢ, Ⓞ, or Ⓩ to be used. Unlike common items, quest items are few and far between, and Link has to accomplish a task to get them.

Bait Bag



Where to find it: Purchased from Beedle

Where to store it: Items sub-screen

What to do with it: Purchase the Bait Bag to allow Link to hold up to eight Hyoi Pears or packets of All-Purpose Bait.



Boat's Sail



Where to find it: Purchased from Zunari on Windfall Island (D2)

Where to store it: Items sub-screen

What to do with it: Use the Boat's Sail while sitting in the King of Red Lions to propel the boat by wind. For maximum speed, make sure the wind is blowing in the direction you're heading.



Bombs



Where to find them: Tetra's pirate ship

Where to store them: Items sub-screen

What to do with them: The Bombs item allows Link to carry and use Bombs as weapons. Set it to Ⓢ, Ⓞ, or Ⓩ to pull out a Bomb. Bombs explode three seconds after being used. Throw one with ⓐ or put it down with Ⓩ to keep it from going off in your hand. Use Bombs as weapons against enemies or to blast large rocks and other obstacles into pieces.

In the King of Red Lions, Bombs become a cannon that fires them. Use ⓐ to aim the cannon, and press the Bombs button to fire it. Use the cannon to sink Cannon Boats or destroy gates and other obstacles.

Boomerang



Where to find it: The Forbidden Woods

Where to store it: Items sub-screen

What to do with it: Set the Boomerang to Ⓢ, Ⓞ, or Ⓩ to use it. Hold down the button to bring up a first-person targeting view. Use ⓐ to select up to five targets, and release the Boomerang button to hit the targets in the order selected. Ⓩ-target an enemy or object, and press the Boomerang button to send it flying after its target.

Defeat weak enemies and stun larger ones with the Boomerang. Use it to shatter pots, hit switches, and collect common items from a distance. It is one of Link's most valuable and versatile tools, and he's sworn by it since his first adventure!



Cabana Deed



Where to find it: Given by Miss Marie

Where to store it: Delivery Bag

What to do with it: Trade 20 Joy Pendants to Miss Marie (the Windfall Island schoolteacher) to get the Cabana Deed. The Cabana Deed allows Link to enter the cabana on the Private Oasis (E5), which becomes Link's Oasis after he shows the Cabana Deed to the doorman.

Complimentary ID



Where to find it: In a letter from Beedle

Where to store it: Delivery Bag

What to do with it: After purchasing 30 items from Beedle, Link earns a Silver Membership to Beedle's Shop Ship, and Beedle sends you the Complimentary ID. Show the Complimentary ID to Beedle at any of his Shop Ship locations, and he compliments Link! Use this item once, and it disappears.

Deku Leaf



Where to find it: Forest Haven


Where to store it: Items sub-screen

What to do with it: To use the Deku Leaf, set it to Ⓢ, Ⓞ, or Ⓩ. Use the Deku Leaf while Link's in the air, and glide as long as his Magic Meter has energy. Gliding slowly depletes Link's Magic Meter, and Link drifts downward as he glides.

Use the Deku Leaf when Link is on the ground to send an air gust at enemies and objects. Face the enemy or object (or Ⓩ-target it) and press the Deku Leaf button. Blowing wind gusts do not deplete Link's Magic Meter.




Delivery Bag

 Where to find it: Dragon Roost Island

Where to store it: Items sub-screen

What to do with it: The Delivery Bag allows Link to carry up to eight specific items, including the Cabana Deed, letters to mail for other characters, and trading quest items. Link receives it as a gift from Quill when he first arrives on Dragon Roost Island.

Empty Bottles

 Where to find them: Four locations (see below)

Where to store them: Items sub-screen


What to do with them: Empty Bottles allow Link to obtain and carry Potions, bottled Fairies, and Forest Water. Reuse them when they are empty. Link can find four Empty Bottles.

1. Medli gives one Empty Bottle to Link at the Dragon Roost Cavern's entrance during the main quest.
2. Link buys one from Beedle at Rock Spire Isle (B3).
3. Link gets one for catching Mila trying to crack Zunari's safe in Windfall Island (D2).
4. Link wins the fourth as a prize for defeating the enemies in the Submarine near Bomb Island (F5).

Note

For more information on how to get each of these Empty Bottles, refer to that island quadrant's entry in the "Islands of the Great Sea" section.


Fill-Up Coupon

 Where to find it: In a letter from Beedle

Where to store it: Delivery Bag

What to do with it: After purchasing 60 items from Beedle, Link earns a Gold Membership, and Beedle sends Link the Fill-Up Coupon. Use the Fill-Up Coupon at any Beedle's Shop Ship to replenish Link's Life Gauge, Magic Meter, and Bombs and Arrows supplies.


Forest Firefly

 Where to find it: Forest Haven

Where to store it: In a bottle on the Items sub-screen

What to do with it: The Forest Firefly is the brightest firefly in the Forest Haven, emitting seven colors of light. Catch it in an Empty Bottle and take it to Lenzo, who uses it to make the Deluxe Picto Box.

Forest Water

 Where to find it: Forest Haven


Where to store it: In a bottle on the Items sub-screen

What to do with it: There are eight withered Deku Trees across the islands of the Great Sea. Fill an Empty Bottle with Forest Water at the Forest Haven, and use it to water all eight Deku Trees within 20 minutes to get a Piece of Heart.




Note

For more information on the Deku Tree sidequest, refer to "Forest Haven (F6)" in the "Islands of the Great Sea" section.

Grappling Hook



















 Where to find it: Dragon Roost Cavern

Where to store it: Items sub-screen

What to do with it: Set the Grappling Hook to , , or  and hold down the button to bring up a first-person targeting view. Target an overhead pole and release the button to throw the Grappling Hook up to it and swing from it.


In the King of Red Lions, the Grappling Hook becomes a salvage crane that hauls up sunken treasure chests marked by rings of light on the surface of the Great Sea.


Grappling Hook Controls

Command	Button(s)
Target	Hold  ,  , or  and push 
Grapple	Release  ,  , or 
Swing	 ↑, ↓
Jump off of rope	
Stop swinging	
Change direction	Stop with  , then press  and ← or →
Climb up or down rope	Stop with  , then press  and ↑ or ↓
Drop salvage crane (in boat)	Hold  ,  , or 
Swing salvage crane to boat's other side	

Sure-Fire Treasure Grabbing Tips

A ring of light on the Great Sea indicates a treasure chest under the water that you can haul up with your Grappling Hook. The ring of light fades as you approach it, making it hard to determine where to drop your Grappling Hook.


Face the ring of light with the wind at your back and sail toward it. When the ring of light vanishes, press  to put away your sail and drop your Grappling Hook into the water. If you do it right, you hook the chest on the first try! Pay attention to the tinkling chimes as you approach the treasure. The louder the tinkling, the closer you are.

Rings of light with bright beams of light in their centers mark underwater treasures that Treasure Charts lead to. These brighter lights fade more quickly as you approach them. Use the Treasure Chart to see your boat's position relative to the treasure. Move toward the treasure by steering the boat with . Switch between the Treasure Chart and the game screen to align yourself.









Tip

Use the Grappling Hook against stunned enemies to pull their treasure from them before they're defeated. Use this to get Chu Jelly from ChuChus, Boko Baba Seeds from Boko Babas, Joy Pendants from Bokoblins, Golden Feathers from Peahats and Kargarocs, Skull Necklaces from Moblins, and Knight's Crests from Darknuts.

Hero's Bow

 Where to find it: Tower of the Gods

Where to store it: Items sub-screen

What to do with it: Set the Hero's Bow to , , or , and hold down the button to bring up a first-person targeting view. Aim the bow with  and release to fire an Arrow. -target enemies and press , , or  to shoot an Arrow without going into the targeting view. The Hero's Bow is usable only if you have Arrows in your inventory.

Arrow Types

During his adventure, Link powers up his Hero's Bow so it can shoot different arrows. Arrow items in his inventory are always used as ammunition.

Fire Arrows: Obtained from the Fairy Queen in the Mother & Child Isles (B2), Fire Arrows can melt ice, set enemies on fire, and do more damage than standard Arrows. Each Fire Arrow depletes Link's Magic Meter.

Ice Arrows: Received from the Fairy Queen, Ice Arrows can cool lava, freeze enemies, and do more damage than standard Arrows. Each Ice Arrow depletes Link's Magic Meter.

Light Arrows: Link gets Light Arrows after defeating the Phantom Ganon inside Ganon's Tower. They are one of the few weapons that inflicts damage on Ganon and his creations. Each Light Arrow fired costs a small amount of magic energy.

Standard Arrows: These are plain, no-frills projectiles, but they don't cost any magic energy to fire.

Hero's Charm

Where to find it: Received from Miss Marie in Windfall Island (D2)

Where to store it: Quest Status sub-screen

What to do with it: Link gets the Hero's Charm by giving Miss Marie 20 more Joy Pendants after getting the Cabana Deed from her. When equipped, Link wears this mask, and the Life Gauge of any nearby enemy is displayed above its head.

Hero's Shield

Where to find it: Grandma's house on Outset Island (B7)

Where to store it: Quest Status sub-screen

What to do with it: Holding **[B]** when Link's sword is drawn raises his Hero's Shield to deflect incoming enemy attacks. Projectile attacks bounce off the Hero's Shield and back at Link's attacker, causing some enemies' weapons to fly out of their hands (especially Bokoblins' Deku Sticks). This shield is replaced with the Mirror Shield when Link finds that item. It is automatically equipped to **[B]** and does not need to be assigned to any other button.

Hero's Sword

Where to find it: Given to Link by Orca on Outset Island (B7)

Where to store it: Quest Status sub-screen

What to do with it: The Hero's Sword is Link's first sword. To get it, complete Orca's training at the game's beginning. Although it lacks the Master Sword's power, the Hero's Sword is a quick weapon that suits Link's fighting style. It is equipped to **[B]** and cannot be assigned to any other button.

Hookshot

Where to find it: Wind Temple

Where to store it: Items sub-screen

What to do with it: The Hookshot is a cross between the Grappling Hook and the Hero's Bow. Assign it to **[Y]**, **[X]**, or **[Z]**, and hold down the button to bring up a first-person targeting view. Target an object with **[Y]**, and release the button to fire the Hookshot at it. **[X]**-target an object or enemy and press the Hookshot button to fire the Hookshot at it.

If Link targets an object that is heavier than he is (chest, tree, target on wall, etc.), the Hookshot pulls him to the object. If the object is lighter than Link (small enemy or common item) or if Link is wearing the Iron Boots, the Hookshot pulls that object toward Link. The Hookshot has a shorter range than the Boomerang or the Hero's Bow, but its versatility as a tool and a weapon makes up for it.

Iron Boots

Where to find them: Ice Ring Isle (E6)

Where to store them: Items sub-screen

What to do with them: Set the Iron Boots to **[Y]**, **[X]**, or **[Z]** to use them. Link walks slowly in the Iron Boots, but they increase his weight. He can walk through gales without being pushed back, and can use the Iron Boots to stomp through cracked floor tiles or activate springboards. When worn while using the Hookshot, the Iron Boots let Link pull heavy objects (like stone masks) off walls.

Letters

Where to find them: Various locations

Where to store them: Delivery Bag

What to do with them: At certain points in the game, characters give Link letters to be delivered to other characters. Usually this task is as simple as carrying the letter in your Delivery Bag, approaching a postbox, and using the letter near the postbox to mail it. Occasionally, Link needs to personally deliver a letter to a character, so pay attention to delivery instructions.

Magic Armor

Where to find it: During the Windfall Island (D2) trading sidequest

Where to store it: Items sub-screen

What to do with it: Link finds the Magic Armor during the trading quest that begins at Zunari's Stall on Windfall Island (D2). When equipped, Magic Armor drains Link's Magic Meter, but it also makes him invulnerable to enemy attacks.

Note

For more information on the trading quest, refer to "Windfall Island (D2)" in the "Islands of the Great Sea" section.

Master Sword

Where to find it: Hyrule Castle

Where to store it: Quest Status sub-screen

What to do with it: The Master Sword is the blade of the legendary Hero of Time, and it is faster and more powerful than the Hero's Sword. When Link finds the Master Sword, it has lost its magical ability to repel the evil of Ganon. Link must restore that ability before the final showdown with Ganon. The Master Sword replaces the Hero's Sword in Link's inventory.

Mirror Shield

Where to find it: Earth Temple

Where to store it: Quest Status sub-screen

What to do with it: The Mirror Shield is more powerful than Link's Hero's Shield, and it replaces the Hero's Shield in Link's inventory. The Mirror Shield reflects enemies' attacks and beams of light, which is handy in the Earth Temple. To reflect a beam, stand in the light, draw Link's sword, and hold down **[B]** to raise the Mirror Shield. Aim the reflected beam with **[Y]**.

Picto Box/ Deluxe Picto Box

Where to find it: Get the Picto Box in Tingle's jail cell on Windfall Island (D2). The Deluxe Picto Box is given to Link by Lenzo or provided at the start of the second play-through.

Where to store it: Items sub-screen

What to do with it: Both the Picto Box and Deluxe Picto Box allow Link to take pictographs of any person, place, or thing in the game. The Picto Box takes black-and-white pictographs; the Deluxe Picto Box takes color pictographs. Each holds three pictographs. When taking pictographs of a character or enemy, make sure that the subject is facing you and that it fills the screen, but don't zoom in so far that you crop off the top or bottom of the subject.

The Picto Box is found in the tunnels of Tingle's jail cell on Windfall Island (D2). To get the Deluxe Picto Box, take three Picto Box pictographs for Lenzo and give him the Forest Firefly. After completing the game once, you also receive the Deluxe Picto Box at the beginning of your second play-through.

Picto Box Controls

Button	Command
← and →	...Pan right and left
⊕ and ⊖	...Zoom in and out

Pirate's Charm

Where to find it: Given to Link by Tetra

Where to store it: Quest Status sub-screen

What to do with it: Tetra gives Link the Pirate's Charm, a glowing blue pendant that allows Tetra to communicate with Link over great distances. Curiously, the King of Red Lions can communicate with Link through the Pirate's Charm, a mystery that is resolved after Link rescues his sister, Aryll.





Potions



Red Potion



Green Potion



Blue Potion



Elixir Soup

Where to find them: Beedle's Shop Ship, Windfall Island (D2) Potion Shop, Hollo in the Forest Haven (F6), Grandma's house on Outset Island (B7)

Where to store them: Items sub-screen

What to do with them: Link needs Empty Bottles to hold Potions. Each Potion helps Link recover his health or magic energy. After using the Potion, Link can refill the Empty Bottle with another Potion.

Potions

Type	Where to Get It	What It Does
Red Potion	Trade Red Chu Jellies to Doc Bandam	Replenishes Link's Life Gauge
Green Potion	Trade Green Chu Jellies to Doc Bandam	Replenishes Link's Magic Meter
Blue Potion	Trade Blue Chu Jellies to Doc Bandam or Boko Baba Seeds to Hollo	Replenishes Link's Life Gauge and Magic Meter
Elixir Soup	Visit Grandma after healing her with a Red Potion or Fairy	Two-dose Potion that refills Link's Life Gauge and allows him to do double damage until hit by an enemy

Power Bracelets



Where to find it: Fire Mountain (F3)

Where to store it: Quest Status sub-screen

What to do with it: The Power Bracelets allow Link to lift large rocks that he could not previously lift. They are equipped when needed.

Skull Hammer



Where to find it: Forsaken Fortress (A1)

Where to store it: Items sub-screen

What to do with it: Assign the Skull Hammer to or -target an object or enemy, and press the button to smash the Skull Hammer on the target. The Skull Hammer is designed to hammer pegs and stakes. It can be used as a weapon, although it's slow and awkward. The Skull Hammer stuns weaker enemies when it crashes down near them and is good for wiping out large groups of ChuChus or Miniblins.

Spoils Bag



Where to find it: Tetra's pirate ship

Where to store it: Items sub-screen

What to do with it: Link gets the Spoils Bag after completing Niko's first challenge on the pirate ship. It allows Link to hold the following common items that he receives as rewards for defeating enemies:

- Boko Baba Seeds
- Chu Jellies (Red, Green, and Blue)
- Golden Feathers
- Joy Pendants
- Knight's Crests
- Skull Necklaces

Tip

Beedle buys any items in your Spoils Bag that you don't need. Assign the item to or and show it to him.

Telescope



Where to find it: Loaned to Link by Aryll

Where to store it: Items sub-screen

What to do with it: The Telescope is the first quest item Link gets (in the second play-through, it's the second, after the Deluxe Picto Box). It is Aryll's most prized possession, and it is used to zoom in on objects. Set the Telescope to or and press the button to use it. moves the Telescope around, and zooms in and out.

Tingle Tuner



Where to find it: Given to Link by Tingle

Where to store it: Items sub-screen

What to do with it: The Tingle Tuner allows you to connect a Game Boy Advance to Controller Socket 2, 3, or 4 on your GameCube so a friend can play as Tingle during your quest as Link (Tingle appears as a green Tingle-shaped cursor on the GameCube screen). Connect the Game Boy Advance to the GameCube as described in the previous section, assign the Tingle Tuner to or , and press that button to create a connection. The Game Boy Advance player (Tingle) can help you (Link) by using special Tingle Items and uncovering secret treasures.



Tingle Tuner GBA Controls

Button	Command
Call Link or investigate an area marked with an exclamation point (!)
Use currently selected Tingle Item
with + Control PadScroll around map, even if Link doesn't have a dungeon's Dungeon Map
Return Tingle to Link's current position or lock onto nearest enemy
+ Control PadMove Tingle
View Item Screen
View Tingle Tuner GBA controls

Tingle Items

- **Blue Ting** (80 Rupees): Replenishes Link's Life Gauge and Magic Meter, just like a Blue Potion.
- **Green Ting** (40 Rupees): Replenishes Link's Magic Meter, just like a Green Potion.
- **Hand-Me-Down Tuner** (0 Rupees): Obtained after finding Knuckle on Outset Island, this allows Link to purchase All-Purpose Bait (20 Rupees) or Arrows (50 Rupees) at any time. It replaces the Red Guide Book on the Tingle Tuner.
- **Kooloo-limpah!** (40 Rupees): An unpredictable Tingle action—could be good, could be bad!
- **Red Guide Book** (0 Rupees): Gives instructions on using the Tingle Tuner.
- **Red Ting** (20 Rupees): Replenishes Link's Life Gauge, just like a Red Potion.
- **Seagull Pen** (0 Rupees): Marks Link's current location on the map and points to his destination.
- **Tingle Balloon** (30 Rupees): Allows Link to float for five seconds, just like a Deku Leaf.
- **Tingle Bomb** (10 Rupees): Lock on to an enemy and use this to damage it. Can also be used to blow up rocks and other obstacles.
- **Tingle Shield** (40 Rupees): Provides short-term invincibility, just like the Magic Armor.
- **Tingle Watch** (0 Rupees): Tells Link what time it is.

Wind Waker



Where to find it: Given to Link by the King of Red Lions

Where to store it: Items sub-screen

What to do with it: The Wind Waker lets Link conduct any Wind Waker songs he has learned, each of which has a different effect. It also earns Link respect from powerful beings who recognize the Wind Waker as a legendary item of great power wielded by past heroes. To play a Wind Waker song, hold \odot in a direction to set the number of notes in the song (tempo) and play the notes with \odot . Link must learn a Wind Waker song before he plays it, even if you already know how it's played.

Tip

If you have trouble playing songs, push \odot before the flashing yellow light at the screen's top hits the yellow bar.

Wind Waker Songs

Name of Song	Tempo (\odot)	Notes (\odot)
Wind's Requiem	3/4 (don't touch \odot)	\uparrow , \leftarrow , \rightarrow
Ballad of Gales	4/4 (\leftarrow)	\uparrow , \rightarrow , \leftarrow , \uparrow
Command Melody	4/4 (\leftarrow)	\leftarrow , \odot , \rightarrow , \odot
Earth God's Lyric	6/4 (\rightarrow)	\uparrow , \uparrow , \odot , \rightarrow , \leftarrow , \odot
Wind God's Aria	6/4 (\rightarrow)	\uparrow , \uparrow , \uparrow , \rightarrow , \leftarrow , \uparrow
Song of Passing	3/4 (don't touch \odot)	\rightarrow , \leftarrow , \uparrow

Special Items

The following items are either the objects of a quest or vital components of an optional sidequest.

Din's Pearl



Where to find it: Received from Prince Komali after Link completes the Dragon Roost Cavern quest

Where to store it: Quest Status sub-screen

What to do with it: Din's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E5). When all three pearls are found, place Din's Pearl on Northern Triangle Island (D3).

Farore's Pearl



Where to find it: Received from the Great Deku Tree after Link completes the Forbidden Woods quest

Where to store it: Quest Status sub-screen

What to do with it: Farore's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E5). When all three pearls are found, place Farore's Pearl on Eastern Triangle Island (F4).

Nayru's Pearl



Where to find it: Received from Jabun after Link gets Bombs from the pirate ship

Where to store it: Quest Status sub-screen

What to do with it: Nayru's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E5). When all three pearls are found, place Nayru's Pearl on Southern Triangle Island (D5).



Nintendo Gallery Figurines



Where to find them: In the Nintendo Gallery in the Forest Haven (F6)

Where to store them: In the Nintendo Gallery in the Forest Haven (F6)

What to do with them: Every time Link brings a good pictograph of a character or enemy to Carlov in the Nintendo Gallery, Carlov sculpts a figurine in the likeness of the pictograph's subject. It takes Carlov a full in-game day to sculpt the figurine, and he's fussy about the pictographs you bring him. Collecting all 133 Nintendo Gallery figurines is a game in itself. When you have them all, you've completed one of the craziest minigames ever invented—but it has no effect on the rest of the game.

Pictographs



Where to find them: Taken by Link with the (Deluxe) Picto Box, or purchased from Lenzo

Where to store them: In the (Deluxe) Picto Box

What to do with them: Link must take specific pictographs to complete Lenzo's sidequest and get the Deluxe Picto Box. Use pictographs of characters and enemies to earn Nintendo Gallery figurines.

Note

Link can never take pictographs of some subjects for Nintendo Gallery figurines (such as a Great Fairy or Jabun). Lenzo has Legendary Pictographs of these subjects that he will sell you. These can be used to get the Nintendo Gallery figurines.

Pieces of Heart



Where to find them: 44 places in the game

Where to store them: Quest Status sub-screen and Life Gauge

What to do with them: Collecting Pieces of Heart adds Heart Containers to Link's Life Gauge. Pieces 1–3 of each Heart Container appear on the Quest Status sub-screen; each fourth Piece of Heart completes a Heart Container, which appears in Link's Life Gauge.

Tip

For a listing of all 44 Pieces of Heart, check out "The Legendary Checklist" at the end of this guide

Triforce Shards



Where to find them: Eight locations under the Great Sea

Where to store them: Quest Status sub-screen

What to do with them: The eight Triforce Shards are hidden under the surface of the Great Sea and must be found using the eight Triforce Charts. You can't find a Triforce Shard until you find the Triforce Chart that leads to it and have Tingle decipher the Triforce Chart. The eight Triforce Shards unite to form the Triforce of Courage, which gives Link access to Ganon's tower.

Triforges



Where to find them: Held by Link, Zelda, and Ganon

Where to store them: n/a

What to do with them: By the game's end, Zelda, Ganon, and Link each bear the mark and wield the power of a Triforce—Zelda has the Triforce of Wisdom, Ganon has the Triforce of Power, and Link assembles the Triforce of Courage from the Triforce Shards. When all three Triforges are brought together, they form the one true Triforce that gives the power of the gods to whomever touches it. Ganon's ambition is to assemble the one true Triforce and use its power to conquer the world.

Charts

In keeping with the Overworld's nautical theme, Link finds dozens of charts bearing important information. Most of these are Treasure Charts, which lead to large rewards, but others assist Link in his main quest and sidequests.

When you get a chart, open your Sea Chart by pressing **↑** on the + Control Pad. Press **○** to view your charts. Use **○** to cycle through the charts until you come to the chart you just found. Press **△** to open it and view its contents.

Ghost Ship Chart



Where to find it: Diamond Steppe Island (A6)

What to do with it: The Ghost Ship Chart lists the islands that the Ghost Ship visits during the moon's phases. It also allows Link to enter the Ghost Ship by sailing into it. Without the Ghost Ship Chart, the Ghost Ship disappears when Link sails near it.

IN-credible Chart



Where to find it: Sent to Link by Tingle after the second sequence in Hyrule

What to do with it: The IN-credible Chart comes with a 201-Rupee delivery charge, but it's worth it. The IN-credible Chart shows the locations of the eight Triforce Charts.

Red Charts

Red charts don't lead to treasures or rewards, but they give important information on places that Link should visit during his quest.

Beedle's Chart



Where to find it: Sent to Link by Beedle after Link gets the Bombs

What to do with it: Beedle's Chart shows the locations of all Beedle's Shop Ships in the Great Sea.

Great Fairy Chart



Where to find it: Find Treasure Chart #41 at Five-Eye Reef (B6), follow the chart to Four-Eye Reef (A2) to get the Great Fairy Chart.

What to do with it: The Great Fairy Chart shows the locations of all the Great Fairies in the islands of the Great Sea. Visit each to upgrade Link's abilities or to find Fairies to restore Link's Life Meter.



Island Hearts Chart



Where to find it: Find Treasure Chart 19 at Four-Eye Reef (B2). Follow the chart to the Flight Control Platform (G2) to get the Island Hearts Chart.

What to do with it: The Island Hearts Chart lists islands where Link can find 31 Pieces of Heart without using Treasure Charts. On its side are two icons—a postbox and a Deku Leaf—representing two additional Pieces of Heart Link can get. One is in a letter from the Rito Chieftain, and the other is earned by watering all the withered Deku Trees with Forest Water.

Light Ring Chart



Where to find it: Find Treasure Chart #21 at Cyclops Reef (C4). Follow the chart to another location at Cyclops Reef to get the Light Ring Chart.

What to do with it: The Light Ring Chart shows several areas where rings of light appear on the Great Sea's surface during a full moon. Visit these rings of light during a full moon and pull up the sunken chests they mark to get several small Rupee rewards (generally Red Rupees). Pull up these treasures only during a full moon, and only if you have the Light Ring Chart.

Octo Chart



Where to find it: Find Treasure Chart #26 at Six-Eye Reef (D4). Follow the chart to Northern Triangle Island (D3) to get the Octo Chart.

What to do with it: The Octo Chart lists the quadrants of the Great Sea in which Big Octos are found. The chart tells you how many eyes each Big Octo has, to give you a sense of the difficulty of defeating it.

Platform Chart



Where to find it: In the Submarine near the Flight Control Platform (G2)

What to do with it: The Platform Chart lists the locations of all the Sea Bokoblin-filled Sea Platforms. Defeating the Bokoblins and cannons on these Sea Platforms gives you Rupee rewards, as well as a couple of larger rewards. See "The Legendary Checklist" at the end of this guide for details on Sea Platform rewards.

Sea Hearts Chart



Where to find it: Find Treasure Chart #32 at Three-Eye Reef (A4). Follow the chart to the Boating Course (F7) to get the Sea Hearts Chart.

What to do with it: The Sea Hearts Chart lists the locations of all 11 Treasure Charts that lead to Pieces of Heart.

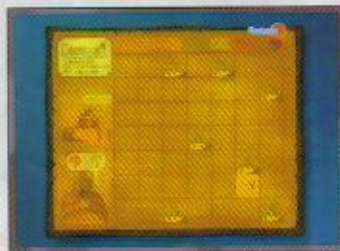
Secret Cave Chart



Where to find it: Find Treasure Chart #13 at Two-Eye Reef (D6). Follow the chart to Overlook Island (G1) to get the Secret Cave Chart.

What to do with it: The Secret Cave Chart lists the locations of all the hidden caverns on the islands of the Great Sea. A reward is in each cavern—usually something important!

Submarine Chart



Where to find it: In the secret cavern in the north island of the Boating Course (F7)

What to do with it: The Submarine Chart lists the locations of all of the Submarines in the Great Sea. Enter these Submarines and eliminate the enemies inside to earn respectable treasures.

Tingle's Chart



Where to find it: Received from Tingle when you bust him out of his Windfall Island (D2) prison

What to do with it: Tingle's Chart shows Windfall Island (D2), Tingle Island (C3), and the Great Fairies that upgrade your Rupees.

Treasure Charts



Where to find them: 41 locations

What to do with them: Each of the 41 Treasure Charts leads to a sunken treasure when opened; 11 lead to Pieces of Heart. To find the treasure (marked on the Treasure Chart with the traditional "X"), check the shape of the island on the Treasure Chart against the shapes of the islands that you've charted and find the one that matches. As you approach the treasure's location, open the Treasure Chart to see your position relative to the treasure. You can't salvage the treasures that the Treasure Charts lead to until you find and open the right Treasure Chart.

Triforce Charts



Where to find them: Eight locations

What to do with them: The Triforce Charts lead to the eight Triforce Shards sunken beneath the Great Sea's surface. When you find a Triforce

Chart, take it to Tingle on Tingle Island (C3) to have him decode it at a cost of 398 Rupees per Triforce Chart. After it's opened and decoded, follow a Triforce Chart like an ordinary Treasure Chart to find the Triforce Shard it leads to.



FRIENDS AND FIENDS

The Nintendo Gallery

All the screenshots of the characters and enemies in this chapter are taken from the figures in the Nintendo Gallery. To complete the Nintendo Gallery, you must get Deluxe Picto Box pictures of every character and enemy in this chapter!

To find out how to get the Deluxe Picto Box, refer to "Windfall Island (D2)" in the "Islands of the Great Sea" section that follows the walkthrough.

To find out how to get to the Nintendo Gallery and collect all of the gallery's figurines, refer to "Forest Haven (F6)" in the "Islands of the Great Sea" section.

For a complete checklist of all 134 Nintendo Gallery figurines, with tips on how to get the tricky ones, refer to "The Legendary Checklist" at the end of this guide.



Characters

Link meets over a hundred characters in the course of his quest. Some give him important items or clues; others add to the game's atmosphere. A few even start out as adversaries, but Link's courage and tenacity convert them!

Characters of the Great Sea

The following characters are found in Link's adventures across the Great Sea. Some are found on small islands, and some floating on the Great Sea. A few appear in several different places.

Beedle



Beedle runs Beedle's Shop Ship, a traveling boatload of values that sails between several islands of the Great Sea. After acquiring Bombs from the pirates,

Link gets Beedle's Chart, which shows the locations of all Beedle's Shop Ship stops. Beedle has some of the best prices in all the islands of the Great Sea, so shop with

confidence! You can also sell Beedle items from Link's Spoils Bag.

You can buy the Bait Bag, All-Purpose Bait, Hvoi Pears, Bombs, Arrows, and Red Potions from most of his locations. If you catch him at Rock Spire Isle (B3), you can also buy a Piece of Heart, an Empty Bottle, and Treasure Chart #4. Beedle rewards frequent customers with a Silver Membership (which entitles you to the Complimentary ID) and a Gold Membership (which gets you the Fill-Up Coupon).

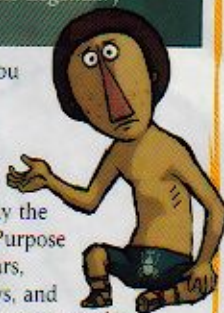
Fairy Queen



The Fairy Queen lives in the center of Mother & Child Isles (B2). The only way to get there is to conduct the Ballad of Gales. Although she

looks young, the Fairy Queen is one of the game's oldest and wisest characters.

She will not reveal her true form to Link until he meets Princess Zelda for



the first time. She then endows his Hero's Bow with the ability to shoot Fire and Ice Arrows. Link can return to her Fairy Pond at any time to find Fairies to help him recover his strength.

Great Fairies



In addition to the Fairy Queen, seven Great Fairies are scattered across the islands of the Great Sea. Six of the Great

Fairies increase Link's Bomb-, Arrow-, or Rupee-carrying capacity, and the seventh doubles the size of Link's Magic Meter. You can find the Great Fairies at the following locations, and you can always return to them to find Fairies to heal Link.

- Bomb Fairies: Eastern Fairy Island (E3), Southern Fairy Island (D6)
- Arrow Fairies: Western Fairy Island (A3), Thorned Fairy Island (G4)
- Rupee Fairies: Northern Fairy Island (C1), Outset Island (B7)
- Magic Meter Fairy: Two-Eye Reef (D7)

King of Hyrule



Daphnes Nohansen Hyrule was the King of Hyrule, a legendary land that accepted a terrible fate at

the hands of the gods to rid the land of a great evil. For generations, no one has seen or heard of its King, Hyrule, or its Princess, Zelda. The King of Hyrule plays an important role in the game, linking the events of *The Wind Waker* to those of *Ocarina of Time*.

King of Red Lions



The King of Red Lions is the only talking boat in the Great Sea. He arrives (without a sail) to aid Link in his quest to rescue Aryll, and sticks around when Link's true destiny is revealed. He is Link's transportation from island to

island, but is also Link's most trusted adviser. The

King of Red Lions speaks ancient Hylian and always has more information than he's willing to reveal....

Merman



Each of the Great Sea's 49 islands has a Merman that jumps into and out of the sea around it. Sail up to a Merman and

sprinkle All-Purpose Bait on the water's surface to get him to chart the island on your Sea Chart and give you helpful information.

After you speak to an island's Merman, you can bait him again to play an arrow-shooting minigame for Rupees. Sometime in the past, the King of Red Lions aided these fellows, which is why they're so willing to help out Link.



Princess Zelda



Princess Zelda is heir to the long-lost land of Hyrule's throne and the keeper of the Triforce of Wisdom, but no one knows exactly who or where she might be. If there is a

young hero dressed in green and an archfiend named Ganon, you know that a princess named Zelda will appear sometime!



Tetra



Tetra is a main character in *The Legend of Zelda: The Wind Waker*. She's strong-willed and bossy, but also has a soft spot in her heart for Link.

When Link's quest gets under way in earnest, Tetra is a devoted friend and ally, often putting herself and her crew in harm's way to help Link.

Tetra inherited her ship and crew from her late mother, and continues her mother's quest for a legendary treasure hidden beneath the Great Sea's surface. Tetra also has a secret, but we won't spoil it for you!



Niko is last in the pirates' pecking order, so he's overjoyed when Link joins up.

Although it quickly becomes clear that Link is special, Niko doesn't take it personally when Link has to leave them.

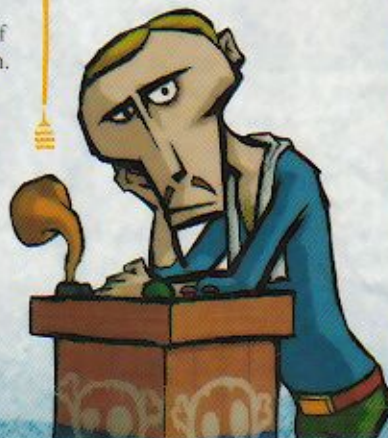
Nudge is Tetra's counselor. He's stronger than Gonzo, but he loves sewing.



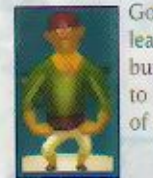
Senza keeps the ship shipshape. He's also a persuasive speaker.



Zuko's keen eyes made him the ship's watchman, but no one can understand his speech, so they're never sure what he's seen.



Tetra's Pirates



Gonzo's the tough-guy leader of the pirates, but he's been known to cry at the drop of a hat.



Mako is the brains of the pirates' operation. He's usually mild-mannered, but he's unstoppable when angry. Touching his glasses will set him off.



Tingle

Tingle's fondest wish is to become a Fairy. He thinks Fairies wear green jumpsuits, which explains his bizarre fashion sense.

Although he can get on your nerves, Tingle is one of Link's most valuable allies.

Bust Tingle out of his cell on Windfall Island to get the Tingle Tuner, which allows you to connect a Game Boy Advance to your GameCube. The second player can control Tingle, who can assist Link during his quest.

Also, once you start looking for Triforce Charts and Triforce Shards, Tingle gives you the locations of most of the Triforce Charts and deciphers the Triforce Charts that you find. His help doesn't come cheap, but no one else can do it.



Minor Characters of the Great Sea



Ankle is Knuckle's twin brother, and both are Tingle's younger brothers. Ankle is more responsible and hard-working than his twin.



David, Jr., embarked on a quest to recover the Ghost Ship's treasure, just as his father did before him. One bad bout of seasickness led him in a daze to Tingle Island, and he's regretted it since.



Find Fairies in Fairy Fountains and hidden in pots. Touching one refills 10 of Link's Heart Containers. They can also be captured in an Empty Bottle and saved for later!



Knuckle carved Tingle Tower when he was 10 years old. He ran to hide on Outset Island when Tingle defaced the tower, and you must use the Tingle Tuner there to

find him. Finding Knuckle gives you the Hand-Me-Down Tuner, which lets Link buy Arrows and All-Purpose Bait.



Loot is a robust sailor who fears only the Mermen. He runs the Boating Course and spends his earnings at the Windfall Café.

Old Man Ho-Ho is on several of the islands of the Great Sea. He's always looking at something interesting through his telescope.



Salvage Corp. has so far found only enough Rupees to buy their diving suits, but these treasure hunters never give up their dream of the big score! If you find them, speak to them and they give you Treasure Chart #34.



A frustrated painter, Salvatore now runs the Squid-Hunt minigame on Windfall Island and the Cannon minigame on Spectacle Isle.



There are three wandering Goron merchants, one on Greatfish Isle (B4), one on Bomb Island (F5), and one on Mother & Child Isle (B2). They are essential stops in the trading quest that begins on Windfall Island and ends with Link getting the Magic Armor and a Piece of Heart.



Dragon Roost Island (F2) Characters

Dragon Roost Island (F2) is home to the Rito, a race of birdmen that serve as postmen for the islands of the Great Sea. The island gets its name because it is the Valoo's home, the dragon that is the spirit of the skies. Each of the following characters is found on, is from, or has some connection to Dragon Roost Island.

Chieftain



The Rito chieftain is the strongest and wisest Rito in the aerie, and his people love him. He finds it hard to balance his responsibilities as a stern leader and a caring

father, but his son, Komali, is never far from his thoughts.

When Link inspires Komali by defeating the monster that sent Valoo into a rage, the Rito chieftain thanks Link with a Piece of Heart.

Komali



The crown prince of the Rito, Komali is a boy when Link first meets him. Because of

Valoo's rage, Komali is unable to get a scale from the dragon and grow his adult wings, which has sent him into a spiral of self-pity. Link calms Valoo down, and Komali becomes Link's greatest admirer. He also gives Link his most treasured possession, Din's Pearl.

Later in the game, Komali earns his wings and matures into a noble young man who saves Link from an untimely demise in the Forsaken Fortress. With Link's influence, Komali could turn into as great a leader as his father!

Laruto



Born in an area of Hyrule known as Zora's Domain, Laruto long ago became the sage of the Earth Temple so the Master

Sword would always retain its ability to repel evil. Ganon's minions overwhelmed the Earth Temple and stole the Zora's soul, weakening the Master Sword.

She advises Link on how to find the new sage of the Earth Temple, Medli.

Medli



Medli attends the great Valoo, and never gives less than her best effort. When Valoo begins to rage, Medli takes it upon herself to make the dangerous climb up Dragon Roost Cavern to talk to him. She feels responsible for Prince Komali and wants to see him grow into as fine a Rito as his father.

Medli is fated to become the next Earth Temple sage—a destiny foreshadowed by the treasured harp she carries on her back. During the Earth Temple quest, Medli is a controllable character.



Valoo



Spirit of the skies and reason for the name of Dragon Roost Island, Valoo has protected the Rito for ages and is served by them in return. Young Rito visit Valoo when they come of age, and a single scale from the great dragon helps them grow a pair of mature wings. The ancient beast only speaks in the long-dead Hylian tongue, which only his assistant, Medli, understands.

As Ganon recovers his power, his minions invade the volcanic cavern inside Dragon Roost Island and harass Valoo, driving the dragon into a red rage. If Link defeats the monsters of Dragon Roost Cavern, he restores sanity to Valoo.

- Carry Medli by pressing **A** near her. When you put her down by pressing **A** again, she remains in that spot until you call, control, or carry her.
- Fly while carrying Medli by running off ledges in a straight line, just as if you were jumping off.
- Throw Medli into the air, and she gains altitude and flies for a short distance.
- Press **R** near Medli to get her to follow you.
- Conduct the Command Melody (hold **←** for 4/4 tempo and play **○**, **○**, **○**, **○**) to control Medli. Press **R** to release control.
- Make Medli fly while repeatedly pressing **A** and controlling her. She has limited stamina and drops to the ground when it is depleted.
- Make Medli hold her harp in front of her by pressing **B** and using **○** to aim it. The harp is polished and can reflect beams of light.

Quill



Quill is Outset Island's postman. Link observes him through Aryll's Telescope at the beginning of the game. Quill later persuades Tetra and the pirates to take Link with them.

This courageous Rito is an invaluable source of advice and help at several points in the game, including during Link's quest for Nayru's Pearl. He also pulls off a daring rescue during Link's second visit to the Forsaken Fortress!



Zephus & Cyclos



These light-hearted sibling deities control the winds, and Link finds monuments honoring them on Dragon Roost Island. Zephus teaches Link the Wind's Requiem after Link completes the Dragon Roost Cavern quest. The Wind's Requiem allows Link to change the wind's direction, opening all 49 quadrants of the Great Sea for exploration.

Cyclos is upset that his monument has fallen into disrepair, and wreaks havoc on ships with his cyclones. If you have the Hero's Bow, sail into a cyclone and shoot Cyclos three times with Arrows to calm him down. As a token of his respect for Link's keen aim, Cyclos teaches Link the Ballad of Gales, which allows Link to warp between several points on the Sea Chart.



Minor Dragon Roost Island Characters



Baito, a homesick human, tries to fit in with the Rito and match Koboli's mail-sorting speed, but he needs Link's help. Help him by mailing a letter to his mother, and she gives you Rupees and a Piece of Heart!



Their sincerity and honesty earned Basht and Bisht positions on Dragon Roost Island's police force. They speak frankly to Link about events on the island.



Hoskit is always looking for the perfect present for his girlfriend. Give him 20 Golden Feathers, and his girlfriend gives you a Piece of Heart!



When things aren't going his way, Ilari loses his cool. Most of the time, he's pleasant (although he has trouble remembering faces).



A descendant of a postman from ages past, Koboli is the Rito's mail sorter. If you help him out, he rewards you with Rupees.



Kogoli is concerned about the state of Dragon Roost Island, but he's never seen trying to improve it.



Namali is a perpetual worrywart.



Obli is obsessed with the Rito, and dresses up as one when he can. He's the elder of the two brothers who run the Bird-Man Contest on the Flight Control Platform (G2).



Pashli is always busy.



Skett and Akoot, childhood friends, are the Rito chieftain's trusted personal guards. Other than the chieftain himself, there are no stronger or more talented Rito.



As a carpenter on Windfall Island, Willi was average. But as a Rito impersonator, he soars above mediocrity, along with his brother, Obli.

Forest Haven (F6) Characters

Forest Haven (F6) is home to the Great Deku Tree and its forest spirits, the Koroks. It's also where the Nintendo Gallery is found. Each of the following characters is found in or around the Forest Haven or has a connection to the Forest Haven.

Carlov the Sculptor



The master craftsman of the Nintendo Gallery, Carlov sculpts figurines from pictographs that inspire him. When you take a pictograph of a character or enemy, show it to Carlov. If the pictograph meets his high standards, he carves a figurine of the character or enemy it shows.

It takes Carlov a day to carve the figurine, and he never lets anyone watch him do it. Return the next day to see the results of his work on display. Some have called Carlov's Nintendo Gallery club "uncool," but he's happy as long as Link stays in it!

Great Deku Tree



The Great Deku Tree is one of the oldest and most powerful living creatures in the world. He is the earth spirit and the guardian of the forests, but because he has to remain rooted to the ground, he's easy prey for enemies who wish to harm him.

The Great Deku is the spiritual mentor and father figure to the Koroks, a race of once-human forest spirits who spread the seeds of the Great Deku Tree across the islands of the Great Sea. If Link helps the Great Deku Tree by recovering Makar from the Forbidden Woods, he gives him Farore's Pearl.

Fado



Born in the long-forgotten Kokiri Forest, Fado was a friend to the Hero of Time. He became the sage of the Wind Temple long ago to ensure that the Master Sword would retain its ability to repel evil.

Ganon's minions overwhelmed the Wind Temple and stole Fado's soul, weakening the Master Sword. He advises Link on how to find the new sage of the Wind Temple, Makar.

Makar



This Korok plays the music for the annual ceremony held in the Forest Haven. His violin skill is unmatched, but he's not as cautious as he should be—Link has to rescue Makar twice during his adventures, once in the Forbidden Woods and once in the Wind Temple.

Makar is destined to be the Wind Temple's new sage, and during the Wind Temple quest, Makar is a controllable character.

- Carry Makar by pressing **+** near him. Press **+** again to put him down. He remains in that spot until you call, control, or carry him.
- Throw Makar into the air and he gains altitude and flies for a short distance.
- Press **R** near him to get Makar to follow you.
- Conduct the Command Melody (hold **←** for 4/4 tempo and play **○**, **○**, **○**, **○**) to control Makar. Press **R** to release control of Makar.
- While controlling Makar, make him fly by repeatedly pressing **+**. He has limited stamina and drops to the ground when it is depleted.
- While controlling Makar, make him plant a seed in soft mounds of fertile earth by pressing **+** when a targeting arrow appears over the mound of earth. A tree grows instantly.

Minor Forest Haven Characters



Aldo, a Korok forest spirit, flies to Cliff Plateau Isles (G6) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



Drona, the Korok forest spirit flies to the Private Oasis (E5) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



Elma, the Korok forest spirit, flies to Needle Rock Isle (A5) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



After the annual ceremony, the Korok forest spirit Hollo remains in the Forest Haven to research potions. Give him four Boko Baba Seeds and he makes you a Blue Potion!



Irch, the Korok forest spirit, flies to Shark Island (C6) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



The Korok forest spirit Linder flies to Greatfish Isle (B4) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



Manny's passion for Nintendo Gallery figurines drove him to explore all the islands of the Great Sea.



Oakin, the Korok forest spirit, flies to Star Island (B1) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



Olivio, the Korok forest spirit, flies to Eastern Fairy Island (E3) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.



Rown, the Korok forest spirit, flies to the Mother & Child Isle (B2) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

Outset Island (B7) Characters

Outset Island (B7) is Link's home and the island on which the game begins. Although it appears to be the perfect rural paradise, even Outset Island can't escape the creeping evil of Ganon's nefarious plans. All the following characters and creatures are from, found on, or connected to Outset Island.

Aryll



Aryll is Link's little sister. She loans her brother her most valuable possession, the Telescope, at the beginning of the game. The Helmaroc King kidnaps Aryll early on in Link's adventures, which starts Link on his journey to becoming the Hero of Winds.

Grandma



She always worries about Link and Aryll, but Grandma lets nothing stand in the way of helping her grandchildren. At the beginning of the game,

Grandma gives Link his set of Hero's Clothes and lets him use the Hero's Shield when he journeys to save Aryll from the Helmaroc King.

Later in the game, Grandma falls ill. If Link heals her with a Red Potion or Fairy, she becomes a source of Elixir Soup, the game's most powerful healing potion.

Jabun



Jabun originally resides in Greatfish Isle, but he flees to Outset Island and seals himself in a cave when Ganon's forces come for him. He possesses Nayru's

Pearl, an object of great power that Link needs to raise the Tower of the Gods. The only way to get it is to speak with Jabun, and the only way to do that is to bomb the stone slab that seals Jabun's cave.

This water spirit was once called Jabu-Jabu. He only speaks ancient Hylian, so no one understands anything he says.

Orca



Orca wanted to be a swordsman in his younger days, even going so far as to earn a Knight's Crest. But a serious injury cut short his martial training. Now a fisherman and a committed bachelor, Orca lives on Outset and trains Link in the ways of the Hero's Sword after Link comes of age.

When you collect 10 Knight's Crests, return to Orca and give them to him. Orca teaches Link the Hurricane Spin attack. Accept his challenge to demonstrate the skills you've learned with the blade, and you can earn Rupees and a Piece of Heart!

Minor Outset Island Characters



Abe's greatest treasures are his wife, Rose, and his sons, Joel and Zill. In his younger days, he was a lady-killer, but it still took all his charm to woo Rose.



Yes, it's just a crab, but you need a picture of one of these scuttling sidesteppers to complete the Nintendo Gallery!



Joel is Abe and Rose's elder son and Zill's brother. He idolizes Link and wants to learn to jump across boulders after seeing Link do it.





We hesitate to call Mesa a slacker, but his vegetable patch is always overrun with weeds. He's also the first person to tell Link that he can cut down grass and find items. Mesa is looking for a wife, but he's not looking too hard.



Rose is Joel and Zill's mother and Abe's wife. She loves animals, and if Link puts Wild Pigs in her pigpen, she rewards him with Rupees. She also tries to laugh her way out of lies!



Seagulls fly above many islands. You can take control of one by using a Hvoi Pear. When you see a large number of them circling the Great Sea, you know a Big Octo is near.



The serious-minded Sturgeon is Orca's brainy brother. Read the posters on his walls to see the basic game controls. He was quite the swordsman in his youth.



Sue-Belle is Sturgeon's grand-daughter. She has mastered the art of carrying vases of water on her head from the well to their house. She also tells Link that he can pick up items by pressing **ⓐ** while next to them.



Wild Pigs scurry around Outset Island. Throw them into Rose's pen to get a Rupee reward. Later in the game, when the pigs grow up, spread All-Purpose Bait on some dark soil to get them to dig up a Piece of Heart!



Zill is the epitome of a brat. He idolizes his older brother, Joel, but he gets on everyone's nerves.

Windfall Island (D2) Characters

Windfall Island (D2) is the most developed island in the Great Sea. Bustling with activity, it's a never-ending source of minigames and sidequests. Speak with the following characters repeatedly to learn from them.

Killer Bees



These fearless juvenile delinquents are the bane of Miss Marie's existence. After you have the Picto Box, they challenge you to hide-and-seek. Find them all to get them to reform their truant ways and to impress Miss Marie. From left to right, the Killer Bees are:

- **Ivan:** The leader. He loves to climb trees.
- **Jin:** The quick-witted second-in-command with a talent for insults.
- **Jan:** The thug. Don't fall for his innocent looks.
- **Jun-Roberto:** Raised in a bourgeois family, he secretly hopes to replace Ivan as leader.

Lenzo



Lenzo is the master of pictography and the target of Pompie and Vera's gossip. They suspect he's having an illicit affair with Minenco, but it turns out that she just has an equally strong interest in pictographs.

Show Lenzo the Picto Box and he gives you three pictograph assignments. When you fulfill the assignments, he wishes that he had something that could help him invent a Picto Box that could take color pictures. Give him the Forest Firefly, and he gives you the Deluxe Picto Box!

Miss Marie



Miss Marie is Windfall Island's schoolteacher. She's constantly upset by the bad behavior of the Killer Bees.

Get them to reform, and you have her thanks. She also has a weakness for Joy Pendants. Give her one Joy Pendant after reforming the Killer Bees, and she gives Link a Red Rupee (20 Rupees). Give her 20 more to get the Cabana Deed to the Private Oasis (E5). Give her 20 more, and she gives Link the Hero's Charm, a mask that lets Link see the amount of his foes' life energy.

Zunari



Zunari hails from a frigid land. He was shipwrecked on Windfall Island, but he continues to wear his thick coat and hood. Link can buy a Boat's Sail from

him in his first trip to Windfall Island. Later, Zunari also hosts the nightly Windfall Island auctions (during which you can purchase a Piece of Heart and Treasure Charts #18 and #38). He also sends Link on a trading quest during which Link gets the Magic Armor and a Piece of Heart.



Minor Windfall Island Characters

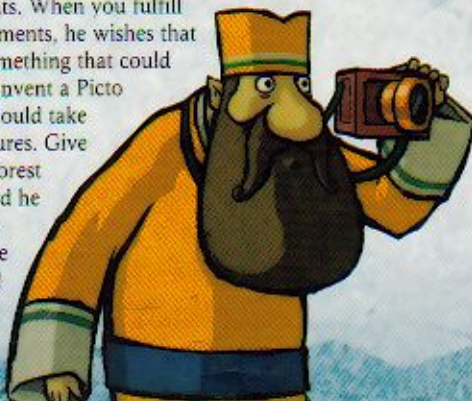


Take a pictograph of Anton and Linda while they're looking at each other to fulfill Lenzo's third pictograph request. Later, help him and Linda get together at the cafe to earn a Piece of Heart.

Candy the sailor gives Link hints about the nearest island in the direction the wind blows. And would you believe he's only 17?



When Cannon tries to charge Tetra's pirates thousands of Rupees for Bombs, they tie him up and take what they want. After the robbery, his prices become more reasonable, but they're not as good as those at Beedle's Shop Ship.





Give the pig-loving sailor Dampa three Skull Necklaces to play his piggy-sitting minigame. Find and bring all three of his pigs to him within three minutes to get a Purple Rupee (50 Rupees).



The good Doc Bandam runs Windfall Island's Potion Shop. Bring him Chu Jellies, and he makes Potions for Link.



Garrickson loves talking about the postbox. Snap a pictograph of him while he's mailing a letter to fulfill Lenzo's first pictograph request.



Gillian runs the cafe for her father, who's ill. Rumor has it that she once had a boyfriend, but she's not talking!



Find Gossack in the cafe during the day and smash a pot or roll into the table to freak him out. Take his pictograph to fulfill Lenzo's second pictograph mission.



Gummy the sailor has suspiciously large amounts of Rupees and enjoys spending them nightly at Zunari's auction.



A hopeless romantic, Kamo gives you Treasure Chart #31 if you show him a color pictograph of the full moon. He's had a crush on Linda for years and is upset that she's fallen for Anton.



Kane, an artist turned sailor, is critical of any artistic expression. Win him over by putting a Shop Guru statue on the Windfall Island's main archway to get a Purple Rupee (50 Rupees).



Kreeb is fascinated with Windfall's Ferris wheel and lighthouse. Speak to him after relighting the lighthouse and restarting the Ferris wheel to get a Piece of Heart.



Linda is the object of Anton's affections. Bring the two of them together by showing him a color pictograph of her. Speak to her in the cafe after they've met to get a Piece of Heart from her.



Maggie fell in love with her Moblin captor in the Forsaken Fortress. Mail her love letter and give her the reply to get a Piece of Heart from her. She goes from being poor (right) to rich (left) by the end of the game.



Maggie's Father is a weird old fellow who hates postmen and the letters they deliver to Maggie. Give him 20 Skull Necklaces to get Treasure Chart #2. He begins the game poor (right) but winds up rich (left) after Maggie escapes from the Forsaken Fortress.



After rescuing Mila from the Forsaken Fortress, you catch her stealing Zunari's safe and set her straight. She gives you an Empty Bottle for your efforts. She starts off rich (right) and winds up poor (left).



Mila's Father owns the auction house until Maggie's Father buys him out with his newfound fortune. After going from rich (right) to poor (left), he claims to have a back injury that keeps him from working for a living. Don't break his sparkling vases unless you want to pay for them!



Minenco, a former Miss Windfall Island, still looks great 40 years later. She shares Lenzo's interest in pictography. If you take a good pictograph of her with the Deluxe Picto Box, she gives you Treasure Chart #33.



Missy is Dampa the sailor's elderly mother.



Pompie and Vera are always gossiping about Lenzo, and they're convinced that he's got a lady on the side. Show them a pictograph of Lenzo and the woman, and they give Link Treasure Chart #24.



Potova and Joanna are a never-ending source of rumors and hints. Many fear that they are the next generation's Pompie and Vera.



A card-carrying member of the Joyous Volunteer Association, Sam rewards Link with a Piece of Heart if you place statues from the trading quest around Windfall Island.



Stand near Tott and use the Wind Waker to conduct a 3/4 tempo. After he gets the rhythm in his head, he teaches Link the Song of Passing.



Enemies

Although Link has plenty of friends across the Great Sea, there are enemies out there who wish him harm. To reach Ganon and defeat him, study the attacks and weaknesses of his minions.

Common Enemies

The following enemies appear at several points in the game. They often reappear where you previously defeated them if you return to those areas. Common enemies have straightforward attacks and obvious weaknesses. They are the foot soldiers of Ganon's army.

Armos



Armoses are small gray statues in the Tower of the Gods and other places. They do not attack until Link finds the Hero's Bow, as Arrows are their greatest weakness. When an Armos chases you, hit its green eye with an Arrow to stun it, then hit the red crystal on its back with your sword to defeat it. Be careful! When you shatter its red crystal, an Armos goes berserk and spins for a few seconds before exploding. Avoid it until it blows up.

Armos Knight



Armos Knights are larger and tougher, but slower versions of Armoses. They hop in pursuit of you and open their mouths to roar. -target them and throw a Bomb into their open mouths to blow them up. But watch out! When the Bomb is in its mouth, the Armos Knight spins in a final frenzy of destruction before blowing up.

Beamoses



These environmental hazards shoot searing energy beams at you when you get too close. Some revolve, and some are fixed. If you hit the top of the statue with a projectile weapon when it's firing at you, you destroy it!

Big Octo



The Great Sea has six Big Octos. If you see a seagull flock circling an area, a Big Octo is beneath them. When you approach a Big Octo, it rises and creates a massive whirlpool that tries to suck you in. If it succeeds, it does damage to you and spits you out elsewhere on the Great Sea.

You must destroy each of the Big Octo's four, eight, or twelve eyes with a projectile weapon (like the Boomerang) to defeat it before it pulls you in. Defeated Big Octos leave sunken treasure beneath them, marked with a ring of light. Pull up this treasure with your Grappling Hook to enjoy the fruits of your labors!

Tip

The Octo Chart gives the locations of all six Big Octos. To get the Octo Chart, find Treasure Chart #26. Pull up the treasure chest it leads to, which is near Northern Triangle Isle (D3). Inside that chest is the Octo Chart.

Boko Baba



Boko Babas are in the Forest Haven and Forbidden Woods. They disguise themselves as Baba Buds and spring up to attack you when you get close. You can tell real Baba Buds from Boko Babas by their color. Boko Babas are red, and Baba Buds are purple.

To defeat a Boko Baba, hit it once with your Boomerang. You also can stun it with a jumping attack (-target and) and cut its stem with . Boko Babas leave behind Deku Sticks or Baba Seeds when defeated.

Tip

Stand at a safe distance and continue to hit a Boko Baba with your Grappling Hook to pull a Baba Seed from it. You can turn four Baba Seeds into a Blue Potion. This is an easy way to make sure you're never without healing items.

Bokoblin



Most Bokoblins are of the plain blue variety (right), and they are in the Forest of Fairies on Outset Island, the Forsaken Fortress, and Dragon Roost Cavern. Their attack is weak, and they're vulnerable to any weapon.

Green Shield Bokoblins (left) aren't much tougher than your average Bokoblin, but they can absorb more damage and can block some attacks with their little wooden shields. You encounter them in the Forsaken Fortress, Dragon Roost Cavern, and Ganon's Tower, among other places. Both standard Bokoblins and Shield Bokoblins hide in pots and bust out of them when you draw near.

Sea Bokoblins (center) are on platforms in the Great Sea. They are red. Otherwise, they are identical to standard Bokoblins and Shield Bokoblins.

Tip

Stun a Bokoblin with your Boomerang and continue to hit it with your Grappling Hook to get a Joy Pendant from it.

Bubble



Red Bubbles (left) lurk in the Tower of the Gods, the Earth Temple, and Ganon's Tower, among other places. They float around in irregular patterns and swoop toward you when you get close. Their only means of attack is to come into contact with you and set you on fire.

Blue Bubbles are in the Earth and Wind Temples. They also swoop toward you, but instead of igniting you they envelop you in a choking fog that temporarily disables your sword and , , and items.

Red Bubbles are vulnerable to Arrows. Your Hookshot or a windblast from the Deku Leaf

stuns both types of Bubble. Once stunned, they are identical to the skulls you see along the floors of many dungeons and you can shatter them as easily.

ChuChu



ChuChus are in every area in the game. They slink around the ground as puddles of slime that cannot be harmed and pop up when they're close to you. A ChuChu can hurt you by running into you, and you can stun them with Boomerang hits, nearby Bomb explosions, or Skull Hammer pounds.

To defeat ChuChus, hit them with your sword while they are out of their puddle form. You must stun some ChuChu before you can safely hit them.

- **Green:** The weakest ChuChu.
- **Red:** A stronger version of the basic Green ChuChu.
- **Yellow:** Surrounded by a bio-electric field, you must stun it before you can safely attack it.
- **Blue:** Identical to a Yellow ChuChu, except it doesn't jump at you.
- **Dark:** Turn it to stone with a beam of light and shatter it by picking it up and throwing or smashing it with the Skull Hammer or shooting it with Light Arrows.

Green, Red, and Blue ChuChu contain Green, Red, and Blue Chu Jelly, which you can turn into Green, Red, and Blue Potions at Doc Bandam's Potion Shop on Windfall Island.

Tip

Stun ChuChus and hit them with your Grappling Hook to extract their Chu Jelly.





Darknut



Darknut



Darknut with shield



Mighty Darknut

Darknuts are some of the toughest common enemies in the game. Armored from head-to-toe, these lumbering beasts wield huge swords and are well-trained in the arts of war. They are in every dungeon starting with the Temple of the Gods, as well as a few other places. Wait for them to attack and press **A** to execute a parry attack when your sword flashes.

To damage a Darknut, remove its helmet (making it vulnerable to jumping attacks) or cut the straps on the back of its armor to remove its breastplate (making it vulnerable to **D** attacks). Properly executed parry attacks accomplish that, as does repeatedly attacking the armor piece with your sword.

You also can sever a Darknut's armor straps by sneaking up behind it and executing any **B** attack. After an armor piece is missing from a Darknut, attack the exposed part of the Darknut's body with your sword, Hero's Bow, or Boomerang.

Tip

When fighting more than one Darknut, **L**-target the first one to raise its sword, because it will be the first to attack. If you can keep them clustered in a group, the Darknuts at the back may hit the Darknuts at the front with their attacks, saving you effort.

Most Darknuts carry only swords, which you can knock out of their hands with hits. If a Darknut is disarmed, it attacks by punching and kicking, and you don't get an opportunity to hit it with a parry attack. If you leave a Darknut alone, it rushes to recover its sword. Let the Darknut grab its weapon, because you can then use parry attacks against your adversary.

Some Darknuts carry round buckler shields, which they use to block most **B** attacks, even after you remove their armor. Late in the game, you come across Mighty Darknuts, who hold shields and also wear capes to protect their armor straps. To cut the straps, slash or burn away their capes.

Tip

Darknuts carry Knight's Crests. Stun them with your Boomerang and hit them repeatedly with your Grappling Hook to take the Knight's Crests from them.

Floor Master



Floor Masters haunt the Forsaken Fortress and the Earth Temple, among other places. They disguise themselves as shadowy puddles on

the ground. When you approach, they spring out and try to grab you. If a Floor Master pulls you into its shadow, you reappear in another room of the dungeon. They also grab nearby objects (such as the pots and Bombs you throw at them) and hurl them at you. Floor Masters are vulnerable to your sword, but to defeat them, lure them out of their shadows and shoot them with arrows.

Gyorg



Found on the surface of the Great Sea, Gyorgs are shark-like creatures that

hunt in packs. They swim up from behind the King of Red Lions, and attack when you change your speed or direction. If they hit the boat, they knock you out. Gyorgs are vulnerable to your Bombs, Boomerang, and Hero's Bow. Press **L** while sailing to jump over Gyorgs when they turn to attack you.

Kargaroc



Kargarocs are giant multicolored birds that fly around the peaks of islands, such as Outset Island, Dragon Roost Island, the Forsaken Forest, and the Tower of the Gods, among other places. They transport Moblins and Bokoblins into battle, but they are also formidable foes in their own right.

There's nothing fancy about their attack—they swoop to hit you. But they aren't tough and they're vulnerable to any weapon. Projectile weapons such as the Boomerang and Hero's Bow work best against them.

Tip

Hit Kargarocs with your Grappling Hook to pull Golden Feathers from them.

Keese



Keeses (left) are bat-like enemies in the Forsaken Fortress and Dragon Roost Cavern. They're among the weakest foes in the game. You can defeat them with any weapon, but the Boomerang works best because it can hit them from a distance and can follow their erratic flight patterns.

Fire Keeses (right) are a more powerful version of standard Keeses. These fiery bats set you aflame if they hit you, which causes more damage than a normal Keese's attack. Like ordinary Keeses, Fire Keeses are vulnerable to any weapon, especially the Boomerang.

Magtail



You encounter Magtails in Dragon Roost Cavern and a few other areas. These centipede-like

enemies slither toward you along vertical and horizontal surfaces. When they get within striking range, they rear back their heads and strike with their pincers. If you hit a Magtail with a normal **B** attack, it curls up into a ball for a few seconds. To defeat Magtails, wait for them to get into striking position and press **A** when your sword flashes. This executes a parry attack and defeats them with a single blow. Magtails are immune to lava but vulnerable to water.



Miniblin



Miniblins come in several colors, but they're all the same: small creatures that rely on their numbers to overwhelm you. Miniblins run along walls and drop from ceilings. Listen for their distinctive "di-dink" chatter and defeat them with your sword to keep them from swarming over you. Miniblins are at the Forsaken Fortress, among other places.

Moblin



Moblins are giant pig-nosed brutes that smack Link with their spears and throw their lanterns at him to set him on fire. Attack Moblins with **Ⓢ** attacks. If they block, wait for them to attack and execute a parry attack with **Ⓢ** when your sword flashes. You also can stun them with your Boomerang to get them to drop their defenses. Moblins are tough and strong, but they're not bright. Stay on them, and they won't get the better of you.

Tip

Moblins wear Skull Necklaces. Stun them with your Boomerang and hit them repeatedly with your Grappling Hook to pull off the Skull Necklaces.



Morth



These largely harmless little guys are the larvae of Mothulas and are where

Mothulas are. They hop after you as you run past them and attach themselves to you. They do no damage, but you move more slowly as more Morths stick to you. To defeat them, hit them with Deku Leaf windblasts when they're on the ground or perform a spin attack (hold **Ⓢ** and release) when they are attached to you.

Mothula



Standard Mothulas (right) look like large grasshoppers. They scurry away from you and release Morths from their tails rather than stay and fight. They are weak enemies, but chasing them down and hitting them when Morths cover you is a challenge.

Some Mothulas are endowed with moth-like wings and can fly around an area dropping Morths (left). Use your Deku Leaf's windblast or any projectile weapon to destroy their wings and ground them, then defeat them as normal.

Octorok



Octoroks are octopus-like creatures that pop up from the water and fire spiked rocks from their huge snouts. Ocean Octos (left) are in the Great Sea, and River Octos (right) are in the rivers of the Forest Haven and Forbidden Woods. To defeat them, block their projectile attacks with your shield, bounce it at them, and KO them in one shot.

Peahat



Peahats are in many areas, including the Forest Haven, the Forbidden Woods, the Wind Temple, Hyrule Castle, and Ganon's Tower. The yellow propeller on a Peahat's head allows it to fly through the air and attack you by running into you.

A Peahat is invincible until you remove its propeller with a Boomerang hit or Deku Leaf windblast. When its propeller is gone, a Peahat is immobilized and vulnerable to any other attack.

Tip

Knock off a Peahat's propeller and hit it with your Grappling Hook to get a Golden Feather.

Poe



Most Poes are in the Earth Temple, though they also lurk in other places. Poes are normally intangible and attack by taking possession of Link, which temporarily reverses your **Ⓢ** directions (**⬅** becomes right, **⬆** becomes down, etc.). Defeat a Poe by shining light at it until it solidifies, then attack it with your sword.

Rat



Rats (right) are in many indoor and underground areas in the game, especially the Forsaken

Fortress. They scurry down walls behind you and hit you to shake loose a few Rupees, which they then carry off. One hit from any weapon defeats them, but they move so quickly that the Boomerang is your best option.

Some Rats carry and throw Bombs. These creatures are called Bombchus (left). They are otherwise identical to Rats. If you find a Rat hole in a wall, sprinkle some All-Purpose Bait to get the Rats to stop attacking—they even offer to sell you All-Purpose Bait and Hyoi Pears!

ReDead



These zombie-like enemies are usually in the Earth Temple, among other places. They move slowly, but their piercing shriek temporarily paralyzes Link if he's within range. To defeat ReDeads, hit them with your sword from behind, or stun them with reflected light before attacking. The only projectile weapons that can hurt ReDeads are Bombs, and it takes three to defeat a ReDead.

Seahat



Seahats are enormous versions of Peahats that live exclusively in the Great Sea. They float aloft until you sail near them. Then they drop into the water and ram your boat. Hit them with a projectile weapon, such as the Boomerang or Hero's Bow, to knock off their propellers and immobilize them, then hit them again to defeat them.

Stalfos



Stalfos are giant skeletons armed with spiked clubs. You encounter them in the Earth Temple and Ganon's Tower, among other places.

Keep your distance, and these lumbering bony bullies are harmless. If you get too close, they quickly swing their clubs and inflict damage.

Stalfos are immune to almost every attack when they are whole. To weaken them, use a Bomb to scatter their bones, then attack their vulnerable skulls with your sword to defeat them. If you take too long, the Stalfos reforms, and you have to throw another Bomb at it to make it vulnerable to your sword again.

Wizzrobe



Wizzrobes are bird-like sorcerers that appear, cast a spell, and vanish. Then they reappear somewhere else and attack again. Every time a Wizzrobe appears, it makes a distinctive sound that alerts you to its presence. Wizzrobe wearing red hoods (left) cast only fireball spells. Wizzrobes with yellow hoods (right) also summon weaker enemies to their defense. Defeat a Wizzrobe by -targeting it and shooting it with the Hero's Bow before it casts its spell.

Boss Enemies

Boss enemies are special enemies that Link must face before he accomplishes an important goal, such as clearing a dungeon or obtaining a special item. You fight each boss enemy once or twice during the game, and defeating it requires a combination of actions and attacks. The rewards for defeating bosses are great, but you have to earn them!

Ganon



Born as Ganondorf, a thief of the Gerudo Tribe, Ganon has risen to power and enshrouded Hyrule in darkness more than once. Only the combined efforts of a young hero in green and a Hylian princess named Zelda have stopped him in the past.

Ganon possesses the Triforce of Power and commands a legion of foul beasts. He and Link encounter each other at several points during the game, but only fight at the game's end, in Ganon's Tower.

Defeating Ganon completes the game. For more information on fighting Ganon, refer to "The Final Battle: Ganon's Tower" in the walkthrough.

Gohdan



Gohdan is a disembodied head and pair of hands. It's the Tower of the Gods boss, and the only dungeon boss that is not a minion of Ganon. It is a creation of the gods of Hyrule, designed to test the mettle of potential heroes. Its hands attack with punches and sweeps, and its head shoots flames.

To defeat it, -target and shoot the eyes in its palms to disable them, then -target the red eyes in its head to disable the head. Throw a Bomb in its mouth.

Defeating Gohdan gives you a Heart Container and completes the Tower of the Gods quest. For more information on fighting Gohdan, refer to "The Third Pearl and the Tower of the Gods" in the walkthrough.

Gohma



Gohma is a giant Magtail and the Dragon Roost Cavern boss. Its constant harassment of the great Valoo sends the Rito into chaos. It attacks with clubbing blows from its claws and fiery magma spewed from its mouth. To defeat it, crack its armor by swinging from Valoo's tail with your Grappling Hook, then snag its blue eye with the Grappling Hook and attack it with your sword.

Defeating Gohma gives you a Heart Container and clears the Dragon Roost Cavern quest. For more information on fighting Gohma, refer to "Dragon Roost Island" in the walkthrough.



Helmaroc King



This monstrous bird has been kidnapping young girls with pointy ears from all of the islands of the Great Sea at the request of its master, Ganondorf. It is the boss of the Forsaken Fortress during Link's second trip there.

Avoid the Helmaroc King's attacks until you get to the top of the Forsaken Fortress, at which point you must smash its protective mask with the Skull Hammer and attack its beak with your sword.

Defeating the Helmaroc King gives you a Heart Container and completes the rescue of Link's sister, Aryll, as well as the other girls the Helmaroc King kidnapped. For more information on fighting the Helmaroc King, refer to "Castle Hyrule and the Return to the Forsaken Fortress" in the walkthrough.

Jalhalla



Jalhalla is a giant Poe and the boss of the Earth Temple. It has the possession attack of a regular Poe, as well as a wind gust that blows you into the spikes that line the room and a fire blast that singes your cap.

Reflect light at Jalhalla with your Mirror Shield to make it solid and vulnerable, then throw it into a spiked pillar to split it into its component Poes. Defeat the Poes to defeat Jalhalla, which gets you a Heart Container and completes the Earth Temple quest.

Kalle Demos



Kalle Demos is a giant Boko Baba and the Forbidden Woods boss. It hangs by its tendrils from the boss chamber's ceiling and attacks you with its powerful vines. Sever the tendrils with your Boomerang to expose its interior and attack it with your sword.

Defeating Kalle Demos gives you a Heart Container, frees Makar from its clutches, and completes the Forbidden Woods quest. For more information on fighting Kalle Demos, refer to "Forest Haven and the Forbidden Woods" in the walkthrough.

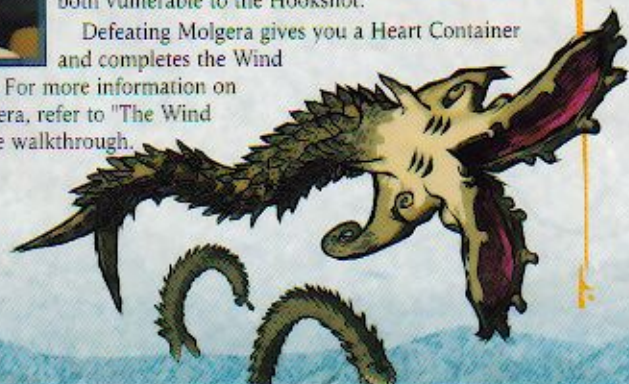
Molgera



Molgera is a giant sandworm and the boss of the Wind Temple. You fight it again in Ganon's Tower. Its attacks include hiding in the sand and snapping you up, soaring through the air and dropping down on you, and releasing smaller larval versions of itself to attack you. Molgera larvae and Molgera's tongue are both vulnerable to the Hookshot.

Defeating Molgera gives you a Heart Container and completes the Wind

Temple quest. For more information on fighting Molgera, refer to "The Wind Temple" in the walkthrough.



Phantom Ganon



Phantom Ganon is Ganon's shadowy avatar and his first line of defense against would-be heroes. It appears as a mini-boss at two different points in the game—the first during Link's second visit to the Forsaken Fortress, the second during the Ganon's Tower quest.

In both fights, Phantom Ganon shoots a white ball of magical energy that you can deflect with a well-timed sword or Empty Bottle swing. Bounce the ball back and forth until it hits and stuns Phantom Ganon, then attack the stunned boss. The first time you defeat Phantom Ganon, you get the Skull Hammer. The second time you defeat it, you get Light Arrows.

For more information on Phantom Ganon (including the new attacks it uses in the Ganon's Tower fight), refer to "Castle Hyrule and the Return to the Forsaken Fortress" and "The Final Battle: Ganon's Tower" in the walkthrough.

Puppet Ganon



Ganons of past *Zelda* games), a six-legged tarantula, and a fast-moving serpent.

To defeat it in each form, shoot the glowing blue crystal on its backside with Light Arrows. Defeating Puppet Ganon allows you to continue to the final fight with Ganon. For more information on fighting Puppet Ganon, refer to "The Final Battle: Ganon's Tower" in the walkthrough.

Puppet Ganon is the last boss you fight before facing Ganon in Ganon's Tower. It is a massive marionette that assumes three different forms: a humanoid pig (shown in the screenshot), similar to the original

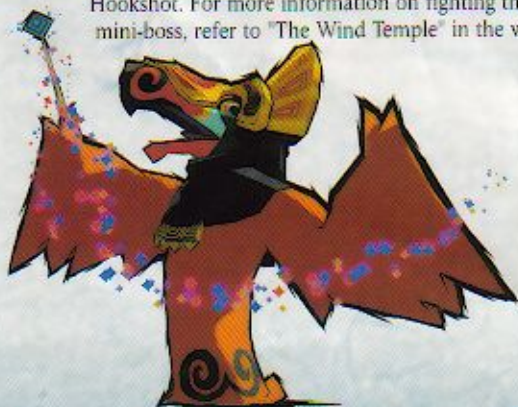


Wizzrobe (Mini-Boss)



Wizzrobe in the Wind Dungeon is also the mini-boss of that dungeon. The first Wizzrobe you encounter can summon other creatures. Unlike other summoning Wizzrobes, this Wizzrobe can summon other Wizzrobes, making this a chaotic fight.

Defeating this Wizzrobe gives you the Hookshot. For more information on fighting the Wizzrobe mini-boss, refer to "The Wind Temple" in the walkthrough.





THE JOURNEY BEGINS:

OUTSET ISLAND AND THE FORBIDDEN FORTRESS

Prologue

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



"Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains, and peace. But one day, a man of great evil found the golden power and took it for himself. With its strength at his command, he spread darkness across the kingdom. But then, when all hope had died, and the hour of doom seemed at hand, a young boy clothed in green appeared as if from nowhere. Wielding the blade of evil's bane, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend. But then, a day came when a fell wind began to blow across the kingdom. The great evil that all thought had been forever sealed away by the hero once again crept forth from the depths of the earth, eager to resume its dark designs.

"The people believed that the Hero of Time would again come to save them. But the hero did not appear. Faced by an onslaught of evil, the people could do nothing but appeal to the gods. In their last hour, as doom drew nigh, they left their future in the hands of fate. What became of that kingdom? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind's breath. On a certain island, it became customary to garb boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wished only for the youths to know courage like the hero of legend."



● A Hero Awakens



The *Legend of Zelda: The Wind Waker* begins on Outset Island, where a young girl named Aryll is looking for her big brother, Link. After a bit of searching, she finds him asleep in the island's watchtower.



Waking him, she reminds him that today is his birthday, and it's a special birthday—the day he comes of age! She tells him that their Grandma is looking for him, and that he'd better see what she wants.



At this point, you take control of Link. Climb down the tower ladder, cross the long pier at its bottom, and head west along the footbridge that connects the two halves of Outset Island. Follow the footpath until you reach Grandma's house at the island's northwest end.



Climb the ladder inside the house and find Grandma in her loft. Approach her, and a conversation begins. For Link's birthday, she made him a set of green clothes, part of their people's coming-of-age custom.



Link accepts the Hero's Clothes, although they seem unseasonably warm. Grandma tries to cheer him by telling him that he is now the same age as the young hero spoken of in all the legends and, besides, he only has to wear them for one day.



In olden times, boys who reached Link's age were considered men and trained to use a sword, but now a man named Orca is the only Outset villager with martial training. One ancient custom that has survived is the hanging of the family shield on the wall.



Grandma shoos Link out of the house, telling him to go play with Aryll while she prepares for his birthday party. Return to the watchtower, and find Aryll to begin another conversation.



Aryll gives Link his birthday present: her Telescope. It's her most prized possession, and she actually only loans it to him for the day, but Link has it for the entire game.

Note



To use the Telescope, enter the Item Menu (press **START**), select the Telescope with **○**, and press **X**, **○**, or **Z** to assign the Telescope to one of those buttons. Press **○** to return to the game. Press the Telescope's assigned button to use it. Pan in any direction with **○** and zoom in or out with **○**.



Aryll tells Link to look at their house, then to zoom in on the red postbox in front. You get a good view of Quill, the Rito postman, who seems suddenly agitated.



When Aryll cries out, zoom out (**○**) and look in the sky to see what has startled Link's sister. It's a giant bird (the Helmaroc King), with a blond girl (Tetra) in its claws!



A pirate ship follows hot on the Helmaroc King's tail feathers, catapulting rocks at it. A rock connects, and the bird drops Tetra, who falls into a forest at the highest point of Outset Island.



Link zooms out on the spot where Tetra landed, indicating where you have to go to find her. Aryll tells Link he must save the girl, but he can't go without something to defend himself.



That's your cue to find Orca, the swordsman that Grandma spoke of. He lives in the two-story house across from Grandma's. As you approach, Orca's brother invites Link upstairs to learn basic game controls. We covered these in a previous section, but if you want a refresher, head on up. Otherwise, go through the ground floor entrance to find Orca.



Approach Orca and press **A** to speak to him and ask for sword lessons. This begins a series of mock combat exercises in which Orca tells you how to execute the following attacks:



Horizontal slice (approach Orca and press **B**)

Vertical slice (hold **L** to target Orca and press **B**)

Thrust (hold **L**, hold **↑**, and press **B**) **↑**

Spin attack (hold **B** for a second and release it, or rotate **○** in one full circle and press **B**)

Parry attack (**L**-target Orca and press **A** when your sword flashes)

Jump attack (**L**-target Orca and press **A**)



After you perform each attack according to Orca's instructions, he gives Link the Hero's Sword. The sword is equipped to **○** as long as Link possesses it.

Note

Either leave immediately to rescue Tetra, or check out "Missing Links" at the end of this section for a list of all of the sidequests you can perform on Outset Island.



Now that you're armed, go find Tetra. Go to the island's northeast corner, as if you were heading back to the watchtower. When you reach the sign at the end of the watchtower pier, turn right (southeast) and follow the dirt path that winds away from the watchtower and up to the Forest of Fairies.



A sign halfway up the path says that the forest pathways are closed, but this is an emergency! Use your sword to hack down the small trees beyond the sign and continue past them.



The suspension bridge that leads into the forest is missing a plank or two, but Link automatically hops across any gaps. Run across it and go through the cavernous entrance to reach the Forest of Fairies.

The Forest of Fairies



When you enter the Forest of Fairies, Link glimpses Tetra hanging from a tree branch. After this quick cutscene, you resume control of Link. Move straight down the narrow path in front of you to the next forest section.



You must defeat a Bokoblin. Use the techniques you learned from Orca, and it won't be a tough fight. After defeating it, crawl through the hollow log in the center of the area to get a Red Rupee.



Climb onto the stump and leap across to the elevated area in front of it. A sign there marks the site of an ancient fairy fountain, long since buried under a giant boulder.



Run up the inclined log near the sign to reach the last part of the Fairy Forest. You have to defeat two more Bokoblins, but they're not much of a threat.



When the Bokoblins are defeated, Tetra wakes up and tumbles from the tree. A pirate appears and speaks with her. They leave the forest, paying little attention to Link.



The scene continues outside the forest. Aryll stands at the other end of the suspension bridge, calling to Link. As she starts to cross the bridge, the Helmaroc King snatches her up and carries her off! Without thinking, Link runs after her—and off the summit! Tetra grabs him at the last second, and a helpless Link watches the bird carry away his sister.



At the beach, Tetra is shocked to hear Link ask to go with the pirates so he can pursue the bird. She refuses, until Quill the postman butts into the conversation.

The well-traveled birdman has heard that young girls with long ears have been kidnapped all across the Great Sea, and if Tetra and her pirates hadn't chased the bird to Outset Island, the bird never would have seized Aryll.

Quill knows that the bird roosts in the Forsaken Fortress to the north. Tetra has heard nothing good about the Forsaken Fortress, and she agrees to let Link come along if he can find something with which to protect himself.



Return to Grandma's house and climb to the loft. The shield is missing. Climb down the ladder and speak to Grandma. She gives Link the Hero's Shield so he can try to rescue Aryll.



Go to the pirates on the island's northwest shore. Now that Link is equipped with a shield, Tetra allows him to board the ship.

Tip

Return here when you have Bombs and can blow up the boulder to reach the fairy fountain, where a Great Fairy will upgrade your Rupee-carrying capacity. For details, refer to Outset Island (B7) in the Islands of the Great Sea section after this walkthrough.

The Pirate Ship



Tetra's not pleased that Link has joined her crew. She ridicules him and asks if he's going to cry, then orders him below decks and out of everyone's way. She tells him to find a pirate named Niko.



Go through the door at the ship's bow (front) and go downstairs until you find Niko. According to Niko, Link must pass a pirate skill test that involves swinging along lantern ropes to cross a series of platforms in the ship's hold. The platforms only stay raised for a couple of minutes after they are activated, so move quickly. If Link does it, Niko gives him a reward.

Rope Swinging Controls

Command	Button(s)
Jump onto rope	Face rope and run toward it with ↑ (Link automatically jumps)
Swing	↑ and ↓
Jump off rope	Ⓐ
Stop swinging	Ⓡ
Change direction	Stop with Ⓡ , then Ⓡ + ← or Ⓡ + →
Climb up or down rope	Stop with Ⓡ , then Ⓡ + ↑ or ↓

Note

If you take too long and the platforms retract, climb up the ladder near the room's entrance and hit the trigger switch to raise them again.

If you fall off a platform, climb up the ladder and hit the switch at its top to retract the platforms. Then hit the other switch to raise them again. This resets the timer on the platforms.

Rope Tricks

To quickly cross the room, make Link face the platform to which you want to swing. Press **□** to center the camera behind him—and make sure there's a rope between the platforms! Taking extra time to line up your leap is more efficient than frantically leaping onto a rope and stopping your swing so you can change direction.



Right



Wrong

Leap off the rope at the end of the first swing, rather than swinging back and forth on it. If you carefully line up your swing before you jump onto the rope, you can hit **Ⓐ** a split-second after grabbing the rope and land on the next platform.

Don't panic. Your time limit is a generous one minute. When you hear the clock start to tick slowly, you've reached the 40-second mark. When it ticks quickly, you've hit the 50-second mark.

If you set up your swings and don't spend a lot of time on the ropes, you'll pass this tricky test with flying colors, matey!



When you make it to the other side, an amazed Niko offers Link the contents of a chest as his prize. The chest contains the Spoils Bag, which holds items that you get from defeated enemies.



After Link gets the Spoils Bag, Tetra announces that they've reached the Forsaken Fortress and tells him to come topside.

Return to the main deck. Climb the ladder on the mast's side to reach Tetra in the crow's nest.



Link gets his first view of the Forsaken Fortress, and it doesn't look inviting. Searchlights beaming out from the fortress walls keep Tetra and her crew from drawing any nearer. How will they get inside?



Tetra has a plan, but she doesn't share it with Link. Before he knows it, Link is stuffed in a barrel, mounted on the catapult, and launched into the fortress! Tetra's aim was a little off, however. Link smacks into the side of a wall, loses his sword at the top of the highest tower, and falls down to sea level. Not a promising beginning to an adventure...



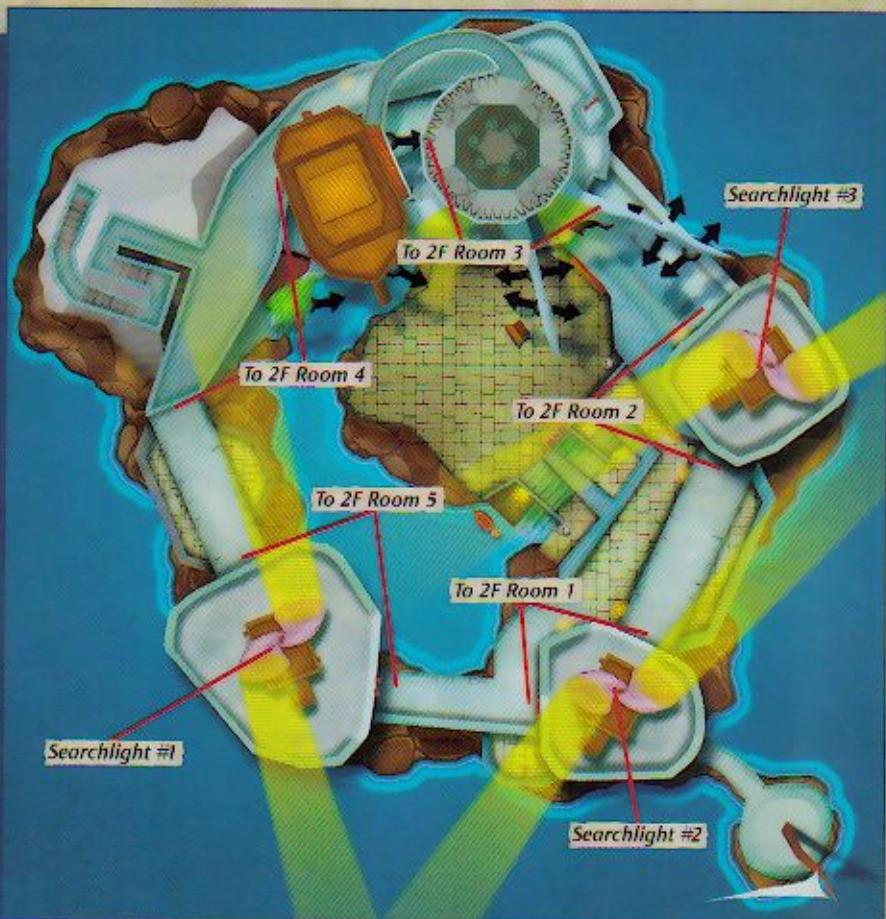
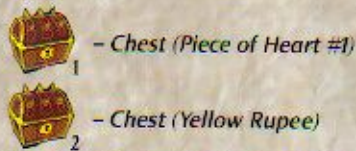


Forsaken Fortress

FORSAKEN FORTRESS 2F



FORSAKEN FORTRESS 1F



From your starting point, walk up the stone stairs and pick up one of the two barrels at the first landing. Link hides under the barrel when he's not moving. Barrels like these keep you from being spotted by monsters and enemies, and Link, now sword-less, needs to avoid being detected.

If a searchlight or an enemy catches Link, he is taken to a jail cell. To make it through the fortress and retrieve your sword, taking out the searchlights should be your first priority.



Note

The barrel does you no good if an enemy sees you moving under it. The fortress monsters aren't bright, but they know that barrels aren't supposed to walk around!



While hiding under the barrel, climb the winding stairs past the courtyard, and up to a pathway that runs along the inside of the tower walls. Use **C** to adjust your camera angle so you can watch the searchlights and don't move when they shine on you.



When the Bokoblin is defeated and the searchlight disabled, climb down the ladder, backtrack to the start of the blue pathway that led up to the ladder, and enter 2F Room 1.



The ladder leads up to another Bokoblin who runs the second searchlight. Defeat the Bokoblin, either using his Deku Stick or one of the sticks in the nearby pot, to disable the searchlight.

Busted!

If an enemy or a searchlight notices Link, he is thrown into a holding cell in 2F Room 1. Escape is easy if you follow these instructions:



Climb on the table and face the wooden shelf with the pot on top of it. Run toward the shelf to jump onto it.



Lift the pot to reveal a small tunnel. Crouch and crawl into the tunnel.



Follow the tunnel to its end. You appear outside the jail cell in 2F Room 1. Proceed north to continue your quest.

Searchlight #1

At the end of the stairs, a blue pathway leads up to a ladder. This ladder takes you to the first searchlight, atop the westernmost tower. Take off your barrel and climb the ladder.



A Bokoblin sits at the searchlight. Defeat him with a Deku Stick to disable the searchlight. You can **L**-target him while holding **R** to block his attack with your shield. That causes his Deku Stick to fly out of his hand when he tries to strike you with it. Alternatively, you can shatter a pot containing Deku Sticks near the searchlight and use one of them to attack the Bokoblin.

Note

Don't worry about being noticed by the Bokoblin. Bokoblins can't sound an alarm in the Forbidden Fortress.

2F Room 1

This room has two wooden plateaus with a swinging rope between them. Opposite you on the room's other side is a chest, but don't worry about that now. Instead, go through the west door on your side of the room and back outside.

Tip

Almost all the second-floor rooms have open floors. Falling off the rooms' narrow platforms deposits you in the first-floor room underneath. *Stay off the first floor if possible!* Moblins patrol the first-floor hallways. If you fall into a 1F room, get captured and break out of jail.

Searchlight #2

From 2F Room 1's exit, turn left (southwest) and head onto the small balcony. Climb the ladder at the balcony's south end.



After you shut down the second searchlight, climb down the ladder and go into 2F Room 1 via the door you came through.

2F Room 1

Swing across the room on the lantern rope as you did in the pirate ship. On the other side is a treasure chest. Stand in front of it and press **A** to open it and get the Forsaken Fortress Dungeon Map.

Note

The Dungeon Map shows Forsaken Fortress's interior floor plan. Press **+** on the Control Pad to view the map, and **↑** or **↓** to view different floors. Rooms you already visited are green. Others are black. You're in the flashing room.



After you have the Dungeon Map, swing across the room on the lantern rope and exit the room via the east door (the one you first entered, not the one you returned through after disabling the second searchlight). From outside, run (east) to the next door, which leads into 2F Room 2.

2F Room 2



Much like 2F Room 1, 2F Room 2 has two wooden platforms separated by a gap with a lantern rope between them. Don't swing across that gap yet. Instead, lift the barrels in the room's east corner to reveal a chest. Open that chest to get the Forsaken Fortress Compass.

Note

The Compass gives you the locations of all treasure chests in the Forsaken Fortress. They appear as small yellow boxes on the in-game map. Once opened, a chest disappears from the map.



After you get the Compass, swing across the rope to the room's north side and exit via the north door.

Searchlight #3



Exit 2F Room 2, then run left (northwest) to the balcony. At the balcony's southwest end, a blue pathway winds upwards. Run along it to a ladder.



At the top of the ladder is the third searchlight. Defeat its Bokoblin guard with a Deku Stick as you did the previous two; it gives you a Joy Pendant when you defeat it. Defeating this Bokoblin disables the last of the fortress searchlights.



Climb down the ladder and backtrack to the hallway between 2F Rooms 2 and 3. Go through the north door into 2F Room 3.

2F Room 3



2F Room 3, like 2F Rooms 1 and 2, consists of two wooden platforms with a lantern rope between. Swing to the room's north side and go through the north door.



Take a left onto the southwest balcony off the hallway between 2F Rooms 3 and 4 to find a wooden crate in front of a gap in the balcony wall. Push this crate off the balcony and into the fortress courtyard.



The crate is an insurance policy. If you make a mistake, use the crate to reach a ladder in the courtyard's northeast end that leads up to this balcony. That saves you the hassle of rope-jumping through several rooms.

After you push the crate, return to the hallway and go through the north door to 2F Room 4.



Tip

Before you go into 2F Room 4, open the treasure chests in 1F Rooms 1 and 5. This is the best time to pursue these optional rewards (see "Missing Link: Piece of Heart #1").

Missing Link: Piece of Heart #1



To reach 1F Room 1, fall into it from the north end of 2F Room 1. Do this after you've been busted and have escaped from jail, because you'll wind up back there after opening the chest.



The treasure chest is locked in a jail cell in the room's northwest corner. To open the cell, lift the barrels in the room's northeast corner to reveal a switch. Step on the switch.



The cell door swings open. Run in and open the chest to get your first Piece of Heart, the only one not found in the Overworld! For every four Pieces of Heart you find, you get a Heart Container to add to your Heart Meter.

After you get the Piece of Heart, run into the Moblin guards, get captured, and return to 2F Room 1.

Missing Link: Rupees Chest



To enter 1F Room 5, either go through the courtyard's northwest door or through the northwest door in 2F Room 1, cross the outdoor hallway into 2F Room 5, and drop into 1F Room 5.



On the east wall is a bust of a Moblin with laser eyes. It fires at you if you run into the middle of the room, so don't.



Instead, stick to the room's edges and open the treasure chest on one of the bunk beds along the northwest wall. Inside is a Yellow Rupee (worth 10 Rupees). It's a small reward for the risk of getting shot with lasers, but a young hero needs all the cash he can get.

2F Room 4



2F Room 4 is the only second-floor room that has no lantern rope on which you can swing. Instead,

sneak past two observant Moblin guards and reach the large door at the room's north end.



You can enter 2F Room 4 from 2F Room 3 or 2F Room 5, but the method is the same either way: Pick up and hide under a barrel found near the entrance, and move toward the north door.



Move when neither Moblin is looking at you. Don't move when they're close to you, whether they're looking at you or not. If a Moblin on the room's other side is facing your direction, you're safe to move. But don't take too many chances!

Tip

If you creep carefully—barely push **O**—you get a split-second of warning before you're spotted. The Moblin turns to face you and grunts. If you immediately release **O**, you won't be caught. Don't count on your reflexes being sharper than these ugly brutes. Move carefully so they don't have a hint of your presence.



When you reach the north stairs leading up to the big door, you're home free. To be on the safe side, hug the north wall and creep up

the stairs. When you reach the door, drop the barrel and duck through the door.

Climbing the North Tower



You're past the worst that the Forsaken Fortress has to throw at you. You must climb three stone staircases, but there is only one more Moblin guard. It patrols the area above the second and third staircases, so walk along the stair's right side to keep him from glimpsing you.



At the top of the third set of stairs is another barrel. Use this to sneak past the Moblin, then go around the tall north tower.



Eventually, you come to a huge gap in the pathway. A narrow ledge along the tower leads to the continuation of the pathway. Face the tower wall, and flatten against it by pressing **Ⓐ** when the screen's upper-right corner says "Sidle." Press **←** **O** to sidle along the ledge until you reach the pathway. You can create a shortcut for yourself here if you wish (see "Shortcut Past the Moblin Guards").

Shortcut Past the Moblin Guards



A ladder leads down from the first gap you need to sidle past on your way up the north tower. If you drop down the gap, you arrive at a plateau with a crate and another ladder leading to the hallway between 2F Rooms 2 and 3.



Push the crate off the plateau. Use the ladder leading down to the hallway between 2F Rooms 2 and 3 to reach the ladder leading up to the gap in the north tower pathway. It's unlikely you'll fail to complete the Forsaken Fortress quest at this point, but if you do, use these ladders to bypass the Moblin guards.



Past the first gap in the pathway is a second gap that you need to sidle along. Use the same technique you used on the previous one, and enjoy the two Hearts that were left for you along the narrow ledge.





Climb the stone stairs past the second gap. Your sword lies in front of a Shield Bokoblin guarding a large wooden door. Run for the sword and press **X** to pick it up.



When you make a break for the sword, a row of spikes pops up behind you, sealing you off from the stairs you just climbed. It doesn't matter. Grab the sword and defeat the Shield Bokoblin. He's tougher than the searchlight guards, but not much.



When the Shield Bokoblin is defeated, the large wooden door opens. Enter it to reach the cell where Aryll is being held, along with several other girls. She glimpses Link, and her eyes widen in joy.



Before Link can rescue Aryll, the Helmaroc King returns. It plucks up Link in its powerful beak and flies out the top of the tower with him.



The bird flies by the shattered hull of a ship mounted at the top of the tower, where a large man with green skin and a red beard (Ganon) examines Link.



With the slightest nod of his head, Ganon orders the bird to fling Link far away from the Forsaken Fortress. Link flies into the night sky, shrinking to a speck in the distance as the screen goes black.

Missing Links

That ends the main quest for the first part of the walkthrough, but you can take on many sidequests. Refer to "Islands of the Great Sea" or "Legendary Checklist" after this walkthrough for more information on these sidequests:

Picto Box

Piece of Heart #1: Forsaken Fortress (A1)

Piece of Heart #2: Windfall Island (D2), Battleship minigame

Tingle Juner: Windfall Island (D2), free Tingle

Tingle's Chart: Windfall Island (D2), free Tingle

Treasure Chart #7: Windfall Island (D2), Battleship minigame

Treasure Chart #23: Windfall Island (D2), Battleship minigame



DRAGON ROOST ISLAND

The King of Red Lions



Link lands in a distant part of the Great Sea, floating face up and unconscious. A red boat pulls up next to him, and the screen fades to black again.



Link awakens to a voice calling his name. He opens his eyes and finds himself in the red boat... and the boat is talking to him! The boat introduces itself as the King of Red Lions, the only talking boat in existence, and tells Link he has nothing to fear.



The King of Red Lions watched Link make his bold but foolish raid on the Forsaken Fortress. He tells Link that the man who commands the giant bird is Ganon—the villain of just about every *Legend of Zelda* game, the man who was defeated by the Hero of Time in ages past. The spell that bound Ganon has been broken, and he has returned to work his evil magic once again.



The King of Red Lions advises Link on his quest to rescue Aryll. He tells him that only one item can defeat Ganon, and Link must survive many trials to get it. Link agrees. The King of Red Lions prepares to leave for the next part of their quest.





The King of Red Lions can't journey across the Great Sea until he gets a sail. Link must find and purchase the Boat's Sail on Windfall Island, their current location, before they can depart.

Windfall Island

Note

This section tells you how to get a sail for the King of Red Lions, but you can undertake many other sidequests while you're here. Refer to "Missing Links" at the end of this section for more information.



To find Zunari, the sail salesman, turn southeast. Run up the grassy embankment past a couple of children (Potova and Joanna) to a dirt path. Continue along the path to the northeast, passing by a red postbox and going under a stone arch.



Keep north along the path and up a set of stone stairs. Beyond the stairs is a merchant's booth, where you see Zunari, dressed in a furry blue parka.



Zunari was shipwrecked on Windfall Island, and only his Boat's Sail survived the wreck. He offers to sell it to Link for 80 Rupees.

Tip

If you don't have 80 Rupees, smash some pots and cut some grass on Windfall Island to increase your cash flow.



Return to the King of Red Lions in the inlet on the northwest side of Windfall Island. He gives you a brief tutorial in the art of sailing. When he's done, hop into the boat, assign the Boat's Sail to \odot , \ominus , or \square , and shove off. With the west wind at your back, sail east from Windfall Island (D2) to the destination marked on your Sea Chart, Dragon Roost Island (F2).

Basic Sailing Controls

Command	Button(s)
Raise sail	\odot , \ominus , or \square (whichever you have the sail assigned to)
Lower sail	\odot
Hop into/out of boat	\odot when sail is down
Jump	\square when sail is up
Cruise slowly	\square when sail is down
Check Sea Chart (Overworld map)	\uparrow on the + Control Pad

Note



On your way to Dragon Roost Island (F2), you might come across a slow-moving barge. This is one of Beedle's Shop Ships. Board it and buy All-Purpose Bait and Hyoui Pears from Beedle. See the "Islands of the Great Sea" or "Legendary Checklist" sections after this walkthrough for more information.

Dragon Roost Island



The island in quadrant F2 is home to the birdlike Rito tribe, whose members serve as postmen for the islands of the Great Sea. The island is known as Dragon Roost Island because of the giant red dragon that lives atop the island's peak. The dragon's name is Valoo, and he is the spirit of the skies. Link's mission is to find Valoo and ask him for an item called Din's Pearl.



Before Link leaves to meet Valoo, the King of Red Lions gives him the Wind Waker, a baton that was used to conduct musical prayers to the gods long ago. Perhaps it still allows its user to channel the power of the gods. The King of Red Lions gives Link a quick Wind Waker tutorial and sends him on his way.

Using the Wind Waker

Command	Button(s)
Conduct in 3/4 time (3-note song)	Do not push \odot at all
Conduct in 4/4 time (4-note song)	Push and hold \leftarrow
Conduct in 6/4 time (6-note song)	Push and hold \odot
Play notes	\odot , \ominus , \odot , \odot , or \odot

Tip



Using the Wind Waker is tricky. Holding (or not touching) \odot determines the number of notes in the song you want to play; the direction \odot is pushed determines the notes played. Press \odot in the proper direction *before* playing the next note. The song's rhythm is automatic; you have to play the right note with the beat. If you play the wrong note, press \odot in any direction to clear the song and start over.



Run up the northwest pathway. A giant boulder blocks your way. A bomb-shaped plant grows in front of the boulder. A sign warns you not to attack the Bomb Plant. If you do, it blows up in your face and you lose a quarter of a Heart from your Life Gauge.



Approach the Bomb Plant and pluck it with **A**. Either throw it at the boulder with **A**, or run to the boulder and place it on the ground with **B**. You have three seconds before it explodes; the faster it flashes, the closer it is to blowing up. The Bomb Plant destroys the boulder so you can continue up the path.

Note

Bomb Plants grow back a few seconds after you pluck them. Throw a few around and experiment with them.



Two more boulders are past the one you just blew up. Bombing the one to the northeast opens a path to the water. Bombing the one to the northwest allows you to continue your climb up Dragon Roost Island. Use the nearby Bomb Plant to detonate the northwest one (and the other as well, if you wish).



Keep going up the path until you come to a broken suspension bridge. Pluck the Bomb Plant

next to it and run up the incline to the north. The incline doubles back on itself, and at the end there is another huge boulder that you need to blow up.



Climb to the ledge where the boulder used to be and sidle south along the narrow ledge, just as you did in the Forsaken Fortress. Grab the Blue Rupee (5 Rupees) at the end of the ledge, and drop to the grassy plateau below the Rupee.



Use the nearby Bomb Plant to blow up the stone block to the south. When you do so, two blocks on top of it drop. If you fall off the pathway, you can pull the bottom block out and use it as a shortcut to get back up to the pathway.



Go into the doorway next to the red postbox and approach Quill, the postman you met on Outset Island. He's impressed that Link could travel so far without wings! He invites Link to come inside and meet the Rito Chieftain, who he believes will help Link in his quest to rescue Aryll.

The Rito Aerie



Follow the winding northern path to enter the Rito aerie and meet the Chieftain. Apparently, Valoo is upset, and none of the Rito know why. This troubles the Rito, as the Rito coming-of-age ritual involves getting a scale from Valoo, which allows young Rito to grow their wings. In his current state, Valoo is unapproachable. The Rito can't help Link until they solve the Valoo situation. The future of their people depends upon it.

The Chieftain also has a more personal problem. His son, Prince Komali, should be getting his wings, but the boy is not as strong-willed as the chieftain would like. He fears that Komali does not possess the inner strength to get his wings. Link agrees to talk to Komali and impart some of his courage to the young prince.



The Chieftain thanks Link and asks him to get an item from a girl named Medli and give it to Komali. Quill gives Link a Delivery Bag, which can be used to store letters just as the Spoils Bag stores treasures.

Medli



To find Medli, take the elevated pathway that runs along the interior of the aerie until you reach an open doorway with a guard outside. Medli is beyond the doorway.



Medli is studying to become one of Valoo's attendants. She gives Link the Father's Letter, which the Chieftain wrote to Prince Komali. The letter appears in Link's Delivery Bag. Medli tells Link that Komali's room is "way in the back" on the first floor. She asks Link not to judge Komali too harshly in his current state, and also asks Link to meet her at the Dragon Roost Cavern entrance later.

Prince Komali



To find Prince Komali's room, drop to the first floor of the aerie where you spoke to the Chieftain. Opposite the main entrance is a doorway leading to a long hall. At the end of that hall is the door to Komali's room.



Assign the Father's Letter to , , or , approach Komali, and press the button to give him the letter. The letter doesn't set Komali's mind at ease; he's afraid of Valoo. When Link tries to tell him to be brave, Komali scoffs, asking Link if he's going to be the one to calm down Valoo. Komali challenges Link to find someone who can get to Valoo.

Opening Dragon Roost Cavern



The Dragon Roost Cavern entrance, where Link agreed to meet Medli, is on the aerie's first floor. As you exit the hall leading to Komali's room, turn left and go through the guarded door. If you speak to Hoskitt the guard, he tells you that there's no way into the cavern—the bridge is out, and you can't swim to the other side because the spring that used to flow there is dry.



Go into the cavern entrance and drop off the broken suspension bridge to find Medli. She tells Link that Valoo's rage caused a boulder to fall into the spring's source and plug it. She asks for Link's help in getting to the small shrine at the top of Dragon Roost, but she can't get to the ledge on the snapped bridge's other side.



Pick up Medli with , and stand on the nearby small rock platform. Face the bridge's other side, and wait for the wind to blow toward it. Watch the movement of the dust particles in the air. When the wind blows toward the ledge Medli wants to get to, press to throw her.



Link's boost gives Medli enough wind under her wings to make it to the ledge. In thanks, she gives Link the first of four Empty Bottles in the game. Empty Bottles can hold any liquid as well as other items.



Link wouldn't be much of a hero if he let a young girl go into a dangerous situation by herself. You must follow Medli. The first step is to fill the Empty Bottle in the shallow pool of the former spring.



Now that you have a bottle of water, use the suspension bridge's remains as a ladder and climb to the ledge you leapt off to meet Medli. Go to the cavern entrance, where you find five shriveled Bomb Plants.



Use the bottle of water to revive at least one of the plants. Pluck the Bomb Plant and hurl it at the huge boulder that stops up the spring.



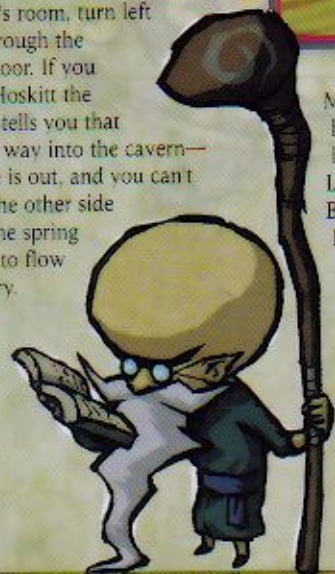
With the boulder destroyed, water floods into the cavern. You can now swim to the ledge to which you threw Medli.



Climb onto the ledge and approach the pool of lava. It's too wide to jump across, and it's too hot to swim through. Pluck the nearby Bomb Plant and throw them at the two stone statues on either side of the lava.



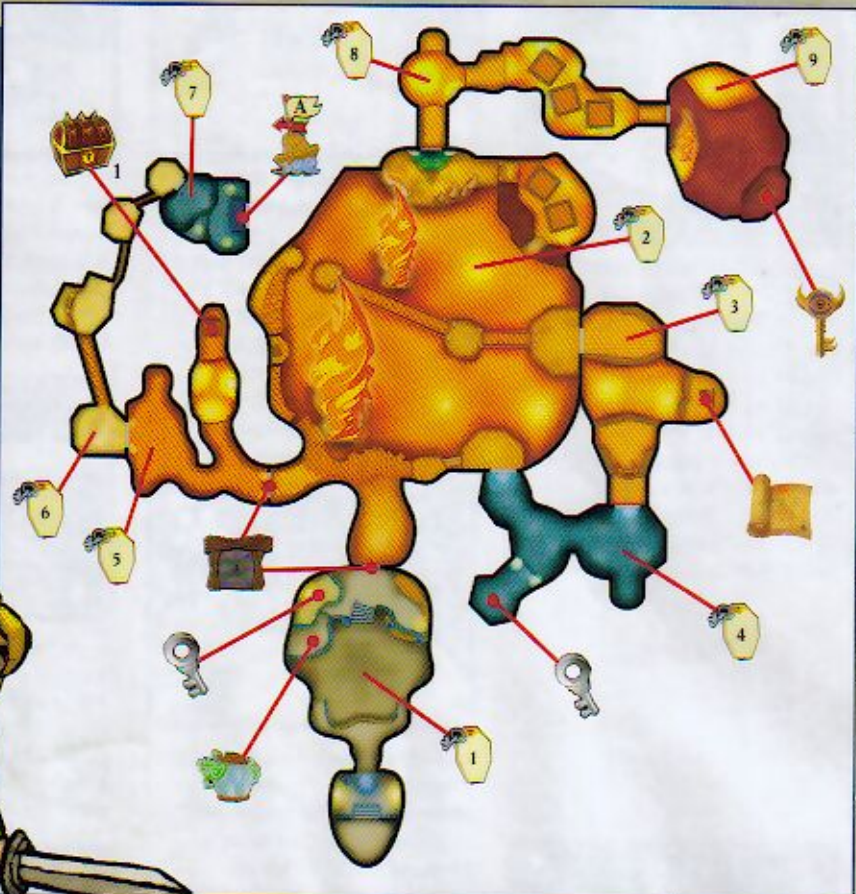
If the fruit lands in the green stone baskets that each statue holds, the statue crashes into the lava, providing a platform for you to safely jump to. Bomb the one to the right first, and throw Bomb Plants at the left statue while standing on the platform created by the first statue. After both are down, cross the lava pool and go straight into Dragon Roost Cavern.



Dragon Roost Cavern First Floor (1F)

DRAGON ROOST CAVERN 1F

-  - Big Key
-  - Chest (Treasure Chart #39)
-  - Dungeon Map
-  - Locked Door
-  - Small Key
-  - Green Warp Jar
-  - To Point A (on Dragon Roost Cavern 2F)



1F Room 1



To get to the north part of 1F Room 1, you must move the two large blue statues at your start point's north end (the green one does not move). Pull the west statue to the south, and pull the middle statue to the west to open a passage.

Tip

To pull or push an object, face it and hold **[R]** to grab it, then push **[D]** in the direction you want to pull or push it.



Defeat the two Bokoblins in the room's north part.



Note

There is a blue vat with green steam coming out of it in the room's northwest corner: this is a Warp Jar. When you find other Warp Jars, you can climb into them and instantly transport to a Warp Jar you discovered previously.



Pick up one of the Deku Sticks that the Bokoblins carried, and light it by running up to the flaming torch in the northeast corner of the room. Quickly run the flaming Deku Stick to the northwest corner of the room and light the two unlit torches.



When both torches are lit, a chest appears between them. Open the chest to get a Small Key, which allows you to open the locked north door and enter 1F Room 2.

1F Room 2



Continue north. Use your sword to slash the rotted beams in front

of you and open a doorway into the main part of 1F Room 2. This huge multilevel cavern is a series of narrow walkways over a pool of lava.



Run along the wooden pathway to the west, following it past a locked door until it ends just above a small outcropping (Link automatically leaps over small gaps in the path). Drop to the outcropping.



1F Room 3



Pull out the block in the rock wall and climb onto it. Face north and leap off the block so that Link grabs the edge of the wooden pathway. Push \uparrow to pull yourself up and follow the path to its end.



Run east and leap onto the suspension bridge that spans the length of the room. Watch out for the pillar of lava that occasionally shoots up from the gap between the pathway and the bridge. Run across quickly and avoid the Keeses.

Caution

Avoid the batty bats called Keeses until you acquire a ranged weapon. They are challenging to defeat with a sword and fighting them may get you knocked into the lava below.



Blow up the boulder at the bridge's east end to reveal a door leading into 1F Room 3.



You enter 1F Room 3 from the southwest. A pool of lava separates ledges to the north, south, and east. On each ledge are several water pots. To cross the lava, throw one of the water pots into the lava. The pot shatters, and the spilled water cools part of the lava's surface to form a temporary platform. You have five seconds before it becomes molten again.



Make your way to the east ledge and open the chest for the Dungeon Map for Dragon Roost Cavern.



Create a cooled-lava platform to leap onto the south ledge. Approach the ladder, but don't climb it immediately—there's a Red ChuChu at the top that drops onto you when you start climbing. Instead, lure the ChuChu into leaping down to your level and defeat it with your sword. Climb the ladder and go through the south door into 1F Room 4.

1F Room 4



Walk south to lure a Bokoblin into busting through the wooden beams that seal off the southeast alcove. Defeat the Bokoblin and pick up its sword using \textcircled{A} .



Approach the wooden beams to the west and swing the Bokoblin's sword with \textcircled{B} to shatter them, opening a pathway to the west end of the room. Walk up to the southwest ledge to lure two Red ChuChus out of hiding. Defeat both.



Use the Bokoblin's sword to smash the wooden beams to the southwest, opening up the southwest alcove. Inside the alcove is a chest containing a Small Key.



Go to the northwest corner of the room, where two more Red ChuChus spring up to attack. You can fight them or simply run past them through the northwest door that leads back to 1F Room 2.



Look at the south wall of 1F Room 2. There are two Bomb Plants growing next to a huge boulder that blocks the path back to the doorway to 1F Room 1. Pick up one of the many nearby rocks or pots and throw it at the Bomb Plants to set off an explosion that destroys the boulder.

Tip

If you use all the rocks and pots and don't manage to blow up the boulder, go back into 1F Room 4 and return to 1F Room 2. All the rocks and pots will have reappeared.



Run west along the pathway until you come to a locked door in the southwest corner of the map. Open it with your Small Key and proceed into 1F Room 5.

1F Room 5

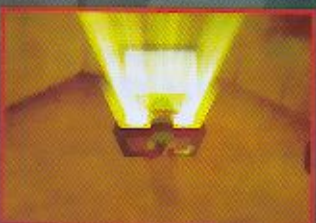


To the north of the entrance to this room is an alcove, but you can't do anything with it until you get the Grappling Hook (see "Missing Link: Treasure Chart #39"), so ignore it for now. Instead, go west and then north into the west part of the room, defeating Red ChuChus as they appear.

Missing Link: Treasure Chart #39



Once you have the Grappling Hook, you can return to 1F Room 5 and hook the overhead beam to swing across the lava pool in the middle of the northeast alcove of the room.



Use your sword to smash through the wooden beams on the north side of the alcove. You will find a chest containing Treasure Chart #39.



Approach the wooden beams across the southwest alcove to lure a Shield Bokoblin into crashing through the beams. Shield Bokoblins are a little tougher than Bokoblins, but this one is only armed with a Deku Stick.



Light the Shield Bokoblin's Deku Stick, using one of the west torches, and burn through the wooden beams that block the northwest alcove. Inside the alcove is a pressure switch. Step on it to open the sealed west door to 1F Room 6.

1F Room 6



This is actually an outdoor area, but it appears on your Dungeon Chart as a room. From the entrance, turn northeast and cross the suspension bridge. A Bokoblin guards the other end of it and pursues you once you get halfway across. Defeat it before continuing.

Caution

A careless sword strike can cut the ropes of the suspension bridge, so lure the Bokoblin back to the plateau near the entrance before fighting it lest you take a nasty fall when the bridge snaps.



Climb about halfway up the ladder at the end of the suspension bridge. Stop climbing just below the scorched part of the ladder. A lava vent shoots out horizontally at this point; wait until it stops before climbing to the top of the ladder.



A Kargaroc rests on the landing at the top of the ladder. \square -target it and attack when it swoops in. Two hits defeat it.



Slide along the narrow ledge to the northeast, but be careful of a second horizontal lava vent that periodically shoots out of a huge crack in the wall. The screenshot above shows how close you can safely get to the lava.



Follow the path until it stops. Above the gap in the path is a wooden ledge that is too narrow to stand on. Face the ledge and push

\uparrow to grab onto it, then push \leftarrow to make your way, hand over hand, to the other side.



Once you're past the wooden ledge, use the stepped rocks to pull yourself up to an outcropping with Bomb Plants. Pluck a Bomb and throw it at a large boulder to the southwest to expose a door into 1F Room 7.

1F Room 7



This room has no enemies, just a stack of blocks at the east end of it. Pull out the middle block in the bottom row to drop the middle column of blocks, then climb onto that block. Pull out the next block in the middle column to create a stepped column of blocks that you can climb up to reach 2F Room 1.



Second Floor (2F)

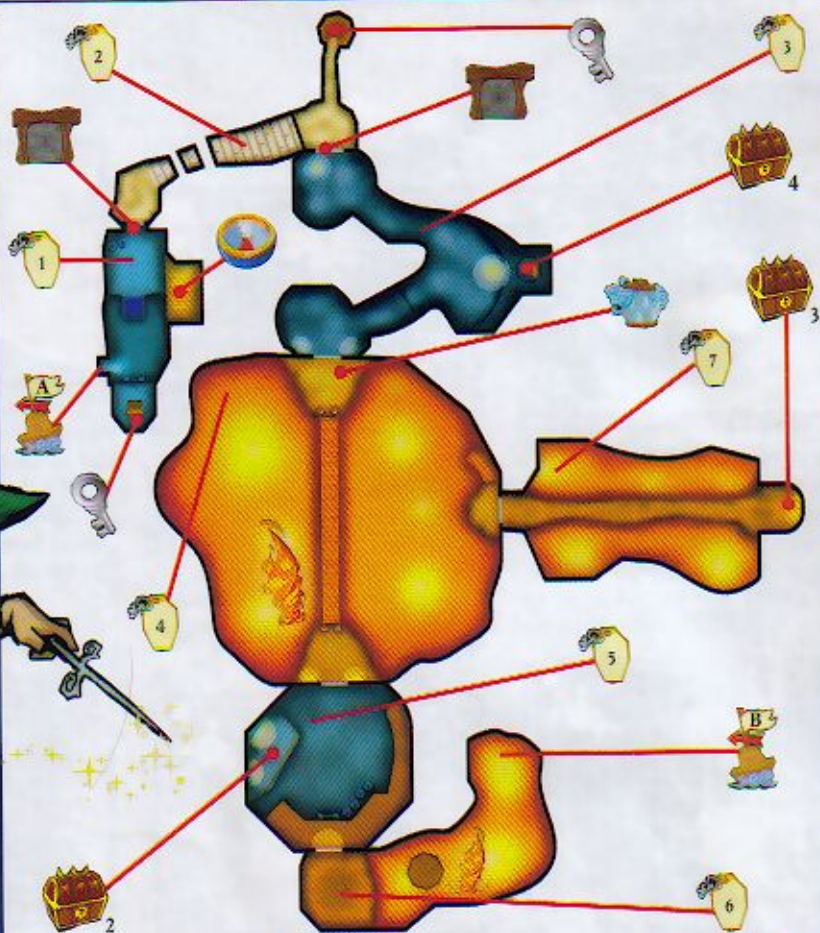
2F Room 1



The two Rats in 2F Room 1 are very tough to defeat with just a sword. If they hit you, they knock loose and steal several Rupees. Defeat them if you can, but don't waste too much time on them.

Tip

If you purchased All-Purpose Bait from Beedle's Shop Ship, you can use it near the Rats' hole. One Rat offers to sell you a couple different types of bait. Best of all, neither bothers you any further!



The room also has two chests. To get to the first one, pull out the block from the north wall and use it to get up to the north landing. Walk from to the east landing and open the chest to get Dragon Roost Cavern's Compass.



To get to the second chest, smash the pot full of Deku Sticks on the north landing. Light one of the Deku Sticks. While standing on

the north landing, face south and throw the stick with **(B)**. It should hit and burn away the wooden beams that block the south alcove.



Climb up the ladder leading to the south alcove and open the chest inside to get a Small Key. Use the key to unlock the north door and enter 2F Room 2.

DRAGON ROOST CAVERN 2F



2 - Chest (Treasure Map #1)



3 - Chest (Joy Pendant)



4 - Chest (Joy Pendant)



- Compass



- Locked Door



- Small Key



- Blue Warp Jar



- From Point A (on Dragon Roost Cavern 1F)



- To Point B (on Dragon Roost Cavern 3F)

2F Room 2

2F Room 2 is another outdoor pathway. Head northeast up the dilapidated stone stairs, then walk along the narrow north pathway to the Kargaroc's nest.



Lure the Kargaroc back to the south so that you can fight on a wider area. After you defeat it,

grab the Small Key in its nest and unlock the door to the south of the nest, which leads to 2F Room 3.



2F Room 3



The center of this darkened V-shaped room is filled with Keeses. From the entrance, smash one of the pots filled with Deku Sticks, light the stick, and carry it south-east into the center of the room. Use it to defeat all the Keeses.



When all the Keeses are defeated, light the torch in the center of the room with the Deku Stick, and open the nearby chest to get a Joy Pendant.



If your Deku Stick burns out, relight it with the torch and burn through the wooden beams to the southwest, opening the southwest passage of the room. Light both torches at the end of the passage to unseal the door to 2F Room 4.

2F Room 4



2F Room 4 is actually the upper part of 1F Room 2. Use the Bomb Plants near the entrance to bomb the boulder on top of the nearby Warp Jar. You can now use this blue Warp Jar to go back and forth between 2F Room 4 and the green Warp Jar in 1F Room 1.



After unsealing the blue Warp Jar, run south across the suspension bridge and go through the south door to 2F Room 5.

2F Room 5



Defeat the Bokoblin in 2F Room 5, and start smashing the many pots scattered around the room. To knock down a pot on a shelf bolted to the wall, run toward the wall and press **B**. You roll into the wall and knock down the shelf. Two more Bokoblins hide in pots. When you defeat both, the south door to 2F Room 6 opens.



Light the unlit torch in the west part of the room with a Deku Stick, and a chest containing Treasure Chart #11 appears. Once you have it, climb the ladder in the south part of the room and go through the door to 2F Room 6.

2F Room 6



Leap to the platform in the center of the room and defeat the Magtail there by **□**-targeting it and pressing **A** to execute a parry attack when your sword flashes.



Once the Magtail is defeated, grab one of the water pots at the south end of the room and throw it north from the center platform so that it lands where the plume of lava erupts periodically. Quickly jump onto the newly created platform and ride the lava plume up to 3F Room 1.

Third Floor (3F)

3F Room 1



3F Room 1 is a small wooden platform and a ledge with a door that leads to 3F Room 2. No need to spend much time in here. Proceed to the next room.

3F Room 2



Without the Grappling Hook, you can only explore the south part of 3F Room 2. The door to the boss's lair is to the north. In the southeast corner of the room is a Bomb Plant. Pluck and hurl it at the boulder to the west to open a third Warp Jar.

Tip

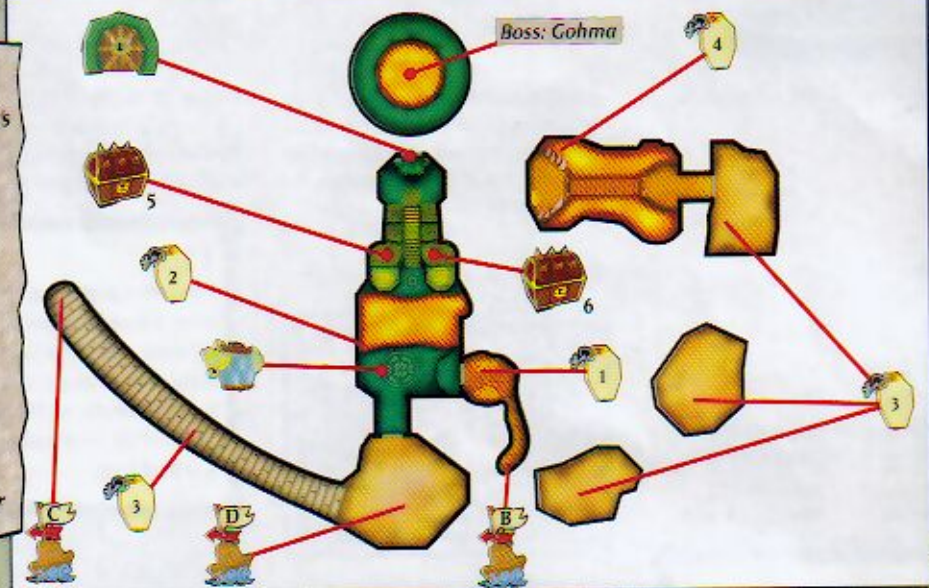
This yellow Warp Jar takes you to 1F Room 1's green Warp Jar, which takes you to 2F Room 4's blue Warp Jar, which takes you back to 3F Room 2's yellow

Warp Jar. Warp Jars always go in this order: green to blue, blue to yellow, yellow to green.



DRAGON ROOST CAVERN 3F

-  - Chest (Yellow Rupee)  - Chest (Knights Crest)
-  - From Point B (on Dragon Roost Cavern 2F)
-  - From Point D (on Dragon Roost Cavern 4F)
-  - To Point C (on Dragon Roost Cavern 4F)
-  - Big Key Locked Door  - Yellow Warp Jar



Throw another Bomb Plant at the boulder to the southwest to reveal the door to 3F Room 3.

3F Room 3





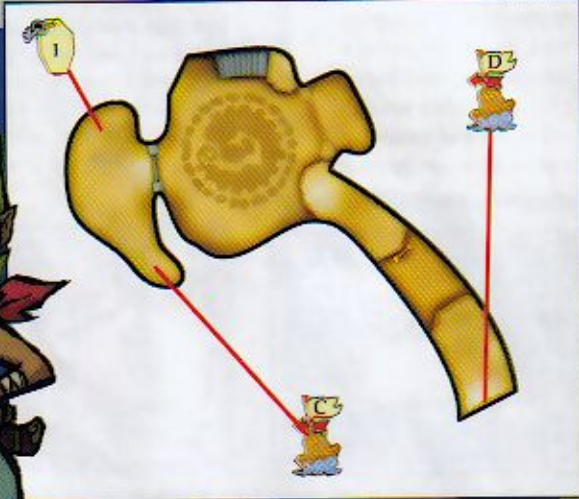
This is the third outdoor room of Dragon Roost Cavern. When you enter, you see Valoo's rage. As he sits atop the island's peak, it almost looks as if he's being pulled into the volcano by his tail, which causes him to snort and pound his fists angrily.



To the east is a series of horizontal poles. You need the Grappling Hook to use those, so

DRAGON ROOST CAVERN 4F

-  - From Point C (on Dragon Roost Cavern 3F)
-  - To Point D (on Dragon Roost Cavern 4F)



forget about them for now. Instead, run up the stairs to the west—and run quickly, because they crumble behind you! You enter 4F Room 1 at the top of the stairs.


Fourth Floor (4F)

4F Room 1



The only room on the fourth floor is a large circular arena with two Shield Bokoblins. Medli is imprisoned in a cell at the east end, and the west gate slams shut behind you when you enter.



Defeat the Bokoblins, and a Kargaroc drops a Moblin into the arena. Defeat it as well, using a variety of attacks. If it blocks your horizontal slice, -target it and use vertical slices, jumping strikes, and thrusts. Your parry attack is also valuable. Grab the Skull Necklace that it leaves behind when you defeat it.



Once the Moblin is defeated, Medli's cell opens. She tells you some creature is doing terrible things to Valoo's tail, which is why he's so angry. She also gives Link the Grappling Hook and a quick tutorial on how to use it.

Grappling Hook Controls

Command	Button(s)
Target	Hold or (whichever one the hook is assigned to) and push
Grapple	Release or
Swing	and
Jump off rope	
Stop swinging	
Change direction	Stop with , then + or
Climb up or down rope	Stop with , then + or

Tip

In your boat, the Grappling Hook can also be used as a salvage crane. Hold down , , or when you think you're on top of sunken treasure and see if you can haul it up.



Once Medli has shown you how to use the Grappling Hook, grapple your way down the southwest pathway and smash the wooden beams at its end with your sword. This takes you back to the ledge above 3F Room 3.

3F Room 3



Drop down to 3F Room 3, face east, and grapple along the overhead beams between the small stone outcroppings. To avoid having to constantly reposition yourself while

swinging, stand on the edge of each outcropping farthest from the rock wall before throwing the Grappling Hook. On the last outcropping is the door to 3F Room 4.

3F Room 4



Run west along the suspension bridge until you encounter a Bokoblin. Remember that fighting on a rope bridge is dangerous, as your sword can cut through the ropes. After you defeat the Bokoblin, run west, where a Shield Bokoblin jumps out of a pot to attack you.



When both Bokoblins are defeated, a chest appears in the room below you (2F Room 7). Light a Deku Stick and run back and forth across the suspension bridge until you burn away all six of its vertical support cables. Stand in the center of the bridge. It collapses after a couple of seconds, taking you down to 2F Room 7.

2F Room 7



You land safely on a narrow land bridge in the middle of a pool of

lava in 2F Room 7. Open the chest at the east end to get a Joy Pendant, then go through the west door to 2F Room 4.

Tip

If you need to get back to 3F Room 4 from here, use one of the water pots at the west end of the room to create a platform in the lava in the southeast corner of the room and ride the lava plume up.

2F Room 4



From the door you just came through, head along the narrow pathway until you enter the birdcage-like structure at the end. The floor of the birdcage is a platform suspended from the top of the cage by three ropes. Beneath that platform is a lava plume that comes and goes. Step into the center of the platform and perform a spin attack (hold and release) to sever all three ropes and send the platform crashing down into 1F Room 2.

1F Room 2



Go through the northeast doorway in 1F Room 2 and leap across the platforms until you come to a ladder to the northwest. Climb the ladder and follow the path beyond it to the west to reach a sealed door that leads to 1F Room 8.



To unseal the door, grapple the horizontal bar in front of and above the door. When Link swings on it, his weight activates the trigger mechanism and unlocks the door to 1F Room 8. Leap off the rope on the first swing backward to land on the ledge you grappled from (and avoid a beating from the Keeses).

1F Room 8



Grapple the overhead pole between the southwest and southeast landings. Stop swinging, turn east, and swing onto the landing to the east.



From there, simply jump across the three wooden platforms suspended by chains from the ceiling, then grapple and swing to the east landing, which holds the door to 1F Room 9.



1F Room 9



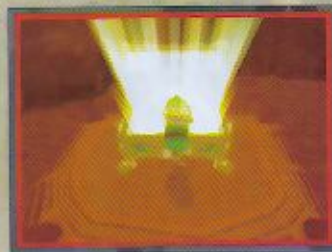
Run to the south end of 1F Room 9, which has a chest surrounded by flames and a constant pressure switch. Stepping on the switch lowers the flames around the chest, but the flames reappear when you step off.

Note

Unlike a normal pressure switch, which stays activated after you step off, a constant pressure switch requires constant pressure to remain activated.



A Magtail rises from the lava to the north. target the Magtail, but instead of hitting when your sword flashes, just strike it with . This causes the Magtail to curl up into a ball for about 10 seconds.



Pick up the Magtail and set it down on the switch to lower the flames around the chest. Open the chest to get the Big Key for Dragon Roost Cavern, then backtrack through 1F Room 8 until you are back at the north part of 1F Room 2.

1F Room 2

Caution

Be especially careful of the Keeses in Dragon Roost Cavern, which are now Fire Keeses. These inflict more damage and cause Link to burst into flames for a couple of seconds.



Climb back down the east ladder in 1F Room 2 and backtrack to the lava plume platform that rises up to the birdcage in 2F Room 4. Go through the east door into 2F Room 7.

2F Room 7 to 3F Room 2



In 2F Room 7, use the water jars to create a platform over the lava plume in the southeast corner of the room and ride the platform up to 3F Room 4. Go through 3F Room 4's east door to reach 3F Room 3.



Grapple back up along the outcroppings in 3F Room 3 until you come to the door to 3F Room 2.



At this point, you can either go directly to the boss fight by grappling the overhead pole in the center of the room and swinging across to the north side, or you can backtrack to 1F Room 5 and pick up Treasure Chart #39 (see "Missing Link: Treasure Chart #39").

Missing Link: Treasure Chart #39



The easiest way to reach 1F Room 5 from 3F Room 2 is to jump into 3F Room 2's yellow Warp Jar. You instantly transport to 1F Room 1. From 1F Room 1, go through the north door to 1F Room 2, and then go through the southwest door into 1F Room 5.



In the northeast alcove of 1F Room 5, grapple over to the north end of the alcove, smash the wooden beams with your sword, and open the chest beyond them for Treasure Chart #39.



To get back to 3F Room 2 and the boss fight, backtrack to 1F Room 1, enter the Warp Jar to go to 2F Room 4, and enter that room's Warp Jar to return to 3F Room 2.



On the north side of 3F Room 2 is a Magtail and two chests—the east one holds a Knight's Crest, and the west one holds a Yellow Rupee (10 Rupees). The northeast and northwest pots each hold a Fairy, which you can catch and keep in your Empty Bottle.

Note

Having a Fairy in a bottle is a good idea if you're about to begin a tough fight. When you lose all the Hearts in your Life Gauge, the Fairy pops out and refills it, averting the dreaded "Game Over."



Save your game, then approach the north door and open it to begin the boss fight.

Boss Fight: Gohma



Gohma's lair is a cavern with a narrow pathway encircling a huge lava pool, from which Gohma rises to attack Link. Gohma has trapped Valoo's tail in the ceiling of the cavern by hurling gobs of hot lava that have cooled and hardened. The boss monster is obviously the source of Valoo's anger, and defeating it will no doubt calm Valoo.



Gohma has only two attacks: a clubbing blow with its monstrous pincers and a fiery belch of molten lava. If you keep moving and rolling with **R**, Gohma's clumsy attacks almost always miss you. Most of the pots along the pathway contain at least one Heart, so smash them if your Life Gauge gets low.



Gohma is encased in a hard shell. To damage the boss, you must first crack its armor. Target Valoo's tail with the Grappling Hook and swing across the room on it. When you release the Grappling Hook, Valoo throws a tantrum, shaking its tail around and dropping the hardened lava onto Gohma, cracking its shell.



Dropping the hardened lava on Gohma stuns it for a second, but it quickly recovers, then throws lava back up at the ceiling to reseal Valoo's tail. You need to successfully swing from Valoo's tail three times to completely crack Gohma's shell.

Tip

Line up your swing carefully to land on the elevated wooden platforms surrounding Gohma's lava pit. You're out of Gohma's reach there, and it's easy to line up your next grappling of Valoo's tail.



Once you shatter Gohma's shell, grapple its eye. The easiest way is to **R**-target Gohma and press the Grappling Hook button. You automatically grapple its eye, which pulls the beast toward you and stuns it.



Slash Gohma's eye repeatedly with your sword. Seven sword hits should be enough to defeat Gohma.

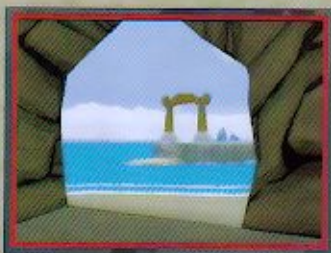


Pick up the Heart Container that Gohma leaves behind. Adding it to your Life Gauge increases the amount of damage Link can take in battle. Run into the warp in the middle of the now-cool lava pool to exit Dragon Roost Cavern and complete this part of the quest.

The Wind Shrine



The cloud encircling Valoo's roost dissipates, and Link reappears at the shore of the island. Medli and Komali meet him there, and Komali thanks Link. The young prince hopes he can grow up to be a hero like Link, and he gives him Din's Pearl.



Valoo also expresses his gratitude to Link in ancient Hyrulian. Medli translates Valoo's advice as "Use the wind god's wind," but she doesn't understand exactly what Valoo is trying to say. She suggests that Link visit the Wind Shrine off the island's southern shore.



Swim to the small Wind Shrine, approach the blue monument, and use the Wind Waker near it. Doing so teaches Link the Wind's Requiem (**R**), which can be played anywhere on the Overworld to change the direction of the wind.



As soon as Link learns the Wind's Requiem, Zephos, the god of winds, shows up. He says that Link has a good "wind-sense" about him, and he warns Link about his brother, Cyclos. Cyclos, upset that his Wind Shrine monument is broken, creates cyclones in the Great Sea to torment sailors. Zephos asks Link to chastise Cyclos should Link come across one of his cyclones.



Once you have finished talking with Zephos, run to the King of Red Lions on the southwest shore of Dragon Roost Island. The boat tells Link that he fears that Ganon may have sent his monsters to an island in the south, the location of the next pearl.



While standing on the shore, play the Wind's Requiem and set the wind blowing south. Climb into the King of Red Lions, raise the sail, and set out for your next destination.

FOREST HAVEN AND THE FORBIDDEN WOODS

Missing Links

After you get the Grappling Hook and the Wind's Requiem, more optional sidequests are available. A complete list is here. Consult "Islands of the Great Sea" after this walkthrough for an island-by-island list of all sidequests. Look in "Legendary Checklist" at the end of this guide for a list of all sidequests by category.

Bottle: Bomb Island (F5), Submarine

Piece of Heart #3: Any postbox

Piece of Heart #4: Crescent Moon Island (E1), via Treasure Chart #11

Piece of Heart #5: Spectacle Isle (C2), Cannon minigame

Piece of Heart #6: Pawprint Isle (E2)

Piece of Heart #7: Dragon Roost Island (F2), Mail Center

Piece of Heart #8: Dragon Roost Island (F2)

Piece of Heart #9: Six-Eye Reef (D4), Submarine

Piece of Heart #10: Needle Rock Isle (A5)

Piece of Heart #11: Diamond Steppe Island (A6), via Treasure Chart #23

Piece of Heart #12: Headstone Island (C7)

Piece of Heart #13: Angular Isles (E7)

Piece of Heart #14: Five-Star Isles (G7), Submarine

Platform Chart: Flight Control Platform (G2), Submarine

Treasure Chart #9: Crescent Moon Island (E1), Submarine

Treasure Chart #10: Crescent Moon Island (E1)

Treasure Chart #11: Dragon Roost Island (F2), Dungeon

Treasure Chart #14: Headstone Island (C5), Submarine

Treasure Chart #17: Spectacle Isle (C2), Cannon minigame

Treasure Chart #22: Northern Fairy Island (C1), Submarine

Treasure Chart #34: Salvage Corp. (varies)

Treasure Chart #39: Dragon Roost Island (F2), Dungeon

Sailing to Forest Haven



Dragon Roost Island is in quadrant F2 of the Great Sea. Your next destination is Forest Haven, which is due south in quadrant F6. The wind is blowing south, so raise the Boat's Sail and keep the wind at your back. Refer to your Sea Chart (Overworld map) to make sure you're heading due south.

Note

If you want to take on sidequests on your way to Forest Haven, consult the F3, F4, and F5 sections of the Islands of the Great Sea section of this guide. You have to pass through these quadrants anyway, so you might as well make a couple of short detours.



Before you cross from F2 to F3, a Merman leaps from the water. He makes fun of Link's Sea Chart, saying it looks as if it has nothing but seas drawn on it! The Merman sketches a detailed view of Dragon Roost Island (D2). He says Link may want to check out a cave toward the back of the island. He also says that his brethren will fill in other islands on the Sea Chart if Link spreads All-Purpose Bait on the water near them.

Tip

Keep a supply of All-Purpose Bait on hand. Buy it from Beedle's Shop Ship or from a Rat after spreading All-Purpose Bait in front of its hole. When you visit a new island, look for a leaping Merman. Spread bait near it to get a sketch of the island on your Sea Chart and a few clues to the island's secrets.



Speak with the Merman, then sail due south until you reach Forest Haven. Avoid enemies on the ocean, because you have no way to defeat them.

Forest Haven



As you approach Forest Haven, the King of Red Lions takes you to the island's shore, which looks like a giant tree rising from the ocean. Inside is the Great Deku Tree, the spirit of the earth and the keeper of Farore's Pearl. Link must get the pearl from the Great Deku Tree, but he must be careful—the King of Red Lions thinks that Ganon's dark forces have reached this island.



To enter Forest Haven, pull yourself up the three stepped rock ledges and follow the grassy path beyond them. Watch for the carnivorous Boko Baba plants that rise from the ground. Wait for them to stop licking their lips, then strike them with your sword to defeat them. Each Boko Baba leaves behind a Deku Stick, and many also leave Boko Baba Seeds.



Continue up the grassy path until you reach a ledge overlooking two waterfalls. Swing from the pole overhead with the Grappling Hook, landing on a small grassy patch between the waterfalls.



Watch for the River Octorok that jumps from the water ahead and spits a spiked ball at you. To defeat it, pull out your sword and hold to raise your shield and bounce the spiked ball at the River Octorok.



Continue upstream by leaping across the small grassy platforms that rise from the water, and watch for Boko Babas. If you fall into the water, you're taken back to Forest Haven's shore. When you see the second River Octorok rise from the water in front of you, pull yourself up to the platform and bounce the River Octorok's second shot back at it.



Past the second River Octorok is the Forest Haven entrance. Look up to see a pole that you can swing from with the Grappling Hook. Swing to where the second River Octorok arose, drop into the water, and wade to the entrance.

Note

The shallow water near the second River Octorok has no current. You can leap into it without worrying about being dragged back to the shore.

Inside the Forest Haven



From inside the Forest Haven, follow the shallow stream until you reach a waterfall. Pull yourself

up the waterfall, continue to the next waterfall, then walk onto dry land past that waterfall.



Walk around to face the Great Deku Tree, the huge tree in Forest Haven's center. Several Green and Red ChuChus pop out of the Deku Tree's face. Knock them off and defeat them.



To knock the ChuChus off the Deku Tree, run to the tree's side and roll into it with **Ⓢ**. After knocking them off, defeat them. Repeat with a second wave of ChuChus that pop up after you defeat the first.



When the Great Deku Tree is ChuChu-free, it thanks Link for his help and asks him if he's there for the pearl. The Deku Tree fears that Ganon's evil is on the rise again. The tree summons the Koroks, pixie-like children of the woods.



The Koroks are about to conduct an annual ceremony, and the Deku Tree promises to give Link Farore's Pearl at its end. But there's a problem—one Korok, named Makar, is missing in the Forbidden Woods. Link must rescue Makar so the ceremony can continue. To do that, he needs to learn to fly.



At the top of the Great Deku Tree is a magical Deku Leaf. To reach it, walk into the purple Baba Bud near the tree's base. Baba Buds shoot you out after a couple of seconds, and you can press **↑** to move forward when they do. While in the Baba Bud, hold **Ⓚ** and use **←** or **→** to change your direction, just as you would if you were hanging from a rope.

Tip

If you aren't facing the right direction when you shoot from a Baba Bud, don't touch **Ⓚ** at all and you'll fall into the Bud. When you land in a Baba Bud, you restore some of your Magic Meter, so bounce in and out of them repeatedly.



Use the Baba Buds to move clockwise around the Great Deku

Tree, shooting higher as you do. Use the first four Baba Buds to reach a leafy platform containing a Korok. Swing from the overhead pole with your Grappling Hook to reach the next Baba Bud.



The fifth Baba Bud after the leafy platform shoots you onto another leafy platform containing the Deku Leaf. Grab the leaf and assign it to **Ⓚ**, **Ⓛ**, or **Ⓜ**.

Note

Use the Deku Leaf to glide as you jump or fall. It is pulled by wind currents and slowly depletes your Magic Meter. It can also be used as a fan to shoot a puff of air when you are standing on solid ground. This doesn't use any magic energy.



Now that you have the Deku Leaf, face the ledge with tufts of grass in the shape of an arrow. Run off your leafy platform and use the Deku Leaf to glide onto the ledge. Cut down the grass to find Magic Vials that refill your Magic Meter, then go through the doorway to reach the outside of the Forest Haven.



The Forbidden Woods

First Floor (1F)

1F Room 1



Run around 1F Room 1 and defeat the 11 Green ChuChus. Open the chest in the northeast corner to get the Dungeon Map for the Forbidden Woods. The first of the dungeon's three Warp Jars is west of the chest.



To open the sealed north door to 1F Room 2, pick up the large round seed in the northwest corner of 1F Room 1. Face the door, standing far enough away from it so the blue flower in the center of the door remains open. Throw the seed at the open flower to destroy it and unseal the door.

Tip

If you stand too close and the flower closes, back up until it opens again. You can't destroy it when it's closed.

1F Room 2





1F Room 2 is part of one tall room that encompasses B1 Room 1, 1F Room 2, 2F Room 1, and 3F Room 1. You start on the south platform. Hop into the nearby Baba Bud, shoot to the northeast, and glide to



the next Baba Bud on a narrow platform on the east side of 1F Room 2. Watch for the thorny vines sticking out from the walls. If they hit you, you drop and suffer damage.

FORBIDDEN WOODS 1F

 - Dungeon Map

 - Green Warp Jar

Note

If you fall into B1 Room 1, you can clear that area. Open the optional chest (see "B1 Room 1").

B1 Room 1



Defeat two Boko Babas and four Green ChuChus in B1 Room 1 to clear the room of enemies. Use your Deku Leaf's windblast to blow away the small brown leaf piles and reveal minor rewards.



To open the sealed chest at the room's north end, pick up a Deku

Stick left behind by the Boko Babas, light it from a torch, and throw the lighted stick at the chest. This burns away the plant that seals the chest, so you can open it to get a Knight's Crest.



When you have the Knight's Crest, bounce up to 1F Room 2, starting with the Baba Bud on the tree stump at the room's south end. Shoot along the three Baba Buds in B1 Room 1, then glide with your Deku Leaf until you reach the south ledge of 1F Room 2.

To the Forbidden Woods



You appear on a platform. Walk to its west end, set the wind blowing southwest, and use the Deku Leaf to glide to a tiny island sticking out of the Great Sea.



On the tiny island, chop down bushes and grass to find Magic Vials to refill your Magic Meter. Set the wind blowing northwest toward the Forbidden Woods and glide to the entrance. Time your glide to catch the swirling updraft that circles the island. This gives you enough altitude to reach the Forbidden Woods entrance. Land on the platform in front of the entrance (avoid the Peahats), and enter the Forbidden Woods.

Tip

If you miss the updraft, you won't make it to the Forbidden Woods entrance and you can't turn back to reach the island platform. Drop into the water, and you reappear on the tiny island, minus a quarter of a Heart. Try again.

Second Floor

2F Room 1

From the east Baba Bud in 1F Room 1, turn northwest and shoot and glide to the northwest Baba Bud. Shooting out of this Baba Bud puts you in 2F Room 1. From this Baba Bud, shoot up and glide north to reach 2F Room 1 and the north door to 2F Room 2.

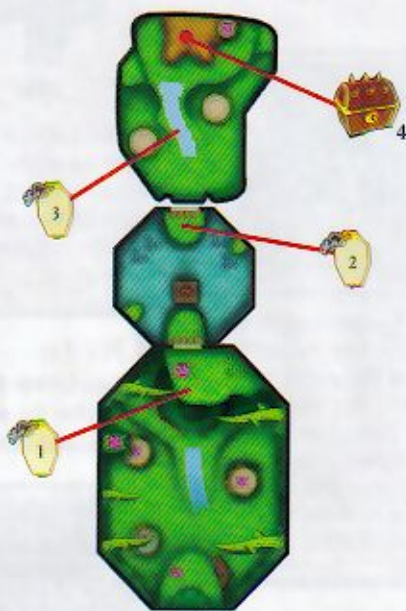
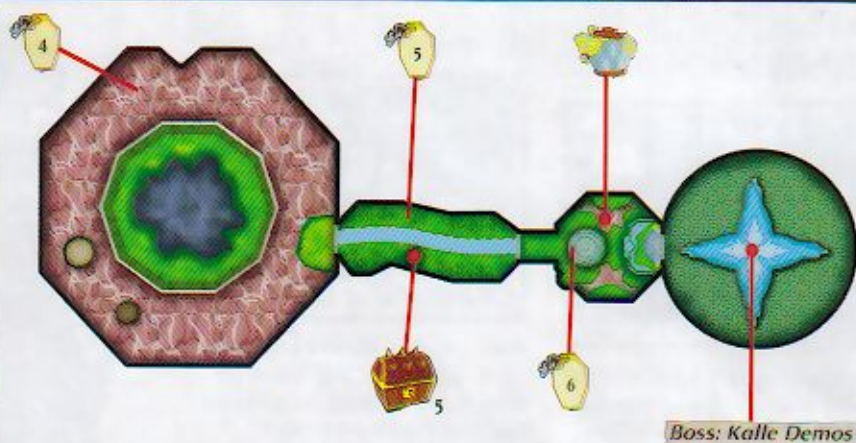


The door is sealed with another of those blue flowers, but a Bomb Plant grows in the platform's northeast corner. Defeat the three Green ChuChus near the Bomb Plant, then pluck it and place it in front of the door. When it explodes, the door unseals, and you can enter 2F Room 2.



Caution

Don't hit the Bomb Plant with your sword while fighting the ChuChus lest you get caught in its blast.



FORBIDDEN WOODS 2F

-  - Chest (Red Rupee)
-  - Chest (Joy Pendant)
-  - Yellow Warp Jar

2F Room 2



To cross 2F Room 2 and reach the north door to 2F Room 3, face the pinwheel in the room's southwest corner and use the Deku Leaf to shoot a blast of wind at it. This makes the rickety cable platform at the room's north end creak its way to the south end.




Jump onto the cable platform, face south, and use the Deku Leaf's windblast to make the cable platform move north. When it reaches the room's north end, jump onto the north platform and proceed through the north door to 2F Room 3.

2F Room 3

Note

2F Room 3 is the bottom half of one large room; 3F Room 2 is the top half of the same room.



2F Room 3 has two Peahats and three Boko Babas. Defeat them all. To defeat the Peahats, -target

them, shoot a Deku Leaf windblast to knock them to the ground, then attack them with your sword.



The northeast Boko Baba leaves behind a Baba Bud. Jump into this Baba Bud to reach the stump above it, which is the north part of 3F Room 2.

Missing Link: Red Rupee



Instead of using the Baba Bud at the north end of 2F Room 3 to jump to 3F Room 2, launch out of it and glide west. Face north to find a small alcove with a chest containing a Red Rupee (20 Rupees).

Third Floor (3F)

3F Room 2



Use the Baba Bud at the north end of 3F Room 2 to reach the north platform with the sealed door to 3F Room 3. From here, jump on the cable platform and ride it to the room's south end.



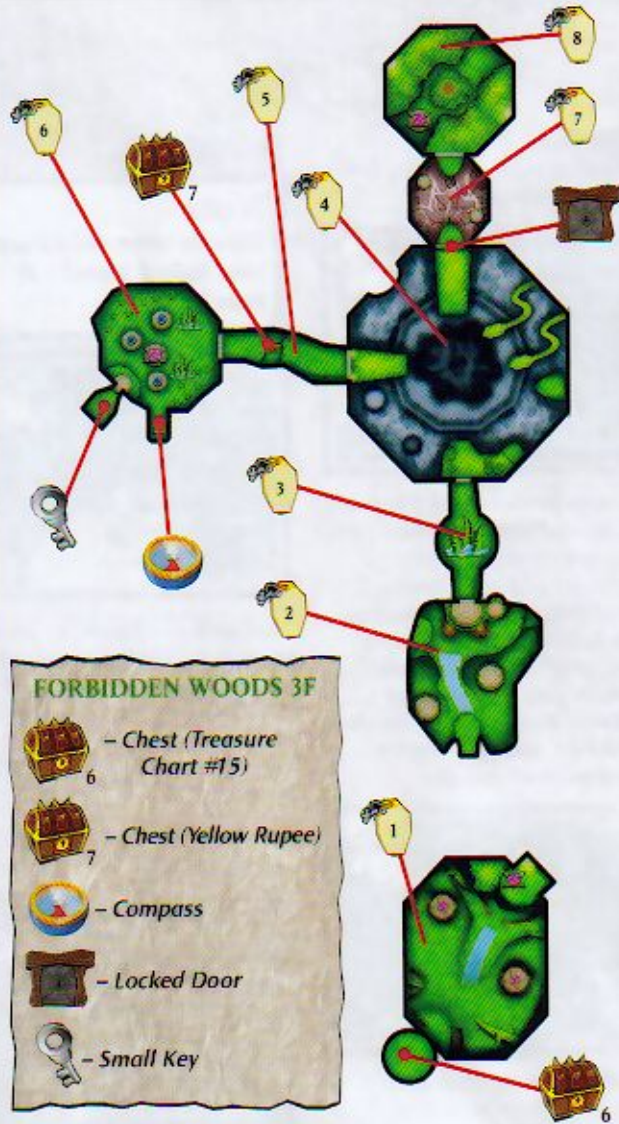
Smash the wooden beams with your sword and pick up the large round seed beyond them. Place the seed at the cable platform's north end, and stand south of the seed, facing south. Use the Deku Leaf to move the cable platform north.

Caution

Don't blow the round seed off the cable platform. If you do, it reappears in its original location, and you have to go back and get it. The seed disintegrates 40 seconds after you pluck it, so move quickly.

FORBIDDEN WOODS 3F

- 6 - Chest (Treasure Chart #15)
- 7 - Chest (Yellow Rupee)
- Compass
- Locked Door
- Small Key



3F Room 3



In the center of 3F Room 3 is a round seed, and the north end of the room has a sealed door. Vines spring up around the seed when you try to grab it. Use the Deku Leaf to blow the seed to the room's north, away from the circle of vines. From there, pick up the seed, hurl it at the open blue flower on the north door, and proceed into 3F Room 4.

3F Room 4

Note

3F Room 4 is one part of a huge room that is made up of B1 Room 2, 2F Room 4, 3F Room 4, and 4F Room 4. On your in-game map, a third 1F room is part of this huge room, but because there is nothing in that room we've omitted it from our map.



Your next destination is 3F Room 4's west door to 3F Room 5. Move counter-clockwise around three-quarters of 3F Room 4 to get there. Stand on the south platform and use your Grappling Hook on the overhead pole to reach the east platform.



From the east platform, make carefully timed jumps across the moving platforms in the room's northeast corner to reach the north platform. Find a locked door to 3F Room 7 and a large round seed.



Pick up the seed, jump onto the hanging platform in the room's middle, then leap to the west platform. Throw the seed at the blue flower on the west door to unseal it. Go through the door into 3F Room 5.

3F Room 5



In the center of 3F Room 5 is a small ravine filled with Morths. Morths chase you when you move and adhere themselves to you. They do no damage, but they slow you down. To shake them loose and defeat them, perform a spin attack. Open the chest in the ravine to get a Yellow Rupee (10 Rupees), then head through the west door to 3F Room 6.

3F Room 6



In this large, open room, lines of thorny vines spring up from the ground when you get too close to them. Move slowly to the south side, where you find a Bomb Plant and an alcove sealed off with wooden beams.

Tip

Slash down the grass as you make your way south to create a path between the vines. You'll move safely and more quickly.



Pluck and throw a Bomb Plant at the wooden beams to open the

alcove. Inside is a chest containing the Compass for the Forbidden Woods.



Throw another Bomb Plant onto the elevated platform in the room's southwest corner to destroy another set of wooden beams. A row of thorny vines prevents you from walking to that part of the room, so go in a counter-clockwise direction until you reach that southwest platform. Open the chest beyond the destroyed wooden beams to get a Small Key.



Either leave the room through the east door back to 3F Room 5, or use the nearby Baba Buds and your Deku Leaf to reach the narrow platforms high above the floor. Three platforms have pots containing a Joy Pendant, a Yellow Rupee (10 Rupees), and a large Magic Vial. When you have them, glide to the east door and leave the room.



Backtrack east through 3F Room 5 to reach 3F Room 4. Head for the locked north door to 3F Room 7, open it with the Small Key, and go through.

3F Room 7

Note

This is the bottom half of a large room. Above 3F Room 7 is 4F Room 3.



Defeat the two Peahats in this room with your Deku Leaf and sword (or stun them with the Deku Leaf), then ride the cable platform to the north platform. Proceed through the north door into 3F Room 8.

3F Room 8



Defeat the two Boko Babas and the Wingless Mothula in this room. Wingless Mothulas are fast but weak, and they shoot out Morths that slow you. Get rid of the Morths when they appear.



Use any Baba Buds on the ground to shoot up to the leafy platforms overhead. Get rid of any Peahats that appear, then use the southwest Baba Bud to launch yourself up to 4F Room 1.

Fourth Floor (4F)

4F Room 1



Several more Peahats appear when you make it up to 4F Room 1. Avoid fighting them and head for the north door to 4F Room 2.

4F Room 2



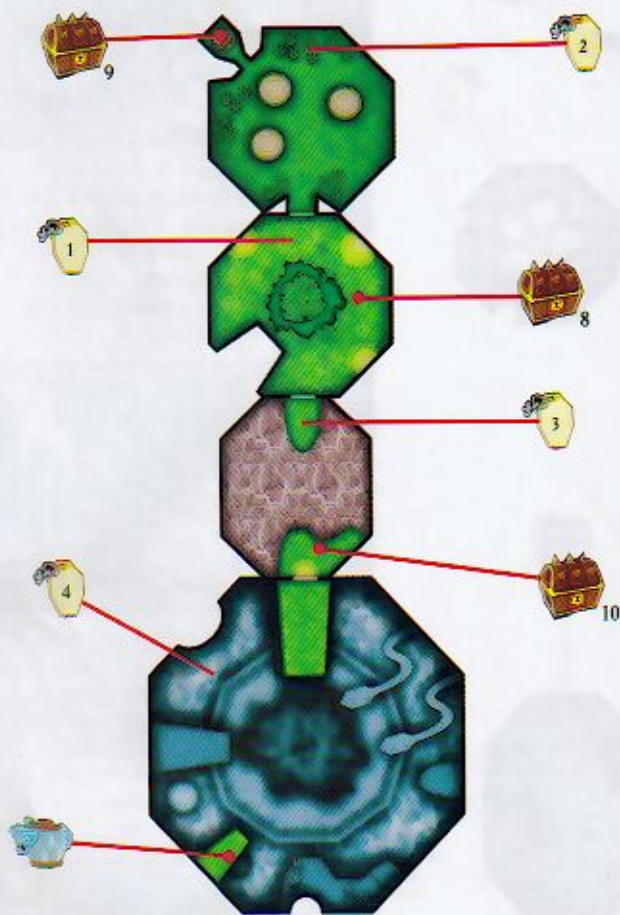
The door seals behind you when you enter 4F Room 2, and a Mothula attacks you. Mothulas are tougher than the Wingless Mothula variety, and they can fly until you cut off their wings with your sword. Defeat the Mothula and the Morths that it spews out to open a sealed alcove in the room's northwest corner.



In this alcove is a chest containing the Boomerang. Assign the Boomerang to \square , \times , or \triangle . To use it, either \square -target an enemy and press the Boomerang button to hit it with the Boomerang, or hit up to five targets at a time by holding down the Boomerang button and using \circ to move the red targeting dot over the targets. Release the Boomerang button to throw the Boomerang at each target in the order they were targeted.

FORBIDDEN WOODS 4F

-  8 - Chest (Joy Pendant)
-  9 - Chest (Boomerang)
-  10 - Chest (Joy Pendant)
-  - Blue Warp Jar



Tip

Now that you have the Boomerang, Peahats are easier to defeat. □-target them and throw the Boomerang once to knock off their propellers. A second Boomerang throw defeats them. You also can target the vines of hanging pinecones to cut them down and break them open. Many contain small rewards.

Missing Link: 4F Room 1 Chest



At the north end of 4F Room 1 is an overhead pole. Grab it with the Grappling Hook, stop swinging, and pull yourself up the rope until you are standing on the pole.



From there, grapple another overhead pole to swing onto the west platform in front of you. Ride the vertically moving platforms.



From the highest point on the second vertically moving platform, leap east to a small platform covered in trees and grass. Chop down the vegetation to reveal a chest with a Joy Pendant.

4F Room 3

Note

4F Room 3 is the upper half of one large room. 3F Room 7 is the lower half, which you fall into if you're not careful.



To cross 4F Room 3 and get to the chest and the door to 4F Room 4 to the south, cut down the hanging pinecones between the north platform on which you enter and the south platform to which you're going. Target the pinecone's vines with your Boomerang to clear a path between the platforms.



Glide to the south platform with your Deku Leaf and open the chest to get a Joy Pendant. Go through the door to 4F Room 4.

4F Room 4

Note

4F Room 4 is the top of one long room that is made up of 4F Room 4, 3F Room 4, 2F Room 4, and B1 Room 2.



In 4F Room 4, glide to the southwest platform and blow away a pile of leaves covering the second Warp Jar.



To open the sealed south door, target the two white crystals above the door and throw the Boomerang at them. After the Boomerang hits them both, the door opens. Go back to 4F Room 1.



Make your way to the south door in 4F Room 1. Boomerang both blue flowers on the door to unseal it, and go through into 4F Room 3. First, open the chest in this room.



Target the vines holding a flower-like structure in the room's center and snap them with your Boomerang. The flower falls and smashes a hole through the floor of 2F Room 4, opening up B1 Room 2. Fall to B1 Room 2 through the hole you made.

First Basement Floor (B1)

B1 Room 2

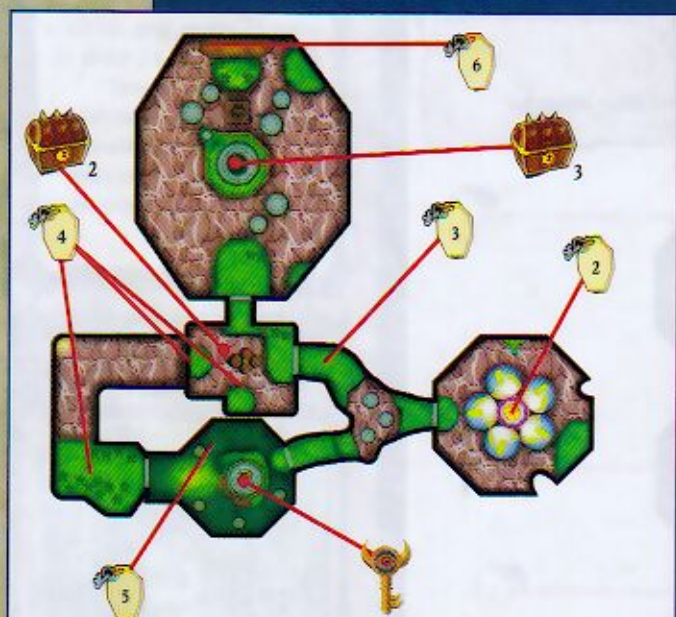


B1 Room 2 has a west door to B1 Room 3 with a Baba Bud near it. To the north is a pinwheel that you can activate with the Deku Leaf to create an updraft in the middle of the flower you just dropped. Don't do that yet. Instead, go into B1 Room 3.

B1 Room 3



Take out the Peahat in this room with your Boomerang. Get rid of three platforms full of Morths from a distance with your Boomerang.



FORBIDDEN WOODS B1

-  - Big Key
-  - Chest (Knight's Crest)
-  - Chest (Yellow Rupee)
-  - Chest (Treasure Chart #1)



Tip

If you fall into the water in the middle of this room, climb out on a short ledge on the east side.



When the platforms are clear, jump across them to reach the northwest part of the room. This area has four Green ChuChus and several grabbing cables. The

grabbing cables reappear after you destroy them, so don't waste time on them. Clear out as many enemies as you must to reach the northwest door, and go through it into B1 Room 4.

Tip

Throw the Boomerang at ChuChus in their invincible "puddle" shape to stun them and make them stand up. Hack them with your sword to defeat them. Grabbing cables drain your Magic Meter when they latch onto you, so defeat them quickly if they grab you.



B1 Room 4



Run and jump onto the large hanging flower in the middle of the northeast part of B1 Room 4. Leap from the flower onto the ledge beyond it to open a chest containing a Yellow Rupee (10 Rupees).



Use your Boomerang to cut down the large flower and jump on top of it. Face west to deflect a River Octorok's shots back at it. After defeating the River Octorok, face east and use the Deku Leaf to blow the flower down the west hallway.



At the south bend, face south and defeat two more River Octoroks, then blow the flower south and jump onto the south platform. Destroy or avoid the Green ChuChus and grabbing cables to the south, and go through the south door into B1 Room 5.

B1 Room 5



You enter through the west door, which seals shut once you're through it. Run to the top of the large stump in the middle of B1 Room 5, stand in the center, and target with your Boomerang the five white crystals surrounding the trunk. Throw the Boomerang so it hits all white crystals, opening an alcove in the middle of the tree trunk.



Open the chest in the alcove to get the Big Key for the Forbidden Woods. When you grab it, two Kargarocs swoop overhead and drop two Moblins.

Tip

The Boomerang makes this fight easier. Stun the Moblins with it to get them to drop their guards, then attack with your sword.



When the Moblins are defeated, a door opens on an elevated platform to the northeast. Grapple the pole above the platform to swing up to the door, and go through it to enter the elevated southwest part of B1 Room 3. From here, backtrack to B1 Room 2—unless you want to take a quick detour to get a Treasure Chart (see "Missing Link: Treasure Chart #1").

Missing Link: Treasure Chart #1



Use the Bomb Plant on the southeast corner of B1 Room 4 to bomb open the north door on the room's east side. Go through this door to reach B1 Room 6.



Run to the center platform's north side, defeating the Boko Baba and Morths to the northeast with your Boomerang. Use the Boomerang to get rid of the Morths on the small platform to the northwest, and hop onto it. Take out the Boko Baba on the other small platform next to the one you just leapt up to.



Pluck the Bomb Plant on the elevated south platform and run it across the cable platform. Drop the fruit down the center of the large tree trunk in the room's middle. This destroys a blue flower sealing a chest inside the trunk.



From the platform you start on, defeat the three Peahats in this room, then leap across the two small platforms to the north (the second has a Boko Baba that you can defeat with one Boomerang toss).



The Boko Baba leaves behind a Baba Bud. Use it to launch yourself up to the north platform, and hit the pinwheel with a Deku Leaf windblast to summon the cable platform. Ride the cable platform to the room's south end.



Jump into the tree trunk to reach the chest, and open it to get Treasure Chart #1. To exit the trunk, crouch and crawl through a hole in its northwest side, then leave the room.



Make your way to the boss's lair. From B1 Room 2, activate the pinwheel with a gust of wind from the Deku Leaf, hop into the Baba Bud, and shoot into the huge updraft in the room's center. Glide with the Deku Leaf to 2F Room 4.



To open the sealed east door in 2F Room 4, hit both blue flowers with the Boomerang. Head through the door into 2F Room 5.

2F Room 5



Defeat two Wingless Morthulas in 2F Room 5, and a chest with a Joy Pendant appears in the room. Continue through the east door to 2F Room 6.

2F Room 6



2F Room 6 has a dozen pinecones scattered around. The two near the west entrance hold Green ChuChus. The pinecones to the northwest and southwest hold several Morths, as do one of the southern pinecones and one of the northern pinecones. All other pinecones contain minor rewards.



To open the third Warp Jar in the northeast corner, get one of the Deku Sticks from the southeast pot, light it, and burn the boards covering the top of the Warp Jar.

Note

With the third Warp Jar now open, you can warp between 1F Room 1, 4F Room 4, and 2F Room 6.



At this point, either go through the east door and begin the boss fight, or return to 3F Room 1, where you can now open an optional chest (see "Missing Link: Treasure Chart #15"). If you're ready to fight the boss, save the game and go through the east door.

**Missing Link:
Treasure Chart #15**



The easiest way to reach 3F Room 1 from 2F Room 6 is to use the Warp Jar to return to 1F Room 1, go north into 1F Room 2, and use the Baba Buds and your Deku Leaf to ascend two floors in the same room.



The chest is in the southwest corner of 3F Room 1. Use the northeast Baba Bud and your Deku Leaf to float over to it. When you reach it, hit the blue flower on top of the chest with your Boomerang to unseal the chest, and open it to get Treasure Chart #15.

**Boss Fight:
Kalle Demos**



When you enter the boss's lair, Kalle Demos is nowhere to be seen. Approach the room's middle to see Makar, the missing Korok, in the center of an enormous blue flower. Link is pleased to have found him, until something resembling a Boko Baba springs from the center of the flower and swallows Makar in one gulp!



The blue flower folds into a giant Baba Bud and attaches itself to the ceiling with a dozen vines. The flower was part of Kalle Demos, and now it's ready to attack!



Kalle Demos has two attack methods: It sends tentacles under the ground to pop up around you, and it also lashes out with individual tentacles if you stay still for a couple seconds. A tentacle flashes yellow when it's about to attack. That's your cue to run!



As long as Kalle Demos is attached to the ceiling, it is invincible. You must sever its vines with your Boomerang to get it to crash to the floor and open up. Target three to five vines, throw the Boomerang, and run a quarter of the way around the room before targeting more vines. Be quick! If you're slow to sever all the vines, some reattach themselves.



When Kalle Demos is on the ground, it's vulnerable. Run up to its head—in the center of the blue flower—and strike it with your sword until it folds up and reattaches to the ceiling. Repeat this attack pattern until Kalle Demos is defeated. It takes 10 hits from your sword to put it down for the count.

Tip

Most of the tufts of grass around the outside of the room contain at least one Heart. Chop them down if your Life Gauge gets low.



When the dust clears from the fight, Makar and a Heart Container pop out of Kalle Demos's husk. Pick up the Heart Container and

enter the spiraling warp in the room's middle. Makar follows you.

**Forbidden
Woods
Aftermath**



Link reappears in front of the Great Deku Tree holding Makar. The Deku Tree is overjoyed to see his Korok returned to him, and gives Link Farore's Pearl.



Makar begins playing a leaf-shaped violin, and the rest of the Koroks appear. The Deku Tree releases seeds from its upper branches, which the Koroks float up to and grab. Their duty is to spread these seeds across the islands of the Great Sea, growing new forests everywhere they go.



Leave the Forest Haven and return to the King of Red Lions. On the way, you pass a bouncing red postbox. Open it to receive a letter of thanks from Komali's father and a Piece of Heart for your trouble (this is Piece of Heart #3!).

THE THIRD PEARL AND THE TOWER OF THE GODS

Greatfish Isle



Link's next destination, according to the King of Red Lions, is Greatfish Isle in quadrant B4 on your Sea Chart. Forest Haven is in quadrant F6, so you have some sailing ahead of you. With the wind blowing northwest, sail toward B4.



You can tell that Ganon's forces are growing stronger and bolder by the encounters you have on the way to Greatfish Isle. In quadrant D5 (Southern Triangle Island) is a pack of Seahats. Sail by and avoid them, or defeat each with two hits from your Boomerang. Another group of Seahats lurks in quadrant B5 (Islet of Steel).



There is a black cloud hanging over quadrant B4—not a promising sign. As you get closer, you find that the island has been destroyed. The King of Red Lions tells Link that a great water spirit by the name of Jabun used to live here, but there is no sign of him.



Quill appears and tells Link that Ganon was responsible for Greatfish Isle's destruction. Jabun escaped to Outset Island. He has sealed himself behind a thick stone slab—even Tetra's pirates could not break through it.



Quill recommends that Link seek out the pirates—last spotted on Windfall Island—before trying to break into Jabun's cave. He also advises Link to leave Greatfish Isle. Valoo has called the place "cursed," and Quill has no intention of sticking around now that his message has been delivered.



If you don't intend to seek out sidequests on Greatfish Isle (see the Islands of the Great Sea section), set the wind blowing northeast, hop into the King of Red Lions, hoist the sail, and head for Windfall Island in quadrant D2 on your Sea Chart.

Windfall Island



On the way to Windfall Island, you meet up with Gvorgs in quadrant C3 (Tingle Island). You can defeat Gvorgs with two shots from the Boomerang, but they won't attack you unless you make a sharp turn or change your speed.



The pirates' ship is docked on the island's north side, near the Bomb Shop. The King of Red Lions advises Link to figure out what the pirates are up to without being discovered. Because they're docked near the Bomb Shop and they're trying to find a way to destroy the giant stone slab, look there.

The Bomb Shop



Go to the Bomb Shop on the island's southwest corner. The front door is locked, so you must sneak in. Walk to the southwest side of the building and sidle along the narrow ledge.



The King of Red Lions tells Link that they must set sail. He fears that Ganon may be regaining his power, and there is no time to lose. The next location is an island northwest of the Forest Haven. Set the wind to the northwest, climb aboard, and hoist the sail!

Missing Links

Now that you added the Boomerang to your other quest items, a few more optional sidequests are available. Refer to "Islands of the Great Sea" and "Legendary Checklist" for more information on the following sidequests:

- Magic Meter Upgrade:** Two Eye Reef (D7), Big Octo (Great Fairy)
- Piece of Heart #15:** Seven-Star Isles (F1), Big Octo
- Piece of Heart #16:** Flight Control Platform (G2), Bird-Man Contest
- Piece of Heart #17:** Tingle Island (C3), Big Octo
- Piece of Heart #18:** Greatfish Isle (B4)
- Piece of Heart #19:** Stone Watcher Island (C5), Sea Platform
- Piece of Heart #20:** Angular Isles (E7), via Treasure Chart #15
- Submarine Chart:** Boating Course (F7)
- Treasure Chart #1:** Forest Haven (F2), Dungeon
- Treasure Chart #3:** Forest Haven (F2)
- Treasure Chart #8:** Horseshoe Island (A7)
- Treasure Chart #15:** Forest Haven (F2), Dungeon
- Treasure Chart #28:** Horseshoe Island (A7)
- Treasure Chart #29:** Windfall Island (D2)



A vine wall grows on the building's northwest side. Climb up the vine wall, then crouch down and crawl into the small tunnel on the Bomb Shop's second floor.



Crawl forward until a cutscene plays. Link sees Cannon, the shop's owner, bound and gagged, and the pirates removing barrels of his explosive merchandise.

Note

If you met Cannon while exploring Windfall Island, you might not have much sympathy for the man who tried to sell you 10 Bombs for 10,000 Rupees!



The pirates were willing to buy Bombs until they heard how much Cannon was charging. Tetra appears and orders her men to take the Bombs to the ship. She wants to leave for Outset Island, but her men ask to stay the night so they can relax.



Tetra isn't persuaded. She saw what happened on Greatfish Isle, and she fears that the same could happen to Outset. It's as if she's concerned about something other than treasure... At that instant, she looks up and glimpses Link. But instead of sounding an alarm, she winks and agrees to spend the night on Windfall.



After Tetra leaves, the pirates resume carrying away the Bombs. One asks what the daily password is to get on board the ship. The password is random. If you don't know the password, you can't board the ship.

The Pirate Ship



After the pirates go, leave the Bomb Shop, head to Windfall Island's northwest corner, and drop into the pirate ship. Go to the door to the main cabin and answer the question the pirate gives you.



Head into the ship's hold. Niko is there, having been left behind by the rest of the carousing pirates. He's overjoyed to see Link, and he invites him to take another pirate test, promising as a reward the Bombs the pirates stole!



This test is almost the same as the first, except you must jump from rope to rope. You hit a switch that starts a timer, but this time, the timer measures how long the gate to the room containing the prize stays open. You have one minute from the time you hit the switch to the time the gate drops.



Use the same strategies you used last time to get through the test. Line up your swings to minimize having to stop swinging and readjust. Save time by lining yourself up so that another rope is directly beyond the rope to which you're jumping.



Keep attempting the test until you succeed. When you do, open the chest to get your reward: 30 Bombs! Even more important, Link now has the ability to carry and use Bombs, and you can replenish his supply by finding or purchasing more. No more Bomb Plants for you! You now also occasionally find Bombs as common items when you cut down grass or smash pots.

Note

Just as the Grappling Hook becomes a crane when you use it in the King of Red Lions, using Bombs on the boat launches them from a cannon you can aim with

Outset Island



Now that you have Bombs, return to the King of Red Lions, set the wind blowing southwest and set sail for Outset Island (A7) before the pirates do.



It's not going to be an easy journey. Ganon's minions are out in force. You face Gvorgs in quadrants C3 and B6, Seahats in B4, and Cannon Boats in B5.



Upon landing at Outset Island, the King of Red Lions makes an interesting observation: You have not seen daylight since reaching Greatfish Isle. That's good news for Link's race against the pirates, but small comfort. The King of Red Lions suggests that Link visit his loved ones in town, having been away for such a long time.

Note

In addition to the following optional sidequest, Link can undertake others on Outset Island. Check the Islands of the Great Sea section for a complete listing.



Go to Grandma's house and look for her on the first floor. She is delirious. If you have a healing item in a bottle, such as a Red or Blue Potion or Fairy, use it while standing near Grandma to heal her.



Grandma improves and is overjoyed to see that her grandson has returned. She chides herself for moping about Link and Aryll being gone and promises to help Link. She refills Link's now-empty bottle with delicious Elixir Soup. Not only does the soup refill Link's Heart and

Magic Meters, but it also gives him the ability to do double damage until an enemy hits him. Best of all, there are two doses per bottle, and Grandma refills it for him any time (although Link can only have one bottle of it at a time!).



After visiting Grandma and completing any sidequests you want to try, return to the King of Red Lions and sail around Outset Island's west side until you get caught up in a whirlpool.



Equip your Bombs and aim the cannon at the top of the huge stone slab on the side of the island. Fire when you are nearest the slab for greatest accuracy, but don't take too long or the water sucks you under. Fire at the slab's top section until you destroy it, then blow up the middle section. Finally, turn your cannon on the lowest section.



After you destroy the slab, the whirlpool vanishes. The King of Red Lions automatically steers into the cave.



Jabun rises from the water to greet Link and the King of Red Lions. Jabun speaks in ancient Hylian, which Link can't understand, but in which the King of Red Lions is fluent. He persuades Jabun to part with the third pearl, Navru's Pearl. Jabun confirms that the rain and darkness are Ganon's doing, but the power of Navru's Pearl has broken the spell.



The King of Red Lions tells Link that their next task is to place the three pearls on three islands in the center of the Sea Chart (D3, D5, and F4). When that's done, the "proving grounds" for Link's quest appear. If you wish to take on any sidequests on Outset Island, do it now. If not, set the wind blowing northeast and go to the first island, Southern Triangle Island in quadrant D5.

The Three Pearls

Note

You can visit these three islands in any order, so don't feel bound to doing them in the order we've chosen.

Southern Triangle Island (D5)



Sail northeast to quadrant D5, Southern Triangle Island. Along the way, watch out for one of Cyclos's giant cyclones, a few River Octoroks, and a pack of Seahats near the island. Avoid all these enemies.



When you reach the tiny island, run up to the small stone statue on its highest point. Link automatically places Navru's Pearl in the statue's hands, causing the statue's eyes to glow blue. After placing the pearl, hop in the King of Red Lions and sail farther northeast to quadrant F4, Eastern Triangle Island.

Eastern Triangle Island (F4)



Eastern Triangle Island is a short distance to the northeast from Southern Triangle Island. Run onto the small island and approach the statue to automatically place the second pearl (Farore's Pearl) in its hands. Return to the King of Red Lions, set the wind blowing northwest, and set sail for Northern Triangle Isle in quadrant D3.



Northern Triangle Isle (D3)

Caution

Watch out for the giant cyclone off of Northern Triangle Isle's coast!



Hop out of your boat, run onto the island, and approach the statue to place Din's Pearl, the final pearl, in its hands.



When all three pearls are placed, an amazing thing happens: The statue's outer shell shatters, revealing a woman holding Din's Pearl. Light shoots out from the pearl toward the statue on Eastern Triangle Island. That statue also explodes, and a similar woman holds Farore's Pearl aloft, sending the magical beam to Southern Triangle Island and shattering the statue there.



The beam of light creates a huge triangle between the three islands, and a ghostly image of three smaller triangles glows inside it across the Great Sea's surface. From the triangle's center, an enormous tower rises from the

water. This is the Tower of the Gods, and it's what the King of Red Lions meant when he mentioned a proving ground for Link.



Link automatically sails to the Tower of the Gods, where the King of Red Lions explains that the ancient world's gods created this tower to test the courage of men. To be acknowledged as a true hero by the gods and to be given the power to destroy evil, Link must overcome

the trials of the Tower of the Gods. After the King of Red Lions finishes his pep talk, sail into the entrance of the Tower of the Gods.

Tower of the Gods

First Floor (1F)

Note

The Tower of the Gods is at sea level, and the water level rises above floor level and drops at regular intervals. Some first-floor rooms are accessible only when the water is down (low tide), and some can only be reached when it is up (high tide).

1F Room 1

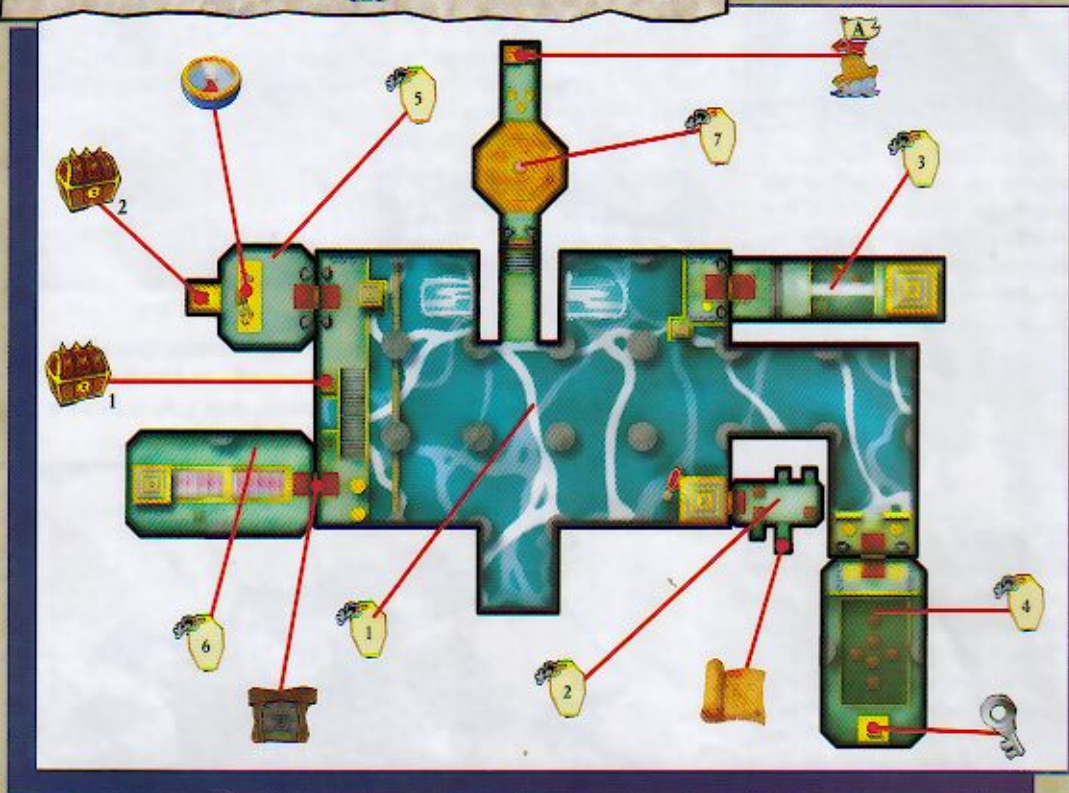
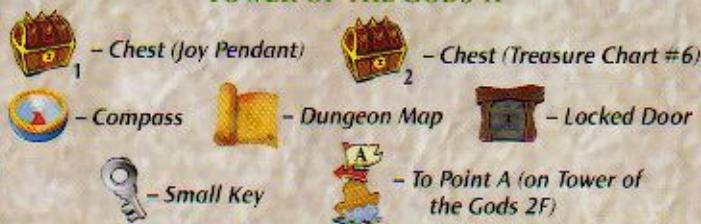


1F Room 1 is huge with a watery floor. The King of Red Lions accompanies you into the room and remains here. You can either swim around the room or steer the boat by holding **R** and steering with **O**.



Go to the southeast corner of 1F Room 1, wait for low tide, and enter the southeast door to 1F Room 2.

TOWER OF THE GODS 1F



1F Room 2



A Yellow ChuChu in this room generates an electric field around itself when standing. If you attack it with your sword, you take damage. To defeat it, stun it with your Boomerang to deactivate its electrical field, then hit it with your sword.



At high tide, climb onto the crate in front of the southwest alcove and from there into the alcove. Smash both pots to get Bombs and a Rupee.



At low tide, push the southeast crate to the west so that it lines up under the cracked section of the wall overhead. At high tide, climb up on the crate and lay a Bomb in front of the cracked wall to blast open the entrance to the southeast alcove. Here are pots containing Bombs and Rupees and a chest containing the Dungeon Map for the Tower of the Gods.



When you get the Dungeon Map, four Yellow ChuChus drop into the room's main part. Defeat them with your Boomerang and sword at low tide. You can bomb open two alcoves along the north wall. Use the same method you used to open the southeast alcove that contained the Dungeon Map. The northwest one contains a pot with a Heart, and the northeast one contains a Yellow ChuChu and a pot with a Joy Pendant. After getting these items, go through the west door to return to 1F Room 1.



Make your way to the northeast door of 1F Room 1, which you can only enter at high tide. This sealed door leads into 1F Room 3. To open it, lift one of the statues near the door and place it on the glowing pink constant pressure switch next to the door.

1F Room 3



Defeat the Yellow ChuChu at the west end of the room and drop into the recessed center area. Wait for low tide, then pick up and place one of the crates on the pink constant pressure switch on the floor. This creates a magical bridge across the room's center part.



Climb the ladder out of the recessed center area to return to the room's west end. Because crates float, the one you placed on the bridge's constant pressure switch only activates the bridge at low tide. Wait for low tide, then cross the bridge to reach the room's east end. Pick up the statue at the room's east end and carry it across the magic bridge at low tide.

Caution

Cross the bridge at the beginning of low tide. If the bridge disappears under you as you cross, the statue reappears at the east end of the room, and you have to go back and get it.

Note

The sigil on the west door glows the same color blue as the top of the statue. This means you can go through that door while carrying the statue, even though you usually can't carry items from one room to another.



Take the statue through the west door and place it in the center of the turquoise-and-gold tiled floor southwest of the door to 1F Room 3. This raises the huge gate at the east end of 1F Room 1.



Get in the King of Red Lions and steer it down the east corridor of 1F Room 1 until you reach the sealed door to 1F Room 4, which you can only reach at high tide. Place the two jars on the pink constant pressure switches to unseal the door.

1F Room 4



The center part of 1F Room 4 is a recessed area filled with water that rises and falls with the tide. Line up the crates on the floor so they form a straight line from north to south.

Arrange the crates so you can run along them at high tide without falling into the water. After they're placed, stand on one in the room's south part and run across. If gaps between crates are large enough that you splash into the water, rearrange them at low tide and test them again.

The best arrangement—involving the fewest jumps from one crate to another—is (from north to south): large gap, three crates, smaller gap, two crates, large gap, one crate, small gap.



When you line up the crates correctly, smash one of the Deku Stick pots in the room's north part, light a Deku Stick, and run it across the crates at high tide to reach the room's south part.

Caution

If you fall into the water, your Deku Stick goes out and you have to try again.



Light the two torches at the room's south end and a chest appears. Inside is a Small Key. After getting it, defeat (or avoid) the four Yellow ChuChus that drop from the ceiling and exit 1F Room 4 via the north door to return to 1F Room 1.



Steer the King of Red Lions to the west end of 1F Room 1. Equip your Bombs and fire the cannon at the three huge cracked arched walls to the west to open up the west part of 1F Room 1.



Swim to the northwest corner of 1F Room 1, defeat the Yellow ChuChu there, then enter the northwest door to reach 1F Room 5.

1F Room 5



1F Room 5 holds a Red Bubble. You can defeat it with your sword, but as you do so, it ignites you, inflicting one-quarter Heart's worth of damage. Instead, run for the chest in the room's center. Open it to get the Compass for the Tower of the Gods, and exit the room through the east door to 1F Room 1.

Note

When you have the Compass, you notice a chest in a hidden west alcove of 1F Room 5. You can't open that alcove until you have the Hero's Bow, so don't worry about it for the moment.



Missing Link: Joy Pendant



Here's an optional sidequest for the west side of 1F Room 1: From the door to 1F Room 5 in 1F Room 1, go down the south stairs and defeat the Yellow ChuChu at low tide. Smash a pot near the door to 1F Room 5 to get a Deku Stick, wait for high tide to recede, and light the Deku Stick at the nearby torch.



Run the lighted stick to the southwest corner of the room and light the two torches there. A chest appears along the west wall of 1F Room 1. Open it to get a Joy Pendant.

1F Room 6



At low tide, run to the locked door in the southwest corner of 1F Room 1 and open it with your Small Key. Enter the door to reach 1F Room 6, a large room with tidal water and four Yellow ChuChus.



Defeat the ChuChus, and a glowing magical stairway appears in the room's center. Run up the stairway to find a statue that glows pink when you lift it. At low tide, carry the statue down the stairs and out the east door to return to 1F Room 1.



Bring the statue upstairs to the northwest corner of 1F Room 1 and place it in the middle of the turquoise-and-gold tiles near the door to 1F Room 5. This redirects the large waterfall in the center of the north wall of 1F Room 1.



Steer the King of Red Lions to the north wall of 1F Room 1 where the waterfall used to be. Climb out of the boat at high tide and enter the arched passageway to reach the door to 1F Room 7.

1F Room 7



At the south end of 1F Room 7 are two statues. At the north end are three pink pressure switches you must simultaneously activate. Rats roam the room, which has a Beamos in the center.

Tip

Look for the small revolving red light at the top of the Beamos to see where it is looking. If it sees you, it fires a searing magical blast at you. Its eye revolves clockwise around its top. You are safe from the Beamos in the room's north or south ends, but the room's round center is dangerous territory.



Defeat the Rats with your Boomerang. Pick up a statue, wait for the Beamos's gaze to pass, and run as close to due north as you can while keeping the Beamos to your right (that is, to the east). If you time your run, the Beamos won't hit you. If you don't, you take damage and drop the statue.



You must take both statues to the room's north side and place them on two of the three pressure switches. Run back and forth in a straight line and keep the Beamos to your right.



After both statues are on pink pressure switches, stand on the third one to activate the vertically moving platforms at the room's north end. Jump up along these platforms to reach 2F Room 1.

Second Floor (2F)

TOWER OF THE GODS 2F

- 3 - Chest (Hero's Bow)
- 4 - Chest (Joy Pendant)
- 5 - Chest (Treasure Chart #30)
- 6 - Chest (Joy Pendant)
- From Point A (on Tower of the Gods 1F)
- Locked Door
- Small Key
- To Point B (on Tower of the Gods 3F)

2F Room 1



2F Room 1 is the upper part of 1F Room 7. Aside from the moving platforms that run between the two rooms, there is nothing here of interest except for a landing to the north with the door to 2F Room 2.

2F Room 2



2F Room 2 is a huge diamond-shaped room with pots in all four corners. Smash them for common

items like Hearts, Rupees, Bombs, and Magic Vials. You enter through the south door. The north and west doors are sealed, so go through the east door to 2F Room 3, which bears a glowing pink sigil.

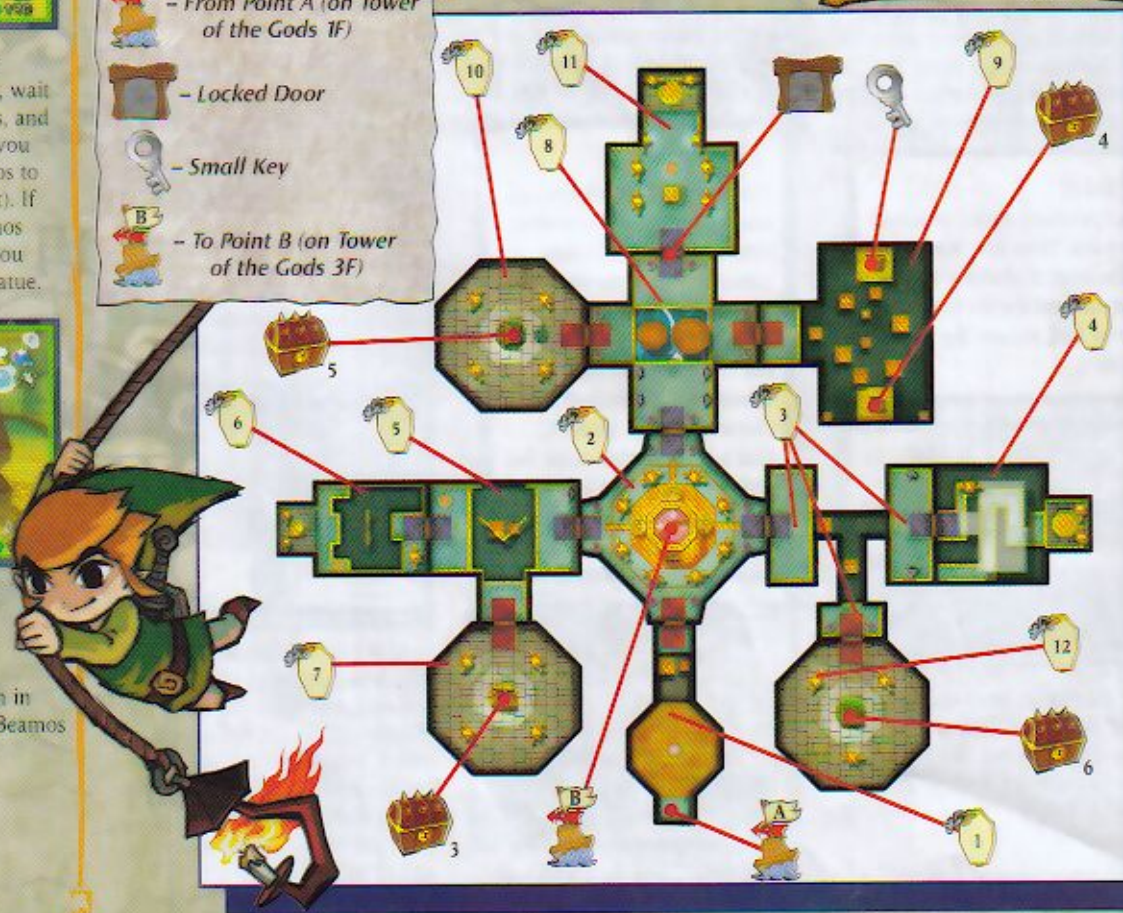
2F Room 3



Defeat the Yellow ChuChu at the west end of 2F Room 3, and ride the moving platform in the room's middle to the east end. Defeat or avoid the two Yellow ChuChus at the east end and go through the east door to 2F Room 4.

Note

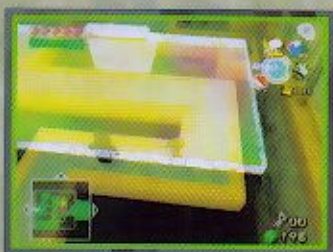
As you ride the moving platform, you see the south part of 2F Room 3. You can't get there yet, so ignore it for the moment.



2F Room 4



Head east across the glowing magical platform to reach a statue at the room's east end. A tablet next to the statue reads "Press [R] to call me and guide me to my place of truth."



Press [R] to lower the statue's platform. The statue hops behind Link, following him everywhere he goes! Walk the statue along the winding pathway along the room's floor to the southwest corner.

Note

You can't carry the statue across the room. There is no way to get to the magical platform from its east side, and the platform is too low for Link to carry the statue under it.



At the room's southwest corner, lift the statue and jump across the gap to the west door. Taken the statue through the door with you into 2F Room 3.



Carry the statue onto the moving platform, and ride the platform west to the door to 2F Room 2. The door's glowing sigil indicates that you can carry the statue through it.



When you enter 2F Room 2, the statue hops onto a pedestal, and a large stone tablet rises in the room's center. Approach the tablet and use the Wind Waker to learn the Command Melody (hold [L] for 4/4 time while playing [C], [C], [C], [C]).

Tip

The Command Melody lets Link take possession of special characters and items (including statues similar to the one you just brought in) and control them. It comes in handy in the rest of the Tower of the Gods. To release your control over the character or item, press [R]. Link is helpless while using this ability, and if either Link or the object of his control is damaged, the spell is broken.



After you learn the Command Melody, the tablet vanishes, and

the west door to 2F Room 5 opens. Go through this door to continue your quest.

2F Room 5



The two Red Bubbles in 2F Room 5 are tough. Defeat at least one of them with your sword, even if it means taking damage. Use your Grappling Hook to swing to the room's west side, ignoring the south side for the moment, and go through the west door to 2F Room 6.

2F Room 6



Use the Grappling Hook to swing to the room's west side, where you find another statue. Press [R] while standing near the statue to lower its pedestal and get it to follow you.



Stand on the constant pressure switch in the room's southwest corner and conduct the Command Melody to take control of the statue. Standing on the switch creates a magical bridge across the room. Walk the statue across to solid ground on the room's east side and press [R] to release it from your control.



Use the Grappling Hook to swing Link to the room's east side. Pick up the statue and carry it through the east door into 2F Room 5.



Place the statue on the constant pressure switch in the northwest corner of 2F Room 5 to unseal the room's south door. Use the Grappling Hook to swing to the room's south part, and go through the south door to reach 2F Room 7.

Note

The statue remains in this room until you return for it. It is represented on your in-game map as a purple dot.

2F Room 7



2F Room 7 is a round arena in which you must fight a Darknut. Darknuts are formidable enemies; the key to defeating them is waiting for them to make the first move. Draw your sword and wait for it to flash, then press [A] to execute a parry attack that either knocks off the Darknut's helmet or cuts the straps on the back of its suit of armor.



When part of the Darknut's body is exposed, target that body part. If it loses its helmet, use jumping strikes (↵-target and Ⓐ). If it loses its suit of armor, most normal Ⓑ attacks hit it. Parry attacks are slower, but always good for doing serious damage.

Tip

Cut the straps on the Darknut's back to get rid of its armor. Stun the Darknut, run behind it and slash at the straps with Ⓑ.



After you defeat the Darknut, the north door to 2F Room 5 unseals and a chest appears in the room's center. Open it to get the Hero's Bow and 30 Arrows. To use the bow, assign it to Ⓐ, Ⓑ, or Ⓒ, and hold down the button to aim, as you would with the Boomerang or Grappling Hook. Release the button to fire an Arrow. You can also ↵-target an enemy or item and press the button to fire at it. After you get the bow, return to 2F Room 5.

Note

Now that Link has the Hero's Bow, you find Arrows as random common items when you smash pots and cut down grass. Link can carry up to 30 Arrows, and can replenish his supply by finding or purchasing more.



The Red Bubbles have returned to 2F Room 5, but now you have a better way to take them out. Draw the bow, line up the arrowhead's tip with the Bubble, and release the button to hit it. Bubbles provide good target practice.



After you destroy both Red Bubbles, aim at the diamond-shaped eye plaque on the north wall and shoot an Arrow at it. This creates a pair of moving platforms that move east and west across the room. Grapple to the statue at the room's west side, pick it up, and carry it across the platforms to the room's east side. Go through the east door to return to 2F Room 2.



After you enter 2F Room 2, the statue automatically hops to its platform, and the north door to 2F Room 8 opens. Smash pots if you need Hearts, Bombs, Magic Vials, or any other common items, then go into 2F Room 8.

2F Room 8



A couple of Keeses fly around the center of this cross-shaped room, above two balanced platforms. The heavier platform sinks to the watery area at the floor, and the lighter platform rises to the level of the room's elevated north side. Defeat the Keeses with your Boomerang or Hero's Bow, then drop into the room's east side and go through the east door to 2F Room 9.

2F Room 9



2F Room 9 is made up of moving platforms, and holds two Red Bubbles and two treasure chests. Defeat the Red Bubbles with your bow, then jump onto the nearest moving platform. Leap onto the next moving platform to the east, the one that passes back and forth in front of an unmoving platform holding an eye plaque.



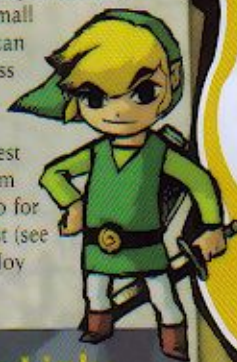
Shoot the eye plaque with an Arrow to start the platform moving vertically, then leap onto the platform.

Tip

If you need more Arrows or Bombs, use your Boomerang to hit the southeast and southwest jars at the room's bottom. Use the Boomerang again to pick up the items they contain.



Ride the vertical platform to the north ledge and open the chest there to get a Small Key. Now you can either leap across the moving platforms to return to the west door to 2F Room 8, or you can go for the second chest (see "Missing Link: Joy Pendant").



Missing Link: Joy Pendant



From the north ledge holding the Small Key chest, jump onto the vertically moving platform in the room's northwest corner. Ride it to the highest horizontally moving platform in the room. From that platform, shoot the eye plaque platform on the south side of the room.



This causes the eye plaque platform to move horizontally toward you. Leap onto it and ride facing west. Shoot the large eye plaque on the west wall above the door to 2F Room 8. This causes a chest to appear on the south ledge of the room.



Stay on the eye plaque platform and ride it to the south ledge. Open the chest to get a Joy Pendant, then use the Deku Leaf to float down to the west side of the room. Go through the west door to return to 2F Room 8.

From 2F Room 8, you can either go west into 2F Room 10 for an optional sidequest (see "Missing Link: Treasure Chart #30"), or you can proceed north into 2F Room 11.

2F Room 11



To reach 2F Room 11, climb up to the south part of 2F Room 8 and throw two statues onto one of the balanced platforms. One statue is equal to Link's weight, so two statues keep that platform down and the other one up so Link can jump from it to the room's north ledge. Use your Small Key to open the locked north door and go through it into 2F Room 11.



To reach the statue at the north end of 2F Room 11, climb onto the stone block in the room's center and use your Deku Leaf to glide over the laser beam fence between you and the statue. Press **R** near the statue to summon it from its platform.



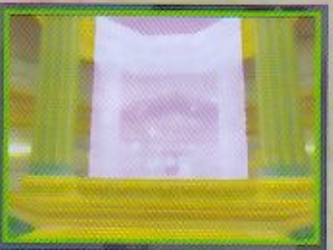
Conduct the Command Melody and walk the statue onto the pink constant pressure switch in the room's center. This turns off the laser beams. Release control of the statue and carry it out of the room and into 2F Room 8.



When you return to 2F Room 8 with the statue, a new enemy appears—a Wizzrobe. It appears, shoots fireballs at you, disappears, and reappears somewhere else. **L**-target it and shoot it with Arrows to defeat it.



Go to the room's south side and throw three statues onto one of the balanced platforms. This is enough weight to keep the other platform elevated while Link carries the statue from 2F Room 11 across it to the room's south side and through the south door to 2F Room 2.



As before, the statue automatically hops to its platform in 2F

Room 2. When all three statues are in place, a beam of light appears in the room's center. Stepping into this beam takes you to 3F Room 1, but you might want to take on a couple of sidequests before moving up (see "Missing Link: Joy Pendant" and "Missing Link: Treasure Chart #10").

Missing Link: Joy Pendant



Return to 2F Room 3 through 2F Room 2's east door and defeat the Wizzrobe inside. Ride the moving platform across the room's middle, facing south, and shoot the eye plaque in the south wall to activate a second moving platform. Jump onto this platform to ride to the south ledge and enter the south door to reach 2F Room 12.



Defeat the two Armos Knights inside by throwing Bombs into their mouths. When they are both destroyed, a chest appears. Open it to get a Joy Pendant.

Missing Link: Treasure Chart #30

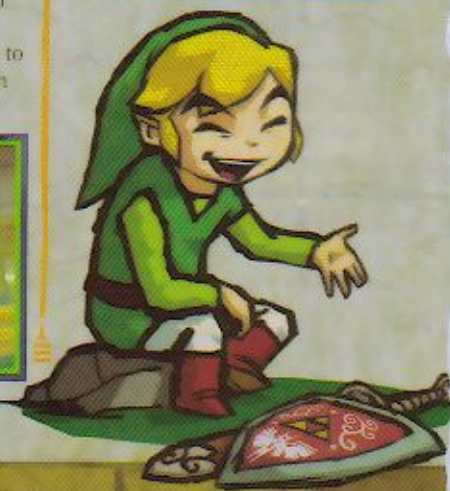


Make sure you have more than a few Bombs before trying this. Stand on the west scale platform in 2F Room 8 and throw a Bomb as it's about to explode at the cracked west wall. This reveals the door to 2F Room 10.

The Armos Knights follow a simple pattern: They hop three times, then open their mouths to roar. When their mouths are open, **L**-target them and throw Bombs into their mouths. They spin for a few seconds before exploding, so keep your distance from them. When you destroy both Armos Knights, open the chest to get Treasure Chart #30, then return to 2F Room 8.



Enter 2F Room 10 and stand on the blue wind-crest floor tile near the center of the room, between the two giant statues, and conduct the Wind's Requiem. When you conduct it, a chest appears in the room's center and the two statues (known as Armos Knights) come to life and attack you.



Missing Link: Treasure Chart #10



Return to 1F Room 5 and shoot the eye plaque in the west wall with an Arrow. This opens a secret alcove in the west wall containing a chest. The chest contains Treasure Chart #10.



After you get the Treasure Chart, the familiar Armoses that you've seen everywhere in this dungeon come to life and attack! The Armoses have a weakness—the glowing green circles in the centers of their bodies. □-target and shoot an Arrow at one when it's facing you to temporarily disable it, then hit the glowing red jewel on its back to destroy it. Like Armos Knights, Armoses spin around blindly for a few seconds before exploding, so keep your distance.

Third and Fourth Floors (3F and 4F)

3F Room 1



This large octagonal room has two Beamoses at the room's east and west sides. Around the Beamoses are pots containing helpful

common items, and one of the east ones has a Joy Pendant. If you try to break the pots with your sword, the Beamoses tear you apart! Instead, target the pots with your Boomerang from a safe distance to smash them and recover the items.



An alcove in the room's south end has a laser beam fence in front of it and three pressure switches that need to be simultaneously triggered. Carry the inactive Armoses from the room's north end and place them on two of these switches. Stand on the third one to deactivate the laser fence.



Open the alcove's chest to get the Big Key for the Tower of the Gods. When you get the Big Key, the Armoses come to life and attack. Defeat them using your bow and sword, and the north door to 3F Room 2 unseals.

3F Room 2



Climb the stairs to the north and get rid of the Kargoroc circling overhead by hitting it twice with your Boomerang. Turn southwest and look at the rest of the room (an outdoor staircase). Several Beamoses line the outside wall of the curving staircase, and most are focused on the stairs.



This is a good thing, because a Beamos is vulnerable when it's firing. Move slowly up to the first Beamos until it shoots its beam at the stairs in front of you. Target the

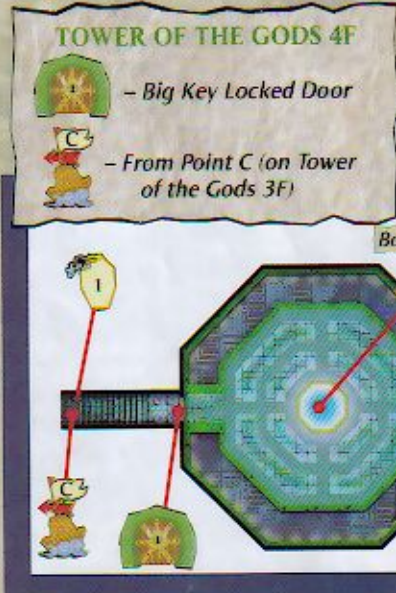
Beamos with your bow and destroy it with a single Arrow. Repeat the process with the next Beamos.



The third Beamos has a revolving eye, so you can't target and destroy it. Instead, wait out of range until its gaze passes by, and run up the stairs to escape its blast.

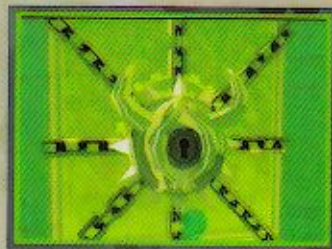


Take out the next two stationary Beamoses, as well as the Kargoroc circling overhead. Run past the final two revolving Beamoses to reach the door to the boss chamber.



Note

You are now on the fourth floor of the Tower of the Gods, in 4F Room 1, which is the top of the staircase that begins in 3F Room 2.



The pots to the north of the boss's lair door contain Hearts and a Fairy. The pots to the south contain Bombs and Arrows. Take what you need, save your game, and enter the boss's lair.

Boss Fight: Gohdan



Approach the center of the room to begin the boss fight with Gohdan. A voice praises Link's courage and tells him that this is the final challenge of the gods. Two stone hands and a stone head lift themselves out of the wall and hover above Link's head. This is Gohdan, the boss of the Tower of the Gods!



The key to defeating Gohdan is to keep moving. Each of the hands uses a variety of crushing attacks as well as a sweep, which is an attempt to push you into the electrified ditch that encircles the arena.



To damage the stone hands, \square -target them and fire Arrows at the green eyes in their palms. A couple of shots temporarily deactivates the hands, and Gohdan's head attacks.



The head occasionally opens its mouth and fires a lethal barrage of lava at you. Run in a wide arc to avoid it, repeatedly tapping A to keep rolling.



To damage Gohdan's head, \square -target its eyes and shoot Arrows into them. When you shoot out both eyes, the head drops and opens its mouth.



Quickly \square -target Gohdan's mouth and throw a Bomb into it to damage the boss. After the Bomb explodes, both hands and the head rise to attack. Repeat your full attack pattern—from shooting the hands to bombing the mouth—three times to defeat Gohdan.

Note

If you run out of Arrows or Bombs, Gohdan's nose shoots out some for you. This is a test of your skill, and Gohdan is willing to make sure that you have enough ammo!



When you defeat Gohdan, it tells Link that "the path can now be opened," and that the destiny of the world is tied to Link's path. A warp appears in the room's

center. Gohdan sinks into the wall, tossing out a Heart Container before it deactivates. Pick up the Heart Container and enter the warp to complete the Tower of the Gods quest.



Link reappears outside, at the foot of a bell tower atop the Tower of the Gods. Use your Grappling Hook on the bell to ring it. As the bell rings, a golden circle of light appears at the base of the Tower of the Gods, and Link and the King of Red Lions sail into it....

Missing Links

Getting the Hero's Bow and learning to conduct the Command Melody make more sidequests available. For more information on any of the following sidequests, consult "Islands of the Great Sea" and "Legendary Checklist."

Beedle's Chart: Any postbox

Bomb Bag Upgrade: Eastern Fairy Island (E3)

Bomb Bag Upgrade: Southern Fairy Island (D6)

Empty Bottle: Rock Spire Isle (B3), Beedle's Shop Ship

Great Fairy Chart: Four-Eye Reef (A2), via Treasure Chart #41

Island Hearts Chart: Flight Control Platform (G2), via Treasure Chart #19

Fight Ring Chart: Cyclops Reef (C4), via Treasure Chart #21

Octo Chart: Northern Triangle Island (D3), via Treasure Chart #26

Piece of Heart #21: Star Island (B1)

Piece of Heart #22: Rock Spire Isle (B3), Beedle's Shop Ship

Piece of Heart #23: Rock Spire Isle (B3), Cannon Boat

Piece of Heart #24: Bomb Island (F5)

Piece of Heart #25: Southern Fairy Island (D6), via Treasure Chart #4

Rupee Purse Upgrade: Northern Fairy Island (C1)

Rupee Purse Upgrade: Outset Island (B7)

Sea Hearts Chart: Boating Course (F7), via Treasure Chart #32

Secret Cave Chart: Overlook Island (G1), via Treasure Chart #13

Treasure Chart #4: Rock Spire Isle (B3), Beedle's Shop Ship

Treasure Chart #13: Two-Eye Reef (D6)

Treasure Chart #19: Four-Eye Reef (A2)

Treasure Chart #21: Cyclops Reef (C4)

Treasure Chart #26: Six-Eye Reef (D4)

Treasure Chart #32: Three-Eye Reef (A4)

Treasure Chart #37: Rock Spire Isle (B3)

Treasure Chart #40: Southern Fairy Island (D6), Sea Platform

Treasure Chart #41: Five-Eye Reef (B6)



CASTLE HYRULE AND THE RETURN TO THE FORSAKEN FORTRESS

Descent into Hyrule



Link and the King of Red Lions sail into the golden ring at the Tower of the Gods base and sink to a gray city at the bottom of the Great Sea. Veterans of *The Legend of Zelda: Ocarina of Time* will recognize it as the land of Hyrule, where the legendary Hero of Time defeated Ganon hundreds of years ago.



The King of Red Lions knows that Link has questions, but there is no time to answer them now. He tells the young hero to enter the castle, where he will find an item that can be used to defeat Ganon.



Enter the castle, which seems to have been frozen in time during an attack by Moblins and Darknuts. In the middle of the castle's great hall is the Hero of Time statue, and at its base is the same image of the Triforce that you saw on the surface of the Great Sea when raising the Tower of the Gods.



The only objects you can move in the great hall are three large blocks with triangular bases near the Triforce image. By pushing or pulling one end of a side, you can pivot the block around on one of the triangle's points. Move each of the three blocks so their bases line up with the triangles of the Triforce. There is no correct way to do it. It takes time, but it's not hard to figure out.



When all three blocks are properly arranged, the Hero of Time statue slides back, revealing a passage leading into the basement. Head down the passage.



As you approach a sword in a column of light at the underground room's far end, Link hears the voice of the King of Red Lions telling him that the sword is the Master Sword, the only sword that can banish Ganon from the world above, and that Link should take it.



Link takes the Master Sword, and the statues of the knights around him cross their swords over his head, one by one. Color starts to seep back into the castle, and the Moblins and Darknuts in the great hall return to life!



You're in for the fight of your life! You must defeat 10 Moblins and 7 Darknuts upstairs before you can leave the castle—the exit is blocked by a magical barrier.

You might feel overwhelmed, but don't worry. The Master Sword is more powerful than Link's old Hero's Sword. Take the enemies out one or two at a time, and the fight will be long but not that hard. You can also use ranged weapons, such as Bombs, Arrows, and your Boomerang to take out foes from a distance. Sneak up on Darknuts when their backs are turned and cut the straps on their armor to make them vulnerable to your attacks.

Tip

Pick up the Skull Necklaces and Knight's Crests left behind by the Moblins and Darknuts—they come in handy later.



When you defeat all the enemies, go out the way you came in to return to the King of Red Lions.

Exploring Hyrule



On the other side of the Great Hall from the entrance is a doorway leading outside, where you can see a panoramic view of Hyrule from *The Ocarina of Time*.



Sadly, an invisible magical barrier prevents you from leaving Hyrule Castle. To fully explore old Hyrule, you have to play *Ocarina of Time* again!



Return to the Forsaken Fortress



After leaving Hyrule Castle, hop in the King of Red Lions and steer the boat into the golden circle that brought you to Castle Hyrule. It returns you to the surface at the Tower of the Gods' base in quadrant E4. The Forsaken Fortress is in quadrant A1. Change the wind to blow northwest and set sail!

Cyclos and the Ballad of Gales



You see one of Cyclos's cyclones in quadrant D3 (Northern Triangle Isle), just as you did when you were placing the three pearls on the Triangle Island statues. Now that you have the Hero's Bow, make good on your promise to Zephus to chastise his unruly brother.



Sail into the cyclone and draw your bow. Cyclos sits at the top of the cyclone. Fire Arrows at him until you hit him three times. Aiming is tricky; keep firing and readjusting your aim. Be quick! If

you take too long, the cyclone spits you out in a different quadrant of the Great Sea.



After the third hit, the cyclone dissipates. Cyclos compliments Link on his bow skill. As a token of his respect, he teaches Link the Ballad of Gales (hold \leftarrow for 4/4 tempo and play \odot , \odot , \odot , \odot). The Ballad of Gales lets you use Cyclos's cyclones to warp to several different islands (see "Ballad of Gales Warp Points").

Ballad of Gales Warp Points



Use the Ballad of Gales to warp to any of these locations from anywhere on the Overworld:

- Mother & Child Isles (B2)
- Windfall Island (D2)
- Dragon Roost Island (F2)
- Tingle Island (C3)
- Greatfish Isle (B4)
- Tower of the Gods (E4)
- Southern Fairy Island (D6)
- Forest Haven (F6)
- Outset Island (B7)



You have a lot of ground to cover between your current position and the Forsaken Fortress, so

try the Ballad of Gales. Conduct the song and choose to warp to quadrant B2 (Mother & Child Isles), the closest warp point to the Forsaken Fortress.

Queen of the Fairies



You wind up in a small Fairy Fountain in the center of Mother & Child Isles! The voice of the Fairy Queen tells Link that she has been waiting for his arrival, but now is not the time for them to meet. She knows Link seeks to protect his sister, but there is another that he must protect as well. She tells Link to return after he meets that person, and the Fairy Queen will show Link her true form.



The only way to leave is to warp elsewhere, so warp to quadrant C3 (Tingle Island), and continue northwest toward the Forsaken Fortress.



On the way to the Forsaken Fortress, you have to deal with a few rough customers, including Gvorgs in quadrant C3 and Cannon Boats in B2.



The Forsaken Fortress is armed with cannons. If you stay in the same place too long, they get your range and blow you out of the water. To enter the fortress, blast open the wooden gate with your cannon, then sail in.

Forsaken Fortress

Note

The Forsaken Fortress hasn't changed much. You must repeat many of the same objectives you completed the last time you were here. If you get confused when repeating a previous objective, flip to "The Journey Begins: Outset Island and the Forsaken Fortress" for more information (see the Forsaken Fortress maps on page 38).

Boss Fight: Phantom Ganon



The King of Red Lions drops off Link at the same point you started from during your last incursion into the Forsaken Fortress. The boat tells Link that Ganon probably knows of their presence, but the Master Sword's power will drive him back. Run up the stairs and into the courtyard, then approach the large barred wooden door.



Phantom Ganon appears; it's an enormous shadow in the shape of a Darknut, and you must get by him to rescue Aryll and face the real Ganon. Phantom Ganon appears and disappears like a Wizzrobe, using one of two attacks depending on how close he is to you.



If Phantom Ganon appears close to Link, he attacks with his shadowy sword. Most of the time Phantom Ganon appears at a distance from Link and launches a sparking blast of magic at him.



To defeat Phantom Ganon, swing your sword so it hits the ball of magic and sends it back at Phantom Ganon, who knocks it back at you. It's like a tennis game—keep returning Phantom Ganon's shots until he misses and is stunned by his own attack.



When Phantom Ganon is stunned, run up to him and hit him

with your sword. After a few hits, he disappears, and the cycle begins again. Hit Phantom Ganon with your sword 12 times to defeat him.



When Phantom Ganon is defeated, he rises toward the tall north tower and disappears. Two of the large wooded fortress doors unbar, and a chest appears in the courtyard. Open the chest to get the Skull Hammer, which is good for smashing certain items and pounding down others. It destroys weak enemies if it hits them and stuns enemies if it is used near them, but it's slow and clumsy as a weapon.

The Searchlights



After Phantom Ganon's defeat, waves of Bokoblins attack you while you're targeted by a searchlight. At higher elevations, these searchlights also target you for the fortress's bomb-firing cannons. Take out the searchlights. Equip the Skull Hammer and approach the three large spiked pegs blocking the stone stairway. **[R]**-target any peg and slam it down with the hammer.



Run up the stairs and follow the familiar path at the top to reach the ladder leading to the searchlight on top of the southwest tower (above 2F Room 1).



Climb the ladder and defeat the Bokoblin running the searchlight to deactivate it. One down, two to go!

Tip

If you missed any treasure chests during your last adventure in the Forsaken Fortress, they're still here. Refer to "The Journey Begins: Outset Island and the Forsaken Fortress" for the treasure chest locations.



Go down the ladder and head into 2F Room 2. Go through the room's west door to reach the hallway that runs between 2F Rooms 1 and 2. Run onto the hallway's south balcony to find a ladder leading to the searchlight above 2F Room 2.



Defeat the Bokoblin searchlight operator to disable the second searchlight, then run off the tower's northwest ledge. You land next to the hallway that runs between 2F Rooms 2 and 3. Enter 2F Room 3 and defeat the Shield Bokoblin inside.



Use your Deku Leaf to drift across to the room's north side and pound the spiked pegs with the Skull Hammer. Leave the room through the north door, and run onto the southwest balcony in the hallway beyond.



Run up the wide stone path leading from that balcony to reach the ladder leading to the third searchlight, above 2F Room 3. Defeat the Bokoblin to disable the final searchlight.



Stand at the tower's top west edge and face northwest. Use your Deku Leaf to glide to the hallway between the northwest and north towers (2F Rooms 3 and 4). Enter the north tower (2F Room 4), but watch for the laser-firing Moblin bust above the door!



Remember those Moblins you had to sneak by last time? Now's your chance for payback. Defeat them with your sword and go through the large north door to climb the north tower.



From here, ascend the north tower as you did last time. A few Bokoblins drop in to annoy you, and you need to hammer down a row of spiked pegs. Other than that, it's identical to the last trip up the tower.



Pound the spiked peg at the top of the north tower to open a large wooden door. Enter the door when it's open to rescue Aryll!



Aryll is happy to see Link, especially since his last departure was so abrupt! Link tries to open the door of her cell, but it won't budge.



Tetra and the pirates appear! She instructs the pirates to open the cell, and berates Link for not thinking before he acts...again! They had to lure the Helmaroc King away to keep it from tossing Link halfway across the Great Sea again!



Link turns his back in disgust, and Tetra glimpses the Master Sword, which starts shaking. She's suddenly dumbfounded and starts asking half-questions—"Are you...Is it even possible...? How could it be?"



The pirates open the cell door and start carrying the girls out. Tetra promises to take them to town—after all, their fathers will pay a hefty reward for their return!



Tetra promises to take Aryll safely to Outset Island free of charge, and she reminds Link that he has some business to attend to with the Helmaroc King and Ganon. Tetra and the pirates leave, but she swears she'll be back.



The door shuts, and the tower fills with water through a drain in the floor. The Helmaroc King flies in through the ceiling. The boss fight is on!

Boss Fight: The Helmaroc King



From your starting position, run along the path that spirals counter-clockwise up the inside of the tower. Don't stop to fight enemies, to smash jars for items, or for anything until you reach the top. The Helmaroc King follows you, smashing the path behind you with its beak. If you move up the path, you stay a few steps ahead of it.



If you get knocked off, float in the rising water to slowly make your way up the tower. The water stops rising after a certain point.



At that point, you must swim to whatever's left of the pathway and use your Grappling Hook to swing over gaps. This is tricky, as the Helmaroc King never gets tired of pecking at you. Fortunately, it attacks infrequently.



When you get to the pathway's top, the boss blocks your way with its giant beak. Equip the Skull Hammer, \square -target its head, and smack it with the hammer to knock it into the water. When the Helmaroc King is out of the way, climb to the tower's roof.




When you reach the tower's roof, the roof begins to close, sealing off the tower's interior. The Helmaroc King makes it out just in time, and the fight continues.



The Helmaroc King swoops over the tower roof, raking its claws across it as it dives down at you. After a few swoops, it lands on the roof and launches one of two attacks, depending on how close you are to it.






Ganon



If you are far away from the boss, it beats its wings and tries to push you into the spikes that encircle the tower's roof. Walk toward the Helmaroc King to slow your slide toward the spikes.



If you are close to the Helmaroc King, it tries to peck you. Dodge its beak, and it gets stuck in the tower roof. -target the boss's head and hit it with the Skull Hammer to crack its mask. Repeat this three more times (four total) to shatter its mask and render its head vulnerable to attack.



Lure the Helmaroc King into pecking at you and getting its head stuck in the tower roof, but this time attack it with your sword. It takes 10 hits from the Master Sword to defeat the Helmaroc King. After you defeat this boss, you get a Heart Container, and the spikes that blocked the pathway to Ganon's lair lower.



Run up the pathway to Ganon's lair and open the door at its end to find Ganon. His first words to Link confuse the young hero: "It's been a while, boy." Link has never met Ganon, but he reminds the evil wizard of the Hero of Time who defeated him hundreds of years ago.



Ganon compliments Link on getting this far and commends him for his courage. He turns around and introduces himself as Ganondorf, master of the Forsaken Fortress. Link draws the Master Sword, but there's something wrong—Ganon is smiling. When Link drew the Master Sword from Castle Hvrule, it broke the gods' spell that prevented Ganon's full power from returning.



Link charges at Ganon and strikes him with the Master Sword—to no effect. Ganon smirks and knocks Link halfway across

the room with one powerful blow. Somehow the Master Sword has lost its power to repel evil. Its power is gone; its edges are dull.



Just when it looks as if Ganon will strike Link down, Tetra appears in the window and leaps at Ganon! The fiend knocks her to the floor, and she begs Link to get up. Ganon seizes her by the throat and holds her aloft.



Suddenly, the Triforce of Power on the back of Ganon's right hand resonates. He's surprised but delighted: "At long last, I have found you... Princess Zelda!" Tetra tries to bluff her way out of the situation, but it's no use. Ganon asks her, if she is not Princess Zelda, why does she wear a fragment of the Triforce?



As all hope seems lost, the tan blurs of Quill and Komali flash through the room, sweep up Tetra and Link, and carry them out of the tower. Ganon grits his teeth in frustration as another winged shape appears outside of his window: the great Valoo, spirit of the skies.



Valoo unleashes a blast of flame that incinerates Ganon's tower. Could this be Ganon's end? Don't bet on it....



The Ritos and Valoo carry Link and Tetra to the King of Red Lions, who sails to the golden ring of light in front of the Tower of the Gods. Quill and Komali tell Link that his sister is safe. The King of Red Lions is more worried about Link and Tetra and wants to get them far away from Ganon.



Valoo and the Ritos fly off, and the King of Red Lions tells Link that he's about to get his explanations. But first they must return to the land beneath the surface of the Great Sea.



The Legend of Zelda



Tetra awakens at the sea bottom, in Hyrule Castle's courtyard. She wants to know where they are and what happened to Ganondorf. Link is about to explain when a voice tells him that he must return to the room where he found the Master Sword.



The voice is coming from a blue crystal that Tetra gave Link before their first trip to the Forsaken Fortress. She was able to communicate through it with him and, later in the story, with the King of Red Lions as well. Tetra demands to know who the voice is and how it's using the stone. The voice replies that Tetra must accompany Link into the castle.



You finally regain control of Link. Tetra follows behind. Lead her into the castle, then proceed down the stairs under the Hero of Time statue to reach the altar of the Master Sword.



A regal figure in a red coat stands where the Master Sword used to be, his back turned to Link and Tetra. Tetra asks if he was the one speaking through the stone. The man responds that it is an enhanced version of a Hylian royal Gossip Stone, and he made it!



The man asks Link and Tetra if they have heard the tales of the hidden kingdom where the power of the gods lies sleeping, dreaming of the legend of the Hero of Time. The place where they stand is that kingdom, the lost kingdom of Hyrule. And he is the King of Hyrule, Daphnes Nohansen Hyrule.



He asks Link if the boy recognizes his voice—it is the voice of the King of Red Lions! As long as the Master Sword could defeat Ganon, there was no need for the king to reveal his true form. But now that the Master Sword has lost its magic, the situation has changed.



Long ago, Ganondorf turned Hyrule into a world of shadows and tried to take the power of the gods for himself. The kingdom's only hope for salvation was the will of the gods, who sealed away both Ganondorf and Hyrule with a flood that left only the highest mountain peaks above the water's surface. The people of Hyrule left before the deluge, and those people were Link and Tetra's ancestors.



The king calls Tetra to him and takes her necklace in his hand. He tells her it is a part of the Triforce of Wisdom, the sacred power of the gods that Ganon craves. Tetra's mother passed it down to her and told Tetra to guard it with her life. Tetra's family has kept it safe for generations. Now it is time for her to learn the destiny to which she was born.



A blinding flash issues from the Triforce, and when Link's sight returns, he sees that Tetra has been transformed into the image of the legendary Princess Zelda! The Triforce of Wisdom appears on the back of her right hand, just as the Triforce of Power appeared on Ganon's.



Tetra is the last true heir of the Hyrule royal family. She is Princess Zelda. Now that Ganon knows that she is Zelda, Tetra needs to be kept safe from him, lest he use the Triforce of Wisdom to turn the worlds below and above the Great Sea into lands of shadow and despair. Zelda must hide in the depths of Hyrule Castle while Link revives the Master Sword's power in the world above—and defeats Ganon.



When you regain control of Link, exit the castle and approach the King of Red Lions. He tells Link that the Master Sword lost its power because something happened to the sages who infused the blade with the gods' power. Link must visit the Wind Temple to the north and the Earth Temple to the south to set matters right and restore the Master Sword's ability to repel evil. Hop into the King of Red Lions and steer into the golden circle to return to the Great Sea's surface.



The golden circle disappears from the Great Sea's surface. The King of Red Lions tells Link of the Hero of Time, who defeated Ganon with the power of the Triforce of Courage. When the Hero of Time embarked on another journey in another land, the Triforce of



Courage was split into eight pieces and scattered around the Great Sea. The Triforce of Courage is the

key that will allow Link to return to Hyrule and bring Zelda out of hiding. So, in addition to completing the two temple quests, Link must also find and reassemble the Triforce of Courage.

Missing Links

After you acquire the Skull Hammer, the Master Sword, and all those Knight's Crests and Skull Necklaces from the Darknuts and Moblins you defeated in Hyrule Castle, several other sidequests are available. Refer to "Islands of the Great Sea" and "Legendary Checklist" following this walkthrough for more information on these optional sidequests:

Arrow Upgrade: Western Fairy Island (A3)

Arrow Upgrade: Thorned Fairy Island (G4)

Empty Bottle: Windfall Island (D2), Mila's Bottle

Deluxe Picto Box: Windfall Island (D2)

Fire/Ice Arrows Upgrade: Mother & Child Isles (B2)

Hero's Charm: Windfall Island (D2), Miss Marie and the Killer Bees

Magic Armor: Windfall Island (D2), Trading Quest

Piece of Heart #26: Forest Haven (F6), Withered Deku Trees

Piece of Heart #27: Windfall Island (D2), Windfall Auction

Piece of Heart #28: Windfall Island (D2)

Piece of Heart #29: Windfall Island (D2), Trading Quest

Piece of Heart #30: Windfall Island (D2), Miss Marie and the Killer Bees

Piece of Heart #31: Windfall Island (D2)

Piece of Heart #32: Windfall Island (D2)

Piece of Heart #33: Pawprint Isle (E2), via Treasure Chart #30

Piece of Heart #34: Rock Spire Isle (B3), via Treasure Chart #2

Piece of Heart #35: Three-Eye Reef (A4), via Treasure Chart #38

Piece of Heart #36: Forest Haven (F6), via Treasure Chart #31

Piece of Heart #37: Five-Star Isles (G7), via Treasure Chart #33

Treasure Chart #2: Windfall Island (D2)

Treasure Chart #6: Tower of the Gods (E4), Dungeon

Treasure Chart #16: Seven-Star Isles (F1), Sea Platform

Treasure Chart #18: Windfall Island (D2),

Windfall Auction

Treasure Chart #24: Windfall Island (D2)

Treasure Chart #30: Tower of the Gods (E4), Dungeon

Treasure Chart #31: Windfall Island (D2)

Treasure Chart #33: Windfall Island (D2)

Treasure Chart #38: Windfall Island (D2), Windfall Auction



THE EARTH TEMPLE

Mother & Child Isles (B2)



You must do one more thing before you can resume your quest. Recall the words of the Queen of the Fairies, who told you to return to her after you have learned which person Link must protect. You now know that the person is Zelda, so conduct the Ballad of Gales and warp to quadrant B2, the Mother & Child Isles.



The Queen of the Fairies appears in her true form, resembling a young girl. She gives Link's Hero's Bow the ability to shoot Fire and Ice Arrows. Shooting a Fire or Ice Arrow not only removes one Arrow from Link's inventory, it also drains a small amount of Link's Magic Meter. To switch between different types of Arrows, draw an Arrow by holding down the bow button (Z, D, or Z) and press R. The Fairy Queen also tells Link that he can return here any time, and Fairies will cure his weariness.

Fire Mountain (F3)



Warp out of Mother & Child Isles and head for Fire Mountain in quadrant F3. The warp quadrant nearest to Fire Mountain is F2, Dragon Roost Island. From there, head south to Fire Mountain.



Fire Mountain lives up to its name—it's a steaming, smoldering volcano. Draw an Ice Arrow and fire it at the lava plume at the top of the island to temporarily freeze its flames.



You have five minutes to enter Fire Mountain and get the Power Bracelets inside of it before the Ice Arrow's effect wears off. Sail quickly around to the rocky shore on the northeast side of the island and start climbing the path to the mountain's summit. When you reach the summit, drop into the hole to enter the mountain.

Tip

If you enter the mountain with more than 3:30 left on the clock, you're in excellent shape. If you have 2:30 or more left, you're still doing okay. If the clock says 1:30 or less, consider returning to the boat, waiting for time to expire, and freezing the island again.



Use your Boomerang to defeat the Fire Keeses inside the mountain, then leap quickly across the platforms floating on the lava lake to reach a ledge with two Magtails. The platforms sink a couple of seconds after you land on them.



Defeat the Magtails with your parry attack as usual, then defeat any remaining Fire Keeses. After all the enemies are gone, a chest appears on a nearby pedestal. Open it to get the Power Bracelets, which allow Link to lift extremely heavy objects. The Power Bracelets are always equipped automatically and you do not need to set them to \odot , ∞ , or \square .



Getting the Power Bracelets also stops the clock, so you don't have to worry about the temporarily

dormant volcano becoming active. Lift the giant stone head next to the chest to open a passageway to a warp that returns you to the summit of Fire Mountain.



Descend the mountain and hop in the King of Red Lions. It's time to visit Headstone Island in quadrant C7, which the King of Red Lions marked on your Sea Chart. Warp to Outset Island (B7) or Southern Fairy Island (D6) to shorten your trip.

Headstone Island (C7)



Now you see why you needed the Power Bracelets: Headstone Island gets its name from the giant stone head that blocks the entrance to a cavern. Lift the stone head out of the way and enter the cavern.



At the end of the cavern, a giant stone tablet blocks the entrance to the Earth Temple. Along the bottom of the tablet are six Wind Waker notes. Use the Wind Waker to learn your first 6/4 tempo song, the Earth God's Lyric (hold \rightarrow for a 6/4 tempo and play \odot , \odot , \odot , \odot , \odot , \odot).



The ghostly image of what *Ocarina of Time* players will recognize as a Zora appears before Link. She is Laruto, the former sage of the Earth Temple. Ganon attacked her temple and stole her soul to weaken the Master Sword.



Link needs to find another earth sage and bring him or her to the Earth Temple, clearing the temple of monsters as he does. Link will know the sage by the harp he or she carries, and playing the Earth God's Lyric will open his or her eyes to his or her new duty. Only the new sage can remove the stone tablet that blocks entrance to the Earth Temple.

Dragon Roost Island (F2)



The first time you met Medli, she was playing a harp identical to the one Laruto held. Warp to Dragon Roost Island (F2) to search for her.



To find Medli, enter the Rito aerie through its front entrance by running up the path on the southwest corner of the island. When you reach the moveable blocks near the red postbox above you, pull them up to climb up to the ledge with the postbox.



Follow the path leading from the postbox to the southeast, then to the north to enter the Rito aerie. Run up the path to the second floor and pass through the second doorway on the second floor to go outside.



Run west along the outdoor path and use your Deku Leaf to glide to the western ledge beyond.

Climb up the ladder and run to the south end of the ledge to find Medli playing her harp.





Medli is pleased to see Link safe and sound and tells him that Komali is shaping up to be a fine young man. Conduct the Earth God's Lyric in front of her to teach her the song. Medli falls into a trance and plays the song with Laruto. When she awakens, she knows that she must become the new earth sage and asks Link to take her to the Earth Temple on Headstone Island (C7).



Return to Headstone Island and conduct the Earth God's Lyric in front of the stone tablet. Medli plays along, and the tablet shatters, revealing the entrance to the Earth Temple.

Earth Temple

Controlling Medli



At several points in the Earth Temple, you need to carry, call, or control Medli. Familiarize yourself with her abilities:

Carry Medli by pressing **(A)** near her. Press **(A)** again to put her down. She remains in that spot until you call, control, or carry her.

While carrying Medli, you can fly off ledges in a straight line by running off them, just as if you were jumping off them.

You can also throw Medli into the air just as you did at the entrance to Dragon Roost Cavern. She gains some altitude and flies for a short distance.

Press **(R)** near Medli to get her to follow you.

Conduct the Command Melody (hold **(L)** for 4/4 tempo and play **(C)**, **(O)**, **(D)**, **(C)**) to control Medli, just as you did with the statues in the Tower of the Gods. Press **(R)** to release control.

You can make Medli fly by repeatedly pressing **(A)**. She has limited stamina, and drops to the ground when it is depleted.

While controlling Medli, press **(B)** and use **(C)** to aim her harp so that she holds in front of her. The polished harp can reflect light.

1F Room 1



The beam of light in the center of 1F Room 1 is a warp that takes you back to the entrance to the Earth Temple. From the platform you start on, carry Medli off the north edge of the platform. She flies both of you to the ledge in front of the door to the north, which leads to 1F Room 2.

1F Room 2



Put Medli down near the entrance to 1F Room 2 and defeat the three Moblins inside. Grab the Skull

Necklaces they leave behind. Go back and pick up Medli and carry her up the southwest stairs until you are standing at the top of the northwest corner of the room.



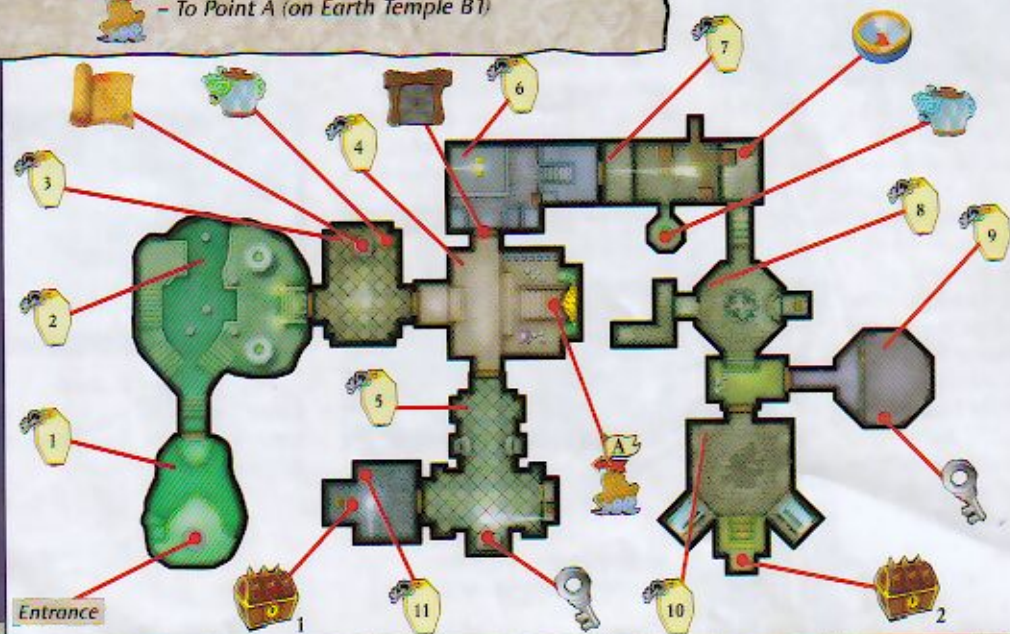
While carrying Medli, run east off the ledge to fly to the top of a pillar in the northeast corner. On top of this pillar is a pressure switch that needs to be simultaneously activated with another switch in the room. Put Medli down, stand on the switch, and conduct the Command Melody to take control of Medli.



With Link standing on the northeast pillar's pressure switch, fly Medli to the top of the south-east pillar by repeatedly pressing **(A)**. The second switch is on top of this tower. Stand Medli on it to open the room's east door. Then walk her off the edge of the tower so she lands on the ground below.

First Floor (1F)

EARTH TEMPLE 1F





Press **R** to release control of Medli and resume control of Link. Drop to the floor, pick up Medli, and carry her with you through the east door and into 1F Room 3.

1F Room 3



The door seals shut behind you, and several Green and Red ChuChus pop up. Put Medli down in the beam of light in the middle of the room. The harp she carries on her back reflects the light.



You also see Dark ChuChus for the first time. Dark ChuChus are invincible until they are hit with sunlight, which turns them to stone you can shatter with the Skull Hammer; you can also shatter them by picking them up and throwing them. Either lure the Dark ChuChus into the beam of light or take control of Medli and reflect the light at them by pressing **B** and using **O** to aim her harp.



Defeat the nine ChuChus in the room (three Green, three Red, and three Dark) to open both the west door through which you entered and the east door to 1F Room 4.



Take control of Medli and reflect sunlight onto the almost invisible chest in the north side of the room. After you shine light on it for two or three seconds, the chest becomes visible and can be opened. It contains the Dungeon Map of the Earth Temple.



Place a Bomb next to the sealed green Warp Jar in the northeast corner of the room to open it and make it available for use when you find (and open) another Warp Jar.



Shoot Fire Arrows at the four red tapestries on the walls to uncover small treasures. Use your Boomerang to pick up the items.

Starting from the northwest tapestry and moving clockwise around the room, the tapestries hide a Blue Rupee (5 Rupees), nothing, a Joy Pendant, and nothing. When you're done collecting, go through the east door into 1F Room 4.

1F Room 4



The west end of 1F Room 4 has a giant statue of a face with two enormous eyeholes. If he walks into the paralyzing fog at its base, Link is temporarily unable to use his weapons or items.



Take control of Medli and stand under the south beam of light that shines down from the ceiling. Reflect the light into the southeast patch of fog so that it shines on a wooden peg and clears away a patch of fog.

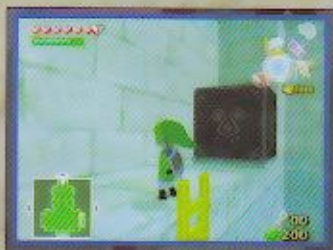


Release control of Medli and hammer down the peg to open the south door. Carry Medli through that door into 1F Room 5.

1F Room 5



Put Medli down near the entrance to 1F Room 5 and run south through the room to lure the two Red Bubbles out of the crypts to the east and west. Defeat them with the bow.




Climb the ladder in the southeast corner and pull the block at the top of the ladder to reveal a beam of light that shines into the south part of the room.



Take control of Medli and reflect the beam of light onto the translucent chest in the south part of the room. Inside that chest is a Small Key.



Once you get the Small Key, two Floor Masters appear in the room. Floor Masters look like black puddles, but when either Link or Medli gets too close, a black hand

shoots up from the puddle and tries to grab them. To take them out, -target them and creep forward until they lunge at you. Then hit them with your sword or bow.

Caution

If a Floor Master grabs Link and pulls him into its inky shadow, Link reappears in the last room he visited before entering the room with the Floor Master that grabbed him. If Medli is grabbed and pulled in, she is taken to a birdcage in 1F Room 4. Go back to that room, take control of her, and fly her out of the cage.



Leave Medli in the ray of light—the Floor Masters can't grab her as long as she's in it. Carefully defeat both Floor Masters, then return to 1F Room 4 via the north door.

Note

Open the west door to 1F Room 11 by placing Medli on the constant pressure switch in front of it, but there is nothing you can do here at the moment. Return after finding the Mirror Shield. We'll remind you!

1F Room 6



In 1F Room 4, unlock the north door with your Small Key and go through it into 1F Room 6. Defeat any Red or Green ChuChus near the entrance, then shoot a Fire

Arrow at the red tapestry on the south wall. Burning the tapestry away sends a beam of light shining into the room.

Tip

The northeast tapestry has a large Magic Vial behind it.



Carry Medli into the beam of light and defeat any remaining Red or Green ChuChus. Wait for the Dark ChuChus to hop into the light and turn to stone (or control Medli and have her reflect a beam of light at them).

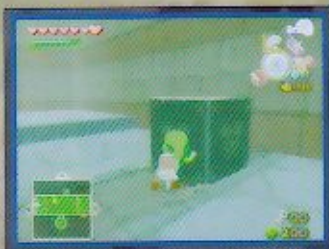


Lift and place two stone ChuChus onto the constant pressure switches on either side of the light beam to create a set of stairs in the east part of the room. Leave Medli in the light to protect her against the never-ending waves of Dark ChuChus and climb the stairs.



Push the large block off the upper part of the east side of the room. This opens the east door to 1F Room 7 and gives you a way to get up to it other than the stairs. Pick up Medli and carry her into 1F Room 7.

1F Room 7



Put Medli down near the entrance and defeat the Floor Master in the middle of 1F Room 7. Push the west block all the way north to the wall. This opens a skylight that shines a beam of light into the center of the room. Pick Medli up and carry her into the light with you.



Take control of Medli and reflect the light beam onto the statue on top of the east block. The light causes the statue to disintegrate.



Reflect the light onto the yellow sigils on the north and south walls (there are two on each wall). This disintegrates those sections of the wall. Release control of Medli.



Beyond the disintegrated sections of south wall is the blue Warp Jar. Use it to warp between 1F Room 7 and 1F Room 3. A block is beyond the disintegrated north sections of wall. Pull the block as far south as you can, then

push it all the way to the east. Climb up it to reach the upper east section of the room. This also opens the southeast door to 1F Room 8.



Push the east block to the south wall to cause a chest to appear in the room's elevated east end. Throw Medli up to the room's east end, open the chest to get the Compass for the Earth Temple, and carry Medli into 1F Room 8.

Tip


The pot next to the door to 1F Room 8 contains Fairies. If you have an Empty Bottle, scoop up one!

1F Room 8



Put down Medli near the entrance and run into the middle of 1F Room 8. In it are two Poes and two Moblins. Avoid the Poes for the moment. Lure the Moblins to the entrance and defeat them.

Caution

Poes have two methods of attack: They throw their lanterns to set you afire, and they confuse you if they hit you, reversing your controller's directions (for example, pressing  would move you to the right). Poes are also ephemeral—and invincible until stunned with light.

1F Room 9



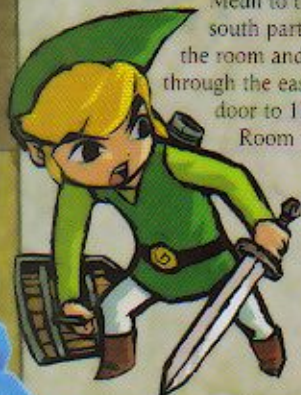
Climb the west ladder to reach an elevated ledge with a beam of light shining down on it. Take control of Medli and fly her to the beam of light.



Reflect the light at a Poe to stun it and make it solid, then release control of Medli. Leap to the floor (as Link) and hit the Poe with your sword to defeat it. Repeat the process for the other Poe. After you defeat the enemies, a staircase appears in the room's south part.



As Medli, reflect the beam of light onto the statues at the room's east end to disintegrate them and expose a chest containing a Joy Pendant. After you have it, carry Medli to the south part of the room and go through the east door to 1F Room 8.



Leave Medli on the room's elevated west side and drop into the center. Approach one of the five crypts along the room's east half, causing it to fall open. Starting at the northernmost crypt and moving clockwise, the crypts contain a ReDead, a Yellow Rupee (10 Rupees), another ReDead, a third ReDead, and a Small Key.



ReDeads are among the spookiest enemies in the game. When you approach them, these zombie-like enemies move slowly, but they emit a piercing shriek that paralyzes Link as they shamble toward him. If they reach you, they wrap themselves around you and bite; move \odot in a circular direction and hammer \ominus repeatedly to throw them off. ReDeads are immune to the Boomerang and any type of Arrow, but three Bombs defeats them, as do several sword strikes.



After you defeat all three ReDeads, the ladder leading out of the room's east part drops, and you can climb up to the room's west side. Carry Medli with you into the south part of 1F Room 8.



From the south part of 1F Room 8, use the Small Key you picked up in 1F Room 9 to unlock the locked south door to 1F Room 10. If you are low on Bombs, smash the Bubbles in the southwest corner of 1F Room 8; you need six Bombs for 1F Room 10.

1F Room 10



Medli does not accompany Link into this room. The door seals behind you when you enter. Walk south until a Stalfos pops out of the ground in the center. Stalfoses move slowly, but they have a long attack range and cause a lot of damage. They are also invincible when intact.



To defeat the Stalfos, knock it apart first. \square -target it and pull out a Bomb. Stay out of range of the Stalfos's club and throw the Bomb at the enemy when the Bomb quickly flashes. The explosion should scatter the Stalfos's bones.



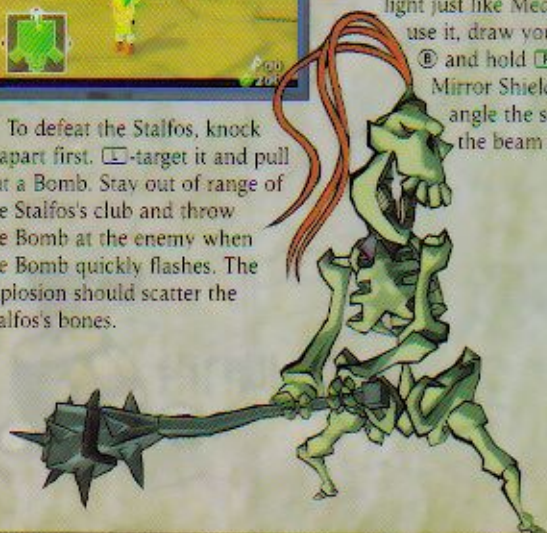
\square -target the Stalfos's head in the smoking pile of bones and attack it repeatedly with your sword to defeat it on the first try. If you cannot, the Stalfos reforms, and you have to hit it with another Bomb.



When you defeat the first Stalfos, two more pop out of the crypts at the room's southwest and southeast ends. Defeat them in the same manner, and a row of stairs appears in the room's south part. At the staircase's top is a chest.



Open the chest to get the Mirror Shield, which reflects beams of light just like Medli's harp. To use it, draw your sword with \ominus and hold \square to raise the Mirror Shield. Use \odot to angle the shield and aim the beam of light.





When you possess the Mirror Shield, a skylight opens, shining a beam of light into the middle of the room. Stand in the light and reflect it onto the crescent moon plaque above the west door to change the moon into a sun and unseal the door. Return to 1F Room 9.



In 1F Room 9, you can either backtrack to 1F Room 4 (your next destination) the way you arrived there, or you can open an optional secret passage to it from 1F Room 9 and pick up some treasure (see "Missing Link: Secret Passage").



In 1F Room 4, take a good look at the eyes in the giant statue on the east wall—they look like the crescent moon plaque in 1F Room 10. Control Medli, walk her to either beam of light, and reflect it into one of the statue's eyes.



Release control of Medli so that she is still reflecting the light into the statue's eye, stand in the other beam of light, and reflect the light into the statue's other eye.



When both eyes are illuminated, the fog dissipates, the room lights, and a set of stairs leading down to B1 Room 1 appears. Either head

down the stairs and enter B1 Room 1 or double-back to 1F Room 5 to pick up an optional treasure (see "Missing Link: Joy Pendant").

First Basement Floor (B1)

The Earth Temple first basement floor map is located on the following page.

B1 Room 1



Leave Medli near the entrance to B1 Room 1 and head down the stairs until you reach the suspension bridge with the two Blue Bubbles overhead. Unlike Red Bubbles, Blue Bubbles are immune to Arrows. If a Blue Bubble hits you, it has the same effect as the fog from 1F Room 4—you can't use any weapons or items until the effect passes.

To defeat Blue Bubbles, target them and blow wind gusts from the Deku Leaf at them to get rid of their blue aura. Then hit them with your sword, or they rise again, good as new.

Missing Link: Secret Passage



Clear the enemies from 1F Room 4. Now that Link has the Mirror Shield, you don't need to use Medli to defeat the Poes. When the room is clear, take control of Medli and fly her up to the beam of light on the room's west side. Reflect the light onto the middle of the east platform's first step, and release control of her without changing the position of the reflected beam of light.



Position Link in the reflected beam of light and use the Mirror Shield to reflect the reflected light onto the sigil below Medli on the west wall. The wall disintegrates, revealing a secret passage to 1F Room 4.



Bring Medli with you into the secret passageway. You could head through the door at its west end to return to 1F Room 4, but you'd miss a couple of optional treasures.



Stand in the beam of light near the west door and reflect it at the statue to the east. The statue disintegrates, leaving behind a Blue Rupee (5 Rupees).

Have Medli reflect the beam of light into that area and switch control to Link. Stand Link in the reflected beam of light, and reflect the light to the north to disintegrate a section of the wall marked with a yellow sigil. Beyond the wall is a small treasure trove of 80 Rupees. Scoop them up and head through the west door to 1F Room 4.



Missing Link: Joy Pendant



Return to 1F Room 5 and defeat any enemies that have reappeared. When the room is cleared, place Medli on the constant pressure switch in the room's southwest corner to hold open the door to 1F Room 11.



Enter 1F Room 11 and reflect the beam of light at the two yellow sigils on the west wall to disintegrate those wall sections and reveal an alcove containing a chest. The chest contains a Joy Pendant. Pick it up, return to 1F Room 5 to get Medli, and return to 1F Room 4 to head down to B1 Room 1.

B1 Room 2



Leave Medli at the entrance to B1 Room 2 and defeat the two ReDeads in the room. Stand in the ray of light in the room's center and reflect it onto the statue sitting on the block to the south to disintegrate the statue.



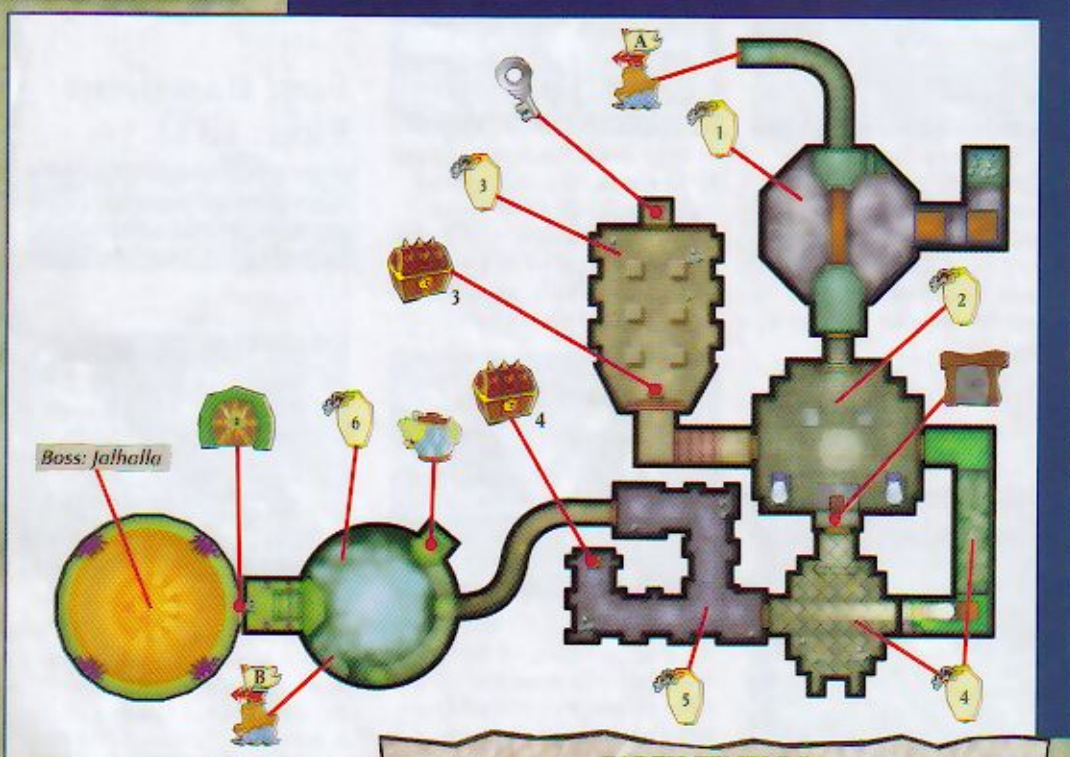
Reflect the beam of light onto the large mirror in the room's southwest corner. The mirror reflects the beam onto another statue on the room's west side and disintegrates it, revealing the door to B1 Room 3.



Reflect the beam of light onto the large mirror on the room's southeast side to disintegrate a statue on the room's east side and reveal the door to the east half of B1 Room 4.

Tip

Burn away the southwest tapestry to reveal a large Magic Vial, if you need one.



EARTH TEMPLE B1

-  - Small Key
-  - Yellow Warp Jar
-  - Big Key
-  - Locked Door
-  - From Point A (on Earth Temple 1F)
-  - To Point B (on Earth Temple B2)
-  - Chest (Treasure Chart #12)
-  - Chest (Red Rupee)

Caution



If you fall off the bridge, you pass through a choking fog layer that temporarily robs you of your ability to use a weapon or item. At the bottom of the room are two Floor Masters, some Bubbles containing common items, and a ladder leading to the north side of the room.



Once both Blue Bubbles are defeated, carry Medli across the bridge to the south door, which is



blocked by a giant stone tablet inscribed with the notes for the Earth God's Lyric. Conduct the Earth God's Lyric near Medli, who plays the song and shatters the stone tablet, revealing the door to B1 Room 2. If you want to take an optional detour and pick up treasure, see "Missing Link: Rupees and Common Items." Otherwise, carry Medli into B1 Room 2.

Missing Link: Rupees and Common Items



Carry Medli to the middle of the suspension bridge, face east, and fly to the platform suspended from chains. Put her down and jump east to the next platform. Face north and defeat the Red Bubble hovering over the north ledge, then smash the Bubbles and pots on the north ledge to get a handful of Rupees and several common items, like Arrows, Bombs, and Magic Vials.



Even though you disintegrated the statue on top of it, don't worry about moving the block in the middle of the room yet. You use it to get up to the locked door in the south wall that leads to the west half of B1 Room 4 after you find a Small Key. Instead, carry Medli through the west door and into B1 Room 3.

B1 Room 3



Leave Medli at the entrance to B1 Room 3 and run down the corridor that leads to the north part of the room. Paralyzing fog covers the north part of B1 Room 3. To make matters worse, six Floor Masters hide in the fog.



Look at the map (either the one in this book or the in-game one). This part of the room has three pillar pairs. Here's the safest way to get from the room's south end to the north end:

1. Walk east past the first (south) pillar pair.
2. Turn east past the first pillar pair and go between the second pillar pair.
3. Turn east past the second pillar pair and walk to the east of the third (north) pillar pair.



The room's north end has a chest. Open it to get a Small Key. When you have the key, the fog dissipates. Now you can take out the Floor Masters if you want (see "Missing Link: Treasure Chart #12"), or you can pick up Medli and backtrack to B1 Room 2.

Missing Link: Treasure Chart #12



If you defeat all six Floor Masters in the north part of B1 Room 3, a chest appears in the room's middle. Open it to get Treasure Chart #12. Floor Masters are dangerous foes, but if you keep your wits about you and don't back into one while avoiding another, you will be able to take them out with little trouble. Patience is key. Wait for them to make their moves, and strike when the time is right.



From B1 Room 3, carry Medli through the east door to reach the east half of B1 Room 4.

B1 Room 4 (East Part)



Walk down B1 Room 4's east hall until you come to the foggy area. Two Floor Masters are in the paralyzing fog. Stand at the fog's north end with Medli and defeat the first Floor Master with Arrows.



Leaving Medli on the north side of the fog, move to the fog's south side and take out the second Floor Master with arrows.



Climb up to the hall's west end and hammer the peg to open a skylight.



Push the giant mirror to the west as far as you can, so that it reflects the beam of light into the west part of B1 Room 4.



You can also shoot the southwest red tapestry with a Fire Arrow to reveal a Joy Pendant behind it. When you've done all you can here, return to B1 Room 2.



Throw Medli onto the south ledge of B1 Room 2. Push the block in the middle of the room to the south and climb up on it to reach the locked door to the west part of B1 Room 4. Unlock it with your Small Key and carry Medli into B1 Room 4.

B1 Room 4 (West Part)



Put Medli down near the entrance to B1 Room 4 and step into the beam of light that has been reflected from the east part of B1 Room 4. Defeat the three Red Bubbles with Arrows, and reflect the beam of light at the three Poes to make them vulnerable to your sword.



Reflect the light at the two large statues along the south wall to open two small hidden alcoves. One contains a Yellow Rupee (10 Rupees), and the other a large Magic Vial.



When you defeat the enemies, position Link so that he faces the large statue to the west and stands near the east wall. Take control of Medli and have her reflect the beam of light at Link.



Release control of Medli and reflect her beam of light at the large statue to the west to disintegrate it and reveal the door to B1 Room 5. Pick up Medli and carry her into B1 Room 5.

B1 Room 5



B1 Room 5 is a pair of crypt-lined halls that stretch north and west. The crypts fall open when you walk next to them. If you're too close, the falling stone slabs hurt you. Leave Medli near the entrance to B1 Room 5 and defeat any Keeses you see with your Boomerang.



The west hall is an optional detour. Starting from the west hall's

east end, the crypts contain nothing, a large Magic Vial, a ReDead, nothing, nothing, a Yellow Rupee (10 Rupees), a ReDead, and nothing. A chest at the end of the west hall contains a Red Rupee (20 Rupees).



From the north hall's south end, the crypts contain a Blue Rupee (5 Rupees), nothing, nothing, a Stalfos, a Heart, and nothing. At the end of the hall is a stone slab bearing the notes of the Earth God's Lyric. Bring Medli here and conduct the song near her to shatter the stone and reveal the entrance to B1 Room 6.

B1 Room 6

Note

B1 Room 6 is the upper part of a large room. B2 Room 1 is the lower part.



Run down the hall at the entrance to reach the round room that makes up the majority of B1 Room 6. Bomb the yellow Warp Jar to the north to activate it—you can now warp between B1 Room 6, 1F Room 7, and 1F Room 3.

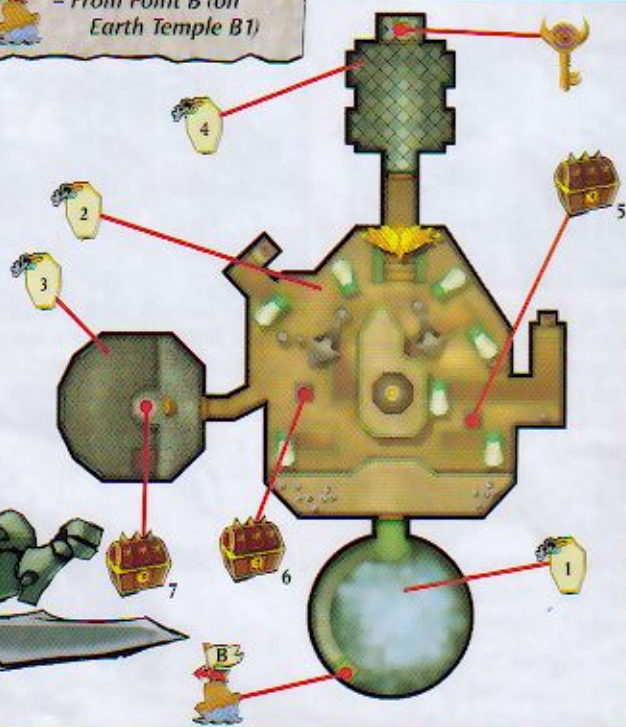


The door to the boss's lair is to the west, but you can't go there because you don't have the Big Key to open it. Instead, pick up Medli and run down the spiraling stairs to the south. At the end of the stairs, drop off the ledge to the west to land in B2 Room 1.

Second Basement Floor (B2)

EARTH TEMPLE B2

- Big Key
- Chest (Purple Rupee)
- Chest (Joy Pendant)
- Chest (Treasure Chart #20)
- From Point B (on Earth Temple B1)



B2 Room 1



Run down the stairs in B2 Room 1 to reach the north door to B2 Room 2. If you fall (or jump) to the bottom of B2 Room 1, you pass through fog before hitting the bottom. To get to the room's upper part, climb the vines on the south wall.



Three Floor Masters wait at the room's bottom, and several Bubbles and pots there contain useful common items. One pot in the room's northeast part has several Fairies; another pot in the northeast corner has 40 Rupees.

B2 Room 2



From the entrance to B2 Room 2, take control of Medli and fly her up to the large pillar in the room's center. Step on the trigger switch to open a skylight in the roof. Fall to the ground and release control.

Tip

There's a lot to do in B2 Room 2. If you get lost in the walkthrough, follow these general rules:

Push or pull every mirror statue until it sits on top of a floor tile with a scorpion on it.

Beam reflected light at all yellow sigils on the walls.

Beam reflected light on any statue that can be disintegrated.

Beam reflected light on any translucent chest.



As Link, push the large mirror statues at the room's southwest and southeast corners away from the middle until both mirrors rest on floor tiles etched with scorpion patterns (the same pattern appears on the side of the mirror's bases).



As Medli, fly to the pedestal in the room's southeast corner and stand in the beam of light reflected by

the southeast mirror. Face west and reflect the light at the statue in the room's middle to disintegrate it. Behind it is another large mirror statue.



Face southwest and reflect the beam of light onto the translucent chest. Release control of Medli, but keep her on that pedestal. Only Link can open the chest, which contains a Purple Rupee (50 Rupees).



Get the Purple Rupee, then run to the short pedestal in the room's west alcove and face north. Control Medli and reflect a beam of light at Link, who should be southeast of her.



Release control of Medli, and be sure her beam of light is still reflected at Link. As Link, reflect that beam of light to the north and hit each of the four sigils on the alcove's north wall to disintegrate the wall, revealing another huge mirror statue behind it.



As Link, move the mirror statue that you just uncovered south, then west along its track until it's on the

scorpion floor tile and can't be moved any farther west.



As Link, go to the large mirror statue in the room's center that was behind the statue Medli disintegrated. Pull that mirror statue northeast, then southeast along its track until it rests on its scorpion floor tile and can't be pulled any farther.

Caution



This screenshot appears for a few seconds. If it doesn't, double-check all the previous instructions to make sure that you did everything.



As Link, go to the room's northwest corner and stand on the small pedestal near the translucent treasure chest; you should be in the beam of light's path. Face southeast and reflect the beam of light onto the treasure chest to make it appear. The chest contains a Joy Pendant.



After the treasure chest appears, turn left and shine the beam on the statue near the treasure chest to

disintegrate the statue and reveal another large mirror statue behind it.



After disintegrating the statue, turn to the southwest and shine the beam of light on the yellow sigil on the wall to disintegrate that part of the wall.



Hop off the pedestal, and stand on the smaller pedestal slightly southeast of it. Face the four yellow sigils on the wall to the northwest and take control of Medli.



As Medli, fly to the pedestal that Link was just on and reflect the beam of light that passes over it at Link. Release control of Medli so the beam of light continues to shine on Link.



As Link, reflect that beam of light onto all four yellow sigils in the northwest wall to disintegrate the wall and reveal another large mirror statue.



As Link, go to the mirror statue on the west side of the room's center and pull it east along its S-shaped path until it rests on the scorpion floor tile and can't be pulled any farther east.



As Link, pull the mirror statue in the northwest alcove that you just exposed to the southeast until it sits on its scorpion floor tile and can't be pulled any farther.

Caution



This screenshot appears for a few seconds. If it doesn't, recheck all the previous instructions and see what you missed.



Take control of Medli and fly to one of the two small pedestals at the room's north end that have beams of light stretching across them. Reflect the beam of light into one of the eyes of the statue to the north.



Release control of Medli, bring Link up to the other platform, and reflect the beam of light into the statue's other eye. Both beams of light simultaneously shining into the statue's eyes illuminate the room, and a north door appears.



Smash the pots in the west alcove to get 50 Rupees. The pots in the northwest alcove contain almost twice as many. Go through the southwest alcove to find the door to B2 Room 3, an optional sidequest (see "Missing Link: Treasure Chart #20"). When you're done in B2 Rooms 2 and 3, go north through B2 Room 2 to enter B2 Room 4.

Missing Link: Treasure Chart #20



B2 Room 3 is similar to 1F Room 9, the room where you first fought ReDeads. Three crypts are in the room's lower west half and a beam of light shines down from the ceiling. Open the crypts by reflecting a beam of light at them; each crypt contains a Stalfos.



Send Link down to the room's west half, have Medli open one crypt, and defeat the Stalfos with Link. Have Medli open the second crypt, and so on until all three Stalfoses are defeated. Do not open all three crypts and try to fight all three Stalfoses at once!



After you defeat the Stalfoses, a chest appears in the room's center. To get to it, pull out the block in the south side of the recessed west area and climb up onto it.

B2 Room 4



In B2 Room 4, you must fight a Darknut and two Blue Bubbles. Take out the Blue Bubbles with your Deku Leaf and sword first so you can focus on the slow-moving Darknut.



After defeating all three enemies, a gate opens in the room's

north wall. On the gate's other side is a chest containing the Big Key of the Earth Temple. When you have it, backtrack to B1 Room 6.



To reach the door to the boss's lair in B1 Room 6, pick up Medli and run west off the room's east ledge. Medli's flapping wings have just enough strength to take you both to the west ledge. Smash the pots for Rupees, Hearts, and small Magic Vials, save your game, and open the door to begin the boss fight.

Boss Fight: Jalhalla



Jalhalla is an enormous Poe encompassing 11 multicolored Poes. Its attacks include a jet of fire from its lantern, a blast of wind that can send you into the spikes that line the room's walls, and the ability to temporarily reverse your controller's \odot directions if it touches you (\uparrow becomes down, \rightarrow becomes left, etc.).



Defeating Jalhalla is straightforward: Three shafts of light shine down from the ceiling. As the fight

goes on, they disappear and reappear, but always in the same places. Reflect their light at Jalhalla with your Mirror Shield, just as you would with any other Poe.



After a few seconds of constant exposure to the reflected light, Jalhalla becomes solid and lies face-up on the ground. Lift Jalhalla and throw it into one of the walls four pillars of spikes.



This causes Jalhalla to temporarily split into its separate Poes, all of them solid and vulnerable to your sword. Defeat as many as you can before the remaining Poes reunite into Jalhalla and attack again. Repeat this pattern until you defeat Jalhalla.



Jalhalla leaves behind a Heart Container when it's defeated. A blue warp opens in the Triforce pattern in the center of the floor. Grab the Heart Container and step into the warp to complete the Earth Temple quest.



Medli enters the boss's lair just before Link warps out. Link conducts her as she plays the Earth God's Lyric before the Master Sword. The ghostly image of Laruto appears as well and plays along with Medli.



The hilt of the Master Sword transforms as Medli's devotion restores part of its former power. Medli tells Link that he must restore the Earth Temple before the Master Sword regains its ability to repel evil. She asks him to watch over Prince Komali, then bids him goodbye. Link steps into the light of the Triforce sigil and rises out of the Earth Temple, reappearing on Headstone Island's shores.



THE WIND TEMPLE

Ice Ring Isle (E6)



To complete the Wind Temple quest and re-energize the Master Sword, you need the Iron Boots from Ice Ring Isle in your Sea Chart's quadrant E6. After leaving the Earth Temple, set sail for E6.



Ice Ring Isle is pelted by frigid wind gusts. If Link tries to set foot on the island, he's instantly frozen solid. To temporarily unfreeze the island, shoot a Fire Arrow into the island's cavern entrance, which looks like a dragon's mouth.



You have five minutes to get inside Ice Ring Isle and recover the Iron Boots. Sail to the back of the dragon's mouth cavern on the island's west side and climb the icy ledges. Run counter-clockwise along the top of the ledges until you reach the floating icy platforms on the island's east side.

Caution

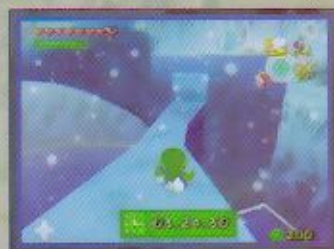
Your Fire Arrow warmed up Ice Ring Isle, but slippery ice still coats every surface. Move quickly but carefully—you waste more time speeding around and falling off ledges than you would if you took your time and stayed on course.



Leap west across the floating icy platforms to reach the cavern entrance in the dragon's mouth. If you slip off the platforms, swim southwest to a couple of floating platforms that you can climb on and jump from to return to the icy ledges on the island's perimeter.

Tip

If you enter the cavern with 3:00 or more on the clock, you have plenty of time to get to the Iron Boots before the island refreezes. More than 2:00 is still enough time to complete the mission. If the clock shows 1:00 or less, swim to the King of Red Lions, wait for the island to refreeze, and unfreeze it again to reset the clock.



From your starting position inside the cavern, run and slide across the nearby narrow ice bridge and climb onto the icy platform at its end. Use your Boomerang to take out the Keesses flapping overhead.

Tip

If you fall off the icy pathways and into the water, swim to the stone ledge near your starting position and use the Grappling Hook to climb to the start point. Hook the overhead wooden poles and pull yourself up.



Climb on the next icy pathway and slide along the curved path until you reach the stone ledge at the end. You have little control over your movement while sliding down this path—let your momentum carry you and make only slight changes to your direction by gently pushing \odot .



The stone ledge at the end of the curved path holds a chest containing the Iron Boots. Assign these to \triangle , \square , or \times . Link moves slowly in the Iron Boots, but strong wind blasts can't push him.



Use the Iron Boots to walk along the windy pathway beyond the chest to a golden light ray that transports you to Ice Ring Isle's exterior. Once outside, head to the King of Red Lions.

Gale Isle (D1)



Gale Isle is the Wind Temple's entrance. It's in quadrant D1 (which the King of Red Lions marked on your Sea Chart). Head there after getting the Iron Boots from Ice Ring Isle.

Tip

The quickest way to reach Gale Isle is to warp to Windfall Island (D2) and sail north.



A powerful wind gust emanates from the Gale Isle's middle, so equip the Iron Boots and walk north up the beach until you reach the wind's source: a stone statue. A targeting arrow appears over the statue, prompting you to smash the statue with the Skull Hammer and permanently shut off the wind.



Beyond the wind statue is a cavern. Enter it to find a giant stone tablet engraved with six notes. Use the Wind Waker to play the song and learn the Wind God's Aria (hold \rightarrow for 6/4 tempo and play \odot , \triangle , \square , \times , \triangle , \square).



The ghostly image of Fado of the Kokiri tribe appears. Like Laredo of the Earth Temple, Fado was the Wind Temple's sage until Ganon attacked her and stole her soul to weaken the Master Sword. Fado tells Link to search for someone who plays the same violin as Fado and to conduct the Wind God's Aria in front of that violinist. That person is destined to become the new wind sage, and the Wind God's Aria will awaken him or her to this destiny.

Forest Haven (F6)



Remember the ceremony that the Koroks performed after you rescued Makar from the Forbidden Woods? Makar played a violin during the ceremony that looked like the one Fado just showed you. Set sail for the Forest Haven in quadrant F6 to find Makar.



Makar is hiding in a waterfall at the island's northeast corner. As you approach, you hear and see notes floating from the waterfall. To enter the waterfall, use your Grappling Hook to swing from the pole above it. You'll swing through the waterfall and into the cavern.



Makar is inside the cavern practicing a new song for next year's ceremony. Sure enough, his violin is identical to Fado's! Conduct the Wind God's Aria in front of him, and he plays with you.



The ghostly image of Fado appears behind Makar and plays with him. Eventually Makar disappears, and Link is left conducting Fado. At the song's end, Makar reappears and asks Link to take him to the Wind Temple. He now knows that his destiny is to become the next wind sage.



Link and Makar return to the King of Red Lions. Set sail for Gale Isle (D1) and walk with Makar to the large stone tablet bearing the Wind God's Aria. Conduct the song in front of Makar, who plays it and in the process shatters the tablet. Link and Makar enter the alcove beyond the tablet and drop into 1F Room 1 of the Wind Temple.

Wind Temple

First Floor (1F)

Controlling Makar



You can call, carry, and control Makar just as you could Medli in the Earth Temple. Makar has a variety of abilities that you need to get through the Wind Temple. Get familiar with all of them.

Carry Makar by pressing **(A)** near him. Press **(A)** again to put him down. He remains in that spot until you call, control, or carry him.

Unlike Medli, Makar cannot fly both of you off ledges while you carry him. His Deku flight apparatus wasn't designed to carry Link's weight.

Throw Makar into the air to help him gain altitude and fly for a short distance.

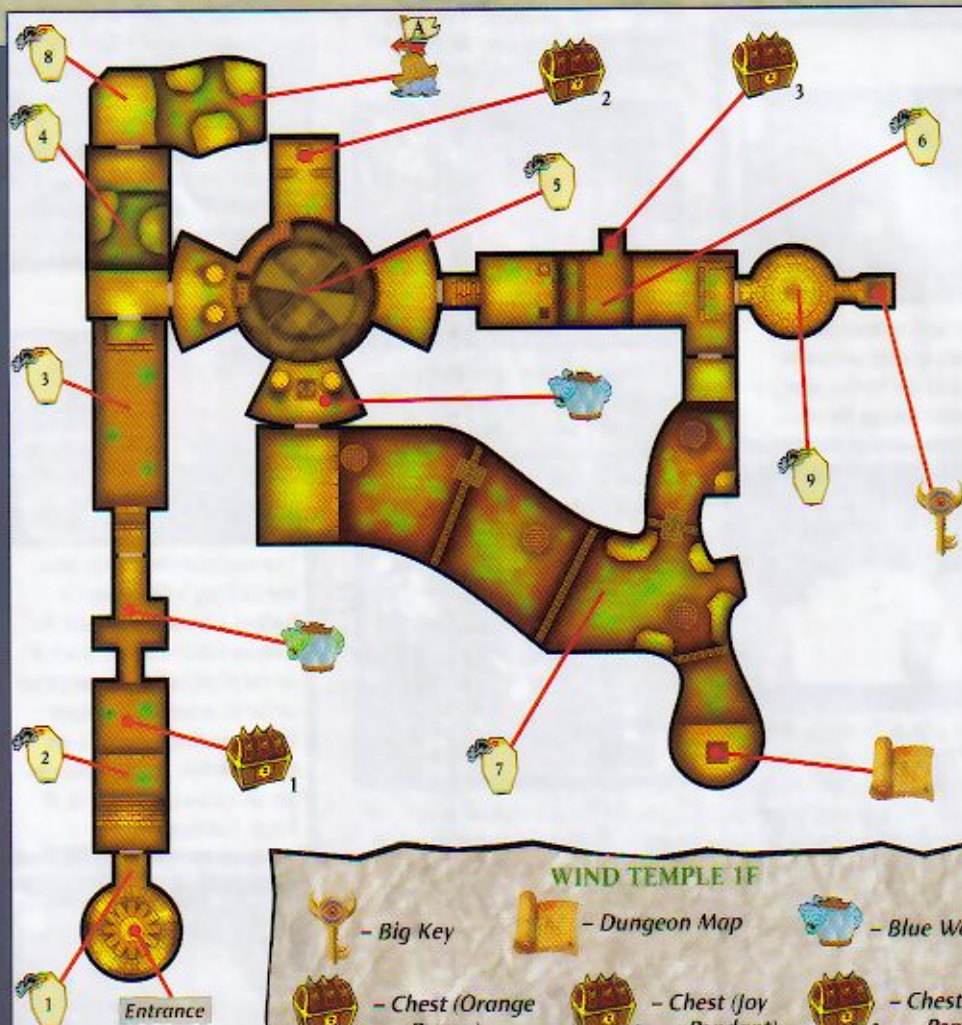
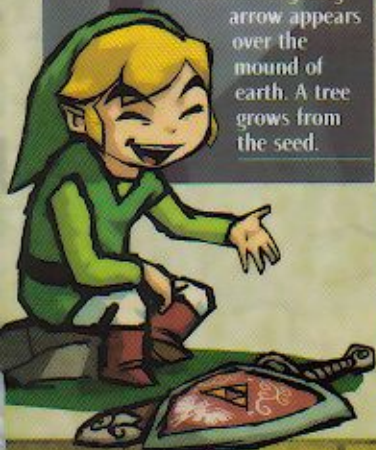
Press **(R)** near Makar and he follows you.

Conduct the Command Melody (hold **(L)** for 4/4 tempo and play **(C)**, **(C)**, **(C)**, **(C)**) to control Makar, just as you controlled Medli. Press **(R)** to release control.

While controlling Makar, make him fly by repeatedly pressing **(A)**. His stamina is limited, and he drops to the ground when it is depleted.

While controlling Makar, make him plant a seed in soft mounds of fertile earth by pressing **(A)**

when a targeting arrow appears over the mound of earth. A tree grows from the seed.



WIND TEMPLE 1F

-  - Big Key
-  - Dungeon Map
-  - Blue Warp Jar
-  - Chest (Orange Rupee)
-  - Chest (Joy Pendant)
-  - Chest (Joy Pendant)
-  - To Point A (on Wind Temple 2F)
-  - Green Warp Jar

1F Room 1



1F Room 1 has nothing of note except the north door to 1F Room 2 and a shaft of light in the room's center that takes you to the temple entrance on Gale Isle. Carry Makar through the north door into 1F Room 2.

1F Room 2



In the recessed middle of 1F Room 2 is a Wizzrobe. Leave Makar at the room's entrance and defeat the Wizzrobe with your bow. Take control of Makar and fly to the room's north end. As Makar, step on the pressure switch to stop the wind blowing down from the ceiling in the room's center.



Release control of Makar and, as Link, drop into the middle of 1F Room 2. Walk north until the Stalfos rises from the ground. Defeat the Stalfos.

Tip



The first (green) Warp Jar is in the room's bottom northwest corner; past the Staflos. Bomb it open before leaving the room.



Take control of Makar and fly to the two yellow mounds of earth in the room's middle. As Makar, plant seeds in each (by approaching them and pressing **Z** when the targeting arrow appears over the mound) to grow two trees. A chest containing an Orange Rupee (100 Rupees) appears between the trees.



Again as Makar, fly to the room's north end, then release control. As Link, climb onto the springboard near the chest and equip the Iron Boots to depress it.



Face south and take off the Iron Boots (press the Iron Boots button a

second time) to launch Link into the air. Use **C** to steer toward the southern ledge, then land on it.



Climb onto the springboard on the edge of the room's south part, face north, and use the Iron Boots to depress it. Assign your Deku Leaf to **Y**, **X**, or **Z** and take off the Iron Boots to fly.



At the jump's highest point, pull out the Deku Leaf and glide to the room's north end. Pick up Makar and carry him through the north door into 1F Room 3.

1F Room 3



When you first enter 1F Room 3, only the south end is accessible. Put Makar down at the entrance to 1F Room 3 and defeat the two Armoses with your bow and sword.



Face the pinwheel near the statues and use your Deku Leaf to

blow a gust of wind at it. This spins the pinwheel, which flips the north vertical wall into an elevated horizontal platform. You can now enter the central part of 1F Room 3. Make your way past the Blade Trap that bounces between the east and west walls in the room's middle, then take control of Makar.

Tip



The east pressure switch near the rotating wall changes it back to a vertical wall, and the west switch changes it to a horizontal platform. Don't use either at the moment. We'll remind you about them after you get the Hookshot, because you can get an optional treasure in 1F Room 3 at that point.



As Makar, fly to the room's north end and plant seeds in the two yellow mounds of earth to open the north door to 1F Room 4. Release control of Makar and carry him into 1F Room 4.

1F Room 4



The southeast door in 1F Room 4 is sealed, and it's the only door other than the one you just entered. Take

control of Makar and fly him north along the grassy ledges. Each of the three ledges has a yellow mound of earth; plant a seed in each to grow a tree.



When Makar plants the third seed, the doors to the north and southeast open. Four Floor Masters pop up and kidnap Makar! There is nothing you can do to prevent this. Link has to go solo for a bit. He can't reach the north door, so go through the southeast one and into 1F Room 5.

Note



Makar is being held prisoner in the north end of 1F Room 5, but you can't rescue him until you find the Hookshot.

1F Room 5

Note

1F Room 5 is the middle part of one large room encompassing B1 Room 1, 1F Room 5, and 2F Room 2.



Defeat the two Peahats in 1F Room 5 and head to the room's east part. Defeat the two Armos Knights that

attack you, then go through 1F Room 5's east door to reach 1F Room 6.

1F Room 6



Defeat the two Peahats at the west end of 1F Room 6 and move north past the Blade Trap. Stand on the cracked floor tile to the north and use your Iron Boots to smash through it and fall to the level below.



A Floor Master attacks you when you drop. Remove your Iron Boots, \square -target the Floor Master, and swing your sword to defend yourself. Defeat it with the sword or bow.



Use your Deku Leaf to activate the nearby pinwheel, which transforms the vertical wall to the east into a horizontal platform above you. Climb on the springboard near the pinwheel. Use your Iron Boots to activate it, then leap to the upper part of the room's west end.

Caution

Don't go into the lower east part of 1F Room 6. You don't need to do anything there, and you'll wind up fighting another Floor Master.



From the upper west part of 1F Room 6, run east and enter the north alcove in the room's middle to find a chest containing a Joy Pendant.



There are doors to the east and the southeast, but a giant stone tablet inscribed with the Wind God's Aria blocks the east door. You can't get to the east door without Makar's help, so go through the southeast door and into 1F Room 7.

1F Room 7

Tip

You need to do a lot of Deku Leaf gliding in 1F Room 7. If you run low on magic energy, find large and small Magic Vials by chopping down tufts of grass.



From your starting point at the northeast end of 1F Room 7, glide south with the Deku Leaf into the nearby updraft to get some altitude, then glide to the southeast to land on the platform beyond the updraft.



Step on the platform's pressure switch to open the gate to the southwest. Glide onto the now-horizontal gate with the Deku Leaf.

Tip

If you fall to the lower part of 1F Room 7, don't panic. You can climb up the vines at the room's northeast end to get to your starting position; grabbing cables are the only hazards there.



Run south across the gate into an area with a Wizzrobe. Defeat the Wizzrobe with your bow (stand on a nearby grassy platform to be within bow range of the Wizzrobe).



Hop south across the grassy platforms and glide through the south gate to reach the southeast ledge of 1F Room 6. The chest on this ledge contains the Dungeon Map for the Wind Temple.



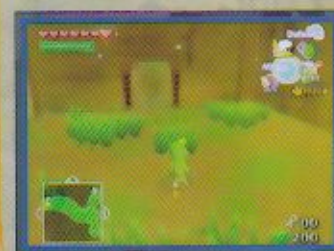
Glide off the ledge to the north and into the updraft ahead of you. Gain altitude with the updraft, then glide onto one of the grassy platforms near the west gate. There, chop down grass to find Magic Vials.



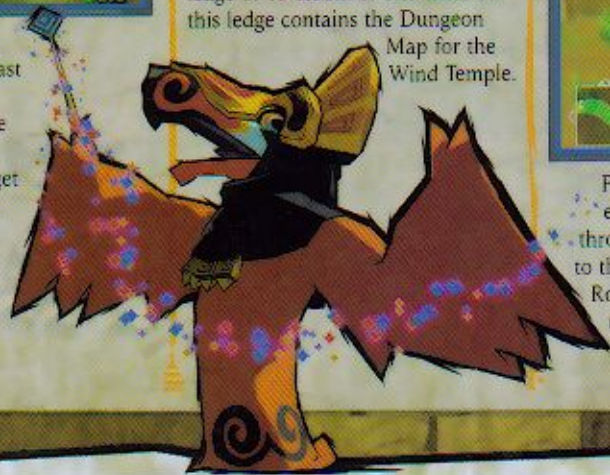
Make sure your Magic Meter is full before you glide west through the nearby gate. Steer into the updraft beyond the gate and land on the horizontal platform of the gate beyond the updraft.



Run to the horizontal gate platform's west end and defeat the Wizzrobe and three Peahats to the west. Glide to the westernmost ledge of 1F Room 7 so you can \square -target the Wizzrobe. Use the updraft to get enough altitude.



From the ledge at the west edge of 1F Room 7, go through the north door to return to the elevated south end of 1F Room 5, which you couldn't reach previously.





Bomb the blue Warp Jar in the southeast corner of 1F Room 5 to open it. Use it to warp between 1F Room 2 and 1F Room 5.



When the Warp Jar is open, activate the heavy pressure switch (a pressure switch that requires the Iron Boots to operate) in the south end of 1F Room 5. Activating this switch with the Iron Boots drops the floor in the middle of 1F Room 5. Drop through the open floor in 1F Room 5 to reach B1 Room 1. Use the Deku Leaf to break your fall and avoid losing Hearts.

First Basement Floor (B1)

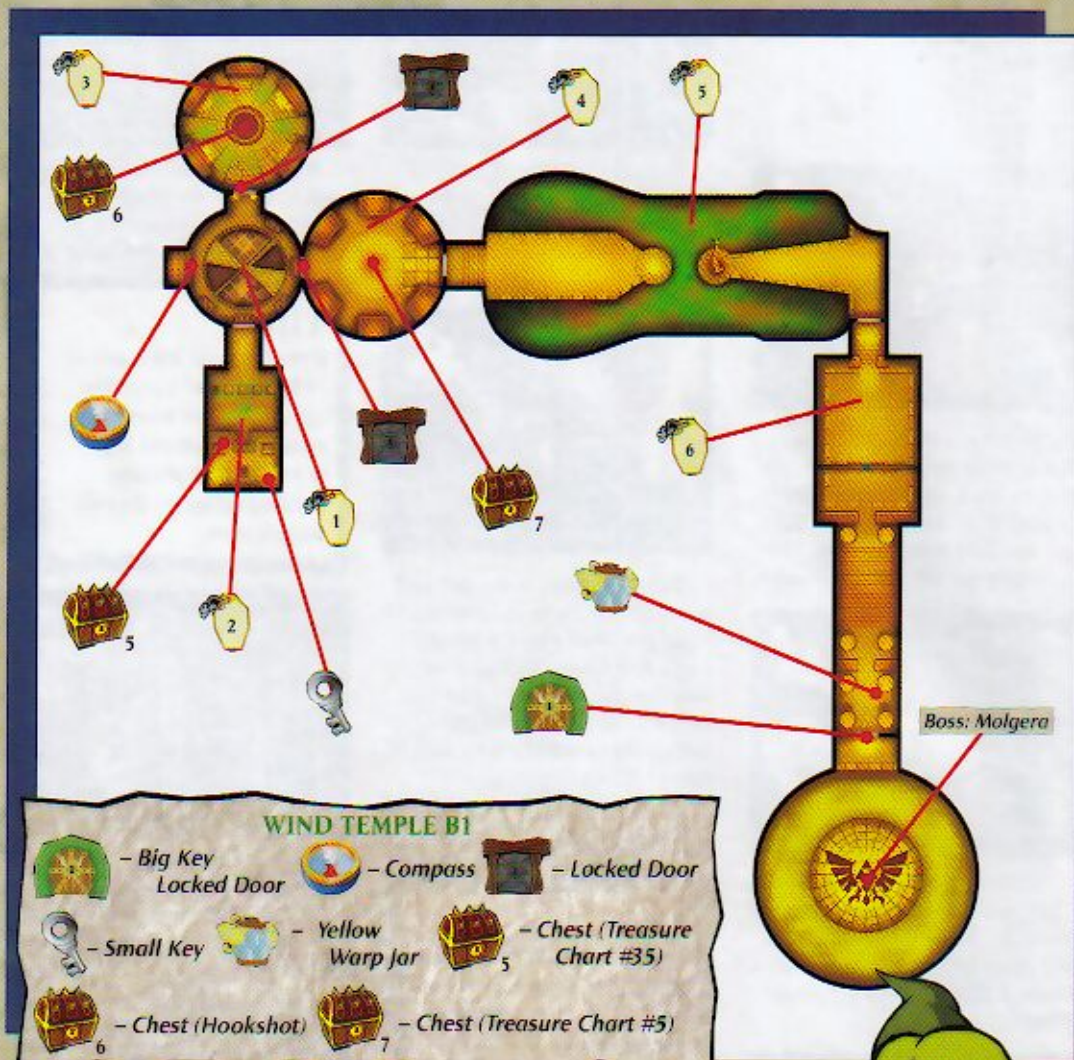
Note

B1 Room 1 is the lower part of one large room encompassing B1 Room 1, 1F Room 5, and 2F Room 2.

B1 Room 1



Defeat the Peahats in B1 Room 1 (and those that followed your descent from 1F Room 5). To the north and east are locked doors; to



the south is an unlocked door. Go through the south door into B1 Room 2.

B1 Room 2



The north end of B1 Room 2 has five cracked floor tiles. Dropping through any of them with the Iron Boots triggers a fight against a specific enemy in the lower level.

Floor Tile Enemies

Tile	Enemies
1 (West)	Four Green ChuChus
2	Three Armoses
3 (Middle)	Two Floor Masters
4	No enemies
5 (East)	Four Red ChuChus



After clearing the lower level of enemies, push the block with the springboard so it sits atop the dark floor tile to the southeast. Line up the block and springboard under a hole in the room's south part.



Push the other block in the room's lower level so it is next to the block with the springboard. Climb onto that block and use it as a stepping-stone to climb on the springboard.



B1 Room 3



B1 Room 3 is an arena in which you must fight a special mini-boss Wizzrobe. It attacks, disappears, and reappears like an ordinary Wizzrobe, but it can also summon other enemies to fight you—Darknuts, Peahats, Kargarocs, Keeses, Moblins, and even other Wizzrobes!



Fight the other enemies if they are keeping you from focusing on the mini-boss Wizzrobe, but your top priority is to defeat the mini-boss Wizzrobe and prevent it from overwhelming you with foes.

Note

After you face the mini-boss Wizzrobe, you'll start seeing summoning Wizzrobes. They're tougher than normal Wizzrobes, but they summon fewer enemies, and the enemies are weaker than those summoned by the mini-boss Wizzrobe.



When all the enemies are defeated, a chest appears in the middle of the room. Open it to receive the Hookshot. The Hookshot is a cross between the Hero's Bow and the Grappling Hook—it latches onto whatever you target and pulls you to it (or it to you, if the object is lighter than

Link). The Hookshot has a limited range and can only latch onto objects, such as chests, trees, or targets on walls. It cannot latch onto walls or platforms.



Fire the Hookshot at the target above the room's north platform to pull yourself up to that platform. Hit the wooden peg on the platform with the Skull Hammer to open the south door to B1 Room 1. Go through it.

Rescuing Makar



It's time to rescue Makar. Clear B1 Room 1 of Peahats, then use the Hookshot to ascend the room's stepped platforms to get to 1F Room 6. The first (lowest) platform is at the room's north end, above the door to B1 Room 3. Fire the Hookshot at the target above the platform to pull yourself up.



Use the Hookshot to reach the next two platforms to the southeast. After you land on the third platform, turn to the northeast. Hookshot to the next platform.



From this fourth platform, use the Deku Leaf to glide west to the alcove across the room. In this alcove is a chest containing the Compass for the Wind Temple, as well as two pots holding Arrows and small Magic Vials.



Use the springboard in the alcove and your Deku Leaf to leap up and glide to the southeast platform. Use the Hookshot to get to the next platform to the southeast.



Turn, face northwest, and use the Hookshot to ascend the two platforms you see there. Use the springboard on the second platform to jump to the long platform to the northwest, below Makar's prison.



Hookshot up to Makar's prison by latching onto the target on the wall of 1F Room 6's north alcove.



Use the springboard to jump through the hole above you and land on the elevated south part of the room. A chest on the room's southeast side holds a Small Key. Taking the Small Key retracts all the spikes in B1 Room 2. Backtrack to B1 Room 1 through the north door or take on an optional side-quest (see "Missing Link: Treasure Chart #35").

**Missing Link:
Treasure Chart #35**

After you get the Small Key, smash through the four remaining cracked floor tiles at the room's north end and defeat the enemies on the lower level.



After all five floor tiles are smashed, a chest containing Treasure Chart #35 appears in the southwest corner.



From B1 Room 1, use the Small Key to unlock the north door. Enter that door to reach B1 Room 3.



A giant stone head serves as the door to Makar's prison. On its forehead is a target. Ordinarily, if you were to Hookshot that target, you would be pulled to the statue. If you wear the Iron Boots while firing the Hookshot at the statue, the Hookshot pulls down the statue and destroys it, freeing Makar. Open the chest in his cell to get a Joy Pendant.

Tip

This trick also works on the stone heads that line the walls in the Wind Temple. Most hold a common item that you can pick up after you pull them down.



With Makar free, drop down to the northwest platform that runs under the north and west alcoves, and Hookshot up to the west alcove. Take control of Makar and fly him to the west alcove. Carry him through the door into 1F Room 4.



Defeat the Wizzrobe in 1F Room 4, then use the Hookshot on the Makar-grown trees to ascend the platforms and reach the room's north part. Control Makar and fly

him up there as well. Release control of Makar and carry him through the north door into 1F Room 8.

1F Room 8

Note

The elevated east end of 1F Room 8 is represented on the map as 2F Room 1.



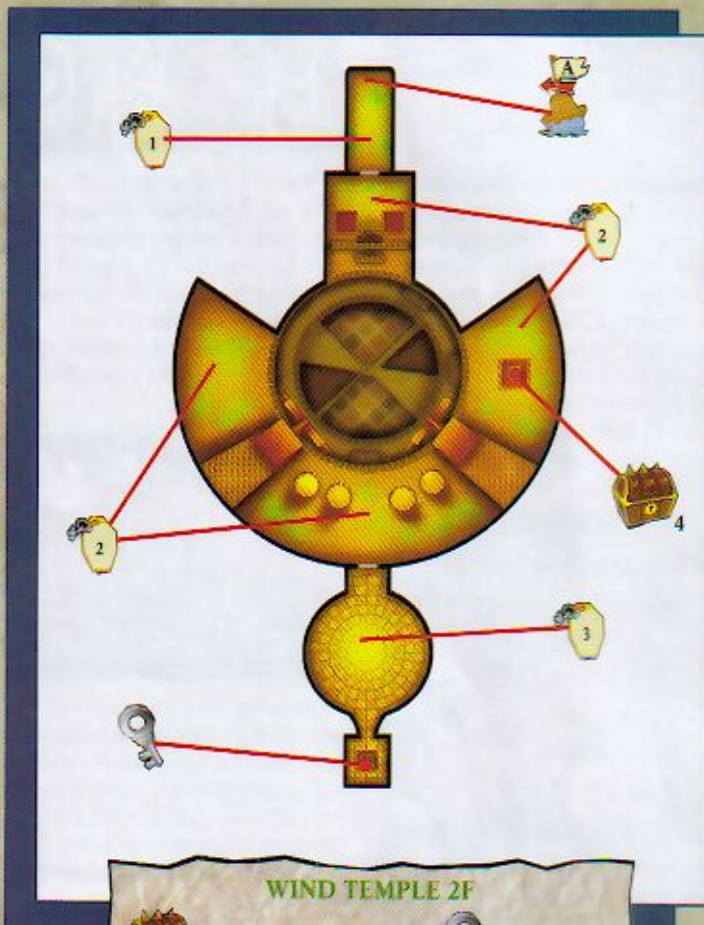
1F Room 8 has stepped platforms leading to the east, much like 1F Room 4s. To defeat the Blue Bubbles in the room, Hookshot them to pull them to you and temporarily dispel their blue aura. Then whack them with the sword.



Take out any Bubbles within range of your starting position. Then take control of Makar, fly him to the first platform, and plant a tree. Release control of him and use the Hookshot to get Link up there. Eliminate any Blue Bubbles in range of this platform. Continue this pattern until you reach the room's east end, which is technically 2F Room 1.



Second Floor (2F)



WIND TEMPLE 2F

- Chest (Joy Pendant)
- Small Key
- From Point A (on Wind Temple 1F)

2F Room 1

Note

2F Room 1 is the elevated east part of 1F Room 8. No physical boundary (such as a door or wall) lies between them.



Leave Makar on the south side of 2F Room 1 to keep him

safe from the Floor Master in the northeast corner. Defeat the Floor Master, then carry Makar through the south door to 2F Room 2.

2F Room 2

Note

2F Room 2 is the upper part of one large room that encompasses B1 Room 1, 1F Room 5, and 2F Room 2.

2F Room 3



2F Room 3 is an arena in which you must defeat six Armoses. The Armoses don't attack until you approach them, so activate only one or two at a time to keep from being overwhelmed.



When all of the Armoses are defeated, the north door through which you entered opens, and a south alcove opens. Open the chest in this alcove to get a Small Key, then return to 2F Room 2.



From 2F Room 2, use your Deku Leaf to glide to the east side of 1F Room 5. Defeat the Armos Knights and fly Makar to join Link. Carry him through the east door to 1F Room 6.



Clear 1F Room 6 like before, by dropping to the lower level and blowing the pinwheel that makes the room's center wall a horizontal floor. Carry Makar to the room's east end and conduct the Wind God's Aria in front of a stone tablet. This shatters the tablet and exposes the east door to 1F Room 9.

1F Room 9



Defeat the three Darknuts in 1F Room 9, using your parry attacks to counter their attacks. Hit a Darknut a couple of times then back off, instead of focusing on one Darknut and being attacked by the other two. If you're sloppy or careless, this is a tough fight. If you wait for your sword to glow before counterattacking the Darknuts, you'll quickly take them out.



Defeating the three Darknuts opens the west door to 1F Room 6 and the east alcove, which contains a chest holding the Big Key for the Wind Temple. Grab the Big Key, exit the room, and drop B1 Room 1.

Note

Either pick up Makar before you jump or control him and drop him. Either way, be sure that Makar joins you in B1 Room 1.



Wait until the giant fan at the bottom of B1 Room 1 stops spinning, then carry Makar to the floor below the fan. Open the locked east door and carry Makar through it to reach B1 Room 4.

B1 Room 4



Defeat two Stalfos and a Wizzrobe. Focus on the Wizzrobe first, avoiding the slow and clumsy Stalfos.



After you defeat the room's enemies, use the Hookshot to reach the highest platform on the room's northwest side. A heavy pressure switch opens the east door to B1 Room 5. Carry Makar through this door or take on an optional sidequest in this room before continuing (see "Missing Link: Treasure Chart #5").

**Missing Link:
Treasure Chart #5**

Use the Iron Boots and Hookshot to pull down the stone masks from the walls of B1 Room 4. Two Bokoblins hide inside them. Defeat both Bokoblins, and a chest appears. Treasure Chart #5 is inside the chest.



B1 Room 5



Leave Makar at the west end of B1 Room 5 and head east. Defeat the three Shield Bokoblins, then defeat the two Armos Knights beyond them.

Caution

If you fall to the room's lower part, climb the vines in the southwest corner to return to the room's upper west part in which you started.



After you defeat the enemies, carry Makar to the room's center. Take control of Makar and fly to the room's east side, past the horizontal jets of wind. Plant a seed in the mound of yellow earth in the room's center to grow a tree, which shuts off the wind jets.

Caution

Don't let Makar get too close to the Floor Master to the east, or he's caught and you have to go back to 1F Room 5 to rescue him.



Release control of Makar and target the tree with your Hookshot to take Link to the room's east side.

Defeat the Floor Master and four Peahats, then carry Makar through the southeast door to B1 Room 6.

B1 Room 6



Set Makar down near the entrance of B1 Room 6. Push one of the north blocks south until the northernmost Spike Trap starts hitting it. Box in the Spike Trap by pushing the block toward it, pinning it against the wall, and rendering it harmless.



Equip your Iron Boots and push another block south to pin the next Spike Trap against the wall.



Go to the room's north end and push the third block south until it falls into the narrow ravine in the room's center.



Stand on the south side of the northernmost block and pull it to the south. Line it up with the block

you pushed into the ravine to push the block across the ravine and box in the southernmost Spike Trap.



Go to the room's north part and carry Makar to the south end, to the large stone tablet engraved with the Wind God's Aria. Conduct the song. Makar plays it and shatters the stone tablet.



Beyond the stone tablet are the third (yellow) Warp Jar, several pots, and the door to the boss's lair. Bomb the Warp Jar to open it, and smash the jars to get Rupees, Fairies, and small Magic Vials.

Missing Link: Joy Pendant



Use the yellow Warp Jar in B1 Room 6 to warp to 1F Room 2. Go north through 1F Room 2 into 1F Room 3. Activate the pinwheel in the south part of 1F Room 3 to change the vertical wall in the room's center into a horizontal platform.



This pulls you into a hidden alcove above 1F Room 3. Activate the pinwheel here to change the wall back into a platform.



Step on the east trigger switch beyond the rotating wall to change the platform back into a wall. Equip the Hookshot and aim it at the target above the east trigger switch.



Run south across the rotating wall and use the Hookshot and Iron Boots to pull the stone masks from the south wall. One of them contains a Joy Pendant.

After getting the pendant, drop through the cracked floor tile and backtrack to 1F Room 2. Warp to B1 Room 6 to face the boss.



Refer to "Missing Link: Joy Pendant" for a quick sidequest that nets you a Joy Pendant. Or save your game and open the south door to begin the boss fight.

Boss Fight: Molgera



Run into the center of the boss's lair to begin the fight with Molgera. Molgera disappears into the sandy floor of its lair and reappears underneath you.

Tip

If the sand under your feet starts to darken, Molgera is about to pop up. Run in any direction and press **Ⓐ** repeatedly to roll out of the monster's reach.



You have a few advantages in this fight: Molgera moves slowly, and if you stay away from its gaping maw, it can't hurt you until after the first time you hurt it. Get too close, and it snaps its jaws shut around you.



To hit and damage Molgera, equip the Hookshot and **□**-target its blue tongue. Fire the Hookshot to drag the tongue to you, and slash it with your sword.



After four hits, Molgera pulls its tongue free and slithers under the sand, releasing four smaller versions of itself to attack you. Watch for the puffs of sand to see where the smaller Molgera larvae are burrowing. **R**-target and fire the Hookshot at them to drag them out of the sand. Two hits from your sword defeats them.

Tip

Defeat all the small Molgera larvae so you can focus on the boss. Each larva leaves behind a Heart when defeated.



After you defeat all four small Molgera larvae, **□**-target Molgera's tongue, hit it with the Hookshot, and slash it with your sword to damage the boss.



Molgera spits out four smaller Molgera larvae, but it also leaps into the air and tries to crash down on top of you. Avoid Molgera, defeat its progeny, and Hookshot and slash Molgera's tongue again.



You should defeat Molgera the fourth or fifth time you attack its tongue. It leaves behind a Heart Container and a warp out of the Wind Temple.



Pick up the Heart Container and step into the warp to trigger a cutscene with Makar. Link conducts Makar in the Wind God's Aria; the ghostly image of Fado appears next to him and plays along. When they finish, the Master Sword is fully restored to its former greatness and shines with the power to repel evil.



Makar promises to stay in the Wind Temple as its sage and says that his ancestors, the Kokiri, would be pleased with his decision. He bids Link farewell and tells him to step into the light

shining from the Triforce sigil on the ground. Link does so and returns to the surface of Gale Island, completing the Wind Temple quest.

Missing Links

Having found the Iron Boots and Hookshot, Link can now undertake several other sidequests across the Great Sea. Refer to "Islands of the Great Sea" and "Legendary Checklist" after this walkthrough for more information on these optional sidequests.

Ghost Ship Chart: Diamond Steppe Island (A6)

Hurricane Spin attack: Outset Island (B7)

Piece of Heart #38: Windfall Island (D2), Windfall's Lighthouse

Piece of Heart #39: Windfall Island (D2), Windfall's Lighthouse

Piece of Heart #40: Thorned Fairy Island (G4), via Treasure Chart #5

Piece of Heart #41: Bomb Island (I5), via Treasure Chart #20

Piece of Heart #42: Outset Island (B7)

Piece of Heart #43: Outset Island (B7), Combat Training

Piece of Heart #44: Outset Island (B7)

Treasure Chart #5: Gale Isle (D1), Dungeon

Treasure Chart #12: Headstone Island (C7), Dungeon

Treasure Chart #20: Headstone Island (C7), Dungeon

Treasure Chart #25: Cliff Plateau Isles (G6), Secret Cavern

Treasure Chart #27: Private Oasis (E5)

Treasure Chart #35: Gale Isle (D1), Dungeon

Treasure Chart #36: Ice Ring Isle (F6)



THE TRIFORCE OF COURAGE

Before You Begin

You can start looking for pieces of the Triforce of Courage before completing either the Earth Temple or Wind Temple quest. However, you must perform certain actions and acquire certain items before you can start looking for all eight pieces of the Triforce. Your required tasks are:

Free Tingle from his prison on Windfall Island.

Upgrade your maximum Rupee-carrying capacity to at least 1,000 Rupees.

Receive Tingle's IN-credible Chart in the mail.

Have all these items: Bombs, Grappling Hook, Skull Hammer, Hyou Pear, Hero's Bow, Hookshot, and Power Bracelets.

Have 21 Joy Pendants.

We also strongly recommend that you:

- Have visited all of the Great Fairies so that you have a maximum carrying capacity of 99 Bombs, 99 Arrows, and 5,000 Rupees.

- Have at least two Hyou Pears.

- Have at least 3,385 Rupees.

- Chart the islands in quadrants A5, B4, B7, C5, C6, C7, D1, D5, D7, E3, F1, and G6.

If you haven't done something on these lists yet, read on. If you've done it all, skip down to "Finding Triforce Shards."

Freeing Tingle



Tingle is being held prisoner in a jail cell on Windfall Island. You

find out what he was arrested for when you look for Triforce Chart #2. His crime was non-violent, so don't feel bad about springing him.

In the screenshot, Link faces the door to the prison. It's due north from the Bomb Shop on the southwest end of Windfall Island, near the white picket fence and the island's northwest outcropping.



As soon as you enter the prison, Tingle launches into an odd monologue; apparently he'd be grateful if you'd let him out. Lift the pots in one corner of the tiny prison to reveal a pressure switch. Step on the switch to release Tingle.



Upon his release, Tingle gives Link the Tingle Tuner, which allows you to link your Game Boy Advance to your GameCube. See "ABC's: Weapons and Items" at the beginning of this guide for more information on the Tingle Tuner.



Tingle also gives you Tingle's Chart, which he claims shows you the way to his home on Tingle Island. It's just a crude crayon

drawing that isn't very helpful, so we'll just tell you that Tingle's Island is found in quadrant C3 of your Sea Chart.

Note

If you have not upgraded your Rupee carrying capacity to 5,000, Tingle suggests that you do.

The IN-Credible Chart



Tingle mails you a helpful item—the IN-credible Chart, which shows the locations of the Triforce Charts as well as the Great Fairies that upgrade your Rupee carrying capacity. It appears in any red postbox one full day after you rescue Tingle. The only catch is that you must pay 201 Rupees to get the chart from the postbox. You must have visited at least one Rupee-upgrading Great Fairy to carry enough Rupees to get the chart (see "Great Fairies").

Great Fairies



Eight Great Fairies are hidden in the islands of the Great Sea. Two of them upgrade your Bomb-carrying capacity from 30 to 60 to 99. Two of them upgrade your Arrow-carrying capacity from 30 to 60 to 99. Two of them upgrade your Rupee-carrying capacity from 200 to 1,000 to 5,000.

One doubles your Magic Meter's capacity, and the last one, the Queen of Fairies, gives your Hero's Bow the ability to shoot Fire and Ice Arrows (you should already have that ability if you completed the Earth and Wind Temple quests). Here are their locations:

Bomb Fairies: Eastern Fairy Island (E3), Southern Fairy Island (D6)

Arrow Fairies: Western Fairy Island (A3), Thorned Fairy Island (G4)

Rupee Fairies: Northern Fairy Island (C1), Outset Island (B7)

Magic Meter Fairy: Two-Eye Reef (D7)

Arrow Fairy (Queen): Mother & Child Isles (B2)

Refer to each island's entry in the "Islands of the Great Sea" section after this walkthrough for more information on the Great Fairies.

Required Items



If you've followed the walkthrough, you already have all the necessary items to begin the Triforce hunt. If you're missing any, here's where to find them:

Bombs: Complete the second pirate test before visiting Jabun on Outset Island and getting the Nayru's Pearl.

Grappling Hook: Get this from Medli during the Dragon Roost Cavern quest.

Skull Hammer: Defeat Phantom Ganon in your return to the Forsaken Fortress.

Hyou Pear: Purchase this from Beedle's Shop Ship.

Hero's Bow: Find this in the Earth Temple quest.

Hookshot: Find this in the Wind Temple quest.

Power Bracelets: Get these at Fire Mountain (F3).

Joy Pendants



You should have at least 21 Joy Pendants from opening dungeon chests and defeating Bokoblins during your adventures. If not, rack them up by going to any Sea Platform in the Great Sea to find Bokoblins. Stun the Bokoblins with your Boomerang and use the Grappling Hook against them until they drop a Joy Pendant. Refer to the large pull-out Sea Chart and to the "Islands of the Great Sea" section of this guide to find Bokoblin platforms.

Charting Islands



To chart an island so that it shows up on your Sea Chart, purchase All-Purpose Bait from Beedle's Shop Ship. Equip the All-Purpose Bait to B , D , or E and use it near the Mermen who jump from the water just off the coast of every island.

The Mermen sketch the outline of islands on your Sea Chart, so you can match these shapes up with the shapes of the islands on the Treasure Charts.

Finding Triforce Shards



Here's the method to find each Triforce Shard:

1. Go to the location of each Triforce Chart, as indicated on the IN-credible Chart (and in greater detail in this walkthrough).
2. Get the Triforce Chart, usually by fulfilling a small quest and playing the Wind's Requiem (C , D , E) while standing on the wind crest at the end of the quest. A chest containing a Triforce Chart appears.
3. Visit Tingle on Tingle Island (C3). For 398 Rupees each, he decodes each Triforce Chart you have and marks the location of the Triforce Shard that it leads to on your IN-credible Chart.
4. Match up the shape of the island on each decoded Triforce Chart to the shapes of the islands you've charted to figure out where the Triforce Shard is hidden.
5. Sail to that island, use the Triforce Chart to position yourself directly above the Triforce Shard, and drop your Grappling Hook into the water to lift up the chest that contains the Triforce Shard. An X appears over the Triforce Shard on your IN-credible Chart to remind you that you found it.

Note

This is why we recommend having 3,385 Rupees at the start of the Triforce hunt— $398 \text{ Rupees} \times 8 \text{ Triforce Charts} = 3,184 \text{ Rupees} + 201 \text{ Rupees to receive and open the IN-credible Chart} = 3,385 \text{ Rupees}$.

If you start the Triforce hunt with enough Rupees to decode all eight Triforce Charts, you won't have to put your quest on hold while you slowly raise the necessary cash. It's also much more efficient to find all the charts at once, visit Tingle once to decode them all, and then find all the Triforce Shards.

Triforce Charts

Note

The quickest way to assemble the Triforce of Courage is to find all the Triforce Charts, have Tingle decode all of them at once, and then hunt for the Triforce Shards. Refer to "Triforce Shards" near the end of this section for the locations of the Triforce Shards. You may find the Triforce Charts in any order—you don't have to start with #1 and end with #8.

Triforce Chart #1: Islet of Steel (B5)



To reach the wind crest inside the Islet of Steel in quadrant B5, destroy the Cannon Boats patrolling the island. The only one you really need to destroy is the one blocking the entrance to the island, but that's tricky to do when the others are firing on you.



Once you destroy the Cannon Boats, jump out of the King of Red Lions and sail inside the entrance. Stand on the blue wind crest inside the island and conduct the Wind's Requiem (C , D , E). A chest appears in front of you. Open the chest to get Triforce Chart #1.

Triforce Chart #2: Cabana Island (E5)

Note

Getting Triforce Chart #2 involves several steps. You must get the Picto Box, play hide-and-seek with the Killer Bees, get the Cabana Deed to the Private Oasis, and enter the cabana's basement. If you have already performed some of these steps in sidequests, skip to the appropriate section.

Getting the Picto Box



On Windfall Island (D2), return to Tingle's cell and push the wooden crate inside to reveal a small tunnel. Crouch down and crawl into the labyrinthine tunnel to find the Picto Box. The tunnel seems confusing, but you can only wind up in one of two places: back in the jail cell, or in the room containing the Picto Box.

Tip

Among many ways to reach the Picto Box room, one is to make the following decisions at the junctions: left, right, up (straight), right, up, left, right, left, up, left, right, right, up, right.





Rats living inside the tunnel maze complicate this effort. If you encounter one, it activates a trap door that dumps you outside on the shore of Windfall Island. To avoid the Rats, don't enter any tunnels with wooden floors—there are Rats in them! The wooden floors can be a little tough to see from your crawling perspective, but you see them if you're looking for them.



At the end of the tunnel maze is a small stone room with a chest in its center. The Picto Box is inside the chest. Two stone tablets tell Tingle's story of how he managed to steal the Picto Box that he had covered for so long, but wound up getting caught. Rather than give it back and get out of trouble, he decided to hide it in the depths of his cell. Why he didn't just have one of the Rats drop him through the cell floor and escape is anyone's guess....

Killer Bee Hide-and-Seek



Leave the cell, either by backtracking through the tunnel or getting dropped by a Rat, and enter the schoolhouse in the center of town. Talk to the teacher, Miss Marie, who complains about a gang of juvenile delinquents called the

Killer Bees who aren't taking their education seriously.

Note

You must have found the Picto Box to have the following interaction.



Leave the schoolhouse to find the Killer Bees right outside. Talk to their red-capped leader, who challenges you to a game of hide-and-seek—if you can find the kids, they listen to you and go to school. Accept the challenge and find the kids in these locations:



Behind a bush on a ledge just outside the south part of the town wall.



On top of a tall tree near the town gate. Roll into the tree with **A** to knock the kid down.



Behind the Bomb Shop on the southwest tip of the island.



Behind the stone tablet on the island's northwest outcropping.

Once you find the kids, you have to catch them, so chase after them and press **A** repeatedly to keep rolling, which is slightly faster than running.



By catching the Killer Bees, Link earns their respect—and a Piece of Heart (this is Piece of Heart #30!). They promise to be nicer to Miss Marie and attend school regularly, and they ask Link to tell her that.



Enter the schoolhouse and speak to Miss Marie, who's overjoyed that the Killer Bees have reformed. She gives Link a Purple Rupee (50 Rupees) for his trouble.

Now, go back outside and speak to the Killer Bees again to learn that Miss Marie's birthday is coming up and that she loves Joy Pendants.



Getting the Cabana Deed



Set your Joy Pendants to **S**, **D**, or **Z**, enter the schoolhouse, and use them near Miss Marie to give one to her. She's thrilled and gives Link a Red Rupee (20 Rupees), mentioning that she'd love about 20 more Joy Pendants. Use the Joy Pendants again to give her 20 Joy Pendants, and she gives you the Cabana Deed. Link is now the legal owner of Cabana Island in quadrant E5.

Tip

Give Miss Marie 20 more Joy Pendants if you have them to get the Hero's Charm from her, a mask that lets you see the Life Gauges of your opponents!

Cabana Basement



Sail to Cabana Island and approach the front door of the cabana, which has the image of a butler on it. If you just press **A** and try to open the door, the door chastises you! Assign the Cabana Deed to **S**, **D**, or **Z** and use it on the door to be recognized as the new owner and enter the cabana.

Tip

Need some Rupees? Shatter the sparkling vases inside the cabana with your Grappling Hook to send Green, Blue, Yellow, and Red Rupees flying everywhere!



Step inside the front door and aim at the ceiling with your Grappling Hook to find a lever. Hit the lever with the Grappling Hook to turn off the fireplace, and then drop through the hole in the fireplace to reach the cabana basement.



Defeat Rats with your Boomerang as you see them. The cabana basement is one small floor with some hallways blocked off by gates. To open the gates, hammer nearby wooden pegs. Underneath the basement floor, a tunnel system connects the basement rooms. Here's the best way to get through the basement:

Note

The basement has no Compass and no map, so we have to make do with "right and left" directions.



Go straight from the entrance and bear right when the hallway forks.



Bear right at the next intersection, drop down the ladder to reach an underground tunnel entrance, and crawl into it.



Go left, right, straight, and right through the tunnel and climb up the ladder at its end.



Hammer down both wooden pegs to open two nearby gates.



Down here are two entrances to the underground tunnels. Pick the left one and follow its path to a chest containing an Orange Rupee (100 Rupees).



Backtrack through the tunnel to reach the ladder and enter the other tunnel entrance. Go left, right, and right through it to reach the end, and climb up the ladder there.



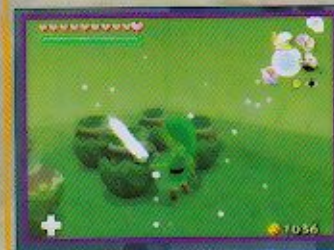
Head for the wooden peg you can see from the top of the ladder and hammer it to open a nearby gate.



Go through the gate, turn right, and keep going straight until you come to another ladder. Drop down the ladder.



At the bottom of the ladder are two tunnels. Enter the one on the same wall as the ladder. Go right, left, and left to reach an alcove with four pots. Smash them for lots of Green Rupees.



Backtrack until you return to the last ladder you went down, and go through the other tunnel. Go left, right, left, and right to reach a room with four large jars. Smash them to get a bunch of Green, Blue, Yellow, and Red Rupees.



Go back into the tunnel you just came through and head left, left, and right to reach a ladder. Climb the ladder.



This takes you back to the two pegs you hammered. Return to the basement entrance by going through the right raised gate.



Turn around 180 degrees and head down the right hallway. Take the next left to pass a peg you hammered previously.



Drop down the hole with no ladder (next to the peg) to face two ReDeads. Defeat them both.





Smash two pots in the corner of the room to reveal a tunnel entrance. Crawl along the tunnel's single path until you reach the ladder at the end. Climb the ladder.



At the top of that last ladder is the wind crest—at last! Conduct the Wind's Requiem while standing on it, and the chest with Triforce Chart #2 appears. Get the chart, then hammer down the one wooden peg in this area to open the last gate of the basement and leave.

Triforce Chart #3: Bird's Peak Rock (G5)



Make sure you have a couple of Hvoi Pears before going for this Triforce Chart. Sail to Bird's Peak Rock in quadrant G5. Use your Grappling Hook to reach the top of the short island, where you find a cavern sealed by a metal gate. Defeat a Blue ChuChu at the top of the island.



Atop each of the tall pointed peaks nearby are Kargarocs sitting in nests equipped with crystal switches. Aim your Hero's Bow to take out each Kargaroc. Scan the peaks with your Telescope to be sure you got them all.

Note

You don't have to take out every Kargaroc, but the next part is easier if you do.



Use a Hvoi Pear to take control of a seagull. Fly the seagull around to each of the five peaks of the island and hit the crystal switches.

Seagull Controls

Command	Button
Bank right/bank left	←/→
Dive	○
Climb	↓
Fly	Ⓐ (repeatedly)
Release control	Ⓡ

Caution

If you left a Kargaroc untouched, it attacks your seagull. If it hits the seagull, you lose control of the seagull. Use another Hvoi Pear to take control of another seagull, and pick off that Kargaroc so it can't cause more trouble.



When all five crystal switches are triggered, the metal gate sealing the cavern below you opens. Enter it and drop down the hole beyond it to find an altar with the wind crest. Stand on the wind crest and conduct the Wind's Requiem. A chest containing Triforce Chart #3 appears.

Triforce Chart #4: Ghost Ship

Note

If you already have the Ghost Ship Chart, skip down to the "Ghost Ship" section.

The Ghost Ship Chart



Triforce Chart #4 is on the Ghost Ship, which appears at different islands in different phases of the moon. To find and enter the Ghost Ship, you need the Ghost Ship Chart, which is at Diamond Steppe Island in quadrant A6. Use your Hookshot on the lowest palm tree to get up to the island from your boat.

Note

If you don't get the Ghost Ship Chart, you can still find the Ghost Ship, but it fades away as soon as you sail into it.



Use your Hookshot along the palm trees until you reach the hole at the narrow end of the highest part of the island. Drop into that hole. You appear in a ship's graveyard.



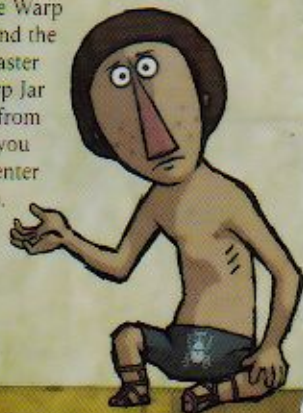
Enter the purple Warp Jar directly in front of you. What follows is a maze of Warp Jars and Floor Masters. Enter the correct Warp Jars to proceed; going into the wrong one spits you back out at the entrance. To make it through the maze in one shot, enter the Warp Jars in this order:

Tip

If a Warp Jar is sealed, use flaming Deku Sticks or Bombs to open it.



Enter the Warp Jar beyond the Floor Master (the Warp Jar farthest from the one you used to enter the area).





Get the Joy Pendant from the chest next to the Warp Jar you shot out of, drop off the side of the boat through a gap in the railing, and enter the Warp Jar directly below that gap.



The Warp Jar you want to enter next is the one behind and to the left of the Floor Master you face in this area.



This last Warp Jar takes you to a wrecked ship with a Floor Master and a chest. Defeat the Floor Master and open the chest to get the Ghost Ship Chart. Then drop off the side of the ship to return to the beam of light that takes you back outside to Diamond Steppe Island.

Understanding the Ghost Ship Chart



The Ghost Ship appears at one of seven different islands at night, depending on the phase of the moon. After you have the Ghost Ship Chart, the location of the Ghost Ship appears on your Sea Chart at night, along with an icon representing the Ghost Ship. Use the following table to pinpoint exactly where to find the Ghost Ship.

Ghost Ship Locations

Phase of Moon	Island (Quadrant)
	Five-Star Isles (G7)
	Star Belt Archipelago (C3)
	Greatfish Isle (B4)
	Crescent Moon Island (E1)
	Diamond Steppe Island (A6)
	Bomb Island (F5)
	Spectacle Island (C2)

The Ghost Ship



With the Ghost Ship Chart in your inventory, wait for nightfall and meet the Ghost Ship at one of the seven islands. Sail directly into the Ghost Ship to enter it.



Defeat the two Poes and the summoning Wizzrobe (as well as any enemies the Wizzrobe summons) inside the Ghost Ship, and a ladder drops. Climb the ladder to reach an alcove with the chest containing Triforce Chart #4. When you open the chest, you automatically leave the Ghost Ship, which never reappears.

Triforce Chart #5: Needle Rock Isle (A5)



Sail to Needle Rock Isle in quadrant A5 and sink the three Cannon Boats found there. The gold Cannon Boat leaves behind a sunken treasure, marked with a ring of light.



Use the Grappling Hook to haul up the treasure chest, which contains Triforce Chart #5.

Triforce Chart #6: Outset Island

Caution

Make sure you have a couple of healing items, such as Elixir Soup, Potions, or Fairies in bottles, before trying this quest.



Run up the path on Outset Island that leads to the now-ruined suspension bridge outside the Forest of Fairies, just as you did at the beginning of the game when you were out to rescue Tetra. Keep going up the mountain past the bridge to find Old Man Ho-Ho looking at something to the northwest. If you speak to him, he says that underneath the stone head to

the northwest is "the Trifmphm... Oh! I nearly spoke aloud without thinking."



Set the wind blowing to the northwest, climb up to the elevated ledge behind Old Man Ho-Ho, and use your Deku Leaf to glide to the stone head. Lift it to reveal a hole in the ground. Fall into that hole to enter the Savage Labyrinth, a 50-floor gauntlet of enemies!

Each floor is filled with progressively more difficult enemies that must be defeated before you can continue to the next floor. Every 10th floor has a warp that takes you back to the surface if you want to leave. Triforce Chart #6 is inside a chest on the 30th floor. Stand on the blue wind crest and conduct the Wind's Requiem to make the chest appear.

Note

Floors 1-10 have enemies you encountered in the Forsaken Fortress and Dragon Roost Cavern. Floors 11-20 have enemies from the Forbidden Woods. Floors 21-30 have enemies from the Tower of the Gods. Floors 31-40 have enemies from the Earth Temple, and floors 41-50 have enemies from the Wind Temple.

Tip

None of the enemies drop items in the Savage Labyrinth, which makes surviving this gauntlet tough. You can stun enemies with your Boomerang and then hit them with your Grappling Hook to pull valuable common items from them—Hearts, for example.

The Savage Labyrinth,
Floors 1-30

Floor	Contains
0 (Entrance)	Fairies in a pot and a warp to the surface
1	Keeses
2	Miniblins
3	Bokoblins
4	Red ChuChus
5	Magtails
6	Keeses & Miniblins
7	Fire Keeses & Magtails
8	Bokoblins & Fire Keeses
9	Moblins
10	Pots with Hearts & Green Rupees and a warp to the surface
11	Peahats
12	Green ChuChus
13	Boko Babas
14	Shield Bokoblins
15	Wingless Mothulas
16	Boko Babas & Peahats
17	Green ChuChus & Bokoblins in pots
18	Shield Bokoblins & Wingless Mothulas
19	Mothulas
20	Pots with Hearts, Rupees, and Bombs and a warp to the surface
21	Wizzrobes
22	Armoses
23	Armos Knights
24	Yellow ChuChus in pots
25	Red Bubbles
26	Shield Bokoblins & a Darknut
27	Armoses & a Wizzrobe
28	Red Bubbles & Armos Knights
29	Darknuts
30	Pots with Hearts & Rupees, the wind crest, and a warp to the surface



When you reach the 30th floor, conduct the Wind's Requiem

while standing on the blue wind crest to reveal the chest containing Triforce Chart #6. You can now enter the warp that leads you back to the surface, or you can reflect light onto the large gray statue to open a secret passageway down to the 31st floor and continue fighting through the Savage Labyrinth.

Tip

It's worth going down to the Savage Labyrinth's 50th floor, because the chest on the 50th floor contains Piece of Heart #44!

The Savage Labyrinth,
Floors 31-50

Floor	Contains
31	ReDeads
32	Blue Bubbles
33	Dark ChuChus
34	Poes
35	Mothulas
36	Moblins & ReDeads
37	Mothulas & Dark ChuChus
38	Poes & Moblins
39	Stalfoses & Blue Bubbles
40	Pots with more than 500 Rupees!
41	Tons of Miniblins
42	Tons of Green, Red, & Yellow ChuChus
43	Hammer the stake to trigger Wizzrobes
44	Tons of Bokoblins and Shield Bokoblins
45	ReDeads & Stalfoses
46	Moblins & Darknuts
47	Wizzrobes, Darknuts, & electric barriers
48	Stalfoses & a minefield of Bomb Plants
49	Darknuts & fire-breathing statues
50	A treasure chest containing Piece of Heart #44

Triforce Chart #7:
Stone Watcher
Island (C5)



Sail to Stone Watcher Island and lift the huge stone head to reveal a secret cavern. Fall into the cavern and go through the door in front of you when you land.



The next room has five doors, not counting the one through which you entered. The one directly across the room from you is sealed. Starting with the door to your immediate left and going clockwise, the four remaining doors lead to rooms that contain:



Four Armoses



Two Moblins



Three Wizzrobes



Five Bokoblins



After you clear each room of enemies, a flame appears above the doorway. When all four doorways are lighted with a flame, two Darknuts appear in the large central room. Defeat them to open the sealed door.



On the other side of the sealed door is a wind crest. Stand on it and conduct the Wind's Requiem, and a chest appears. Triforce Chart #7 is inside.

Triforce Chart
#8: Overlook
Island (G1)



Use your Hookshot to zip up to the lowest palm tree on Overlook Island, and then Hookshot from tree to tree until you come to a secret cavern in the ground. Drop into the cavern.



The setup of the Overlook Island cavern is almost identical to the cavern in Stone Watcher Island. Starting with the room to the left of the entrance and continuing clockwise, the rooms contain:



Three Armos Knights



Two Stalfoses



Two Wizzrobes



Five Shield Bokoblins in pots



When you defeat all the enemies in those four rooms, four Darknuts appear in the large central room. Defeat them all to open the sealed door in that room.



In the room beyond the now-unsealed door is the wind crest. Stand on it and conduct the Wind's Requiem to reveal a chest with Triforce Chart #8 inside.

Triforce Shards

Decoding Triforce Charts: Tingle Island (C3)



Now that you have all eight Triforce Charts, make sure you have at least 3,184 Rupees, and return to Tingle Island in quadrant C3. Your favorite wannabe fairy is at the top of the tower, and he's only too happy to decode each of your Triforce Charts, especially since he's making 398 Rupees on each one he decodes!



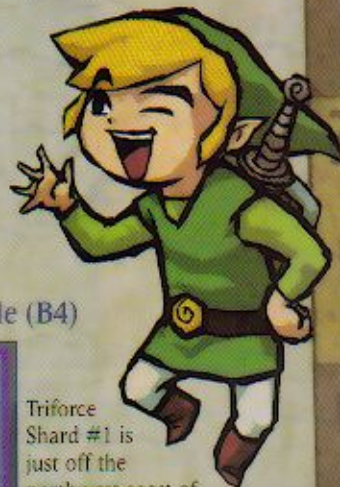
Now that you can read all eight Triforce Charts, match up the shapes of the islands on the charts with the shapes of the islands you've charted. Or, because you have this handy guide, you can just sail to the islands and look for the glowing ring with the huge light beam shooting up from it—that's where the Triforce Shard is hidden!

As you get close to the light ring, look at the Triforce Chart to maneuver the King of Red Lions on top of it and pull up the Triforce Shard with the Grappling Hook.

Note

These glowing rings of light don't appear until you have decoded the Triforce Charts that lead to them. There's no way to avoid giving Tingle your hard-earned Rupees!

You can haul up the Triforce Shards in any order—you don't have to start with #1 and end with #8.



Triforce Shard #1: Greatfish Isle (B4)



Triforce Shard #1 is just off the northwest coast of Greatfish Isle in quadrant B4.

Triforce Shard #2: Gale Isle (D1)



Triforce Shard #2 is just off the northeast coast of Gale Isle in quadrant D1.

Triforce Shard #3: Stone Watcher Island (C5)



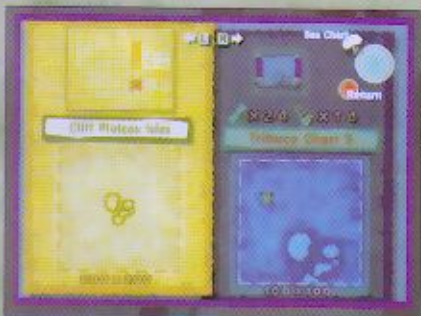
Triforce Shard #3 is just off the northwest coast of Stone Watcher Island in quadrant C5.

Triforce Shard #4: Outset Island (B7)



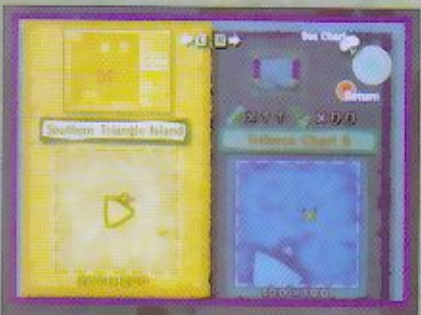
Triforce Shard #4 is just off the northeast coast of Outset Island in quadrant B7.

Triforce Shard #5: Cliff Plateau Isles (G6)



Triforce Shard #5 is a short distance northwest of Cliff Plateau Isles in quadrant G6.

Triforce Shard #6: Southern Triangle Island (D5)



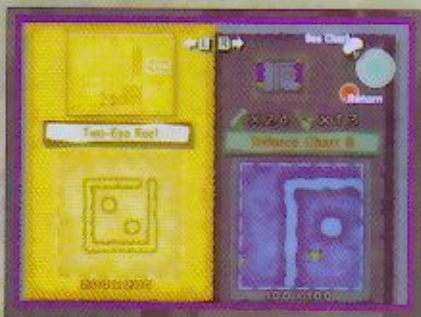
Triforce Shard #6 is a short distance northwest of Southern Triangle Island in quadrant D5.

Triforce Shard #7: Seven-Star Isles (F1)



Triforce Shard #7 is a short distance west of Seven-Star Isles in quadrant F1.

Triforce Shard #8: Two-Eye Reef (D7)



Triforce Shard #8 is inside the northwest corner of Two-Eye Reef in quadrant D7.

The Triforce of Courage



When you find the eighth Triforce Shard, the pieces automatically join together to form the Triforce of Courage. The King of Red Lions tells Link that there is no time to lose—they must return to Hyrule quickly!



Return to the Tower of the Gods (E4). Link pulls out the Triforce of Courage, prompting the gods to reopen the golden portal to Hyrule.



Link is shocked to see the Triforce of Courage appear on the back of his hand, just as the Triforce of Wisdom appeared on Zelda's hand and the Triforce of Power on Ganon's. The King of Red Lions tells Link that the Triforce of Courage is the sign that Link is the true hero, and he will forever be known as the Hero of Winds. Link and the King of Red Lions steer into the golden portal to face their final destiny.





THE FINAL BATTLE: GANON'S TOWER

Return to Hyrule



After assembling the Triforce of Courage, Link and the King of Red Lions enter the golden circle at the Tower of the Gods to return to Hyrule Castle. Upon arrival, hop out of the boat and enter the castle to find it in ruins.



Head to the castle basement, where you found the Master Sword. Zelda stands with her back to Link at the far end of the room. As Link approaches, Zelda turns to face him—and disappears in a flash of light!



Ganon's voice echoes through the room. Now that his power has returned, there is no safe haven for Link or Zelda, not even the long-forgotten Hyrule Castle. Ganon has seized Zelda, and he swears that Link will fall into slumber in the castle. A ring of flames springs up around Link, and two Mighty Darknuts drop from the ceiling.



Defeat the Mighty Darknuts to lower the flames. Run upstairs and go out through the lower castle exit, which leads to the castle bridge. Run forward until you encounter the magic barrier and slash it with the Master Sword to shatter it.



With the barrier down, run along the pathway beyond it. Along the way, you fight Peahats, Red ChuChus, Moblins, and a Mighty Darknut.



The entrance to the cavern that leads to Ganon's Tower is beyond the Mighty Darknut. Fire your Hookshot at the targets on the white arches to reach the tower entrance, watching for the Keeses nesting beneath them.



From the cavern entrance, run straight and open the door at the

cavern's far end. This takes you into the fiery first room of Ganon's Tower.

Ganon's Tower Entrance Hall



The entrance hall bears some similarities to the caverns in Stone Watcher Island and Overlook Island, where you found Triforce Charts #7 and #8. It has a center pathway that runs from the room's entrance to a sealed door at the opposite end, as well as four suspension bridges leading from the room's center to four unsealed doors. A Bokoblin guards each bridge.

Each door leads to a room reminiscent of one of the four dungeons in which Ganon's minions took roost. Starting with the door to the left of the hall's entrance and going clockwise around the room, the four doors lead to:



Dragon Roost Cavern Room



Forbidden Woods Room



Wind Temple Room



Earth Temple Room

At the other end of each room is a door that leads to a boss fight with the original dungeon's boss. You must defeat all four bosses to unseal the door opposite the hall's entrance. You may attempt them in any order.

Note

Although the Temple of the Gods was a dungeon you had to clear, it is not included in Ganon's Tower because it was a hero's proving ground designed by Hyrule's gods, not the lair of one of Ganon's minions.

Dragon Roost Cavern Room



To reach the lava lake's other side, use the water jars near the entrance to create temporary platforms in the lava. You can also use your Ice Arrows for this purpose.



Shoot Ice Arrows at the lava in front of you to create a path across the lava. Taking this "low road" avoids the Red Bubbles hovering overhead.



The second-to-last platform in the lava is under a lava plume. Ride up the lava plume with your Deku Leaf at the ready. Run off the edge of the platform and glide with your Deku Leaf to the room's other side.

Tip

You can also use a Grappling Hook from any of the horizontal poles above the lava to propel yourself into the air, then use the Deku Leaf to glide from there, but this method exposes you to the Red Bubbles overhead.



After you reach the room's end, either stay and fight the Red Bubbles or enter the door to the boss chamber in front of you.

Boss Fight: Gohma

Note

If you need a refresher on how to beat Gohma, refer to the Dragon Roost Island section of this walkthrough.



Caution



When you enter the fight with Gohma, the quest items you did not have when you originally fought Gohma (Deku Leaf, Hookshot, Hero's Bow, etc.) are removed temporarily from your inventory, and your and slots are unequipped. Re-equip your Grappling Hook before the fight begins!

The boss fight with Gohma is almost the same as the original boss fight, with two minor exceptions: Everything in the room except Link is in black-and-white, and it takes

fewer hits to defeat Gohma because you have the Master Sword. When you beat the boss, you return to the middle of the entrance hall.

Forbidden Woods Room



Use your Deku Leaf to activate the pinwheel at the entrance's left and summon the cable platform to you. Ride the cable platform as far as it goes.



When the cable platform stops, leap off and glide with your Deku Leaf onto the snake-like platform in front of it. From the end of the snaking platform, blow a wind gust at the next pinwheel to summon the second cable platform.



Glide onto the second cable platform and ride it to the end of its track. From there, glide onto the next snaking platform to the right and hop from it to the snaking platform to the left.



When the left snaking platform gets as high as it goes, leap off and glide to the door to the boss's lair. Avoid or defeat the nearby Peahats, and enter the boss's lair.

Boss Fight: Kalle Demos



Once again, this fight is like your last against Kalle Demos, except it's in black-and-white. If you've forgotten how to beat Kalle Demos, refer to the Forest Haven and the Forbidden Forest part of this walkthrough.

Again, any quest items Link did not have at the time of the original boss fight are removed from your inventory, but the Master Sword's power makes this fight shorter than it originally was. When you defeat Kalle Demos, you return to the entrance hall's center.

Wind Temple Room



Defeat the Wizzrobe near the room's entrance and use the springboard and your Deku Leaf to glide across the room's first pit. You land safely on the other side of the line of spikes in the room's center.



Use the next springboard to leap up and glide between the vertical wind gusts. Defeat the two Shield Bokoblins at the far end.



Use your Hookshot to get to the ledge in front of the boss door, and go through the door to start the fight with Molgera.



Boss Fight: Molgera



Except for the monochromatic color scheme, this is the same fight as your last battle with Molgera. You had the Master Sword during that fight, so it takes the same number of hits to defeat Molgera as it did last time.

If you need to remember how to fight Molgera, refer to "The Wind Temple" earlier in this walk-through. Defeating Molgera returns you to the entrance hall.

Earth Temple Room



From this room's entrance, run forward and press **A** repeatedly to roll past the crypts that crash open as you pass them. This keeps you from getting crushed by the crypt covers and also avoids the need to deal with the Red Bubbles and ReDeads inside them.



Climb the stairs at the end of the crypts. A second crypt row is at the top of the stairs. At the row's end is a constant pressure switch that creates a set of stairs. Opposite the switch is a beam of light; reflect this light into the second crypt row to solidify the Poes that float here.



Take out the Poes from a distance with your bow, or roll down the line of crypts to avoid them and the falling crypt covers.



Inside some of the crypts are Dark ChuChus. Lure one near the constant pressure switch, turn it to stone by reflecting the light beam with your Mirror Shield, and place it on the constant pressure switch.



Run and roll down the second crypt line to reach the stairs before the Dark ChuChu recovers and releases the constant pressure switch.



Beyond that set of stairs is a third crypt row. The setup is the same as in the last crypt row, except the beam of light is at one end of the crypts (near the raised stairs), and the constant pressure switch is at the other end. Lure a Dark ChuChu from the third crypt row to the constant pressure switch, make haste to the beam of light, and reflect the light to the other end of the crypts to turn the ChuChu to stone.



Get to that ChuChu near the constant pressure switch, place it on the switch, and rush to the stairs before they rise. When you get there, a Stalfos rises from the ground! Ignore it and get up those stairs. Even if you just catch the last couple of stairs as they rise, you're propelled up to the next landing as they rise. After you're up there, go through the door to the boss's lair.

Boss Fight: Jalhalla





This is the same as the original Jalhalla fight, only in black-and-white. Refer to "The Earth Temple" in this walkthrough if you need pointers on how to defeat Jalhalla. After you beat this boss, you return to the entrance hall.



After you defeat all four black-and-white bosses, the sealed door in the entrance hall shatters. Proceed through it into the next part of Ganon's Tower.

Staircase



Beyond the now-shattered sealed door is a long staircase filled with Miniblins. Smack them around as you climb the stairs to reach the door at the top of the stairs. Go through it and into the next room.

Bringing in the King



In the large round room beyond the long staircase, go through the door to the entrance's right. When you enter, the camera zooms in on each of the four torches along the walls in this order: far right, near left, near right, far left. The King speaks through Link's Gossip Stone and tells him to remember every detail about the room.



In the room's corner is a stone tablet that reads, "The sword-hilts of my servants who lurk deep in the darkness shall be the guideposts that point to me." Remember that, and leave the room.



After you return to the big round room, run straight across it and into the room on the opposite side. This room has four crystal switches, and the camera zooms in on them in the same order in which it zoomed in on the torches.



Pull out your Boomerang and target each of the switches in that same order: far right, near left, near right, far left. Throw the Boomerang, and it hits the switches in that order.



This opens a passageway for the King of Red Lions to enter the room, and also opens a purple warp in the room's center. The King surmises that the warp was the portal through which Ganon entered the surface world. If you need to return to the surface for any reason, hop in the King of Red Lions and steer into the warp to reappear at the Forsaken Fortress.

Tip

If you're low on healing items or Arrows, leave now and stock up. In fact, if there's anything you want to do before completing the game, do it now. You are approaching the final battle, which is a point of no return.



Return to the room with the torches and stone tablet and drop into the pit in its center to reach the next part of Ganon's Tower.

Boss Fight: Phantom Ganons



You land in an arena in which you must fight a series of Phantom Ganons, similar to the Phantom Ganon you fought at the Forsaken Fortress. Each Phantom Ganon uses the same energy ball attack that it used during the Forsaken Fortress battle, but its repertoire also includes a couple of new tricks.



Splitting into five Phantom Ganons, which close in and strike. Four are illusions, but one is real.



Firing a cluster of red magic bolts; you cannot deflect these with your sword as you can the energy ball.

There are two ways to stun Phantom Ganons so you can defeat them with your sword.



Hit the one Phantom Ganon that is not an illusion in the second after the four illusions disappear.



Knock the white energy ball at the Phantom Ganon with your sword. Keep knocking it back and forth until the Phantom Ganon misses it and it stuns him.



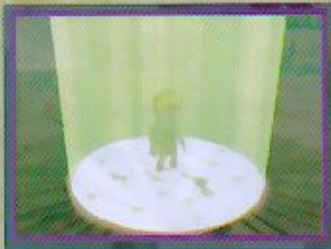
After you stun a Phantom Ganon, it takes few hits from the Master Sword to defeat it. It always leaves behind its sword, which falls to the ground. To progress to the next room, go through the door to which the sword hilt points.

Caution

If you don't follow the sword hilt and go instead through the wrong door, you're fighting these guys forever!



You have to fight seven Phantom Ganon battles—and that's assuming that you make the right choice of doors after every fight! After you defeat the seventh, a chest appears. Inside is the Light Arrow power-up for your Hero's Bow. You can now switch between normal, Fire, Ice, and Light Arrows by drawing the bow and pressing **[Z]** to cycle through the arrowheads.



Go through the door the sword hilt points toward, and you return to the large round room between the rooms containing the four torches and the four switches. Here you must fight—another Phantom Ganon!



You have an advantage this time—the Light Arrows. **[Z]**-target the Phantom Ganon and shoot it with a Light Arrow to defeat it.



Pick up the Phantom Ganon's sword and throw it at the one door in this room through which you haven't gone. It's the door with the horn-like sigil on it, and the fallen enemy's sword hilt points at it, as always. The Phantom Ganon's sword shatters the door, and you can now go through it.

Zelda's Dreams



Run up the long stairway beyond the shattered door. Along the way, you fight three Moblins, a Darknut, and two Mighty Darknuts. Defeating all enemies unbars a door at the stairway's top.



Link finds Zelda sleeping in a canopy bed in the next room. Ganon's hulking silhouette is visible through the bed's curtains. Link prepares to attack, but Ganon tells him not to be so hasty.



Ganon extends a hand over Zelda's forehead and claims to know her dreams: "Oceans as far as the eye can see... They are vast seas. None can swim across them. They yield no fish to catch."



Ganon recalls the words of the King of Hyrule, that the gods sealed Hyrule away, leaving behind people who would awaken it—pathetic creatures scattered across the Great Sea. What can they hope to accomplish? And don't they realize their gods destroyed them?



Ganon has been waiting for Link, the Hero of Winds, and warns Link not to disappoint him. Then, before Link's eyes, the figure of Ganon transforms into a huge marionette shaped like an enormous Moblin!

Boss Fight: Puppet Ganon

You must now fight Puppet Ganon and defeat it in its three forms. The key to defeating each form is to shoot the glowing blue crystal in its tail with Light Arrows. For detailed tips on each form, read on!

First Form: Humanoid



Puppet Ganon's first form is a humanoid pig (similar to the classic Ganons of past *Legend of Zelda* games). Its main attack is a slow double-punch with tremendous reach.



While Puppet Ganon's blue strings are intact, the glowing blue crystal on its tail whips around too quickly to shoot with a Light Arrow. Use your Boomerang to target and cut Puppet Ganon's blue strings.

Tip

Severing the blue string that holds the tail requires more than one hit from the Boomerang. The red string connected to Puppet Ganon's back cannot be severed.



As long as the blue strings leading to Puppet Ganon's fists are intact, it can punch at you.

When the only strings left are the one leading to its tail and the red one on its back, Puppet Ganon swings around, trying to hit you with its tail. Keeses also swoop down from the ceiling to distract and attack you.



Quickly aim a Light Arrow at Puppet Ganon's tail and hit it to wound the boss.



When you hit Puppet Ganon's tail (or if you are too slow and miss it), Puppet Ganon retracts into the ceiling, reties its strings, and drops back down to continue the fight.



After you hit Puppet Ganon's tail with three Light Arrows, it transforms into its second form, a tarantula.

Second Form: Tarantula



In its (six-legged) tarantula form, Puppet Ganon retracts into the ceiling and then spins around as it

lowers from its one red thread. It tries to land on top of you, but you can see it coming if you angle the camera with \odot . This allows you to look down at the reflective pool of water on the floor.



Puppet Ganon remains on the ground for a couple of seconds before it zips back into the shadows of the rafters and prepares its next descent. As it retracts, several Keeses fly down to distract you.



Once again, hit the glowing blue crystal on Puppet Ganon's backside with a Light Arrow to hurt the boss. Watch Puppet Ganon's descent, try to anticipate where its rear end is going to be, and get into position to hit it when it lands. Three hits with Light Arrows force Puppet Ganon to transform into its final form, a snake.

Final Form: Snake



In its final form, Puppet Ganon is a huge, fast-moving snake that turns unpredictably and attacks by running over you.



It's hard to gauge where Puppet Ganon is going, but you can stun it briefly by hitting its head with a Light Arrow or your Master Sword. This can give you the half-second you need to hurt it.



Once again, you must hit Puppet Ganon's glowing blue tail three times with Light Arrows to defeat it (for good this time). Either try to stun its head and shoot its tail, or keep your distance and pepper it with Light Arrows, hoping for the best. Puppet Ganon is hard to hit in this form; avoid it by continually moving away.

To the Point of No Return

Tip

If there is *anything* else you want to do before completing the game, do it now! Once you complete the next section of the walkthrough, you're on a one-way road to the end of the game!



Puppet Ganon's red string drops from the ceiling when it's defeated. In the ceiling is Ganon, holding the unconscious Zelda. He compliments Link on his performance,

saying he is surely the Hero of Time reborn. Then he vanishes into the shadows above.



Climb Puppet Ganon's string to reach a plateau high above the floor. Hop onto the center of the platform, and from there, carefully hop to the rafters at the next platform's edge.



You can target a pole above the platform's edge with the Grappling Hook. Climb up the Grappling Hook's rope to reach the beams.



In the center of these beams are several pots containing Magic Vials and Hearts. Use these to refill your Heart and Magic Meters.



Use your Grappling Hook to climb farther into the rafters. On a rafter at the room's edge is a lone pot containing a Fairy.

The Final Battle

Prologue



In the center of the room is a platform holding a Warp Jar. Bomb the Warp Jar to unseal it. Then you can use it to warp between this upper Warp Jar and the Warp Jar on this room's ground floor. Scattered around the upper Warp Jar are a couple of mostly harmless Morths and a few pots containing a large Magic Vial, Bombs, and a Fairy.

Tip

You can use the Warp Jar to return to the ground floor, then use the Warp Jar down there to warp back into the rafters. This resets all three of the pots, so you can collect as many Magic Vials, Bombs, and Fairies as you want.



With the Warp Jar unsealed and the items collected, go to the red platform with the blue doorway beyond it. Use your Hookshot on the target on the platform's roof to get up to the doorway.

Caution

When you enter this blue doorway, the boss fight with Ganon begins. Save your game before entering, and don't go in unless you're ready to finish the game. This is the point of no return!



Link enters Ganon's lair ready to do battle, but the archfiend does not attack. Instead, he tells Link of his homeland, a country within a vast desert. During the day, the wind burned the land, and at night, the freezing gale stole the breath from the people. In Ganon's homeland, the wind was death.



Hyrule's wind, however, brought no suffering and no death. Ganon coveted that wind. He considers it fate that he would once again gather the three crests of the Triforges, and that one of them would belong to the Hero of Winds. When the Triforges of Power, Wisdom, and Courage are united, the gods have no choice but to heed the wishes of the one who unites them.



Ganon already bears the Triforce of Power. With Zelda unconscious at his feet, he has the Triforce of Wisdom. Only Link's Triforce of Courage remains.



Ganon turns to face Link. He bounds across the room and knocks Link unconscious. The Master Sword flies from Link's hand and lands next to Zelda.



Ganon promises Link that he will not kill him—he only needs his body to summon forth the three Triforges, which rise from their hands and unite above Ganon.



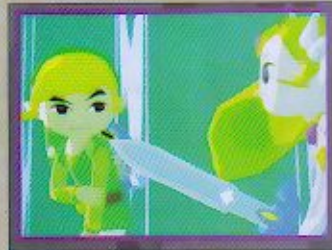
With the united Triforce hovering above him, Ganon calls upon the gods to let the sun's rays burn the land once again and to give Hyrule to him.



But Ganon never gets the chance to touch the Triforce and make his wish a reality. The King of Hyrule beats him to it. With his hand on the Triforce, the King makes his wish known to the gods. He asks for hope and a future for Zelda and Link. He asks that the ancient land of Hyrule be washed away, and that the King and Ganon's destinies finally be fulfilled, leagues under the Great Sea.



The Great Sea begins to pour in around Ganon's Tower. Ganon can't help but laugh—all of his plans are undone, and there is no hope for survival, much less victory.



The water revives Link and Zelda. Zelda apologizes, saying she overslept. She hands Link the Master Sword, but keeps his Hero's Bow and Light Arrows for herself. It's time for them to go home, and only one thing stands in their way: Ganon.



Ganon decides to show Link and Zelda the future they have coming. He spins around to face them and draws two blades. The fight to escape Hyrule is on!

Final Boss: Ganon

First Phase



During the first phase of the boss fight with Ganon, avoid his sword strikes and use a carefully timed **Ⓢ** parry attack to stun him. When he is stunned, attack him from behind with the Master Sword.

Caution



Ganon blocks every attack except the parry attack, then counterattacks, so wait for your sword to flash before attacking. When Ganon is stunned, attack him from behind with **(B)**.



Zelda also runs around the battlefield, firing Light Arrows at Ganon. If she hits him, Ganon is stunned, and you can attack him as if you stunned him with a parry attack.

Second Phase



The second phase of the final battle begins when Zelda hits Ganon with a second Light Arrow. Ganon turns toward her and backhands her, knocking her out.



During this phase, Ganon's attacks are more vicious, and you can only stun him with a parry

attack. Fight him as you did in the first phase, by stunning him, then hitting him from behind with **(B)** attacks.

Third Phase



The third and final phase of the final battle with Ganon begins after you hit him several times during the second phase. Zelda wakes up and tells Link to distract Ganon. She aims her Light Arrows at Link's shield.



Position yourself so that Zelda and Ganon are in front of you. **(L)**-target Ganon and raise your Mirror Shield with **(R)**. Zelda fires at your shield, and the Light Arrow is reflected at Ganon, stunning him. Run up to Ganon and press **(A)** to deliver the final blow.



Aftermath



With the Master Sword embedded in his head, Ganon turns to stone, his fate sealed. The King approaches Link and Zelda and apologizes for endangering them by refusing to give up the past.



For his entire life, the King has been bound to Hyrule. In that sense, he was not different from Ganon. But he wants Link and Zelda to live for the future, not the past. "This is the only world that your ancestors were able to leave you with," he says. "Please, forgive us."



Zelda tries to persuade the King to come with them and sail in their boat to find the next Hyrule. The King smiles and says that the new land will not be Hyrule; it will be their land.



The water of the Great Sea crashes down upon them. Zelda and Link, protected by magical air bubbles, float to the surface. Link reaches out for the King, but he refuses to take the boy's hand, fading from sight as the water washes Hyrule from the face of the earth.



Link and Tetra awaken on the surface of the Great Sea with Prince Komali hovering above them and Tetra's ship sailing up behind them. From high in the watchtower, Aryll waves down at her big brother, and the game credits roll.

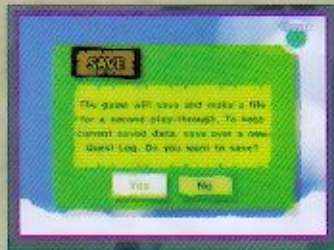


After the credits, the King of Red Lions and Tetra's pirate ship depart from Outset Island's docks, searching for a new land to explore and new legends to create.



Congratulations!

The Second Time Around



After you complete *The Legend of Zelda: The Wind Waker*, you can save the game and create a file for a second play-through. You do not have to save over your current file. You can save over any of the three save files on your Memory Card. So what's new in the second play-through?



You can rename Link to give him a different identity the second time around.



Link's sister, Aryll, begins the game wearing the pink dress with the skull pattern that she wore at the end of your first play-through.



You begin the game with the Deluxe Picto Box, which gives you an advantage in getting all the photos for the Nintendo Gallery figurines.

Note

For more information on the Nintendo Gallery, see "Forest Haven (F6)" in the "Islands of the Great Sea" section, as well as the "Friends and Fiends" and "The Legendary Checklist" sections.

The Hero's New Clothes



Grandma makes Link a set of Hero's New Clothes, which she says only honest people can see. Link wears these magical garments over his pajamas.



ISLANDS OF THE GREAT SEA

The Great Sea is divided into 49 square quadrants. Each features one island, and you can explore them all. Some have more going on than others, but there's always something to do at each island. This section covers everything you can see and do on each of the 49 islands of the Great Sea.

OVERWORLD MAP LEGEND

- | | | | |
|---|---|--|--|
|  1 Silver Rupee |  18 Green Rupee |  35 Silver Rupee |  1 Piece of Heart #15 |
|  2 Piece of Heart #34 |  19 Island Hearts Chart |  36 Silver Rupee |  2 Piece of Heart #17 |
|  3 Silver Rupee |  20 Piece of Heart #41 |  37 Silver Rupee |  3 Silver Rupee |
|  4 Piece of Heart #25 |  21 Light Ring Chart |  38 Piece of Heart #35 |  4 Silver Rupee |
|  5 Piece of Heart #40 |  22 Silver Rupee |  39 Silver Rupee |  5 Silver Rupee |
|  6 Silver Rupee |  23 Piece of Heart #11 |  40 Silver Rupee |  6 Magic Meter Upgrade |
|  7 Silver Rupee |  24 Silver Rupee |  41 Great Fairy Chart |  1 Magic Meter Upgrade, Boomerang required |
|  8 Silver Rupee |  25 Silver Rupee |  42 Rupee Purse Upgrade, Bombs required |  2 Bomb Bag Upgrade, Bombs required |
|  9 Silver Rupee |  26 Octo Chart |  3 Bomb Bag Upgrade, Bombs required |  4 Bomb Bag Upgrade, Bombs required |
|  10 Silver Rupee |  27 Silver Rupee |  5 Rupee Purse Upgrade, Bombs required |  6 Fire/Ice Arrows Upgrade, Hero's Bow required |
|  11 Piece of Heart #4 |  28 Silver Rupee |  7 Arrow Upgrade, Skull Hammer required |  8 Arrow Upgrade, Skull Hammer required |
|  12 Silver Rupee |  29 Silver Rupee |  1 Treasure Chart #22 |  2 Treasure Chart #9 |
|  13 Secret Cave Chart |  30 Piece of Heart #33 |  3 Platform Chart |  4 Piece of Heart #9 |
|  14 Silver Rupee |  31 Piece of Heart #36 |  5 Bottle |  6 Treasure Chart #14 |
|  15 Piece of Heart #20 |  32 Sea Hearts Chart |  7 Piece of Heart #14 | |
|  16 Silver Rupee |  33 Piece of Heart #37 | | |
|  17 Silver Rupee |  34 Silver Rupee | | |



When you dock at an island, refer to this section to get information on your new location and determine quickly what's worth checking out. You may be able to pick up a valuable item or Piece of Heart by completing a sidequest or minigame, for example. Every island holds something of worth, so read up on them as you go.



This section is organized according to quadrants in which the islands appear on the Sea Chart. Look up the quadrant of your current island to find what there is to see and do. As you acquire items and complete objectives at each island, check them off in the "Legendary Checklist" section.

Forsaken Fortress (A1)



The Forsaken Fortress is built atop a large island and is home to many evil creatures. You venture inside the Forsaken Fortress' massive walls several times in your effort to rescue Aryll. One of the most unusual islands on the Great Sea, the Forsaken Fortress features both indoor and outdoor areas but is also considered a dungeon because it has a Map, Compass and boss fight.

NOTE

For information on how to clear the dungeon aspects of the Forsaken Fortress, refer to the walkthrough.

Piece of Heart #1
Skull Hammer
Silver Rupee

Piece of Heart #1



The first Piece of Heart is in a chest in 1F Room 1 of the Forsaken Fortress. Step on the pressure switch behind some barrels to get at the chest. You may collect Piece of Heart #1 on your first or any visit to the Forsaken Fortress.

Skull Hammer



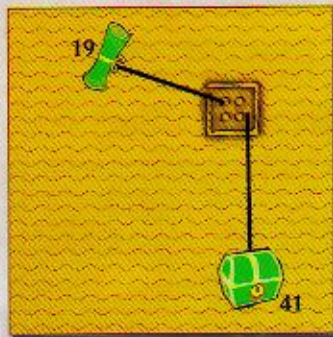
The Skull Hammer is inside a chest that appears after you defeat Phantom Ganon in your second visit to the Forsaken Fortress.

Silver Rupee (via Treasure Chart #25)



Find and open Treasure Chart #25 (Cliff Plateau Isles in quadrant G6) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains a Silver Rupee.

Four-Eye Reef (A2)



The Four-Eye Reef gets its name from the way it looks from above. In the perimeter of the reef's rocky walls are four circular, eye-like pillars. Several cannons are mounted to the walls and pillars.

Treasure Chart #19
Great Fairy Chart

Treasure Chart #19



Bomb all the Cannon Boats and wall-mounted cannons to reveal a chest on the reef's northwestern eye. Go to a narrow opening in the reef's rocky wall and walk up the slope and across the top of the wall to its highest point. If needed, play the Wind's Requiem to direct the wind, then use the Deku Leaf to float over to the chest, which contains Treasure Chart #19.

Great Fairy Chart (via Treasure Chart #41)



Find and open Treasure Chart #41 (the Five-Eye Reef in quadrant B6) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains the Great Fairy Chart.

Western Fairy Island (A3)



A Great Fairy dwells on this small, heart-shaped island. Use the Skull Hammer to enter the secret cavern in the large conch shell.

Blue ChuChu
Sea Platform
Silver Rupee
Arrow Upgrade

Blue ChuChu



Defeat the Blue ChuChu near the southern palm tree for a Blue Chu Jelly.

Sea Platform



Sail to the single Sea Platform and climb its ladder. Defeat the enemies on top of the Sea Platform to reveal a chest with a minor reward.



Silver Rupee (via Treasure Chart #8)



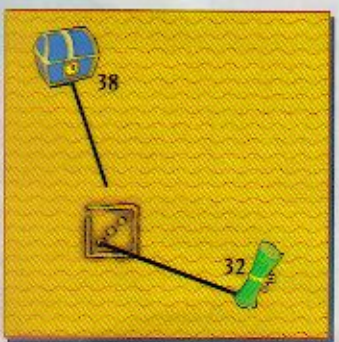
Find and open Treasure Chart #8 (at Beedle's Shop Ship near Rock Spire Isle in quadrant B3) to pull a chest from the depths of the Great Sea near Western Fairy Island. The chest contains a Silver Rupee.

Arrow Upgrade



Use the Skull Hammer to pound down the peg and open the way into the large conch shell. Inside, drop down a hole to enter a secret cavern with a Great Fairy. The Great Fairy upgrades your Arrow-carrying capacity and invites you back if you need to replenish your Life Gauge.

Three-Eye Reef (A4)



The Three-Eye Reef gets its name from the way it looks from above—inside the reef's rocky walls are three circular, eye-like pillars.

Several cannons are mounted on the walls and pillars.

Treasure Chart #32
Piece of Heart #35

Treasure Chart #32



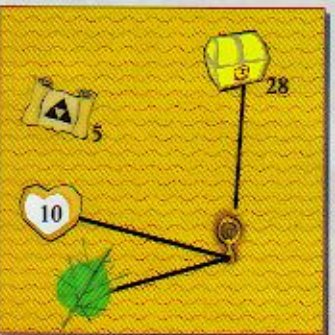
Bomb all the Cannon Boats and wall-mounted cannons to reveal a chest on the reef's southernmost eye. Go to the narrow opening in the wall, walk up the slope and across the top of the wall to its highest point. If needed, play the Wind's Requiem to direct the wind and use the Deku Leaf to float to the chest, which contains Treasure Chart #32.

Piece of Heart #35 (via Treasure Chart #38)



Find and open Treasure Chart #38 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Three-Eye Reef. The chest contains Piece of Heart #35.

Needle Rock Isle (A5)



Needle Rock Isle gets its name from the tall, narrow rock pillar in its center. You can accomplish several tasks here.

NOTE

One of the eight Withered Deku Trees appears on this island after you clear the Forbidden Woods dungeon.

Piece of Heart #10
Silver Rupee
Triforce Chart #5
Orange Rupee

Piece of Heart #10



Use a Hyoui Pear to take control of a seagull, then fly to the very tip of the needle and bump the switch there to activate it. This extinguishes the fire that surrounds the chest on the island, which contains Piece of Heart #10. Defeat the Kargarocs before attempting this.

Silver Rupee (via Treasure Chart #28)



Find and open Treasure Chart #28 (found at Horseshoe Island in quadrant A7) to pull a chest from Great Sea near Needle Rock Isle. The chest contains a Silver Rupee.

Triforce Chart #5



Three Cannon Boats are northwest of Needle Rock Isle, one of which is gold. Bomb all three and then use the Grappling Hook to pull the treasure up from the rings of light they leave behind. The wreckage of the two regular Cannon Boats yields a Purple and an Orange Rupee, and the golden Cannon Boat gives you Triforce Chart #5.

Orange Rupee



Melt the block of ice on the island to reveal a hole. Drop into the hole to enter a secret cavern. Light six torches using Fire Arrows to reveal a chest with an Orange Rupee.



The whereabouts of the six torches:

1. Next to the entrance
2. High on the ship to the left of the entrance
3. High on the ship to the right of the entrance
4. On the other side of the wooden railing in front of the entrance
5. On the deck of the ship in the distance ahead of the entrance
6. High on the crow's nest of that ship



Diamond Steppe Island (A6)



Diamond Steppe Island looks like a diamond from above. The island is also terraced—rising sharply in elevation like a set of stairs in some areas. You need the Hookshot to traverse this island.

NOTE

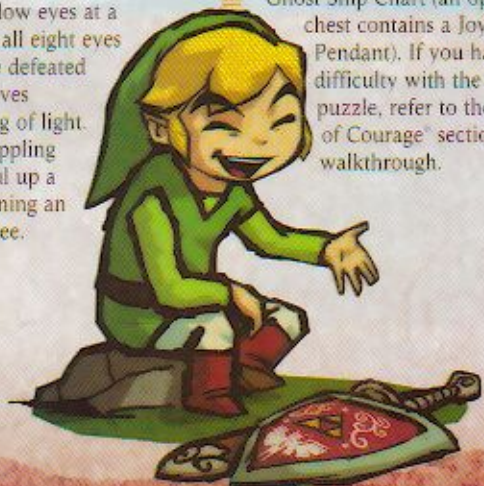
The Ghost Ship appears near this island on nights when the moon is in its left gibbous phase—a small sliver of the right half is missing.

Big Octo
Piece of Heart #11
Blue ChuChu
Ghost Ship Chart

Big Octo



This quadrant has an eight-eyed Big Octo. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at a time. When all eight eyes are shut, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.



Piece of Heart #11 (via Treasure Chart #23)



Find and open Treasure Chart #23 (found at Windfall Island in quadrant D2) to pull a chest from the Great Sea near Diamond Steppe Island. The chest contains Piece of Heart #11.

Blue ChuChu



Defeat the Blue ChuChu on the third level of this island for a Blue Chu Jelly.

Ghost Ship Chart



To find the Ghost Ship Chart, drop into the hole on the top level to enter the secret cavern. You must travel through several Warp Jars to reach a chest that contains the Ghost Ship Chart (an optional chest contains a Joy Pendant). If you have difficulty with the Warp Jar puzzle, refer to the "Triforce of Courage" section of the walkthrough.

Horseshoe Island (A7)



From above, Horseshoe Island looks like what it's named for. Use the Deku Leaf to knock Deku Nuts into holes to progress along the curve of the horseshoe. You need the Deku Leaf to traverse the island.

Sea Platforms
Silver Rupee
Treasure Chart #28
Treasure Chart #8

Sea Platforms



Sail to a pair of Sea Platforms and climb either of their ladders. Step on a pressure switch on one platform to reveal a chest on the other. The two chests hold minor rewards.

Silver Rupee (via Treasure Chart #9)



Find and open Treasure Chart #9 (inside the Submarine near Crescent Moon Island in quadrant E1) to pull a chest from the Great Sea near Horseshoe Island. The chest contains a Silver Rupee.

Treasure Chart #28



Use the Deku Leaf to knock Deku Nuts into three holes here. This gets rid of walls of thorns that block your progress. At the end of the horseshoe, use the Deku Leaf to float to a chest on the island's central rock platform and collect Treasure Chart #28.

Treasure Chart #8



Drop into a hole at the end of the horseshoe to enter a secret cavern below. Defeat a Mothula and two wingless Mothulas to reveal a chest containing Treasure Chart #8.

Star Island (B1)



Star Island is quite small and, like other islands, gets its name from the way it looks from above. It offers only a few activities for you.

NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

Sea Platform
Blue ChuChu
Silver Rupee
Piece of Heart #21

Sea Platform



Sail to the single Sea Platform and climb its ladder. A chest atop of the Sea Platform contains a minor reward.

Blue ChuChu



Defeat the Blue ChuChu underneath the large boulder in the southwest for a Blue Chu Jelly. Bomb the large boulder to fight the Blue ChuChu.

Silver Rupee (via Treasure Chart #7)



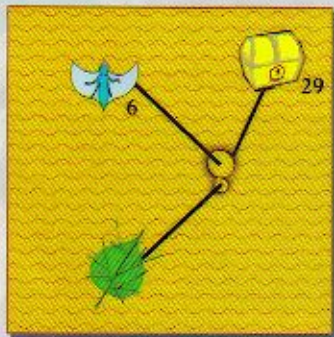
Finding and opening Treasure Chart #7 (found at Windfall Island in quadrant D2) allows you to pull a chest containing a Silver Rupee up from the Great Sea near Star Island.

Piece of Heart #21



Bomb the large boulder on the west side to reveal a hole leading to a secret cavern. Defeat all the enemies here to reveal a chest containing Piece of Heart #21.

Mother & Child Isles (B2)



The Mother & Child Isles is a pair of islands next to each other—the larger Mother Isle to the north and the smaller Child Isle to the south. A giant wall of sheer rock surrounds the Mother Isle, so you need the Ballad of Gales warping song to enter.

NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

Blue ChuChu
Silver Rupee
Wandering Merchant
Fire/Ice Arrows Upgrade

Blue ChuChu



Defeat the Blue ChuChu on Child Isle for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #29)



Find and open Treasure Chart #29 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Mother & Child Isles. The chest contains a Silver Rupee.

Wandering Merchant



After you begin the Trading Quest sidequest at Windfall Island (D2), three Wandering Merchants appear on three islands of the Great Sea, one of them here on Child Isle.

Fire/Ice Arrows Upgrade



When you learn the Ballad of Gales warping song from Cyclos, you can enter Mother Isle by

warping directly inside. The first time, the Fairy Queen greets you and upgrades your Hero's Bow to shoot Fire and Ice Arrows.

Rock Spire Isle (B3)



Rock Spire Isle is a small, narrow strip of land peeking from the Great Sea. It features spires of solid rock and several boulders you can bomb. It has several goodies to collect.

Sea Platforms
Beedle's Shop Ship
Piece of Heart #23
Blue ChuChu
Treasure Chart 37
Piece of Heart #34

Sea Platforms



Sail up to the trio of Sea Platforms in this quadrant and destroy the cannons on the farthest west and east Sea Platforms to reveal chests on each. Climb the middle platform's ladder to see a chest. Open it, and use the Deku Leaf to reach the other two Sea Platforms (the nearby updraft helps you reach the west platform). One chest has an Orange Rupee, and the others minor rewards.

Beedle's Shop Ship



After receiving Beedle's Chart in the mail, you can see that his Shop Ship appears here. It's the only quadrant in which he wears a bronze helmet, meaning that he sells especially rare items here. These are an Empty Bottle for 500 Rupees, Piece of Heart #22 for 950 Rupees, and Treasure Chart #4 for 900 Rupees. After you buy these items, Beedle sells 30 Bombs for 30 Rupees, 30 Arrows for 30 Rupees, and a Red Potion for 30 Rupees.

Piece of Heart #23



Bomb two Cannon Boats to the southwest of Rock Spire Isle, then use the Grappling Hook to pull the treasure from the rings of light. The wreckage of one Cannon Boat yields an Orange Rupee, the other yields Piece of Heart #23.

Blue ChuChu



Climb the slope on one side of Rock Spire Isle and use Bombs to clear boulders as you make your way across the spires. Defeat the Blue ChuChu on the last rock spire for a Blue Chu Jelly.

Treasure Chart #37



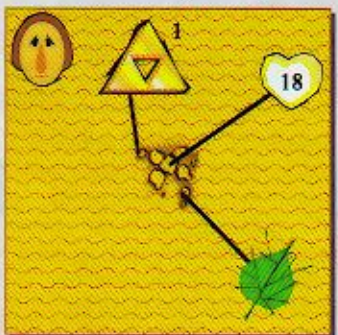
Bomb your way across the tops of the rock spires to a hole that leads to a secret cavern. Drop into the secret cavern below and pick up a Deku Stick. Light the Deku Stick on one of the nearby torches, then use it to light the other two torches. A horde of Keeses attacks you. Wipe them out to reveal a chest containing Treasure Chart #37.

Piece of Heart #34 (via Treasure Chart #2)



Find and open Treasure Chart #2 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near Rock Spire Isle. The chest contains Piece of Heart #34.

Greatfish Isle (B4)



The ancient water spirit Jabun lived for many ages at Greatfish Isle. Something wicked occurred, and now Jabun is nowhere to be found. Still, the place has items of interest.

TIP

The Ghost Ship appears near this island on nights of a right gibbous moon—only a sliver of the left half of the moon is missing.

NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

Beedle's Shop Ship
Rings of Light
Piece of Heart #18
Wandering Merchant
Triforce Shard #1

Beedle's Shop Ship



Enter Beedle's Shop Ship to purchase items. Here he sells 30 Arrows for 30 Rupees, 30 Bombs for 30 Rupees, and a Red Potion for 30 Rupees.

Rings of Light



Four rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a Red Rupee in a chest from each one.

Piece of Heart #18



This Piece of Heart is in a chest in a shallow cave (not a secret cavern).

on the side of an isle. To reach the chest, climb to the top of a corkscrew-like path of the south-east isle, to a Withered Deku Tree. Play the Wind's Requiem to direct the wind west, then use the Deku Leaf to glide over to the top of the isle in the distance.



From here, head north (jumping the slight gap if necessary) and walk to the steep wall. Look around the corner of one side to see, on the next isle over, a shallow cave with a chest. Change the wind to blow north and use the Deku Leaf to reach the chest, which has Piece of Heart #18.

Wandering Merchant



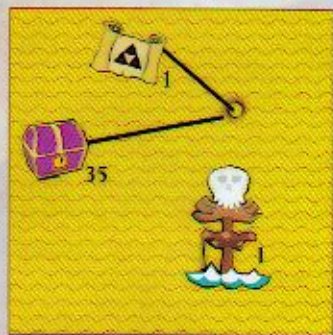
After you begin the Trading Quest sidequest at Windfall Island (D2), three Wandering Merchants appear on three islands of the Great Sea. One is here at Greatfish Isle, on a small raft on the west side of the island.

Triforce Shard #1



After finding, opening and deciphering Triforce Chart #1 (at the Islet of Steel in quadrant B5), pull a chest from the Great Sea near Greatfish Isle. The chest contains Triforce Shard #1.

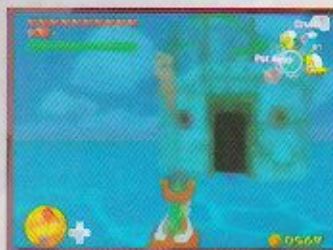
Islet of Steel (B5)



This small, circular islet is made up of large segments of steel and features a grassy upper area that you cannot reach. A wide opening leads inside the Islet of Steel, but two wall-mounted cannons and several Cannon Boats guard it.

Triforce Chart #1
Sea Platform
Silver Rupee

Triforce Chart #1



Bomb the two wall-mounted cannons and the Cannon Boats guarding the entrance to the Islet of Steel. Use the Grappling Hook to pull chests of Rupees from the destroyed Cannon Boats, then sail to the Islet of Steel.



Hop out of your boat and swim up to the steps in the chamber in the islet. Play the Wind's Requiem at the Wind Crest to reveal a chest containing Triforce Chart #1.

Sea Platform



Sail to the Sea Platform in this quadrant, and climb its ladder. Defeat the enemies on top of the platform (which include two Wizzrobes) to reveal a chest, which contains a minor reward.

Silver Rupee (via Treasure Chart #35)



Find and open Treasure Chart #35 (inside the Wind Temple dungeon in quadrant D1) to pull a chest from the Great Sea near the Islet of Steel. The chest contains a Silver Rupee.

Five-Eye Reef (B6)



The Five-Eye Reef gets its name from the way it looks from above. Inside the perimeter of the reef's rocky walls are five circular, eye-like pillars. Several cannons are mounted on the walls and pillars.

Sea Platform
Silver Rupee
Treasure Chart #41

Sea Platform



Sail up to the single Sea Platform in this quadrant and climb its ladder. Defeat the enemies on top of the platform to reveal a chest, which contains a minor reward.

Silver Rupee (via Treasure Chart #12)



Find and open Treasure Chart #12 (found inside the Earth Temple dungeon in quadrant C7) to pull a chest from the Great Sea near the Five-Eye Reef. The chest contains a Silver Rupee.

Treasure Chart #41



Bomb all the Cannon Boats and wall-mounted cannons that guard the reef to reveal a chest on the reef's central eye. Go to the narrow opening in the wall, walk up the slope and across the top of the reef's wall until you reach its highest point. If needed, play the Wind's Requiem to set wind's direction. Then use the Deku Leaf to float to the chest, which contains Treasure Chart #41.

Outset Island (B7)



This is Link's native island, where the game starts. Link's childhood friends and his family, including his loving Grandma, live here. It is large and features many items of interest.

Orange Rupee
Beedle's Shop Ship
Pig Collecting
Telescope
Hero's Sword
Hero's Shield
Grandma's House (Elixir Soup)
Rupee Purse Upgrade
Piece of Heart #42
Hurricane Spin attack
Combat Training minigame
Triforce Chart #6
Piece of Heart #44
Triforce Shard #4

Orange Rupee



Crawl beneath Grandma's porch and into the basement. A chest here contains an Orange Rupee.

Beedle's Shop Ship



Enter Beedle's Shop Ship to purchase items. Here he sells a Hvoiv Pear for 10 Rupees, All-Purpose



Bait for 10 Rupees, and 30 Bombs for 30 Rupees. Beedle also sells the Bait Bag here for 20 Rupees if you haven't purchased it yet.

Pig Collecting



This optional sidequest is available only during the earliest stages of the game. Collect the three pigs on the island and take them to Rose, standing near her pigpen. Throw each pig into Rose's pigpen and then talk to her. She loves pigs so much that she gives you a Red Rupee for each one you take to her.

Telescope



Aryll gives you the Telescope when you talk to her after changing into

the Hero's Clothes. It is the first of many items that you acquire as you play through the game.

Hero's Sword



After using the Telescope to see the Helmaroc King drop Tetra into the Forest of Fairies, go to Orca's house. He gives you the Hero's Sword and teaches you the basics of sword fighting.

Hero's Shield



After you save her, Tetra demands that you get a shield as protection before she takes you to the Forsaken Fortress. Return to Grandma's house and talk to her to get the Hero's Shield.

Grandma's House (Elixir Soup)



When you return to Outset Island after acquiring Bombs, visit Grandma, who's sick with worry over her two grandchildren. Use a Fairy from an Empty Bottle to heal Grandma. Once healed, she can give you Elixir Soup to fully restore your Life Gauge and Magic Meter when used. It also lets you deal double damage until you are hit. Return any time to fill your bottle with Elixir Soup. You can use it twice before you need a refill.



Finding Knuckle

Game Boy Advance



Nintendo GameCube



When you have the Tingle Tuner and have completed Tingle Tuner training on Windfall Island (D2), sail to Outset Island. Call Tingle, unless the Tingle Tuner is already activated. Tingle's runaway brother, Knuckle, is hiding on Outset Island and won't come back to Tingle Island unless Link passes a few tests:

CAUTION

Don't enter any buildings or leave Outset Island during Knuckle's test, or you have to start over.

Outdoor Bath

Game Boy Advance



Nintendo GameCube



Knuckle's first request is for Link to step into the outdoor bath near Grandma's house. Do so to get the next instruction.



Finding Knuckle (continued)

The Ladder That No One Uses

Game Boy Advance



Nintendo GameCube



Knuckle tells Link to "go down the ladder that no one uses." He means the ladder leading into the sea from the dock of the lookout tower.

The Biggest Rock at the Top of the Hill

Game Boy Advance



Nintendo GameCube



To fulfill Knuckle's next request, run up the hill that leads to the bridge to the Forest of Fairies. Don't cross the bridge. Keep going up and stand on the largest of the three rocks on top of the hill.

Jump under the Suspension Bridge

Game Boy Advance



Nintendo GameCube



The final test is a test of courage. Tingle wants Link to jump under the suspension bridge that leads to the Forest of Fairies! Go down the hill until you reach the bridge, and then walk off the ledge. When you land, you find Knuckle and get the Hand-Me-Down Tuner, a Game Boy shaped item on the Tingle Tuner that lets Link buy Arrows and All-Purpose Bait anywhere, any time.

TIP

Knuckle now appears on Tingle Island (C3), and you can take his pictograph for the Nintendo Gallery. You don't have to take Knuckle's pictograph to complete the Nintendo Gallery and get the Link and King of Red Lions figurine, but if you complete the Nintendo Gallery before taking Knuckle's pictograph, you never get his figurine.

Rupee Purse Upgrade



A Great Fairy dwells in a secret cavern inside the Forest of Fairies above Outset Island. You need the Deku Leaf and the Bombs to get to the Great Fairy. By the time you get the Bombs, the bridge that leads to the Forest of Fairies' entrance has fallen into ruin. Use the Deku Leaf to cross the ruined bridge and reach the forest entrance.



Once inside the forest, proceed until you come to a large boulder flanked by a sign. Bomb the boulder to reveal a hole leading into the Great Fairy's secret cavern, where you get the ability to carry more Rupees. Return here any time to catch Fairies and restore your Life Gauge.

Piece of Heart #42



When you return to Outset Island later in the game, go up to Rose and Abe's house. Their pigpen holds an extremely fat, gray pig. Abe hints that the pig, given some All-Purpose Bait, loves to dig in dark soil. Carry the pig to the lower area of the island. Cross the wooden planks to the east side of the island, where you see two patches of dark soil and regain Power Bracelets.



Put the pig down on the dark gray patch of soil nearest the rocky wall and then spread some All-Purpose Bait. The pig grunts, eats the bait, and then digs, pulling out Piece of Heart #42.

Hurricane Spin Attack



When you return to Orca's house after collecting 10 Knights Crests, he teaches you a powerful new attack. Show him your Knight's Crests, and he asks for 10 of them. Give them to him, and he teaches you the Hurricane Spin attack.

Combat Training Minigame



Spar against Orca and earn his respect. Hit him 100 times or more while sparring and he grants you the rank of Knight and gives you a Purple Rupee. Hit him 300 times or more in a second round to earn the rank of Master and Piece of Heart #43.



[D]-target Orca and hit him with two to four regular **[B]** attacks, then quickly bring up your shield to block his counterattack. You may have to wait a few seconds before he attacks, so don't let your guard drop). If you take only two swipes each time you attack and then hold your shield up immediately afterward, Orca can't hit you and you can hit him up to 999 times. Use Switch targeting when you spar with Orca.

Triforce Chart #6



Head to the ruined bridge that used to lead to the Forest of Fairies high above Outset Island, and look for a large stone face on a grassy ledge in the distance. From this high area, use the Deku Leaf to glide over to the stone face. Lift the face to reveal a hole (you need the Power Bracelets to lift the large stone face). Drop into the secret cavern, which is called the Savage Labyrinth.



Head down each floor of the Savage Labyrinth, defeating enemies as you go. Every 10th floor is a rest area where you can collect Hearts and Rupees. If you need more Hearts, use your Grappling Hook to pull them out of enemies (stun them first with the Boomerang). At the 30th floor, you see a chest containing Triforce Chart #6.

Piece of Heart #44



After you collect Triforce Chart #6 from the 30th floor of the Savage Labyrinth, go onward. Use the Mirror Shield to reflect a beam of light to destroy a large stone statue on the 30th floor. You find beneath it a hole on the ground. Drop into the hole to reach the 31st floor of the Savage Labyrinth.



Focus on defeating the enemies on each floor as you make your way down to the 50th floor. Here you find a chest that contains Piece of Heart #44. Excellent work!

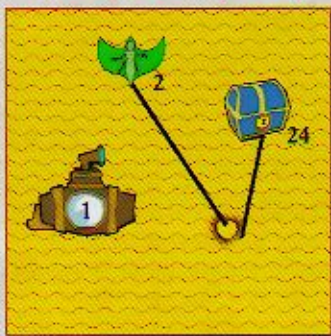
Triforce Shard #4 (via Triforce Chart #4)



After finding, opening, and deciphering Triforce Chart #4 (found inside the Ghost Ship), pull a chest from the Great Sea near Outset Island. The chest contains Triforce Shard #4.



Northern Fairy Island (C1)



Northern Fairy Island is a small, heart-shaped bit of land with a large conch shell sticking up from its middle. One of the Great Fairies dwells here, and upgrades your maximum Rupee-carrying capacity.

Blue ChuChu
Submarine
Rupee Purse Upgrade
Silver Rupee

Blue ChuChu



Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Submarine



Treasure Chart #22 is in a Submarine in this quadrant. Old Man Ho-Ho is looking at the Submarine from the island, using his telescope. Sail to the Submarine, then climb onto it and enter the doorway leading inside.



This is the only Submarine in which you don't have to fight any enemies to get the treasure. Five Moblins patrol the lower area of the sub, but you can use the ropes of the hanging lantern to reach the chest on the other side for Treasure Chart #22.

Rupee Purse Upgrade



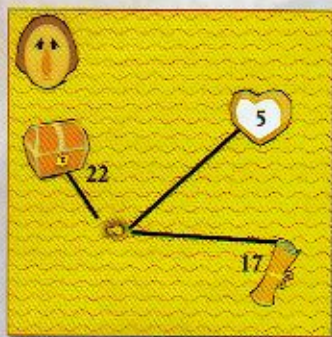
Bomb the large boulder to open the way into the conch shell. Drop down the hole inside to enter a secret cavern where a Great Fairy is found. The Great Fairy upgrades the amount of Rupees you can carry, and invites you to return any time if you need to replenish your Life Gauge.

Silver Rupee (via Treasure Chart #24)



Find and open Treasure Chart #24 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near Northern Fairy Island. The chest contains a Silver Rupee.

Spectacle Isle (C2)



Spectacle Isle is fairly small and has a short wooden bridge connecting its two land masses. Could this tiny bit of land be all that's left of the fabled Spectacle Rock?

TIP

The Ghost Ship appears near this island on nights with a left crescent moon.

Beedle's Shop Ship
Blue ChuChu
Cannon minigame
Silver Rupee

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items from Beedle. Here he sells Hvoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.



Blue ChuChu



Defeat the Blue ChuChu on the sand underneath the short wooden bridge for a Blue Chu Jelly.

Cannon Minigame



Climb the ladder and talk to the man sitting near the cannon. For 50 Rupees, play the Cannon minigame by firing cannonballs at five barrels floating at random on the Great Sea. You must hit all five using no more than 10 shots.



Aim carefully before firing and line up the cannon directly with its target. Use your judgment to set the angle of trajectory. With practice, you get used to the power of the cannon and have better luck guessing the degree of trajectory to use.



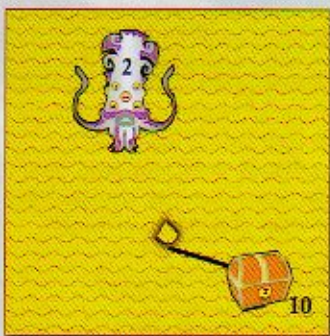
The first time you win the Cannon minigame, you're awarded Piece of Heart #5. The second time, you get Treasure Chart #17. For each win after that, you receive an Orange Rupee.

Silver Rupee (via Treasure Chart #22)



Finding and opening Treasure Chart #22 (which is inside the submarine near Northern Fairy Island in quadrant C1) allows you to pull up a chest containing a Silver Rupee from the Great Sea near Spectacle Island.

Tingle Island (C3)



This is Tingle's island. He's always found here after you free him from his cell at Windfall Island in quadrant D2. Come to this island after you find a new Triforce Chart, and Tingle deciphers it for 398 Rupees.

Blue ChuChu
Silver Rupee
Big Octo

Blue ChuChu



Defeat the Blue ChuChu near the small wooden sign for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #10)



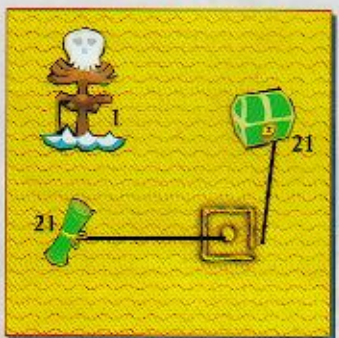
Find and open Treasure Chart #10 (at Crescent Moon Island in quadrant E1) to pull a chest from the Great Sea near Tingle Island. The chest contains a Silver Rupee.

Big Octo



This quadrant has a 12-eyed Big Octo. Sail toward the flock of circling seagulls to find it, and then use the Boomerang to target up to five of its large, yellow eyes at once. When 12 eyes are shut, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing Piece of Heart #17.

Cyclops Reef (C4)



The Cyclops Reef gets its name from the way it looks from above—a lone, circular pillar stands inside the reef's rocky walls. Several cannons are mounted on the walls and pillar.

Sea Platform
Treasure Chart #21
Light Ring Chart



Whack the diamond-shaped switch with your sword and then jump on to the nearby pressure switch to activate it as well. Now jump down to the peg-like switch, lock on to it and put the hammer down. An updraft appears next to the island and the ring of flames disappears, allowing you to enter the secret cavern.



Inside, you face a tough battle. Moblins, Darknuts, and several other enemies come at you in mixed waves. If you defeat them all, a chest with a Silver Rupee appears.

Blue ChuChu

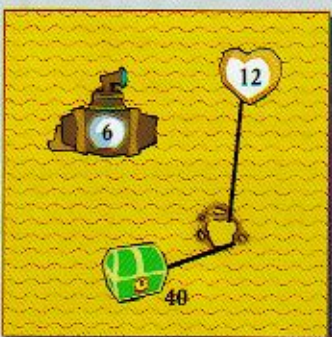


Activating all four switches on this island creates an updraft nearby. Use this updraft to reach the highest part of the island, where a Blue ChuChu is found. Head to the "tail" of the island where the Iron Boots switch is, and set the wind to blow southeast. Use the Deku Leaf to glide into the updraft. Be prepared to fight the wind.



High in the air, go with the wind and head for the highest area of the island. Defeat the Blue ChuChu found there and collect its Blue Chu Jelly.

Headstone Island (C7)



Few realize that Headstone Island is an alternate entrance into the Earth Temple. A giant stone head long ago sealed off the entrance (and gave the island its name). Lift the massive stone head with the Power Bracelets, toss it aside, and enter the Earth Temple dungeon.

Submarine
Piece of Heart #12
Silver Rupee
Earth God's Lyric
Mirror Shield

Submarine



Treasure Chart #14 is found inside a Submarine. Sail to the Submarine, climb onto it, and enter the doorway leading inside, but be prepared!



As soon as you enter, you're thrown off the balcony and into the main area, where several Bombchu and Bomb Plants wait to drive you insane. Eliminate the Bombchu quickly by \square -targeting each one and using the Boomerang. This way you can fire and forget. Using your sword can be dangerous, as Bomb Plants detonate shortly after being struck.



You can't escape this Submarine until you wipe out every Bombchu. An escape ladder leads to the balcony, but it's blocked by fire until you defeat all Bombchus. Then the fire disappears and a second ladder drops from the ceiling, leading up to a chest that contains Treasure Chart #14.

Piece of Heart #12



If you have a Hvoi Pear handy, you're in luck. A Piece of Heart sits atop the highest spire. Take control of a seagull and fly directly into the Piece of Heart.

Silver Rupee (via Treasure Chart #40)



Find and open Treasure Chart #40 (atop a platform in quadrant D6) to pull a chest from the Great Sea near Headstone Island. The chest contains a Silver Rupee.

Earth God's Lyric



If you have the Power Bracelets—found inside the secret cavern at Fire Mountain (F3)—lift the giant stone head and throw it away, revealing a cave. Enter, and you come to a large stone tablet. Use the Wind Waker near the tablet to learn the Earth God's Lyric, which is used to find the Earth Sage and at points inside the Earth Temple dungeon. To play it, hold \rightarrow for 6/4 time and then press \odot , \odot , \odot , \odot , \odot , \odot .

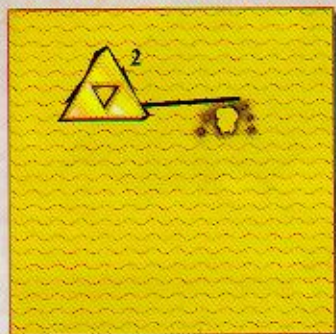
Mirror Shield



Hidden in the Earth Temple dungeon is the Mirror Shield, which is capable of reflecting beams of light. Refer to the walkthrough for more information on the Mirror Shield.



Gale Isle (D1)



Few realize that Gale Isle is an alternate entrance into the Wind Temple. A powerful, constant blast of wind long ago sealed off the entrance (and gave the island its name). With the Iron Boots, you can walk into the wind and enter the Wind Temple dungeon.

Wind God's Aria
Hookshot
Triforce Shard #2

Wind God's Aria



If you have the Iron Boots—found inside the secret cavern at Ice Ring Isle (E6)—you can walk through the powerful wind that blocks the cave entrance on Gale Isle. Smash the statue that is the source of the wind, using the Skull Hammer, and enter the cave. Inside you find a large stone tablet. Use the Wind Waker near the tablet to learn the Wind God's Aria, which is used to find the Wind Sage and at points inside the Wind Temple dungeon. To play the song, hold \rightarrow for 6/4 time and then press \odot , \odot , \odot , \odot , \odot , \odot .

Hookshot



Hidden in the Wind Temple dungeon is the Hookshot, which grabs distant objects and enemies and pulls them toward you (or you

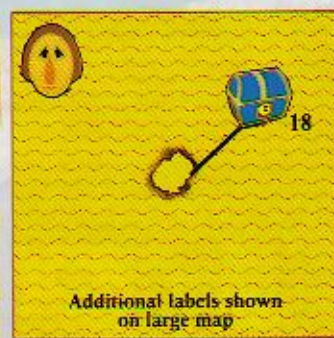
toward them, depending on the weight of the object). Refer to the walkthrough for more information on the Hookshot.

Triforce Shard #2 (via Triforce Chart #2)



After you find, open, and have deciphered Triforce Chart #2 (found inside the secret cavern at the Private Oasis in quadrant E5), you can pull a chest from the Great Sea near Gale Isle. The chest contains Triforce Shard #2.

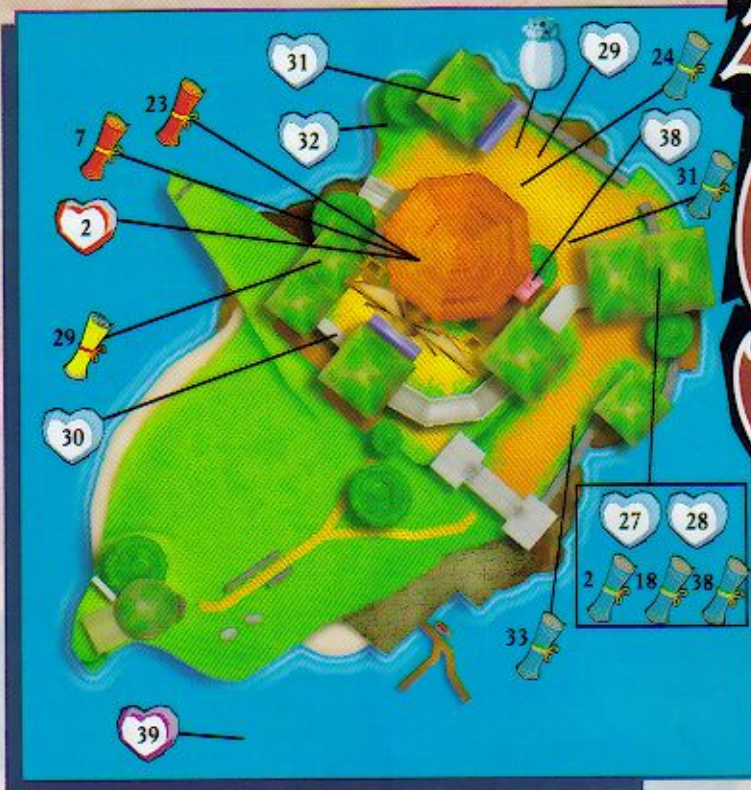
Windfall Island (D2)



Additional labels shown on large map

Windfall Island is small, but it has the most populated village in all of the Great Sea. Several people go about their daily business here, and many sidequests are available. Check out everything each time you dock at this bustling island.

Windfall Shops
Beedle's Shop
Ship
Free Tingle
Picto Box
BattleShip Mini-game
Treasure Charts #29 and #24
Song of Passing
Mila's Bottle
Piece of Heart #28
Treasure Chart #2
Windfall Auction
Green Rupee
Trading Quest
Miss Marie and the Killer Bees
Deluxe Picto Box
Treasure Chart #31
Treasure Chart #33
Piece of Heart #31
Piece of Heart #32
Piggy-Sitting minigame
Windfall's Lighthouse



Windfall Shops



Windfall Island offers many things to purchase and several shops to visit. Become familiar with each shop as you explore Windfall.

Bomb Shop



Until you get the Bombs item, you can't do much at the Bomb Shop. After you've acquired the Bombs item, you can purchase Bombs from the Bomb Shop any time. You get 10 Bombs for 20 Rupees, 20 Bombs for 35 Rupees, or 30 Bombs for 50 Rupees.

Chu Jelly Juice Shop



At first, you can purchase only Red Potions from the Chu Jelly Juice Shop, which sell for 20 Rupees. When you've collected 15 Green or 15 Blue Chu Jellies, give them to Doc Bandam. He invents a Green or Blue Potion, which you can purchase any time thereafter. Green Potions cost 10 Rupees; a Blue Potion goes for 60 Rupees. If you're short on Rupees, get a free potion by giving Doc Bandam 5 Chu Jellies of the same color as the potion you want.



Lenzo's Pictography Shop



Until you acquire the Picto Box, you can't do much at the Pictography Shop. After you find the Picto Box, talk to Lenzo about becoming his assistant. He lets you study under him if you complete three tasks, all of which involve taking pictographs with your Picto Box.



After you acquire the Deluxe Picto Box, you can purchase Legendary Pictographs from Lenzo's Pictography Shop. A Legendary Pictograph shows something in the game that you never have a chance to take a pictograph of—such as a Great Fairy or the water spirit, Jabun. Every day, Lenzo sells a Legendary Pictograph for 50 Rupees (you cannot buy more than one in one day). Purchase them all to complete your figurine collection at the Nintendo Gallery (see Forest Haven, F6).

Zunari's Stall



In the early stages of the game, Zunari's Stall has only one item to purchase—the Boat's Sail, which sells for 80 Rupees. Talk to Zunari after you defeat the Helmaroc King at the Forsaken Fortress and you

can take part in a Trading Quest to help Zunari pick up some business. Each item you trade for with the three Wandering Merchants is delivered to Zunari's Stall. These items are used to decorate Windfall Island, and you can buy them from Zunari any time.

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items from Beedle. Here he sells 10 Arrows for 10 Rupees, 30 Arrows for 30 Rupees, and All-Purpose Bait for 10 Rupees.

Free Tingle



The first time you arrive at Windfall Island, you can free Tingle from his jail cell and can earn a couple of goodies. To find the jail, run to Tott, who's dancing by the gravestone, then turn around and enter the wooden door you see on a building.



To open the door of Tingle's cell, step on the pressure switch on the floor inside the jail. The door swings open, and after some dialogue, Tingle gives you the Tingle Tuner and Tingle's Chart. Refer to the "Weapons and Items" section for more information on both of these. See the sidebar for information on the Tingle Tuner training that takes place on Windfall Island.



Tingle Tuner Training

Game Boy Advance



Nintendo GameCube



Connect your Game Boy Advance to your GameCube, assign the Tingle Tuner to B , X , or Z , and press the button to call Tingle and establish a connection between the Game Boy Advance and the GameCube. Tingle gives you a series of instructions. The first is to stand in front of the island's postbox and press A on the Game Boy Advance to investigate the question mark in front of it. Tingle then sends Link to each of the three benches on Windfall Island in a specific order.

CAUTION

Don't enter any buildings or leave Windfall Island, or you have to do this all over again.

The Closest Bench to the Postbox

Game Boy Advance



Nintendo GameCube



The Bench with the Seaside View

Game Boy Advance



Nintendo GameCube



The Third Bench

Game Boy Advance



Nintendo GameCube



Tingle Tuner Training (continued)

Plaza Rupees



After you visit all three benches, Tingle tells you to search for hidden treasure in the Windfall Island plaza with the Tingle Tuner. Move the Tingle Tuner cursor around the plaza slowly with the + Control Pad, and press (A) when you see an exclamation point. You should find two Rupees secreted very close to the third bench.

Tingle Bomb the Jail



Tingle's last wish is that you let him plant a Tingle Bomb at the door of the jail. Press (R) on the Game Boy Advance to center Tingle on Link, and (as Link) walk to the door of the jail cell—don't enter it! Press (A) on the Game Boy Advance to drop the Tingle Bomb, and move Link out of the way before it blows. Once you bomb the jail door, the training is complete. You can now select Tingle items on the Tingle Tuner and use it anywhere.

Picto Box



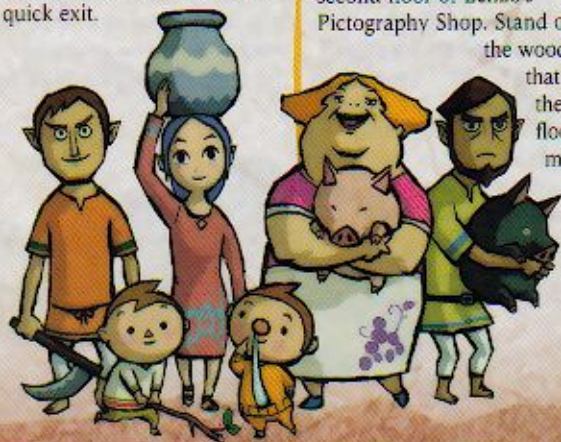
After Tingle leaves, enter his cell and shove the large wooden crate to one side, revealing a crawspace. Enter it.



This crawspace is a short maze with a few trap doors. Don't crawl onto any wooden floorboards. If you do, you fall through a trap door and have to start over. You know you're on the right track when you begin to pick up Rupees.



Eventually you come to a small cavern with a chest. Open the chest to get the Picto Box, which allows you to take black and white pictographs. Read the two stone tablets in this cavern to learn all about the Picto Box (or just refer to the "Weapons and Items" section of this guide). Crawl onto a trap door for a quick exit.



Squid-Hunt Minigame



Enter the lighthouse building and talk to Salvatore, the man behind the counter, to play the Squid-Hunt minigame. It costs 10 Rupees per play and can be tried on your first visit to Windfall Island.



Hit and sink all three ships (or in this case, squids) using 24 shots. If you're successful, you win Piece of Heart #2. If you win a second time, you get Treasure Chart #7. If you set a new high score, you win Treasure Chart #23. Each win afterward gets you a Purple Rupee or, if you beat your personal high score, an Orange Rupee.

Treasure Charts #29 and #24



If you have the Deku Leaf, you can enter a secret area on the second floor of Lenzo's Pictography Shop. Stand on top of the wooden stairs that lead to the second floor of the mansion

and face Lenzo's shop (as pictured above). Set the direction of the wind if needed, and use the Deku Leaf to glide to the balcony on the second floor of the Pictography Shop. Enter the door there.



You're inside the walled-off area on the second floor of Lenzo's Pictography Shop, where you find two treasure chests. One holds a Purple Rupee; the other contains Treasure Chart #29.



Look carefully at the space between the two chests and notice the crawspace. Enter and crawl until you come out of a picture frame on the Pictography Shop's stairwell. Climb out and look at Lenzo, who's talking with Minenco. Take out your Deluxe Picto Box and take a pictograph of Lenzo talking to Minenco. Get them both in the shot. Then exit the shop.



Take the pictograph of Lenzo and Minenco to the two gossiping ladies standing near the Chu Jelly Juice Shop (Pompie and Vera). After you show them the pictograph, they realize that they've been spreading false rumors about Lenzo, and thank you for setting them straight. They also give you Treasure Chart #24.

Song of Passing



When you get the Wind Waker, you can learn the Song of Passing from Tott at Windfall Island. Run to Tott, who's always dancing near the gravestone, and pull out the Wind Waker. Don't play anything, just stand there for a few seconds as the 3/4 tempo plays by itself.



After a few seconds, Tott realizes that the 3/4 tempo is just what he was missing. He teaches you how to play the Song of Passing, which changes day to night or night to day. To play the Song of Passing, press \odot , \odot , \odot .

Mila's Bottle



After you defeat the Helmaroc King at the Forsaken Fortress and rescue the kidnapped children, Mila (the blond girl in tattered rags) appears at Windfall Island. During the day she works at Zunari's Stall, but at night she's found standing near the Chu Jelly Juice Shop. Talk to her, and she tells you to get lost. As you walk up the nearby steps, Mila suddenly runs down the path in the opposite direction.



Follow Mila as she makes her way around Windfall, but don't let her see you. Every few steps, Mila turns around and checks to make sure no one is following her. If you're not hidden, Mila sees you and runs off, and you have to start over. If you're partly hidden, Link meows like a cat to fool Mila when she looks over. Eventually you're able to follow Mila to Zunari's Stall, where she tries to break open Zunari's safe!



Run up to her and catch her in the act. If you caught her in time, she's shocked by your presence and makes several excuses, to which you must answer. Choose the first answer every time. Mila gives you an Empty Bottle at the end of the dialogue.

Piece of Heart #28



After you've defeated the Helmaroc King at the Forsaken Fortress and rescued the kidnapped children, enter the top floor of the mansion at Windfall Island, where Maggie and her father now live. Ignore her father for now and talk to Maggie, who asks you to mail a love letter for her. Take the letter to the postbox on the island, then return to Maggie.



As soon as you enter their house, you see Maggie's Father arguing with a Rito mail carrier. The Rito is not being allowed to deliver the response to Maggie's love letter, because Maggie's Father doesn't want his daughter meddling with such things. In a fury, the Rito leaves the house. Leave as well and go to the café up the street.



Inside the café, you see the Rito mail carrier drowning his sorrows. Talk to him and agree to deliver the letter to Maggie. Return to Maggie and give it to her. She's so grateful for your help that she gives you Piece of Heart #28.

Treasure Chart #2



After getting Piece of Heart #28, you can get Treasure Chart #2 from Maggie's Father if you have collected 20 Skull Necklaces. Show him your collection of Skull Necklaces, and he gives you Treasure Chart #2 for 20 of them.

Windfall Auction



You can participate in the Windfall Auction. Enter the ground floor door of the mansion and talk to Zunari, who runs the auction at night.



Make sure you have plenty of Rupees to throw around before you participate in an auction, especially if you've never tried one before. You must outbid several other residents of Windfall Island to win the prize at the end of the auction.



Auctions last for only one minute, but the clock pauses when someone is bidding or otherwise talking. Your bid meter slowly fills as time passes, but you can make it fill much faster by repeatedly tapping \odot . Once your bid meter is full, you are asked to place a bid.



Placing a large bid stuns the other bidders for a few seconds. This is especially useful near the end of the auction. If you place a large enough



bid with only a few seconds left on the clock, you most likely win the item. Bid 10 percent or more over the item's current going price to stun your fellow bidders.



The first item you can win from the Windfall Auction is Piece of Heart #27. On the second auction, you can bid to win Treasure Chart #18. If you continue to participate in the auction, you eventually can bid for Treasure Chart #38.

Green Rupee (via Treasure Chart #18)



Find and open Treasure Chart #18 (which is won from the auction here at Windfall Island) to pull a chest from the Great Sea near Windfall Island. The chest contains a single Green Rupee.

Trading Quest



Talk to Zunari after you've rescued all the kidnapped children from the Forsaken Fortress, and he tells you that business is slow. He asks you to help him out by traveling to distant islands and trading with Wandering Merchants. This gives Zunari new, exotic items to sell at Windfall Island. Agree to help Zunari and he gives you the first Trading Quest item, a Town Flower.



Once you've agreed to help Zunari, three Wandering Merchants appear at islands across the Great Sea. One is found at Mother & Child Isles (B2), another at Greatfish Isle (B4), and the third at Bomb Island (F5). Set sail for Mother & Child Isles first. Don't use the Ballad of Gales warping song to get there or you get stuck inside Mother Isle and have to warp back out again.



Once you reach Mother & Child Isles, sail to Child Isle and run up to the Wandering Merchant. Talk to him and he tells you all about life as a Wandering Merchant. Show him the Town Flower that Zunari gave you and agree to trade it for a Sea Flower. The Wandering Merchant tells you that you've struck a Merchant's Oath. In keeping with that oath, he will send a supply of Sea Flowers to Zunari's Stall.



Your next destination is Greatfish Isle (B4). Warp there directly by conducting the Ballad of Gales. Sail to the west side of the isle, where another Wandering Merchant stands on a small wooden raft. Trade your Sea Flower to this Wandering Merchant for the Exotic Flower, which also is sent to Zunari for sale at his stall. Next, warp to the Forest Haven (F6) and sail north to Bomb Island (F5). Trade your Exotic Flower to the Wandering

Merchant there for a Sickle Moon Flag, which is sent to Zunari's Stall at Windfall Island as well.



These three all-new items help Zunari generate some serious business. Warp to Windfall Island and talk to Zunari to get the Magic Armor, which protects you from all damage. It uses a constant stream of magic energy in the process, however.



There's more to be gained from the Trading Quest, however. The Wandering Merchant at Greatfish Isle (B4) desires a mysterious Shop Guru Statue above all else, and will give you Piece of Heart #29 if you bring one to him. To acquire the Shop Guru Statue, continue to trade with Wandering Merchants. Here are the quickest steps to the Shop Guru Statue:

1. **Greatfish Isle (B4):** Trade your Sickle Moon Flag for a Fountain Idol.
2. **Mother & Child Isles (B2):** Trade your Fountain Idol for a Big Sale Flag.
3. **Greatfish Isle (B4):** Trade your Big Sale Flag for a Hero's Flag. Immediately trade your Hero's Flag back to this same Wandering Merchant to get a Postman Statue.
4. **Mother & Child Isles (B2):** Trade your Postman Statue for a Shop Guru Statue.
5. **Greatfish Isle (B4):** Trade your Shop Guru Statue for Piece of Heart #29.

Miss Marie and the Killer Bees



After you've defeated the Helmaroc King and saved the kidnapped children from the Forsaken Fortress, you can play hide-and-seek with the gang of schoolchildren known as the Killer Bees at Windfall Island. Talk to the Killer Bees and they all run off and hide. Search Windfall Island to find them, chase them down, and catch them.

Refer to the "Triforce of Courage" section of the walkthrough for detailed information on finding and catching the Killer Bees. Once you've caught all four, you get Piece of Heart #30.



Talk to the Killer Bees after you've played hide-and-seek, and they hint that their teacher, Miss Marie, loves Joy Pendants. Enter the schoolhouse and talk to Miss Marie. Give her one Joy Pendant and she gives you a Red Rupee. Give her 20 more Joy Pendants, and she gives you the Cabana Deed. Give her 20 more Joy Pendants, and she gives you the Hero's Charm. For more information on these items, refer to the "Weapons and Items" section of this guide.

Deluxe Picto Box



To get the Deluxe Picto Box, which captures full-color pictographs, you must complete three tasks for Lenzo. Then you must seek out the final ingredient for the Deluxe Picto Box—a Forest Firefly.



The first task is fairly simple. Wait by the postbox near the town's main gate until you see someone mail a letter. The person you're looking for is Garrickson, the black-haired man with a mustache and red overalls. He starts by Lenzo's Pictography Shop and slowly walks around, past the Chu Jelly Juice Shop, on his way to the postbox. Position yourself so you can take a good pictograph of Garrickson just as he's mailing his letter, then return to Lenzo for your next task.



Your next assignment is to take a picture of someone who shakes in fear at a loud noise. Enter the café in the daytime, pick up a nearby pot and smash it against a wall. The café's only customer, Gossack, jumps at the sudden noise and then shakes for a few seconds. Take his pictograph as he's shaking in fear. Then return to Lenzo for your third mission.



For Lenzo's final test, you must take a picture of a man and woman who have deep feelings for each other but never really show it. Follow Anton through town. When he reaches the lighthouse building, he stops and looks into Linda's eyes

(Linda is wearing the orange dress). Take a pictograph in the split-second when their eyes meet, making sure to get both of them in the shot. Return to Lenzo and he gives you a Joy Pendant.



Now you must collect a Forest Firefly from inside the Forest Haven (F6) and bring it to Lenzo. Have an Empty Bottle handy and warp to the Forest Haven. Plenty of fireflies are inside the walls of the Forest Haven, but a few give off more light than the others. You can spot them if you're looking closely. They illuminate the walls and the ground, and emit several colors of light. Scoop up a Forest Firefly in your bottle, then return to Lenzo's Pictography Shop.



Give the Forest Firefly to Lenzo and he upgrades your monochrome Picto Box to the full-color Deluxe Picto Box. This allows you to complete several other sidequests here at Windfall Island. For more information on the Deluxe Picto Box, refer to the "Weapons and Items" section of this guide.

Treasure Chart #31



With the Deluxe Picto Box, you can get Treasure Chart #31. During the day, Kamo sits on the stairs next to the Chu Jelly Juice Shop. Talk to him to learn that he's very

upset, but it's not entirely clear why. He insists that you show him a pictograph of his favorite thing to prove that you understand him before he tells you any more. He gives you a hint: His favorite thing is "perfectly round and pale."



If you've explored Windfall Island during the night, you know that Kamo is always sitting atop a town wall, gazing at the moon with his telescope. Talk to him, and he tells you that looking up at the moon is his only hobby. The moon is his favorite thing! Kamo specifically said to show him a pictograph of something "perfectly round and pale," so take a color pictograph of the full moon using your Deluxe Picto Box.



Return to Kamo during the day and show the pictograph to him. In gratitude, Kamo gives you Treasure Chart #31.

Treasure Chart #33



With the Deluxe Picto Box, you can get a Treasure Chart from Minenco, the woman who stands near the Chu Jelly Juice Shop during the day. Minenco fancies herself the most beautiful woman on Windfall Island. Humor her by taking a pictograph of her using your Deluxe Picto Box, and then give the pictograph to her. If you

took a good shot, Minenco gives you Treasure Chart #33.

Piece of Heart #31



With the Deluxe Picto Box, you can get Piece of Heart #31 from a sidequest here on Windfall Island. Talk to Linda, the woman in the orange dress, and she tells you that she'd like your help in getting Anton to ask her out on a date. Agree to help, then use your Deluxe Picto Box to take a full-color pictograph of Linda.



Give the color pictograph of Linda to Anton, who finally realizes that he can't let this girl slip away. He decides he's going to ask her out for coffee the next day. That's a subtle clue that they're going to meet at the café near Zunari's Stall tomorrow.



Sail around and wait for the new day to dawn (or conduct the Song of Passing if you've learned it from Tott), then head into the café. Sure enough, Anton and Linda are talking with each other. Talk to Linda, who's so grateful for your help that she gives you Piece of Heart #31.

Piece of Heart #32



If you've taken part in the Trading Quest, you can purchase any of the items you traded the Wandering Merchants for at Zunari's Stall. Decorate Windfall with these Trading Quest items to get a Piece of Heart from Sam, the man who sits on a bench near the café during the day.



Several strange metal objects are on the ground all around Windfall Island. These are used to hold the decorative Trading Quest items. Purchase a Trading Quest item—such as a Sea Flower or a Fountain Idol—and then place it on any of these metal objects. Viola, the town now looks a bit more cheerful!

If you decorate enough of the town with Trading Quest items, Sam gives you Piece of Heart #32 for being such a great "Joyous Volunteer."



You can also get a Purple Rupee by purchasing a Shop Guru Statue from Zunari and placing it on top of Windfall's main entrance gate. Afterward, talk to the sailor who's always admiring the main gate, Kane, and he gives you a Purple Rupee for you stylish decorating skills. This isn't such a good deal if you think about it—a Shop Guru Statue costs you 200 Rupees!

Piggy-Sitting Minigame



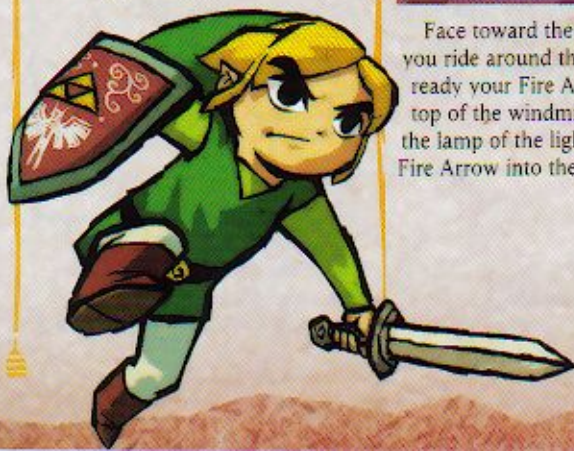
After you have the three Skull Necklaces, you can play the Piggy-Sitting minigame with Dampa, who stands near the short stone wall on the path leading to the Bomb Shop. You must first give Dampa three Skull Necklaces.



The object of this minigame is to find and catch all three of Dampa's nearby pigs in under two minutes. Every time you bring a pig to Dampa, he tells you how much time you have left. If you bring him all three in under two minutes, you get a Purple Rupee.



Pigs don't like sudden movements, so sneak up on them or use All-Purpose Bait to distract them. When you bring a pig back to Dampa, lock onto Dampa using -targeting, and then press to set the pig down.



Windfall's Lighthouse



After you've acquired the Fire/Ice Arrows from the Fairy Queen at Mother Isle at quadrant B2, you can light Windfall's lighthouse. Climb the ladder behind the lighthouse and step on the pressure switch in the small alcove there. Conduct the Wind's Requiem to set the wind blowing at the windmill to activate it.



Hop onto one of its moving carts and ride it like a Ferris wheel. To get onto a cart, enter the lighthouse building as if you're going to play the Squid-Hunt minigame. Instead of playing, run up the stairs to the left of Salvatore's counter and exit the lighthouse building through the door on the second floor. Walk across the wooden ramp outside and jump onto one of the windmill's carts as it passes by.



Face toward the lighthouse as you ride around the windmill and ready your Fire Arrows. At the top of the windmill, you can see the lamp of the lighthouse. Shoot a Fire Arrow into the lamp to light it.

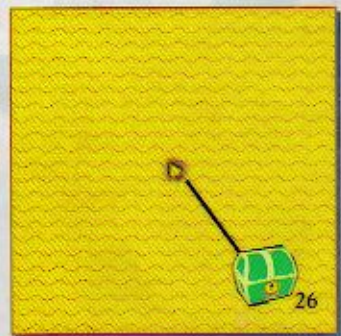


After the lighthouse has been activated, the translucent treasure chest sitting on a tiny isle next to Windfall Island becomes solid. Use the Deku Leaf or the Hookshot to reach the chest, which contains Piece of Heart #39.



Return to the lighthouse building, enter it, and then exit using the second floor door. Talk to Kreeb, the man in the yellow hat standing on the wooden ramp outside. He's thrilled that you managed to fix the windmill and the lighthouse and gives you Piece of Heart #38.

Northern Triangle Island (D3)



This small, triangular island holds one of three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

Octo Chart Rings of Light

Octo Chart (via Treasure Chart #26)



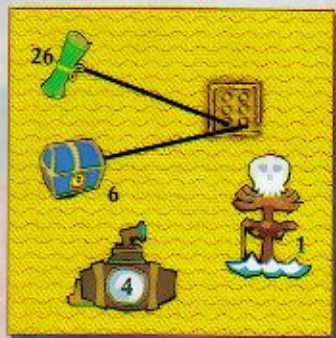
Find and open Treasure Chart #26 (found at the Six-Eye Reef in quadrant D4) to pull a chest from the Great Sea near Northern Triangle Island. The chest contains the Octo Chart.

Rings of Light



Four rings of light around this island appear only under the light of a full moon. When you see them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

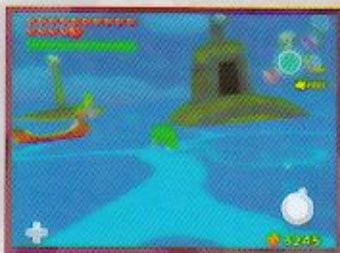
Six-Eye Reef (D4)



The Six-Eye Reef gets its name from the way it looks from above—six circular, eye-like pillars are inside the reef's rocky walls. Several cannons are mounted to the walls and pillars.

Submarine
Sea Platform
Treasure Chart #26
Silver Rupee

Submarine



Piece of Heart #9 is found in a Submarine. Sail to the Submarine, climb onto it, and enter the doorway leading inside.



Defeat the Moblins that patrol the inside of the Submarine, and a ladder drops. Climb the ladder to reach a treasure chest, which contains Piece of Heart #9. Most of the barrels in the sub have enemies, so leave them alone until you've defeated the three Moblin guards.

Sea Platform



Sail up to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder to reach the chest, which contains a minor reward.

Treasure Chart #26



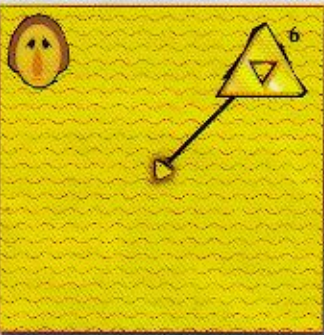
Bomb all the Cannon Boats and wall-mounted cannons to reveal a chest on the reef's southwestern-most "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the Wind's Requiem to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #26.

Silver Rupee (via Treasure Chart #6)



Find and open Treasure Chart #6 (inside the Tower of the Gods dungeon in quadrant E4) to pull a chest from the Great Sea near the Six-Eye Reef. The chest contains a Silver Rupee.

Southern Triangle Island (D5)



This small, triangular island has one of the three goddess statues. You must place one of the three colored pearls on the statue to raise

the Tower of the Gods from the Great Sea.

Beedle's Shop Ship
Triforce Shard #6

Beedle's Shop Ship



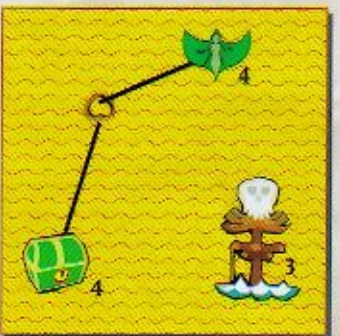
Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Triforce Shard #6 (via Triforce Chart #6)



After you find, open, and have deciphered Triforce Chart #6 (which is on the 30th floor of the Savage Labyrinth at Outset Island in quadrant B7), you can pull a chest from the Great Sea near Southern Triangle Island. The chest contains Triforce Shard #6.

Southern Fairy Island (D6)



This is a small, heart-shaped island where a Great Fairy dwells. Use the Bombs to enter the secret cavern in the large conch shell.

Blue ChuChu
Sea Platforms
Bomb Bag Upgrade
Piece of Heart #25

Blue ChuChu



Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Sea Platforms



Sail up to the trio of Sea Platforms in this quadrant and destroy all the cannons on the two Sea Platforms that have ladders to make two chests appear on the ladder-less Sea Platform in the middle. Climb either outside Sea Platform's ladder and use the Deku Leaf to float to the middle platform. Open the two chests found there to receive Treasure Chart #40 and a minor reward.

Bomb Bag Upgrade



Bomb the wooden gate to open a way into the large conch shell. Drop into the hole there to enter a secret cavern and find a Great Fairy. The Great Fairy upgrades your Bomb-carrying capacity and invites you to return any time to replenish your Life Gauge or bottle a few Fairies.

Piece of Heart #25 (via Treasure Chart #4)



Finding and opening Treasure Chart #4 (which can be purchased from Beedle's Shop Ship near Rock Spire Isle in quadrant B3) allows you to pull up a chest containing Piece of Heart #25 from the Great Sea near Southern Fairy Island.

Two-Eye Reef (D7)



The Two-Eye Reef gets its name from the way it looks from above—two circular, eye-like pillars are inside the reef's rocky walls. Several cannons are mounted to the walls and pillars.

Sea Platform
Big Octo
Treasure Chart #13
Triforce Shard #8

Sea Platform



Sail to the single Sea Platform and climb its ladder. A chest with a minor reward sits atop the Sea Platform.

Big Octo



The only four-eyed Big Octo is found in this quadrant. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target all four of its large, yellow eyes. After the Big Octo is defeated, a Great Fairy who was trapped by the Big Octo appears. She thanks you for your help, and uses her power to upgrade your Magic Meter.

Treasure Chart #13



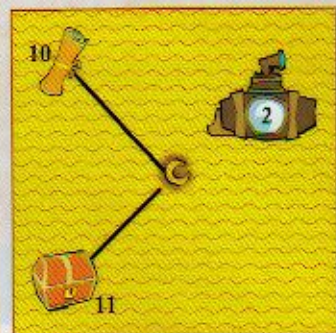
Bomb all the Cannon Boats and wall-mounted cannons to reveal a chest on the reef's southeastern "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the Wind's Requiem to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #13.

Triforce Shard #8



After you find, open, and have deciphered Triforce Chart #8 (found inside the secret cavern at Overlook Island in quadrant G1), you can pull a chest from the Great Sea near the Two-Eye Reef. The chest contains Triforce Shard #8.

Crescent Moon Island (E1)



Crescent Moon Island gets its name from its shape. Smash open with the Boomerang the pots that float on top of barrels around the island. They hold small Rupee rewards. It is a small island with only a few things to see and do.

TIP

The Ghost Ship appears near this island when there's a full moon.

Blue ChuChu
Treasure Chart #10
Submarine
Piece of Heart #4

Blue ChuChus



Defeat the two Blue ChuChus near the treasure chest for a couple of Blue Chu Jellies.

Treasure Chart #10



Open the treasure chest that's sitting on top of the island to find Treasure Chart #10.

Submarine



Treasure Chart #9 is found in a Submarine. Old Man Ho-Ho is looking at the Submarine from the island, using his telescope. Sail to the Submarine, climb onto it, and enter the doorway leading inside.



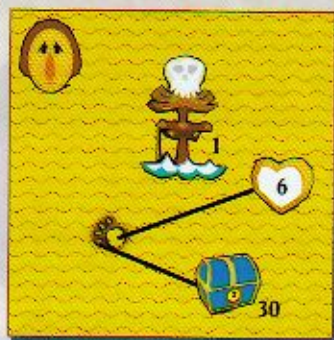
Inside, you must defeat four waves of Miniblins. Four torches light individually as you defeat each wave of Miniblins. Once all four torches are lit, a ladder drops from the ceiling. It leads to a chest. Climb the ladder and open the chest to obtain Treasure Chart #9.

Piece of Heart #4 (via Treasure Chart #11)



Find and open Treasure Chart #11 (inside the Dragon Roost Cavern dungeon at Dragon Roost Island in quadrant F2) to pull a chest from the Great Sea near Crescent Moon Island. The chest contains Piece of Heart #4.

Pawprint Isle (E2)



Pawprint Isle is a small, circular island with four tiny isles in a row next to it. Viewed from above, it looks like a paw print. Acquire a few valuable items from this little isle.

Sea Platform
Beedle's Shop Ship
Piece of Heart #6
Piece of Heart #33
Silver Rupee

Sea Platform



Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest, which contains a minor reward.

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Piece of Heart #6



Clear the grass and brush away from the large dome on the main isle and look for a crawlspace leading inside. Crawl through it and then drop into a hole and into a secret cavern.



This secret cavern is fairly small and harbors several ChuChu enemies. Defeat each one as you explore the short cavern, until you come to the treasure chest at the other side. Open the chest to get Piece of Heart #6.



If you happen to have a few Bombs with you, destroy the two large, gray boulders in this cavern. Each blocks a pathway leading to a treasure chest. Inside one chest is a Joy Pendant; in the other is a Purple Rupee.



Piece of Heart #33 (via Treasure Chart #30)



Find and open Treasure Chart #30 (inside the Tower of the Gods dungeon in quadrant E4) to pull a chest from the Great Sea near Pawprint Isle. The chest contains Piece of Heart #33.

Silver Rupee



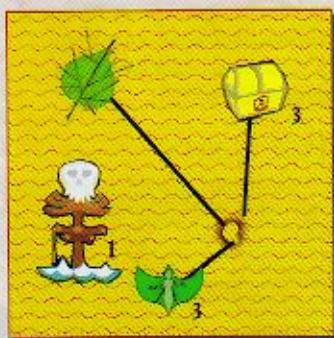
One of Pawprint Isle's "toes" has a large wooden statue. If you have the Hookshot, latch onto the statue from your boat and pull yourself onto the isle. Drop into a hole there to enter a second secret cavern.



CAUTION

Here you face one of the most trying battles in the game. Several Wizzrobes attack, each capable of summoning other enemies. You must defeat all six Wizzrobes. A chest appears then, containing a Silver Rupee.

Eastern Fairy Island (E3)



This is a small, heart-shaped island where a Great Fairy dwells. Use Bombs to enter the secret cavern inside the large conch shell.

NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

Sea Platform
Blue ChuChu
Silver Rupee
Bomb Bag Upgrade

Sea Platform



Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest that contains a minor reward.

Blue ChuChu



Defeat the Blue ChuChu near the northern palm tree for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #3)



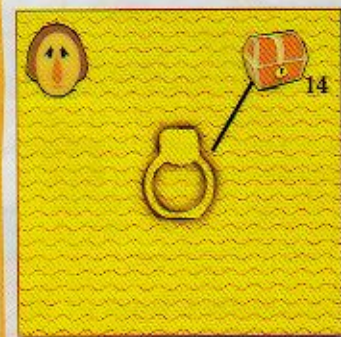
Find and open Treasure Chart #3 (found at the Forest Haven in quadrant F6) to pull a chest from the Great Sea near Eastern Fairy Island. The chest contains a Silver Rupee.

Bomb Bag Upgrade



Bomb the wooden gate to open the way into the large conch shell. Drop into the hole inside the shell to enter a secret cavern and find a Great Fairy. The Great Fairy upgrades your Bomb-carrying capacity and invites you to return any time to replenish your Life Gauge.

Tower of the Gods (E4)



The Tower of the Gods is the only island on the Great Sea that isn't actually there for the first third of the game. When you place the three colored pearls on the goddess statues found at the Northern, Eastern and Southern Triangle Islands, the Tower of the Gods rises from the bottom of the Great Sea. Much of the game's plot unfolds at

the Tower of the Gods, and the Tower of the Gods dungeon is located here.

Beedle's Shop Ship
Silver Rupee
Command Melody
Hero's Bow
Master Sword

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells 30 Arrows for 30 Rupees, 30 Bombs for 30 Rupees, and a Red Potion for 30 Rupees.

Silver Rupee (via Treasure Chart #14)



Find and open Treasure Chart #14 (found in the Submarine near Headstone Island in quadrant C7) to pull a chest from the Great Sea near the Tower of the Gods. The chest contains a Silver Rupee.

Command Melody



Learn the Command Melody from a tablet in the Tower of the Gods dungeon. To play the Command Melody, hold \leftarrow for 4/4 tempo and press \odot , \odot , \odot , \odot . Refer to the walkthrough for more information on the Tower of the Gods dungeon.

Hero's Bow



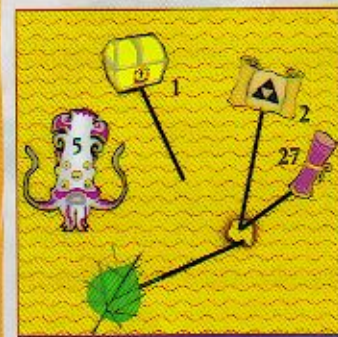
The Hero's Bow is found in a chest in the Tower of the Gods dungeon. Refer to the walkthrough for more information on the Tower of the Gods dungeon.

Master Sword



Link gets the Master Sword in the cinema that plays after you clear the Tower of the Gods dungeon and enter the sealed chamber inside Hyrule Castle. For more information, refer to the walkthrough.

Private Oasis (E5)



The Private Oasis is a small island featuring a luxurious cabana, a tranquil swimming area, and a soothing waterfall. Until you finagle the Cabana Deed from the schoolteacher at Windfall Island (D2), Miss Marie, you can't enter the cabana. With the Cabana Deed, the Private Oasis's name changes into the "(Your Name) Oasis." Collect several minor goodies by wading through the swimming area.

NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

Silver Rupee
Big Octo
Sliding Picture Puzzle
Triforce Chart #2
Treasure Chart #27

Silver Rupee (via Treasure Chart #1)



Find and open Treasure Chart #1 (inside the Forbidden Woods dungeon in quadrant F6) to pull a chest from the Great Sea near the Private Oasis. The chest contains a Silver Rupee.

Big Octo



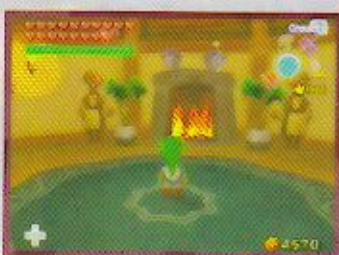
An eight-eyed Big Octo is in this quadrant. Look for the flock of circling seagulls to locate the Big Octo, then sail toward them. When the Big Octo rises from the Great Sea, use the Boomerang to target up to five of its eyes. When all eight eyes are shut, the Big Octo is defeated and leaves behind a ring of light. Use the Grappling Hook to haul up a chest from it, which contains an Orange Rupee.

Sliding Picture Puzzle



Once you have obtained the Cabana Deed from Miss Marie at Windfall Island (D2), enter the cabana and try the Sliding Picture Puzzle (refer to the "Triforce of Courage" section of the walkthrough for information on how to get the Cabana Deed). The object is to move the pieces around and create the picture shown on the opposite side of the room. For each picture puzzle that you solve, a bulb lights and you get 50 Rupees. Solve all 16 Sliding Picture Puzzles for a 200-Rupee bonus.

Triforce Chart #2



With the Cabana Deed from Miss Marie at Windfall Island (D2), you can enter the cabana and search for Triforce Chart #2. Refer to the "Triforce of Courage" section of the walkthrough for information.

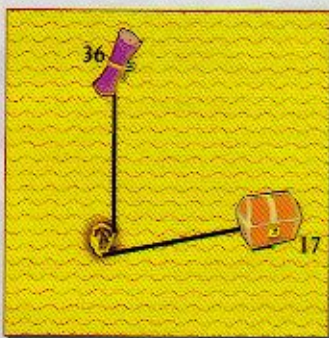
Treasure Chart #27



If you have the Hookshot, pull yourself up to the chest near the top of the waterfall here. Walk around the cabana's circular porch and look for a palm tree on a rocky ledge. Use the Hookshot to pull yourself toward the palm tree and land on the ledge. Walk a short distance toward the top of the

waterfall (don't fall in!) and open the chest you find there to collect Treasure Chart #27.

Ice Ring Isle (E6)



This medium-sized isle is covered in ice, which makes it tricky to walk across. A large sculpture of a dragon's head sits atop the isle, spewing out a blast of snow and cold. You cannot traverse the island until you diffuse the cold blast with a well-aimed Fire Arrow.

Silver Rupee
Treasure Chart #36
Iron Boots
Orange Rupee

Silver Rupee (via Treasure Chart #17)



Find and open Treasure Chart #17 (won in the Cannon minigame at Spectacle Isle in quadrant C2) to pull a chest from the Great Sea near Ice Ring Isle. The chest contains a Silver Rupee.

Treasure Chart #36



Diffuse the blast of cold and snow pouring from the mouth of the dragon's head sculpture for five

minutes by shooting a Fire Arrow into the dragon's mouth. Shoot another Fire Arrow at the frozen chest on the east side of the isle to melt the ice around it, and then open the chest, which contains Treasure Chart #36.

Iron Boots



The Iron Boots are inside a secret cavern accessed via a hole in the mouth of the dragon's head sculpture. Refer to the walkthrough for details on how to get the Iron Boots.

Orange Rupee

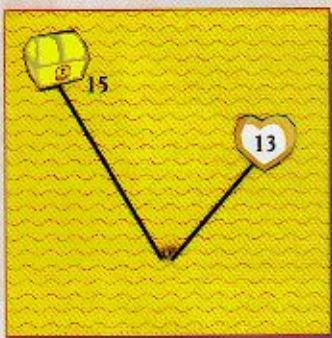


Another secret cavern is inside the one with the Iron Boots. Walk straight toward the source of the wind that blows near the chest that holds the Iron Boots. Soon you come to a hole that leads down into a second secret cavern.



Drop into the hole to enter a frozen cavern. Several blocks of ice here hold enemies. Melt each block of ice with a Fire Arrow and defeat all the enemies to reveal a chest containing an Orange Rupee.

Angular Isles (E7)



The Angular Isles are a pair of small, blocky islands in close proximity. You can climb onto the larger of the two from the water. It features several movable blocks. Position those so you can reach the top of the isle, where something of value awaits.

Piece of Heart #13
Piece of Heart #20
Silver Rupee

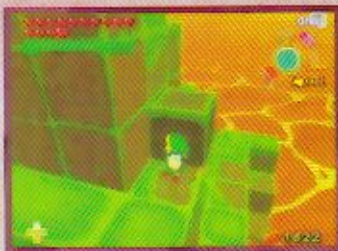
Piece of Heart #13



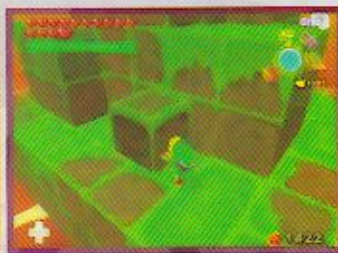
To get this Piece of Heart, climb onto the larger of the two Angular Isles and manipulate the movable blocks to reach the top of the isle. A chest at the top contains Piece of Heart #13.



Start by pulling out halfway the only movable block you can reach on this level. Use it to climb onto the second level of blocks.



Walk along the second level to another movable block. Push this one off the edge and down to the first level, then hop down onto it.



Position yourself behind the block you just moved and pull it a short distance so that it lines up with a slight recess. Climb onto the block.



You now face a stack of two movable blocks. Pull the bottom one out halfway, so that the block above it does not fall. Now climb to the top of the isle to find the chest containing Piece of Heart #13.

Piece of Heart #20 (via Treasure Chart #15)



Find and open Treasure Chart #15 (found inside the Forbidden Woods dungeon in quadrant F6) to pull a chest from the Great Sea near the Angular Isles. The chest contains Piece of Heart #20.

Silver Rupee



You must have the Mirror Shield to collect this Silver Rupee. From the top of the larger of the two Angular Isles, use the Deku Leaf to reach the smaller isle. Alternatively, use the Hookshot from the lowest level of the larger isle to pull yourself over to the palm tree on top of the smaller isle. Once you reach the top of the smaller isle, drop into the hole found there to enter a secret cavern.



Inside this secret cavern lies a tricky block puzzle. A tall stack of movable blocks is in the center of the cavern. Horizontal beams of light intersect at the top of the stack. A translucent treasure chest sits atop the north ledge. You must manipulate the stack of blocks to get at the chest.



Start by moving out the lone bottom block on the left side of the stack, then push it to the other side of the stack and position it next to the rest of the blocks on the right-hand side.



Climb onto the block you've just moved and pull the next one out

halfway. Drop back down and then pull the bottom block out halfway, creating a set of steps.



Climb onto the first block and again pull the second block out halfway. All the blocks that were stacked above the second block drop down one level.



Climb onto the block you've just moved and then pull the next one out halfway. Climb onto that one, and then climb onto the next block ahead.



Pull the next block out halfway and then climb onto the top of the stack of blocks. Several beams of light intersect at your location.



Use the Mirror Shield to reflect the light, aiming a beam to strike the translucent chest on the north ledge. Once the chest has materialized, use the Deku Leaf or Hookshot to reach the chest and open it for a Silver Rupee.

Seven-Star Isles (F1)



The Seven-Star Isles are a collection of small but tall rock spires that peek from the Great Sea. A few Kargarocs guard the Seven-Star Isles.

Big Octo
Rings of Light
Sea Platforms
Triforce Shard #7

Big Octo



A 12-eyed Big Octo is found in this quadrant. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all 12 eyes are shut, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up from it a chest containing Piece of Heart #15.

Rings of Light



Three rings of light around this island appear only under the light of a full moon. When you see

them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

Sea Platforms



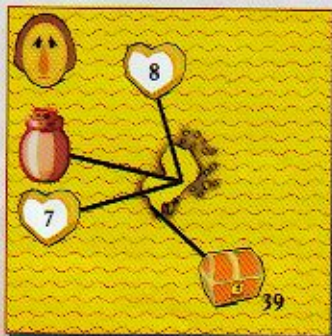
Sail to the trio of Sea Platforms and climb the middle Sea Platform's ladder. Defeat the first Wizzrobe that attacks you to reveal a chest there. Defeat the next Wizzrobe to reveal a chest on the north Sea Platform. Defeat the final two Wizzrobes to reveal a chest on the south Sea Platform. You can jump between the Sea Platforms to reach each chest. You find Treasure Chart #16 in one of the chests and minor rewards inside the other two.

Triforce Shard #7 (via Triforce Chart #7)



After you find, open, and decipher Triforce Chart #7 (found inside the secret cavern at Stone Watcher Island in quadrant C5), you can pull a chest from the Great Sea near the Seven-Star Isles. The chest contains Triforce Shard #7.

Dragon Roost Island (F2)



Dragon Roost Island is home to the Rito, a tribe of bird-like humanoid whose duty is to deliver mail to all islands of the Great Sea. Valoo, a great red dragon, also makes his home at the top of Dragon Roost Island. The Dragon Roost Cavern dungeon is accessed from this island, and many other important plot points occur here as well.

Beedle's Shop Ship
Wind Waker
Medli's Bottle
Grappling Hook
Wind's Requiem
Silver Rupee
Orange Rupee
Mail Center Minigame
Piece of Heart #8
Purple Rupee
Silver Rupee

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hvoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Wind Waker



You receive the magical baton, called the Wind Waker, from the King of Red Lions as soon as you land on Dragon Roost Island for the first time. For more information, refer to the walkthrough.



Medli's Bottle



Medli gives you an Empty Bottle just before she darts into the Dragon Roost Cavern. For more information, refer to the walkthrough.

Grappling Hook



Medli gives you the Grappling Hook after you free her from her holding cell in the Dragon Roost Cavern. For more information, refer to the walkthrough.

Wind's Requiem



After you clear the Dragon Roost Cavern (or earlier, if you're feeling uppity), head to the Wind Shrine on a small isle next to Dragon Roost Island. One of the Wind Shrine's two stone tablets has been broken; the other has three mysterious symbols etched into it.



Pull out the Wind Waker and play along with the symbols scribed onto the unbroken stone

tablet to learn the Wind's Requiem. This song has the power to dictate the direction of the wind. To play the Wind's Requiem, push **O**, **↶**, **↷** while using the Wind Waker.

Silver Rupee (via Treasure Chart #39)



Find and open Treasure Chart #39 (found inside the Dragon Roost Cavern dungeon at Dragon Roost Island in quadrant F2) to pull a chest from the Great Sea near Dragon Roost Island. The chest contains a Silver Rupee.

Orange Rupee



You must have the Deku Leaf to get this Orange Rupee. Walk along the inside balcony on the second floor of the Rito Tribe's aerie and exit through the second doorway you come to. Talk to the Rito standing outside the doorway. After a bit of dialogue he takes off for the Bird-Man Contest, which is being held at the Flight Control Platform in quadrant G2.



Position yourself as shown in the screenshot above, right where the Rito was standing. Use your Hero's Bow (if you've found it) to take out the Kargaroc nesting in a rock spire ahead of you, then direct the wind by conducting the Wind's Requiem and use the Deku Leaf to reach the top of the distant rock spire ahead to find a stone tablet. The tablet tells you to proceed forward.



Again, set the wind and use the Deku Leaf to float around the first rock spire directly ahead of you, then swing back and make a safe landing on top of another rock spire with a second stone tablet. This tablet tells you to go left. First, use the Boomerang to take out the nearby Kargaroc.



Look to the grassy ledge at left, then set the wind blowing in that direction with the Wind's Requiem. Use the Deku Leaf one last time to reach the grassy ledge, and then run up the trail through the side of the cliff. Inside you find a chest containing an Orange Rupee.

Mail Center Minigame



Talk to Koboli, the Rito who works behind the counter at the Mail Center on the second floor of the Rito Tribe's aerie, to play the Mail Center minigame. You must sort each piece of mail into its corresponding slot in 30 seconds.



First, sort 10 envelopes in 30 seconds. Once you do, you're given a raise and asked to sort 20 letters

in the same amount of time. If you manage to achieve that goal, you're then asked to sort 25 letters, still in only 30 seconds. Do that and Kobali is stunned. He showers you with compliments and gives you another increase in pay.



Memorize the patterns on the mail slots so you don't even have to look at them to know where each envelope belongs. This is mostly a game of luck, however. Sometimes you get a streak of five or six envelopes of the same exact type. This gives you a much better chance of sorting out 25 letters within the 30 seconds. Just keep trying until you get lucky!



Once you've proven your skills at letter-flicking, exit the aerie. Turn around and go back inside, and head back over to the Mail Center. Baito, the new part-timer, is working behind the counter.



Talk to Baito, and he tells you how much he'd love to see you sort 25 letters like you did before. Do so, and Baito is so impressed that he asks you to mail a letter to his mom for him. Drop the letter in the postbox outside, near the aerie entrance.



Don't worry—you have some nice rewards coming your way. For helping and impressing Baito so much, you receive two letters in the mail the next day. One letter is from Baito and one is from his mother, Kashiko. Baito's letter comes with a Red Rupee, and attached to Kashiko's letter is Piece of Heart #7. You can play the Mail Center minigame again any time by talking to Kobali.

Piece of Heart #8



One of the Rito guards who stands watch on the second floor of the aerie happens to have a girlfriend who adores Golden Feathers. As soon as you've collected 20 or more Golden Feathers, show them to the Rito guard. He's more than happy to take 20 off your hands, and gives you an Orange Rupee in return. Check any postbox the next day to find a letter from his extremely grateful girlfriend. Attached to the letter you find Piece of Heart #8.

Purple Rupee



Head to the Wind Shrine on a small isle near Dragon Roost Island, and look for a large, gray boulder on the beach. Bomb the boulder to reveal a hole leading into a secret cavern. Drop into the hole and enter the cavern.



This secret cavern isn't too difficult. Enter each room and defeat every enemy you find (mostly ChuChus). A torch above each door lights as you clear out the room. When all four torches are lit, a final door unseals. Enter that door to find a chest containing a Purple Rupee.

Silver Rupee



A curious sign near the Bomb Plants outside Dragon Roost Island shows an arrow pointing upward. Look up at the side of the cliff, and you soon discover the sign's significance. A long line of Bomb Plants grows from the side of the cliff high above you, and they seem to be leading straight up to a gray boulder.



Using the Hero's Bow, fire an arrow at the first Bomb Plant in line. The Bomb Plant flashes for a second before exploding, setting off a chain reaction that destroys the gray boulder. A chest drops from the sky and lands near the sign—it must have been sitting on top of the boulder! Open the chest to find a valuable Silver Rupee.

Fire Mountain (F3)



Fire Mountain resembles a large, active volcano. You cannot traverse Fire Mountain until you first disarm the lava pouring from its top. You need the Fire/Ice Arrow upgrade.

- Sea Platform
- Big Octo
- Silver Rupee
- Power Bracelets

Sea Platform



Sail to the single Sea Platform and destroy all its cannons to reveal a chest. Climb the ladder to reach the chest, and find a second chest. Both chests contain minor rewards.

Big Octo



An eight-eyed Big Octo is found in this quadrant. Sail toward the flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all eight eyes are shut, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.

Silver Rupee (via Treasure Chart #37)



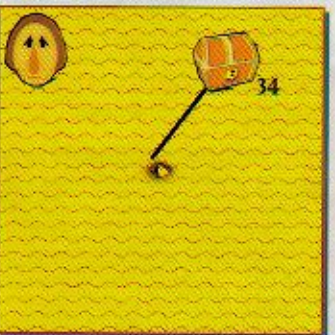
Find and open Treasure Chart #37 (inside the secret cavern at Rock Spire Isle in quadrant B3) to pull a chest from the Great Sea near Fire Mountain. The chest contains a Silver Rupee.

Power Bracelets



To enter Fire Mountain's secret cavern and get the Power Bracelets, first shoot an Ice Arrow into the tall column of fire erupting from the top of the island. This deactivates the volcano for five minutes. Then climb to the top of the island and drop through the hole there to enter the island's secret cavern. For more information, refer to the walkthrough.

Eastern Triangle Island (F4)



This small, triangular island has one of the three goddess statues. You must place one of the three colored pearls on the statue to

raise the Tower of the Gods from the Great Sea.

Beedle's Shop Ship
Silver Rupee

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hvoji Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Silver Rupee (via Treasure Chart #34)



Find and open Treasure Chart #34 (which is given to you by the Salvage Corp. the first time you sail up and talk to them) to pull a chest from the Great Sea near Eastern Triangle Island. The chest contains a Silver Rupee.

Bomb Island (F5)



From a bird's-eye view, Bomb Island does indeed resemble a bomb. It's circular, with a narrow, curved path winding to the northeast that looks like a fuse from above. One of the

three Wandering Merchants appears on Bomb Island after you begin the Trading Quest at Windfall Island (D2).

TIP

The Ghost Ship appears near this island on nights when the right half of the moon is dark.

Submarine
Sea Platform
Piece of Heart #24
Piece of Heart #41

Submarine



The Submarine in this quadrant has a handy Empty Bottle. Sail to the Submarine, then climb onto it and enter the doorway leading inside.



Face three Bokoblins and a few Rats. Defeat the Bokoblins to reveal a chest on the ground containing a Bottle. You don't have to defeat all the Rats to reveal the chest, but they steal your Rupees if you don't watch out for them.

Sea Platform



Sail to the single Sea Platform and climb its ladder. Defeat the enemies to reveal a chest, which contains a minor reward.

Piece of Heart #24



If you've found the Bombs item, you can use a Bomb to destroy the large boulder on top of Bomb Island, revealing a hole. Drop into the hole to enter a lava-filled secret cavern.



This secret cavern is made up of two rooms. In the first, unseal the north door by stunning a nearby Magtail. Pick it up and place it on the pressure switch on the floor. To stun a Magtail, wait until it's about to strike at you and then attack it with **Ⓢ**. The Magtail curls into a ball.



With the door unsealed, proceed into the next room. This second room is similar to the first, but much more dangerous. Walk down the extremely narrow pathway to the left of the door, taking care not to fall into any lava. Step on the switch at the end. Two rings of fire that were blocking the north pathway disappear.



Carefully make your way back along the narrow pathway. With

the fire extinguished, you can proceed up the second pathway to the north. This takes you to a wider area, where two more Magtails crawl about. Each side of the area has a ring of fire, and a short distance up a pathway to the north is chest surrounded by fire.



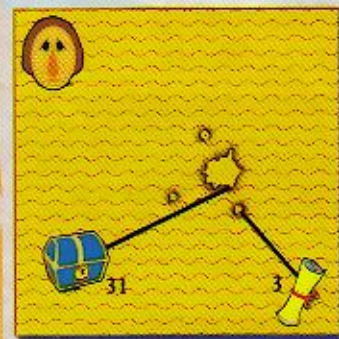
Stun either Magtail, pick it up, and throw it into one of the two rings of fire. It may take a few tries before the Magtail lands on the switch in the center. Repeat this process with the other ring of fire. Once both switches have been activated, the fires vanish, allowing you to reach the chest to the north. Open the chest to collect Piece of Heart #24.

Piece of Heart #41 (via Treasure Chart #20)



Find and open Treasure Chart #20 (found inside the Earth Temple dungeon at Headstone Island in quadrant C7) to pull a chest from the Great Sea near Bomb Island. The chest contains Piece of Heart #41.

Forest Haven (F6)



The giant Forest Haven is the home of the Great Deku Tree, the

wise and ancient spirit of the forest, and his children, the Koroks. There are many things for you to see and do here at the Forest Haven. The Forbidden Woods dungeon is next to the Forest Haven.

Beedle's Shop Ship
Deku Leaf
Boomerang
Hollo's Forest Potion Shop
Treasure Chart #3
Forest Firefly
Piece of Heart #36
Withered Deku Trees
Nintendo Gallery

Beedle's Shop Ship



Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hvoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Deku Leaf



The Deku Leaf is on a high branch of the Great Deku Tree. Refer to the walkthrough for more information.

Boomerang



The Boomerang is found inside the Forbidden Woods dungeon, just to the west of the Forest Haven. Refer to the walkthrough for more information.

Hollo's Forest Potion Shop

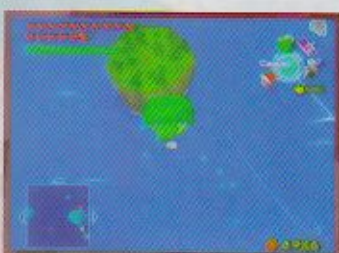


After you clear the Forbidden Woods dungeon, you can enter Hollo's Forest Potion Shop in a separate cave inside Forest Haven. Hollo makes Blue Potions for you if you give him four Boko Baba Seeds and have an Empty Bottle. This is the best place to get a Blue Potion, because Boko Baba Seeds are all over Forest Haven (just defeat the plentiful Boko Babas to collect a few).

Treasure Chart #3



Once you have the Deku Leaf, you can obtain this Treasure Chart. Use the Baba Buds found inside Forest Haven to make your way up to the highest ledge along the outside wall of the area. Reaching the highest ledge requires a couple of fearless jumps and glides, but nothing too strenuous.



Exit Forest Haven from the highest ledge. A short cutscene shows a circular isle far below you with a chest sitting on top of it. Change the direction of the wind if necessary and use the Deku Leaf to

float down to the circular isle. This is an easy jump if you change the camera angle so you can see your shadow as you glide. Drop from the sky as soon as your shadow appears on top of the isle, and then open the chest to find Treasure Chart #3.

Forest Firefly



Lenzo from Windfall Island (D2) requires a Forest Firefly to create the Deluxe Picto Box. Forest Fireflies live inside Forest Haven. They look like the other fireflies in the area, except they are slightly larger and their soft glow illuminates nearby walls and objects. They're easy to spot, and all you need to do to capture one is scoop it into a bottle.

Piece of Heart #36 (via Treasure Chart #31)



Find and open Treasure Chart #31 (found at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Forest Haven. The chest contains Piece of Heart #36.

Withered Deku Trees



During the cinema that runs after you clear the Forbidden Woods

dungeon and return Makar to Forest Haven, eight Koroks leave the sanctity of the Great Deku Tree's lair to plant new Deku Trees on eight islands across the Great Sea. Something has happened to the newly planted Deku Trees, however—they're withering away for some unknown reason. Help the Withered Deku Trees to get Piece of Heart #26.



You need an Empty Bottle and the Ballad of Gales warping song. Talk to the Great Deku Tree, who explains the entire situation to you. He also marks the locations of the eight Withered Deku Trees on your Sea Chart. They appear as faint Deku Leaf symbols. Now all you need is some Forest Water.



Fill your bottle in Forest Haven with Forest Water, a potent brew with the power to revive Deku Trees. You can fill only one bottle, but it holds an unlimited amount of Forest Water. Forest Water turns into ordinary water just 20 minutes after you bottle it. You must water all eight Withered Deku Trees before that time passes.



You need the Ballad of Gales warping song to complete this sidequest. Check your remaining time by highlighting the Forest Water on your Inventory menu and pressing **△**.



Here's our strategy for watering the eight Withered Deku Trees. On our first attempt, we watered all eight with more than 5 minutes to spare. Follow the steps below.

- 1. Cliff Plateau Isles (G6):** Sail directly east from Forest Haven. At Cliff Plateau Isles, enter its secret cavern and use the cavern's alternate exit to reach the Withered Deku Tree on top of the largest isle. (see pg. 114)
- 2. Shark Island (C6):** Warp to Southern Fairy Island (D6) and then sail west.
- 3. Greatfish Isle (B4):** Warp directly to Greatfish Isle and run up the southeast isle's corkscrew-like pathway to reach the Withered Deku Tree at the top.
- 4. Needle Rock Isle (A5):** Sail directly southwest from Greatfish Isle (B4) to reach the next Deku Tree at Needle Rock Isle.
- 5. Private Oasis (E5):** Warp to the Tower of the Gods (E4) and sail south.
- 6. Eastern Fairy Island (E3):** Warp back to the Tower of the Gods (E4) and sail north.
- 7. Mother & Child Isles (B2):** Warp to Tingle Island (C3) and sail northwest (Do *not* warp directly to quadrant B2). The Withered Deku Tree is on top of the Child Isle.
- 8. Star Island (B1):** Sail directly north after you finish watering the Withered Deku Tree on Child Isle.



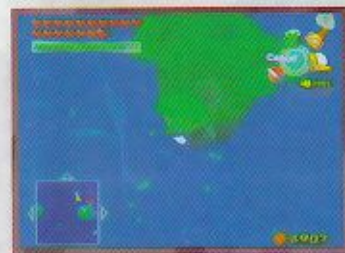
Whatever watering strategy you use, the eighth Withered Deku Tree instantly grows several feet taller, becoming healthy and

strong, after you water it. As thanks for your help, you get Piece of Heart #26. If you didn't make it to every Withered Deku Tree in time, try again!

Nintendo Gallery



After you acquire the Deku Leaf, you can reach the small (but tall) circular isle just north of the Forest Haven, where the Nintendo Gallery is located. Use the Baba Buds found in Forest Haven to reach the second-highest ledge on the outside wall, then exit Forest Haven through the doorway on the ledge.



A short cutscene shows a glimpse of the small north isle where the entrance to the Nintendo Gallery is found. Use the Deku Leaf to glide down onto the circular isle, rotating the camera so that you can see your shadow below. Drop out of the air when your shadow touches the top of the isle to make sure you don't miss it.



Talk to Manny, who is standing next to the huge metal hatch. He tells you that activating a distant switch opens the hatch. Use your telescope to examine the side of Forest Haven in the distance and spot a white, diamond-shaped switch in a small recess.

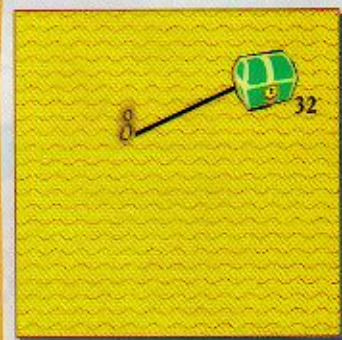


The switch is too far away to activate by conventional means. Instead, use a Hvoi Pear to take control of a nearby seagull. Fly the seagull directly into the diamond-shaped switch, and the metal hatch opens. You can enter the Nintendo Gallery!



Drop into the hole beneath the metal hatch and you appear in the main area of the Nintendo Gallery. Talk to Carlov, the man behind the counter, to learn about becoming a member of the Nintendo Gallery. To become an official member, show Carlov a well-snapped color pictograph of just about any creature or character in the game. He uses it to make a cool-looking figurine. Refer to "Nintendo Gallery" in the "Legendary Checklist" section for more information, as well as the list of every pictograph you need to take to complete your figurine collection.

Boating Course (F7)



On the Boating Course, you can play the fun and rewarding Boating Course minigame. The handy Submarine Chart is inside a secret cavern here.

Boating Course minigame
Submarine Chart
Sea Hearts Chart

Boating Course Minigame



Talk to Loot, the sailor who runs the Boating Course, to play the Boating Course minigame. It costs 30 Rupees to play, but you can make up to 150 Rupees if you collect every one that you see as you sail around the course.



If you don't cross the finish line before the 4-minute time limit expires, you can't keep any of the Rupees you collected during the minigame. Four minutes is time enough to make two laps, so you can afford to miss a few Rupees on your first lap. To make a second lap without crossing the finish line, steer sharply to the left as you approach the banner at the end of the course.



Each time you win the Boating Course minigame, 10 seconds are chopped off your time limit on the next race. After you win it once, for example, you have only 3 minutes and 50 seconds for the second attempt. On your third attempt, you have only 3 minutes and 40 seconds, and so on. It's possible to collect all 150 Rupees in one lap (or the vast majority of them, at least), so you can build up quite a stack of Rupees by playing the Boating Course minigame.



Jump over the upright barrels to collect their Rupees. Sail right over the sideways barrels. Make sharp turns by jumping and steering in the desired direction while airborne.

Blue ChuChu



Use the Deku Leaf to reach a smaller island on the other side of the Boating Course's finish-line banner. Jump from the highest point on the main island of the Boating Course and glide to the smaller island. Defeat a Blue ChuChu there for a Blue Chu Jelly.

Submarine Chart



Use the Deku Leaf to reach the smaller island on the other side of the Boating Course's finish-line banner. Drop into a hole on the ground there to enter a secret cavern.





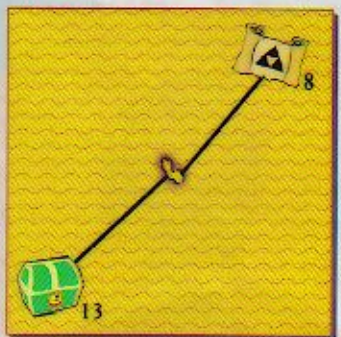
Inside are three white, diamond-shaped switches, one on top of each elevated ledge. Activate all three to reveal the chest that contains the Submarine Chart. You're under constant attack by Miniblins, which makes activating the switches quite a chore. Use the Boomerang and lock on to each switch after you defeat a wave of Miniblins.

Sea Hearts Chart (via Treasure Chart #32)



Find and open Treasure Chart #32 (found at the Three-Eye Reef in quadrant A4) to pull a chest from the Great Sea near the Boating Course. The chest contains the Sea Hearts Chart.

Overlook Island (G1)



Because Overlook Island sits several feet up from the Great Sea, you need the Hookshot to reach its top. Watch out for a pair of

Cannon Boats that patrol the waters around the island.

Secret Cave Chart
Blue ChuChu
Triforce Chart #8

Secret Cave Chart (via Treasure Chart #13)



Find and open Treasure Chart #13 (found at the Two-Eye Reef in quadrant D7) to pull a chest from the Great Sea near Overlook Island. The chest contains the Secret Cave Chart.

Blue ChuChu



If you have the Hookshot, you can latch on to the palm trees on top of the island and make your way across to the other side. Defeat the Blue ChuChu on the second ledge for a Blue Chu Jelly.

Triforce Chart #8

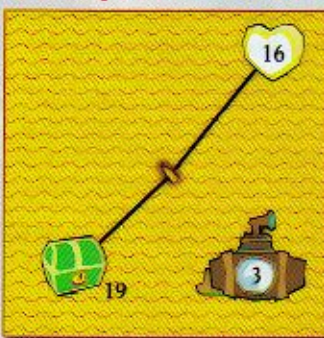


If you have the Hookshot, you can latch on to the palm trees on top of the island and make your way across to the other side, where you find a hole in the ground. Drop into the hole to enter this island's secret cavern.



Enter each room and defeat all the enemies. Once you clear a room and return to the main chamber, the torch above the room lights up. Light all four torches to unseal the final door, then play the Wind's Requiem at the Wind Crest to reveal a chest containing Triforce Chart #8. For more information, refer to the "Triforce of Courage" section of the walkthrough.

Flight Control Platform (G2)



The Flight Control Platform is the site of the Rito Tribe's Bird-Man Contest, a minigame that tests your ability to glide with the Deku Leaf. Until you have the Deku Leaf and Magic Meter Upgrade, you can't do much at the Flight Control Platform.

Submarine
Bird-Man Contest
Island Hearts Chart

Submarine



The Platform Chart is inside the Submarine. Sail to the Submarine, climb onto it, and enter the doorway leading inside.



Everything is dark until you step on a pressure switch on the floor. The sub's torches light, and several enemies attack you. Defeat all of the Wizzrobes, ChuChus, and Miniblins to make a ladder drop from the ceiling. Climb the ladder to reach a treasure chest, which contains the Platform Chart.

Bird-Man Contest



In the Bird-Man Contest, a fun and challenging minigame, you must use the Deku Leaf to glide as far as possible. It costs 10 Rupees to play, but the prize makes the price seem trivial.



A long, roped-off area extends from the launch deck of the Flight Control Platform. At the end of the area is a banner marking the record-setting distance that the Bird-Man Contest's "Great and Talented Champion" glided to. If you make it past the banner, you become the new champion.



Because gliding with the Deku Leaf constantly drains your Magic Meter, you don't stand a chance without a Magic Meter upgrade from the Great Fairy in quadrant D7. Use updrafts to give yourself the extra altitude needed to make the long glide to the banner.



Before you rush off the Flight Control Platform's takeoff ramp, study the movements of the updrafts. If you time it just right, you can jump and glide straight toward the distant banner, catching an updraft or two along the way. If your timing is off, you waste time and momentum attempting to steer into an updraft.



With excellent time, you easily cross the banner at the other side of the roped-in area. For beating the previously untouchable record, you get Piece of Heart #16. You can play the Bird-Man Contest minigame as many times as you like. Each time you set a new record, you get a Purple Rupee prize.



Island Hearts Chart (via Treasure Chart #19)



Find and open Treasure Chart #19 (found at the Four-Eve Reef in quadrant A2) to pull a chest from the Great Sea near the Flight Control Platform. The chest contains the Island Hearts Chart.

Star Belt Archipelago (G3)



The Star Belt Archipelago resembles a familiar star constellation when viewed from above. It's little more than a collection of rock spires jutting from the water.

TIP

The Ghost Ship appears near this archipelago on nights when the left half of the moon is dark.

Sea Platform
Rings of Light
Silver Rupee

Sea Platform



Sail to the single Sea Platform and climb its ladder. A chest sitting on

top of the Sea Platform contains a minor reward.

Rings of Light



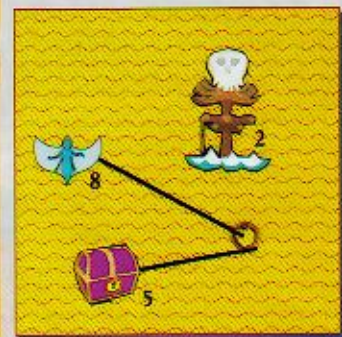
Two rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a Red Rupee from one and a Purple Rupee from the other.

Silver Rupee (via Treasure Chart #27)



Find and open Treasure Chart #27 (found at Cliff Plateau Isles in quadrant G6) to pull a chest from the Great Sea near the Star Belt Archipelago. The chest contains a Silver Rupee.

Thorned Fairy Island (G4)



This small, heart-shaped island has a Great Fairy. Use the Skull Hammer to enter the secret cavern inside the large conch shell.

Blue ChuChu
Sea Platforms
Arrow Upgrade
Piece of Heart #40

Blue ChuChu



Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Sea Platforms



Sail to the pair of Sea Platforms. Destroy all the cannons on the only Sea Platform that has them to reveal a chest. Climb that Sea Platform's ladder and open the chest for a minor reward. Direct the wind west with the Wind's Requiem and use the Deku Leaf to glide to the second Sea Platform. Defeat the enemies there to reveal a chest, which also contains a minor reward.

Arrow Upgrade



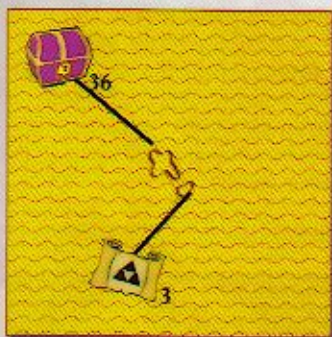
Use the Skull Hammer to pound down three nearby pegs and remove a wall of thorns blocking the way into the large conch shell. Drop into the hole inside the shell to enter a secret cavern with a Great Fairy. This Great Fairy upgrades your Arrow-carrying capacity, and invites you to return any time to replenish your Life Gauge.

Piece of Heart #40 (via Treasure Chart #5)



Find and open Treasure Chart #5 (which is found inside the Wind Temple dungeon at Gale Isle in quadrant D1) to pull a chest from the Great Sea near Thorned Fairy Island. The chest contains Piece of Heart #40.

Bird's Peak Rock (G5)



Bird's Peak Rock is divided into two isles—one covered in grass that you can walk onto, and another a short distance away that's made of several pillars of rock. Many Kargarocs make their nests in the high peaks of the second isle.

Blue ChuChu
Triforce Chart #3
Silver Rupee

Blue ChuChu



Find a wooden peg sticking out of the wall above the steel door on the island. Use the Grappling Hook to latch onto the peg, then pull yourself up to a tiny area above the steel door. Defeat the Blue ChuChu there for a Blue Chu Jelly.

Triforce Chart #3

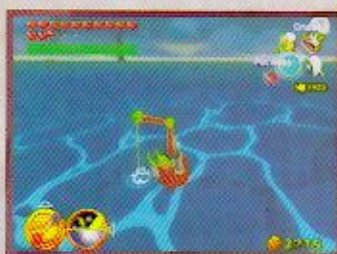


To get this Triforce Chart, open the steel door on the grassy isle. Activate each of the white, diamond-shaped switches in the Kargaroc's nests atop the pillars of rock in the distance.



Start by pulling out the Hero's Bow and picking off most of the Kargarocs nesting on top of the rock pillars. Once you've dealt with them, use a Hyoi Pear to take control of a seagull and fly into each switch. The steel door opens when all are activated. Drop into the hole just beyond the steel door and acquire Triforce Chart #3 from the secret cavern below. For more information, refer to the "Triforce of Courage" section of the walkthrough.

Silver Rupee (via Treasure Chart #36)



Find and open Treasure Chart #36 (found at Ice Ring Isle in quadrant E6) to pull a chest from the Great Sea near Bird's Peak Rock. The chest contains a Silver Rupee.

Cliff Plateau Isles (G6)



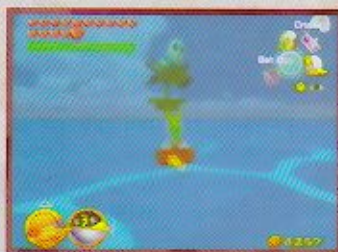
The Cliff Plateau Isles comprise a tight cluster of smaller isles grouped around a slightly larger one. You cannot reach the top of the larger isle without traveling through a secret cavern that is entered via the hole on one of the smaller isles.

NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

Sea Platform
Secret Cavern
Triforce Shard #5

Sea Platform



Sail to the single Sea Platform and climb its ladder. A chest sitting on top contains a minor reward.

Secret Cavern



The only way to traverse the Cliff Plateau Isles and reach the largest isle is through the secret cavern that's entered via the hole on one of the smaller isles. Start by walking up the slope of the first of the four smaller isles, then hop across each one until you come to the secret cavern's entry hole. Fall into the hole to enter the secret cavern.





This cavern has a few obstacles for you to overcome as you try to reach the other side. First, manipulate the circular platforms so you can cross them and reach the higher area of the cavern. Use the Deku Leaf to spin the platforms or to glide across them.



Once past the circular platforms, make your way around a wall of thorns that sprouts from the ground when you get close. Move slowly to avoid charging into them. Defeat the Boko Baba near the two tree stumps. It leaves a Baba Bud behind. Use the Baba Bud to reach the flat tops of two nearby tree stumps, and then carefully hang and drop to the chest below. Open the chest to get a Joy Pendant.



Once you open the chest, several (but not all) of the walls of thorns disappear, allowing you access to the Deku Pod again. Use the Deku Pod to reach the tops of the tree stumps again, and then look for a wooden gate nearby. Use a Fire Arrow to burn away the wooden gate, revealing a ledge and an alternate exit from this secret cavern.



Use the Deku Leaf to glide from the closest tree stump to the ledge. Walk into the shaft of light, and you appear on top of the largest Cliff Plateau Isle.



Here you find a Blue ChuChu, a Withered Deku Tree, and a chest containing Treasure Chart #25. You must travel through this secret cavern again to water the eight Withered Deku Trees.

Triforce Shard #5 (via Triforce Chart #5)



After you find, open, and have deciphered Triforce Chart #5 (found in the wreckage of the golden Cannon Boat near Needle Rock Isle in quadrant A5), you can pull a chest from the Great Sea near the Cliff Plateau Isles. The chest contains Triforce Shard #5.

Five-Star Isles (G7)



The Five-Star Isles are little more than a collection of rock spires poking through the surface of the Great Sea. Several Kargarocs closely guard the spires, waiting to swoop down and attack unwary passersby.

TIP

The Ghost Ship appears near this island on nights when the crescent moon faces down (right crescent).

Submarine Sea Platform Rings of Light Piece of Heart #37

Submarine



Piece of Heart #14 is inside a Submarine. Sail to the Submarine, and you see a chest on a raft next to it. Open the chest for a Red Rupee, then swim onto the Submarine and enter the doorway leading inside.



You face a few Bokoblins and Keese. Defeat the enemies, and a ladder drops from the ceiling of the Submarine. Climb the ladder and open the chest there to receive Piece of Heart #14.

Sea Platform



Sail to the single Sea Platform and destroy all its cannons to reveal a

chest on top of the platform. Climb the Sea Platform's ladder and open the chest, which contains a minor reward.

Rings of Light



Three rings of light around this island appear only under the light of a full moon. When you see them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

Piece of Heart #37 (via Treasure Chart #33)



Find and open Treasure Chart #33 (found at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Five-Star Isles. The chest contains Piece of Heart #33.





THE LEGENDARY CHECKLIST



With so many things to see and do in *The Legend of Zelda: The Wind Waker*, you need a checklist to keep track of what you've accomplished thus far... and here it is! Use the following checklists to mark off each item you find and every goal you achieve as you progress through the game.

Note

The checklists only help you keep track of your progress through the game. For detailed information on anything you see on the lists, refer to the walkthrough or the "Training" or "Islands of the Great Sea" sections of this guide.

Beedle's Shop Ship



Beedle is the merchant who travels across the Great Sea in his Shop Ship, selling wares that include the valuable Bait Bag. This table lists the islands where you can find Beedle's Shop Ship, what he has for sale at each location, and the prices for each item.



To enter Beedle's Shop Ship, swim to one of the barrels near the ship's front and climb on, then enter the doorway leading into the ship. Items vary depending on how far into the game you are.

Beedle's Shop Ships

Island (Quadrant)	Items for Sale (Cost)
Spectacle Isle (C2)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)
Windfall Island (D2)	10 Arrows (10 Rupees), 30 Bombs (30 Rupees), All-Purpose Bait (10 Rupees)
Pawprint Isle (E2)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)
Dragon Roost Island (F2)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)
Rock Spire Isle (B3)	Empty Bottle (500 Rupees), Piece of Heart #22 (950 Rupees), Treasure Chart #4 (900 Rupees)
Greatfish Isle (B4)	30 Arrows (30 Rupees), 30 Bombs (30 Rupees), Red Potion (30 Rupees)
Tower of the Gods (E4)	30 Arrows (30 Rupees), 30 Bombs (30 Rupees), Red Potion (30 Rupees)
Eastern Triangle Island (F4)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)
Southern Triangle Island (D5)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)
Shark Island (C6)	30 Arrows (30 Rupees), 30 Bombs (30 Rupees), Red Potion (30 Rupees)
Forest Haven (F6)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)
Outset Island (B7)	Hyo Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)

Note

After you purchase the Empty Bottle, Piece of Heart, and Treasure Chart from Beedle at Rock Spire Isle (B3), he sells 30 Bombs, 30 Arrows, and a Red Potion for 30 Rupees each.

Big Octos



Six Big Octos lurk beneath the Great Sea, waiting to devour unwary vessels. Seek out these massive creatures and defeat them to earn hundreds of Rupees, a couple Pieces of Heart, and a Magic Meter upgrade.



To find a Big Octo, look for flocks of seagulls circling an area in each of the quadrants listed below. The Telescope helps find the circling seagulls from a distance. When you spot them, sail toward the seagulls. A Big Octo rises from the waters as you approach, capturing you in a whirlpool that pulls you in.

Use the Boomerang to target up to five of its big, yellow eyes at once. Each eye shuts after taking three Boomerang hits. When you take out the Big Octo's eyes, it sinks, defeated, to the sea's bottom, leaving a ring of light behind. Sail to the ring of light and use the Grappling Hook to pull up valuable treasure!

Big Octos

Island (Quadrant)	# of Eyes	Treasure
Seven-Star Isles (F1)	12	Piece of Heart #15
Tingle Island (C3)	12	Piece of Heart #17
Fire Mountain (F3)	8	Silver Rupee
Private Oasis (E5)	8	Silver Rupee
Diamond Steppe Island (A6)	8	Silver Rupee
Two-Eye Reef (D7)	4	Double Magic Meter Upgrade

Blue ChuChus

Blue ChuChus are rare enemies found only on certain islands of the Great Sea. Defeating a Blue ChuChu earns you a rare Blue Chu Jelly, which is used to create the Blue Potion at the Chu Jelly Juice Shop on Windfall Island (D2). Blue Potion fully replenishes Link's Heart and Magic Meters, making it the second-best restorative drink in the game (next to Grandma's Elixir Soup).

You need 15 Blue Chu Jellies to get Doc Bandam at Windfall Island (D2) to create the Blue Potion. After that, you can purchase as many Blue Potions from the shop as you want for 60 Rupees each, or get a free Blue Potion for 5 Blue Chu Jellies! Each Blue ChuChu drops only a single Blue Chu Jelly. You can't get a second Blue Chu Jelly from the same Blue ChuChu—it drops a Yellow Rupee instead.



The following table lists the islands where you can find each Blue ChuChu. Defeat these enemies while exploring the islands below and collect their valuable Blue Chu Jelly.

Blue ChuChu Locations

Island (Quadrant)	Comments
Star Island (B1)	Bomb the large southwestern boulder.
Northern Fairy Island (C1)	—
Crescent Moon Island (E1)	Find two Blue ChuChus here.
Overlook Island (G1)	The Hookshot's required.
Mother & Child Isles (B2)	It's on Child Isle.
Spectacle Isle (C2)	It's under the bridge.
Western Fairy Island (A3)	—
Rock Spire Isle (B3)	Bombs are required.
Tingle Island (C3)	—
Eastern Fairy Island (E3)	—
Thorned Fairy Island (G4)	—
Stone Watcher Island (C5)	It's behind the large stone face.
Bird's Peak Rock (G5)	It's above the steel door; a Grappling Hook is required.
Diamond Steppe Island (A6)	The Hookshot is required.
Shark Island (C6)	Solve the switch puzzle to create an updraft (Skull Hammer and Iron Boots are required). Use the Deku Leaf and updraft to reach the island's highest part.
Southern Fairy Island (D6)	—
Cliff Plateau Isles (C6)	It's on top of the largest, tallest isle. Travel through the secret cavern to reach it; Fire Arrows are required.
Angular Isles (E7)	It's on top of the larger isle.
Boating Course (F7)	It's on top of the large gray stone on the smaller isle. Use the Deku Leaf from the larger isle to reach it.

Treasure Charts



Treasure Charts are self-explanatory. They're the blue ones that lead you to a treasure hidden in the depths of the Great Sea. When you find a Treasure Chart, bring up your Sea Chart and switch to the Charts submenu by pressing \odot . Press \ominus to open the Treasure Chart.

Match a Treasure Chart to the Great Sea islands you've uncovered on your Sea Chart to deduce where its treasure lies. Sail to that island to haul up the treasure!

When you arrive at the island on your Treasure Chart, a ring of light corresponds with the "X" marked on your Treasure Chart. From these special rings, narrow shafts of light shine toward the sky, indicating that there's something good down there!

Sail to the shaft of light and pull up the treasure using your Grappling Hook (please see "Boat Controls" in the "Training" section for detailed information and strategy on how to nab these treasures).

41 Treasure Charts are hidden in the game, each of which leads you to a chest full of valuable goodies. It could be a hoard of Rupees, a special chart, or a Piece of Heart! The following table tells you where each Treasure Chart is found, where the treasure for each chart is located, and what the treasure is. To find out how to get each Treasure Chart, see the "Islands of the Great Sea" section.



Treasure Charts

Chart	Chart Location	Treasure Location	Treasure
1	Forbidden Woods dungeon (F6)	Private Oasis (E5)	Silver Rupee
2	Windfall Island (D2)	Rock Spire Isle (B3)	Piece of Heart #34
3	Needle Rock Isle (A5)	Eastern Fairy Island (E3)	Treasure Chart #40
4	Beedle's Shop Ship (B3)	Southern Fairy Island (D6)	Piece of Heart #25
5	Wind Temple dungeon (D1)	Thorned Fairy Island (G4)	Piece of Heart #40
6	Tower of the Gods dungeon (E4)	Six-Eye Reef (D4)	Silver Rupee
7	Windfall Island (D2)	Star Island (B1)	Silver Rupee
8	Horseshoe Island (A7)	Western Fairy Island (E3)	Silver Rupee
9	Submarine near Crescent Moon Island (E1)	Horseshoe Island (A7)	Silver Rupee
10	Crescent Moon Island (E1)	Tingle Island (C3)	Silver Rupee
11	Dragon Roost Cavern dungeon (F2)	Crescent Moon Island (E1)	Piece of Heart #4
12	Earth Temple dungeon (C7)	Five-Eye Reef (B6)	Silver Rupee
13	Two-Eye Reef (D6)	Overlook Island (G1)	Secret Cave Chart
14	Submarine near Headstone Island (C7)	Tower of the Gods (E4)	Silver Rupee
15	Forbidden Woods dungeon (F6)	Angular Isles (E7)	Piece of Heart #20

Treasure Charts continued

Chart	Chart Location	Treasure Location	Treasure
16	Needle Rock Isle (A5)	Shark Island (C6)	Treasure Chart #28
17	Spectacle Isle (C2)	Ice Ring Isle (E6)	Silver Rupee
18	Windfall Island (D2)	Windfall Island (D2)	Green Rupee
19	Four-Eye Reef (B2)	Flight Control Platform (G2)	Island Hearts Chart
20	Earth Temple dungeon (C7)	Bomb Island (F5)	Piece of Heart #41
21	Cyclops Reef (C4)	Cyclops Reef (C4)	Light Ring Chart
22	Submarine near Northern Fairy Island (C1)	Spectacle Isle (C2)	Silver Rupee
23	Windfall Island (D2)	Diamond Steppe Island (A6)	Piece of Heart #11
24	Windfall Island (D2)	Northern Fairy Island (C1)	Silver Rupee
25	Cliff Plateau Isles (G6)	Forsaken Fortress (A1)	Silver Rupee
26	Six-Eye Reef (D4)	Northern Triangle Island (D3)	Octo Chart
27	Private Oasis (E5)	Star Belt Archipelago (G3)	Silver Rupee
28	Shark Island (C6)	Needle Rock Isle (A5)	Treasure Chart #3
29	Windfall Island (D2)	Mother & Child Isles (B2)	Silver Rupee
30	Tower of the Gods dungeon (E4)	Pawprint Isle (E2)	Piece of Heart #33
31	Windfall Island (D2)	Forest Haven (F6)	Piece of Heart #36
32	Three-Eye Reef (A4)	Boating Course (F7)	Sea Hearts Chart
33	Windfall Island (D2)	Five-Star Isles (G7)	Piece of Heart #37
34	Treasure Hunters (boat)	Eastern Triangle Island (F4)	Silver Rupee
35	Wind Temple dungeon (D1)	Islet of Steel (B5)	Silver Rupee
36	Ice Ring Isle (E6)	Bird's Peak Rock (G5)	Silver Rupee
37	Rock Spire Isle (B3)	Fire Mountain (F3)	Silver Rupee
38	Windfall Island (D2)	Three-Eye Reef (A4)	Piece of Heart #35
39	Dragon Roost Cavern dungeon	Dragon Roost Island (F2)	Silver Rupee
40	Eastern Fairy Island (E3)	Headstone Island (C7)	Triforce Chart #5
41	Five-Eye Reef (B6)	Four-Eye Reef (A2)	Great Fairy Chart

Triforce Charts



After you power up the Master Sword, find the eight Triforce Shards that together make up the Triforce of Courage. To do this, find eight Triforce Charts, each of which leads you to a specific Triforce Shard.

With the IN-credible Chart you get in the mail from Tingle, you can see where seven of the eight Triforce Charts are located. One is locked away inside the mysterious Ghost Ship, which moves around the Great Sea according to the moon's phases. To get that Triforce Chart, you need the Ghost Ship Chart. See the "Islands of the Great Sea" section for information on how to get each Triforce Chart, or refer to the walkthrough's "Triforce of Courage" section.

Triforce Charts

Chart	Chart Location	Triforce Shard Location
1	Islet of Steel	Greatfish Isle (B4)
2	Private Oasis	Gale Isle (D1)
3	Bird's Peak Rock	Stone Watcher Island (C5)
4	Ghost Ship (varies)	Outset Island (B7)
5	Headstone Island	Cliff Plateau Isles (G6)
6	Outset Island	Southern Triangle Island (D5)
7	Stone Watcher Island	Seven-Star Isles (F1)
8	Overlook Island	Two-Eye Reef (D7)

Special Charts



During the course of the game, you find several red Charts, a couple of green Charts, and a blue/brown Ghost Ship Chart (which you must have to enter the Ghost Ship). These charts do not lead to sunken treasure, and don't add to your chart total on the Quest Status Screen.

They do provide information on many important items, objects, and areas found in the game. For example, the Great Fairy Chart shows you the eight quadrants where each of the Great Fairies and the Fairy Queen are located. The following table lists the name of each special chart, where and how it's acquired, and what it's useful for.



Special Charts

Chart Name	Location	How to Get It	What It Shows
Beedle's Chart	Any postbox	Talk to Beedle, then check a postbox the next day.	Quadrants where Beedle's Shop Ship is found
Ghost Ship Chart	Secret cavern of Diamond Steppe Island (A6)	Open a chest at the Warp Jar puzzle's end (the Hookshot's required).	Ghost Ship locations during different phases of the moon
Great Fairy Chart	Four-Eye Reef (A2)	Open Treasure Chart #41 and pull up the chest.	Eight Great Fairy locations
IN-credible Chart	Any postbox	Free Tingle from jail, and the chart shows up in the mail before you begin to hunt for the pieces of the Triforce of Courage.	Triforce Chart locations
Island Hearts Chart	Flight Control Platform (G2)	Open Treasure Chart #19 and pull up the chest.	Locations of all Pieces of Heart that are not found by using Treasure Charts.
Light Ring Chart	Cyclops Reef (C4)	Open Treasure Chart #21 and pull up the chest.	Locations of rings of light that only appear during a full moon
Octo Chart	Northern Triangle Island (D3)	Open Treasure Chart #26 and pull up the chest.	Big Octo locations
Platform Chart	Submarine near Flight Control Platform (G2)	Clear the submarine of enemies and open the chest.	Platform locations
Sea Hearts Chart	Boating Course (F7)	Open Treasure Chart #32 and pull up the chest.	Locations of all Treasure Charts that lead to Pieces of Heart
Secret Cave Chart	Overlook Island (G1)	Open Treasure Chart #13 and pull up the treasure.	Secret cavern locations
Submarine Chart	Boating Course (F7)	Clear the secret cavern.	Submarine locations
Tingle's Chart	Any postbox	Free Tingle from jail and check the postbox the next day.	A rough drawing of Tingle Island (C3) in relationship to Windfall Island (D2)

Note

For more information on the Ghost Ship and its chart, see "Ghost Ship Locations" in this section or refer to "Triforce Chart 4" in the "Triforce of Courage" walkthrough section.



Great Fairies



Eight Great Fairies are scattered across the Great Sea's islands, one of which is the Queen of the Fairy World. Each Great Fairy can only be reached by using items you acquire throughout the game, such as Bombs or the Skull Hammer. The following table lists each Great Fairy in order of availability, the upgrade you

receive from that Fairy, and what items you need to reach the Fairy.

After you get your upgrade from a Great Fairy, you may return at any time to be healed or to capture a Fairy in a Empty Bottle for later use. Refer to the "Islands of the Great Sea" section for more information on each island's Great Fairies.

Great Fairies

Location	Upgrade	Items Required	Comments
Two-Eyed Reef (D7)	Double Magic Meter	Boomerang	Defeat the four-eyed Big Octo in this quadrant to free this Great Fairy.
Northern Fairy Island (C1)	Carry more Rupees	Bombs	—
Eastern Fairy Island (E3)	Carry more Bombs	Bombs	—
Southern Fairy Island (D6)	Carry more Bombs	Bombs	—
Outset Island (B7)	Carry more Rupees	Deku Leaf, Bombs	Glide with your Deku Leaf across the bridge and bomb the forest boulder.
Mother & Child Isles (B2)	Fire/Ice Arrows	Ballad of Gales song	Use the song to warp inside Mother Isle.
Western Fairy Island (A3)	Carry more Arrows	Skull Hammer	—
Thorned Fairy Island (C4)	Carry more Arrows	Skull Hammer	—

Quest Items

You acquire many items during the game. Some are crucial and must be acquired to complete the game, while others are used mainly for sidequests. The following table lists all the game's major quest items.



Quest Items

Name	Location
Bait Bag	Beedle's Shop Ship (varies)
Bombs	Pirate's Ship (D2)
Boomerang	Forbidden Woods dungeon (F6)
Deku Leaf	Forest Haven (F6)
Delivery Bag	Dragon Roost Island (F2)
Deluxe Picto Box	Windfall Island (D2)
Din's Pearl	Dragon Roost Island (F2)
Farore's Pearl	Forest Haven (F6)
Grappling Hook	Dragon Roost Cavern dungeon (F2)
Hero's Bow	Tower of the Gods (E4)
Hero's Charm	Windfall Island (D2)
Hero's Shield	Outset Island (B7)
Hero's Sword	Outset Island (B7)
Hookshot	Wind Temple dungeon (D1)
Iron Boots	Ice Ring Isle (E6)
Magic Armor	Windfall Island (D2)
Master Sword	Tower of the Gods (E4)
Mirror Shield	Earth Temple dungeon (C7)
Nayru's Pearl	Outset Island (B7)



Quest Items continued

Name	Location
Picto Box	Windfall Island (D2)
Pirate's Charm Stone	Pirate Ship
Power Bracelets	Fire Mountain (F3)
Sail	Windfall Island (D2)
Skull Hammer	Monster Island (A1)
Spoils Bag	Pirate Ship
Telescope	Outset Island (B7)
Triforce Shard 1	Greatfish Isle (B4)
Triforce Shard 2	Gale Isle (D1)
Triforce Shard 3	Stone Watcher Island (C5)
Triforce Shard 4	Outset Island (B7)
Triforce Shard 5	Cliff Plateau Isles (G6)
Triforce Shard 6	Southern Triangle Island (D5)
Triforce Shard 7	Seven-Star Isles (F1)
Triforce Shard 8	Two-Eye Reef (D7)
Wind Waker	Dragon Roost Island (F2)



Minigames



The Legend of Zelda: The Wind Waker has several minigames available. Use the following table to check off each one as you complete it. The table lists only those minigames that you can play as many times as you want. One-time-only minigames (such as playing Hide-and-Seek with the school-children at Windfall Island) are not included.

Minigames

Island (Quadrant)	Game	Description	Cost	Reward(s)
Spectacle Island (C2)	Cannon Minigame	Destroy five barrels using only 10 shots.	50 Rupees	Piece of Heart #5 (first win), Treasure Chart #17 (second win), Orange Rupee (every other win)
Windfall Island (D2)	Squid-Hunt	Think electronic talking.	10 Rupees	Piece of Heart #2 (first win, no high score), Treasure Chart #17 (second win, no high score), Purple Rupee (win three or more times, no high score), Treasure Chart #23 (set high score), Orange Rupee (set high score twice or more)
Windfall Island (D2)	Piggy-Sitting	Collect all three of Dampa's pigs before time expires.	3 Skull Necklaces	Purple Rupee
Dragon Roost Island (F2)	Mail Center	Speed-sort the mail.	Free	Rupees (every play until you sort 25 letters or more, varies), Red Rupee and Piece of Heart #7 (impress Baito, mail his letter, check any postbox the next day), Rupees (every play afterward, get 25 or more, amount varies)
Flight Control Platform (G2)	Bird-Man Contest	Use the Deku Leaf to fly; you're judged on distance.	10 Rupees	Heart Piece (first win), Purple Rupee (second win or more)
Private Oasis	Sliding Picture Puzzle	Move pieces around to create the picture shown on the opposite wall.	Free	50 Rupees for each puzzle you solve, 200-Rupee bonus if you solve all of them.
Outset Island	Combat Training	Fight against Orca using only your sword and shield.	Free	Purple Rupee (100 hits), Piece of Heart #43 (300 hits)
Boating Course (F7)	Boating Course	Sail around a course and collect Rupees before time expires.	30 Rupees	Up to 150 Rupees
Any Island	Target Practice	Shoot the Merman with Arrows.	Free	10 Rupees per hit, 200 Rupees for 10 hits

Nintendo Gallery



When you get your hands on the Deluxe Picto Box, a whole new world of adventure and excitement is available to you: The Nintendo Gallery!

The Nintendo Gallery, on the Forest Haven's northern isle (F6), is where you take your color pictographs to have them made into beautiful, lifelike figurines.



First, open the hatch that leads to the Nintendo Gallery. Do this by flying a seagull into the switch found on Forest Haven's side, way off in the distance. Talk to Manny, who's standing nearby, for a hint. Check out the cool design on his shoulder bag.

When the hatch opens, enter the Nintendo Gallery. You're not an official member yet.

To become a Nintendo Gallery member, bring Carlov (the man behind the counter) a well-taken, full-color pictograph of any person or enemy on the list below. Carlov then makes you an honorary member of the Nintendo Gallery, and makes a figurine of the pictograph you gave him.

It takes Carlov one full day to create a figurine, so learn the Song of Passing.

When the new day dawns, enter the Nintendo Gallery again and talk to Carlov, who informs you that he's completed his work. Follow his instructions as to which door to enter, then check out your new figurine. Press **Ⓐ** to read about each one.

Now that you're a sworn-in member of the Nintendo Gallery, it's time to see how devoted to the cause you are. The daunting table below lists every figurine you can have Carlov make for you, grouped according to the seven figurine rooms inside the Nintendo Gallery.

If you fill each room of the Nintendo Gallery with figurines, you've earned yourself a nap. What are you waiting for? Those pictographs won't take themselves!

Nintendo Gallery Figurines

Dragon Roost Island Room

Name	Comments
Baito	—
Basht and Bisht	Two-figure set. Take a pictograph of either one.
Chieftain	—
Hoskit	—
Ilari	—
Koboli	—
Kogoli	Take a pictograph of Kogoli before playing the Earth God's lyric for Medli.
Komali	Two-figure set of younger and older Komali. Take a pictograph of Komali.
Laruto	Purchase Laruto's Legendary Pictograph from Lenzo at Windfall Island (D2).
Medli	—
Namali	—



Dragon Roost Island Room *continued*

Name	Comments
Obli	—
Pashli	—
Quill	The only way to get Quill's figurine is to take the Rito chieftain's pictograph (you get them both by taking a pictograph of the chieftain).
Skett and Akoot	Two-figure set. Take a pictograph of either one.
Valoo	—
Willi	—
Zephus and Cyclos	Two-figure set. To get this figurine, you must take Cyclos's pictograph as you're being sucked into his cyclone and before you defeat him with the Hero's Bow.

Dungeon Room

Name	Comments
Armos	—
Armos Knight	—
Boko Baba	—
Bokoblin	Three-figure set. Take a pictograph of any type of Bokoblin.
ChuChu	Five-figure set. Take a pictograph of any type of ChuChu.
Floor Master	—
Gvorg	—
Kargaroc	—
Keese and Fire Keese	Two-figure set. Take a pictograph of any type of Keese.
Magtail	—
Miniblin	Four-figure set. Take a pictograph of any type of Miniblin.
Morth	—
Octorok	Two-figure set. Take a pictograph of any type of Octorok.
Peahat	—
Poe	Four-figure set. Take a pictograph of any type of Poe.
Rat	Two-figure set. Take a pictograph of any type of Rat.
Red Bubble and Blue Bubble	Two-figure set. Take a pictograph of either Bubble.
ReDead	—
Seahat	—

Forest Haven Room

Name	Comments
Aldo	Appears at Cliff Plateau Isles (G6) after Forbidden Woods dungeon is clear.
Carlov the Sculptor	—
Deku Tree	—
Drona	Appears at Private Oasis (E5) after Forbidden Woods dungeon is clear.
Elma	Appears at Needle Rock Isle (A5) after Forbidden Woods dungeon is clear.
Fado	Purchase Fado's Legendary Pictograph from Lenzo at Windfall Island (D2).
Hollo	—
Irch	Appears at Shark Island (C6) after Forbidden Woods dungeon is clear.
Linder	Appears at Greatfish Isle (B4) after Forbidden Woods dungeon is clear.
Makar	—
Manny	—
Oakin	Appears at Star Island (B1) after Forbidden Woods dungeon is clear.

Forest Haven Room continued

Name	Comments
Olivio	Appears at Eastern Fairy Island (E3) after Forbidden Woods dungeon is clear.
Rown	Appears at Mother & Child Isles (B2) after Forbidden Woods dungeon is clear.

Forsaken Fortress

Name	Comments
Big Octo	To make their figurine, take a pictograph of a Big Octo before you defeat them all.
Darknut	Normal type.
Darknut	Carrying a shield.
Darknut	Wearing a cape. To get this figurine, take this Darknut's pictograph between your final visit to Ganon's Tower and the final boss fight with Ganon at the game's end.
Ganon	Either purchase Ganon's Legendary Pictograph from Lenzo at Windfall Island (D2) or take his pictograph during the final boss fight in Ganon's Tower. If you chose the latter, save your game after taking the pictograph, then reset to return to the tower's entrance.
Gohdan	Take Gohdan's pictograph while he's on the wall after you defeat him.
Gohma	You can only take Gohma's pictograph during the second fight against him in Ganon's Tower.
Helmaroc King	Take the Helmaroc King's pictograph before you defeat him.
Jalhalla	You can only take Jalhalla's pictograph during the second fight against him in Ganon's Tower.
Kalle Demos	You can only take Kalle Demos' pictograph during the second fight against him in Ganon's Tower.
Moblin	—
Molgera	You can only take Molgera's pictograph during the second fight against him in Ganon's Tower.
Mothula	—
Phantom Ganon	Take a pictograph of Phantom Ganon before you defeat him for the last time in Ganon's Tower.
Puppet Ganon	Take a pictograph of Ganon in human form (during the final boss fight in Ganon's Tower). After taking the pictograph, save your game and reset to return to the Tower's entrance.
Stalfos	—
Wizzrobe	Two-figure set. Take a pictograph of any color of Wizzrobe.
Wizzrobe	The mini-boss inside of the Wind Temple dungeon who wears a mask. Take this pictograph before you defeat the Wizzrobe.

Ocean Room

Name	Comments
Ankle	—
Beedle	—
David, Jr.	—
Fairy	—
Fairy Queen	Purchase the Fairy Queen's Legendary Pictograph from Lenzo at Windfall Island (D2).
Gonzo	You get Gonzo's figurine by taking Tetra's pictograph on your first play through the game.
Great Fairy	Purchase the Great Fairy's Legendary Pictograph from Lenzo at Windfall Island (D2).

Ocean Room continued

Name	Comments
King of Hyrule	Purchase the King of Hyrule's Legendary Pictograph from Lenzo at Windfall Island (D2).
Knuckle	Requires the Game Boy Advance link-up and the Tingle Tuner. If you complete the Nintendo Gallery before you take Knuckle's pictograph, you cannot get this figurine.
Loot	—
Mako	You get Mako's figurine by taking Tetra's pictograph on your first play through the game.
Merman	—
Niko	You get Niko's figurine by taking Tetra's pictograph on your first play through the game.
Nudge	You automatically get Nudge's figurine by taking Tetra's pictograph on your first play through the game.
Old Man Ho-Ho	—
Princess Zelda	You get Princess Zelda's figurine after you purchase the King of Hyrule's legendary pictograph from Lenzo at Windfall Island and take it to Carlos. You can also take her pictograph during the final boss fight in Ganon's Tower. If you choose the latter, save your game after you take Zelda's pictograph, then reset to return to the tower's entrance.
Senza	You get Senza's figurine by taking Tetra's pictograph on your first play through the game.
Tetra	Take Tetra's pictograph after the Helmaroc King boss fight at the Forsaken Fortress (A1), but before she realizes that she's Princess Zelda during the cutscene at the Tower of the Gods (E4).
Salvage Corp.	—
Salvatore	—
Tingle	—
Wandering Merchant	Three-figure set. Take a pictograph of any Wandering Merchant to get this figurine.
Zuko	You get Zuko's figurine by taking Tetra's pictograph on your first play through the game.

Outset Island Room

Name	Comments
Abe	—
Aryll	You can only get Aryll's figurine by taking a pictograph of Grandma on your first play through the game.
Crab	—
Grandma	—
Jabun	Purchase Jabun's Legendary Pictograph from Lenzo at Windfall Island (D2).
Joel	—
Mesa	—
Orca	—
Rose	—
Seagull	—
Sturgeon	—
Sue-Belle	—
Wild Pig	—
Zill	—

Windfall Island Room

Name	Comments
Anton	—
Candy	—
Cannon	Two-figure set. Take Cannon's pictograph any time during the game (whether he's good or bad) to get this figurine.
Dampa	—
Doc Bandam	—
Garrickson	—
Gillian	—
Gossack	—
Gummy	—
Kamo	—
Kane	—
Killer Bees	Four-figure set. Take a pictograph of any of the kids (Ivan, Jan, Jin, or Jun-Roberto) to get this figurine.
Kreeb	—
Lenzo	—
Linda	—

Name	Comments
Maggie	—
Maggie's Father	Take Maggie's Father's pictograph while he is still poor. When he becomes rich later in the game, your figurine is updated to a two-figure set (rich and poor).
Mila	—
Mila's Father	Take Mila's Father's pictograph while he is still rich. When he becomes poor later in the game, your figurine is updated to a two-figure set (rich and poor).
Minenco	—
Missy	—
Mrs. Marie	—
Pompie and Vera	Two-figure set. Take a pictograph of either Pompie or Vera to get this figurine.
Potova and Joanna	Two-figure set. Take a pictograph of either Potova or Joanna to get this figurine.
Sam	—
Tott	—
Zunari	—

Pieces of Heart



Pieces of Heart are found all over the place. Each equals one-fourth of a Heart Container; collecting four increases your Life Gauge by one Heart. You can collect 44 Pieces of Heart in all.

Pieces of Heart can be found in many ways. Some are earned by completing certain tasks, minigames, and sidequests. Others are found in hard-to-reach places or by using Treasure Charts. The following table lists each Piece of Heart and its location. Each is numbered according to when it's available (for example, you can collect Piece of Heart #1 long before you can get #44). For more information on how to collect each Piece of Heart, see the 'Islands of the Great Sea' section.



Pieces of Heart

Piece #	Location	Comments
1	Forsaken Fortress (A1)	It's in a chest inside the Forsaken Fortress.
2	Windfall Island (D2)	You get it the first time you win the Battleship minigame, no high score.
3	Any postbox	It's attached to a letter from the Rito Chieftain for helping his son Komali.
4	Crescent Moon Island (E1)	From Treasure Chart #11
5	Spectacle Isle (C2)	You get this the first time you win the Cannon minigame.
6	Pawprint Isle (C2)	It's in the island's secret cavern that you enter by crawling into the dome.
7	Dragon Roost Island (F2)	It's attached to a letter from Baito's mother after you complete the Mail Center minigame.
8	Dragon Roost Island (F2)	It's attached to a letter from Hoskit's girlfriend after you give Hoskit 20 Golden Feathers.
9	Six-Eye Reef (D4)	Get this from the submarine found in this quadrant.
10	Needle Rock Isle (A5)	Get this from the chest sitting on the island; a seagull is required.
11	Diamond Steppe Island (A6)	From Treasure Chart #23
12	Headstone Island (C7)	It's sitting on the island's highest peak; a seagull is required.
13	Angular Isles (E7)	It's in the chest at the top of the movable blocks of the larger Isle.
14	Five-Star Isles (G7)	Get it from the submarine found in this quadrant.
15	Seven-Star Isles (F1)	Get it from the Big Octo found in this sector.
16	Flight Control Platform (G2)	Get this the first time you win the Bird-Man Contest minigame.
17	Tingle Island (C3)	Get it from the Big Octo found in this quadrant.
18	Greatfish Isle (B4)	It's in a chest sitting in a shallow cave; the Deku Leaf is required to reach the chest.
19	Stone Watcher Island (C5)	Get it from the platform found in this quadrant (destroy the platform's cannons).
20	Angular Isles (E7)	From Treasure Chart #15
21	Star Island (B1)	Get this from the island's secret cavern (bomb the western boulder to enter).
22	Rock Spire Isle (B3)	It's sold at Beedle's Shop Ship for 950 Rupees (Beedle's Chart and Rupee Purse upgrade required).

Pieces of Heart continued

Piece #	Location	Comments
23	Rock Spire Isle (B3)	Get this from the ring of light left by one of the two nearby Cannon Boats found in this quadrant (bomb the Cannon Boats).
24	Bomb Island (F5)	It's in the island's secret cavern (bomb the boulder at the top of the island).
25	Southern Fairy Island (D6)	From Treasure Chart #4
26	Varies	Get this by completing the Withered Deku Tree sidequest. It's given to you by the last Deku Tree you water.
27	Windfall Island (D2)	Get this at the auction held on the mansion's ground floor at night.
28	Windfall Island (D2)	You get this from Maggie after you give her Moe's letter.
29	Windfall Island (D2)	You get this after completing Zunari's Trading Quest (give the Wandering Merchant at Greatfish Isle (B4) the Shop Guru statue).
30	Windfall Island (D2)	Get this by catching all four Killer Bees (beating them at hide-and-seek).
31	Windfall Island (D2)	Get this after helping Anton and Linda go out on a date (Deluxe Picto Box required).
32	Windfall Island (D2)	Get it from Sam after you decorate the town with Trading Quest items purchased from Zunari's Stall.
33	Pawprint Isle (E2)	From Treasure Chart #30
34	Rock Spire Isle (B3)	From Treasure Chart #2
35	Three-Eye Reef	From Treasure Chart #38
36	Forest Haven (F6)	From Treasure Chart #31
37	Five-Star Isles (G7)	From Treasure Chart #33
38	Windfall Island (D2)	Get this Kreeb after the windmill is working and the lighthouse is lit up.
39	Windfall Island (D2)	It's in the translucent chest sitting on the tiny isle next to Windfall; the lighthouse must be illuminated to reveal the chest.
40	Thorned Fairy Island (G4)	From Treasure Chart #5
41	Bomb Island (F5)	From Treasure Chart #20
42	Outset Island (B7)	Get this from the dark gray soil near the tall grass where Mesa is working. Use All-Purpose Bait to get the fat, gray Wild Pig to dig for you.
43	Outset Island (B7)	Get this by earning the rank of Master in training with Orca (hit him 300 times or more).
44	Outset Island (B7)	It's in the chest on the 50th floor of the Savage Labyrinth (Deku Leaf, Power Bracelets, and Mirror Shield are required).

Platforms



Platforms are the tall towers scattered about the Great Sea. Bokoblins or Wizzrobes usually guard them, and some feature mounted cannons. Each platform holds treasure, and one at quadrant C5 offers a Piece of Heart.



Sometimes a platform's prize is sitting in a chest (indicated in the following table as "none" in the "Conditions" column). More often, you have to reveal the chest by either defeating all the enemies guarding the platform or by destroying all the platform's cannons.

The following table lists every platform by quadrant, the conditions for revealing its chests (if any), the treasure that you get (in the order of the conditions listed), and any helpful comments about the platforms.

"Minor rewards" are a small number of Rupees or a modest item. Please see the "Training" section for strategy on how to deal with platforms.

Platforms

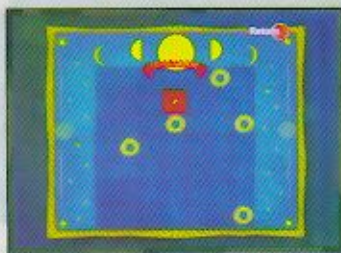
Location	# of Platforms	Conditions	Reward	Comments
Star Island (B1)	One	None	Minor rewards	—
Seven-Star Isles (F1)	Three	Defeat Wizzrobe, defeat Wizzrobe, defeat Wizzrobes	Treasure Chart #16, minor rewards	Wizzrobes attack in waves.
Pawprint Isle (E2)	One	Defeat Bokoblins	Minor rewards	—
Western Fairy Island (A3)	One	Defeat Bokoblins	Skull Necklace	—
Rock Spire Isle (B3)	Three	Destroy cannons, destroy cannons, none	Orange Rupee, minor rewards	Jump from the middle platform and use the Deku Leaf to reach the others. Use the updraft to reach the western platform.
Eastern Fairy Island (E3)	One	Defeat Bokoblins	Minor rewards	—
Fire Mountain (F3)	One	Destroy cannons, none	Minor rewards	—
Star Belt Archipelago (G3)	One	None	Minor rewards	—
Cyclopes Reef (C4)	One	Defeat Bokoblins	Minor rewards	—

Platforms continued

Location	# of Platforms	Conditions	Reward	Comments
Six-Eye Reef (D4)	One	Destroy cannons	Minor rewards	—
Thorned Fairy Island (G4)	Two	Destroy cannons, defeat Bokoblins	Minor rewards	Use the Deku Leaf to reach the western platform.
Islet of Steel (B5)	One	Defeat enemies	Minor rewards	—
Stone Watcher Island (C5)	One	Destroy cannons, none	Piece of Heart #19, minor rewards	Lots of cannons!
Bomb Island (F5)	One	Defeat Bokoblins	Minor rewards	—
Six-Eye Reef (B6)	One	None	Minor rewards	—
Southern Fairy Island (D6)	Three	Destroy cannons, destroy cannons	Treasure Chart #40, minor rewards	Destroy the cannons on the two platforms that have ladders, then jump and use the Deku Leaf to reach the middle platform and its chests.
Cliff Plateau Isles (G6)	One	None	Minor rewards	—
Horseshoe Island (A7)	Two	Step on both switches	Minor rewards	Each platform's switch reveals a chest on the opposite platform.
Two-Eye Reef (D7)	One	None	Minor rewards	—
Five-Star Isles (G7)	One	Destroy cannons	Minor rewards	—

Rings of Light

According to the Light Rings Chart, certain rings of light only appear during a full moon. While these special rings of light don't earn you anything special, we've listed them all in the following table. Note that these singular rings of light are all found around the islands of each quadrant below. Learn the Song of Passing from Tott at Windfall Island (D2).



Rings of Light (Full Moon Only)

Location	# of rings	Rewards
Seven-Star Isles (F1)	Three	Red Rupees
Northern Triangle Island (D3)	Four	Red Rupees
Star Belt Archipelago (G3)	Two	Red Rupee, Purple Rupee
Greatfish Isle (B4)	Four	Red Rupees
Five-Star Isles (G7)	Three	Red Rupees

Secret Caverns



Secret caverns are on many of the islands across the Great Sea. You fall into small, dark holes to enter them, and usually find a valuable treasure inside. Often you need a certain item to enter a secret cavern. For example, you may need to set a Bomb and blast a large boulder away to reveal the hole that leads to a secret cavern.



Be ready for anything when you enter a secret cavern. Some of the game's most trying battles are fought inside them. You must defeat all enemies to reveal the secret cavern's hidden chest. To exit a secret cavern, return to the spot where you dropped in, and a shaft of light transports you back outside.

If you've fallen into a situation for which you're not prepared, there's no shame in performing a hasty retreat. The table below can help you keep track of the secret caverns you've already cleared.

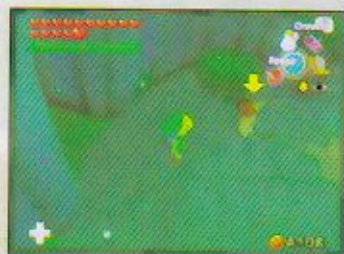


Secret Caverns

Location	Entry Requirements	Objective	Reward
Star Island (B1)	Bomb the western boulder.	Defeat enemies.	Piece of Heart #21
Overlook Island	Hookshot up the palm trees.	Defeat enemies.	Triforce Chart #8
Pawprint Isle (E2)	Crawl into the large dome.	Proceed through the short cavern and bomb the two boulders inside.	Piece of Heart #6, Joy Pendant, Purple Rupee
Pawprint Isle (E2)	Hookshot up to the wooden statue on the island's "middle toe."	Defeat enemies.	Silver Rupee
Dragon Roost Island	Bomb the boulder near the Wind Shrine.	Defeat enemies.	Purple Rupee
Rock Spire Isle (B3)	Bomb the higher boulders.	Light the torches and defeat the Keeses.	Treasure Chart #37
Fire Mountain (F3)	Shoot the fire column with an Ice Arrow and climb to the top.	Open chest.	Power Bracelets
Needle Rock Isle (A5)	Melt the ice block with a Fire Arrow.	Light the six torches with Fire Arrows.	Orange Rupee
Stone Watcher Island (C5)	Lift the large stone face (Power Bracelets required).	Clear each room of enemies, play the Wind's Requiem at the Wind Crest.	Triforce Chart #7
Private Oasis (E5)	Use the Grappling Hook on the pole inside the cabana to enter the fireplace.	Proceed through the short cavern.	Triforce Chart #2
Bomb Island (F5)	Bomb the boulder on top of the island.	Proceed through the two rooms.	Piece of Heart #24
Bird's Peak Rock (G5)	Activate each switch on the peaks with a seagull.	Play the Wind's Requiem at the Wind Crest.	Triforce Chart #3
Diamond Steppe Island (A6)	Hookshot up the palm trees.	Proceed through the short Warp Jar maze.	Joy Pendant, Ghost Ship Chart
Shark Island (C6)	Activate all four switches (Skull Hammer and Iron Boots required).	Defeat enemies.	Silver Rupee
Ice Ring Isle (E6)	Shoot the large stone dragon's mouth with a Fire Arrow and enter the dragon's mouth.	Proceed through the short cavern.	Iron Boots
Ice Ring Isle (E6)	After you get the Iron Boots from the first secret cavern, walk into the wind, and drop down the hole.	Melt and defeat the enemies inside this "secret-secret" cavern.	Orange Rupee
Cliff Plateau Isles (G6)	Proceed across the smaller isles and drop down the hole at the last one.	Navigate through the short cavern, use the exit found at the other side (Deku Leaf and Fire Arrows required).	Joy Pendant (Treasure Chart #25 on larger isle, use the secret cavern's other exit to reach it)
Horseshoe Island (A7)	Use the Deku Leaf to push the Deku Nuts into the holes.	Defeat enemies.	Treasure Chart #8
Outset Island (B7)	Use the Deku Leaf to reach the Forest of Fairies and bomb the boulder inside the forest.	Talk to Great Fairy.	Rupee Purse upgrade
Outset Island (B7)	Use the Deku Leaf to reach the large stone face and lift the stone face (Power Bracelets required).	Clear every floor of enemies. Use the Mirror Shield on the large statue found on the 30th floor to go down to the 30th floor.	Triforce Chart #6, Piece of Heart #44
Angular Isles (E7)	Use the Deku Leaf (or Hookshot) from the larger isle to reach the smaller isle.	Solve the block puzzle and use the Mirror Shield from the top of the block stack to reveal the translucent chest.	Silver Rupee
Boating Course (F7)	Use the Deku Leaf to glide from the main isle to the smaller northern isle.	Use the Boomerang to activate the three switches.	Submarine Chart

Shops and Vendors

Besides Beedle's Shop Ships, several other shops and vendors sell their goods at various islands. Use the checklist below to make sure you visit each one, or to determine which shop has the best prices for the items you require. The shops listed here are organized by the quadrants in which they're found (according to the Sea Chart).



Shops and Vendors

Location	Shop Name	Items (Cost)
Windfall Island	Bomb Shop	10 Bombs (20 Rupees), 20 Bombs (35 Rupees), 30 Bombs (50 Rupees)
Windfall Island	Chu Jelly Juice Shop	Red Potion (20 Rupees), Green Potion (10 Rupees), Blue Potion (60 Rupees)
Windfall Island	Pictography Shop	Legendary Pictographs (50 Rupees each)
Windfall Island	Zunari's Stall	Sail (80 Rupees), Trading Quest items (varies)
Forest Haven (F6)	Hollo's Forest Potion Shop	Blue Potion (four Boko Baba Seeds)
Outset Island (B7)	Grandma's House	Elixir Soup (free)

Songs

After you acquire the Wind Waker, you can conduct magical songs to aid you in your quest. You must learn a song before you can use it. You can learn six songs, one of which (the Song of Passing) is optional. As you learn each song, check it off on the following table, which lists them in alphabetical order.



Songs

Name	Commands	Effect	Where It's Learned
Ballad of Gales	Hold ← for 4/4 tempo, then play ♪, ♪, ♪, ♪	Warping song	Learn it from Cyclos (god of winds) after hitting him with three arrows; location varies.
Command Melody	Hold ← for 4/4 tempo, then play ♪, ♪, ♪, ♪	Control song	Learn it in the Tower of the Gods dungeon (E4).
Earth God's Lyric	Hold → for 6/4 tempo, then play ♪, ♪, ♪, ♪, ♪, ♪	Used inside the Earth Temple dungeon (C7)	Learn it from the stone tablet in the cave at Headstone Island (C7).
Song of Passing	♪, ♪, ♪	Turns day to night and night to day	Learn it from Tott at Windfall Island (D2).
Wind God's Aria	♪, ♪, ♪, ♪, ♪, ♪	Used inside the Wind Temple dungeon (D1)	Learn it from the stone tablet in the cave at Gale Isle (D1).
Wind's Requiem	♪, ♪, ♪	Changes the direction of the wind	Learn it at the Wind Shrine off Dragon Roost Island (F2).

Submarines

Seven quadrants of the Great Sea feature submarines—small, wooden vessels complete with periscopes. Each has a dark doorway leading inside. When you see one, sail up to it, hop off your boat, and swim onto the sub's wooden frame.



Entering a submarine is dangerous. You're always met with a fight inside. Some subs are easy to clear, while others are tougher.

A ladder drops in after you defeat all the enemies lurking inside a submarine, allowing you access to a treasure chest. Climb up the ladder and claim your hard-earned reward, then exit the sub the same way you came in. Refer to the "Islands of the Great Sea" section for more information on the submarines found in each quadrant.

Submarines

Location	Treasure
Northern Fairy Island (C1)	Treasure Chart #22
Crescent Moon Island (E1)	Treasure Chart #9
Flight Control Platform (G2)	Platform Chart
Six-Eye Reef (D4)	Piece of Heart #9
Bomb Island (F5)	Empty Bottle
Headstone Island (C7)	Treasure Chart #14
Five-Star Isles (G7)	Piece of Heart #14

Withered Deku Trees



Following the celebration that ensues after you clear the Forbidden Woods dungeon and rescue the Korok named Makar, eight Withered Deku Trees appear on eight islands across the Great Sea. These are supposed to be the Deku Trees of the future, but they can't grow.

Fill an Empty Bottle with Forest Water, which is found inside the Forest Haven. Travel to each Withered Deku Tree and water it. You must hurry. Outside air transforms the Forest Water into ordinary water in 20 minutes. Your bottle of Forest Water can be used multiple times—it never runs out!



Because the Forest Water changes to ordinary water in 20 minutes, move fast as you travel from tree to tree. All eight Withered Deku Trees must be watered within the 20-minute limit. Unless you have the Ballad of Gales warping song, you won't have much chance to reach all eight trees before time runs out.



We've figured out the best route to take as you travel to each Withered Deku Tree. Use the list below as your guide in completing this sidequest, and check off each Deku Tree as you go. With our method, you'll have ample time to complete this task as long as you're quick (we finished with more than 5 minutes to spare).



Successfully complete this sidequest to receive Piece of Heart #26 from the last Withered Deku Tree you water (which is found at Star Island (B1) according to our method).

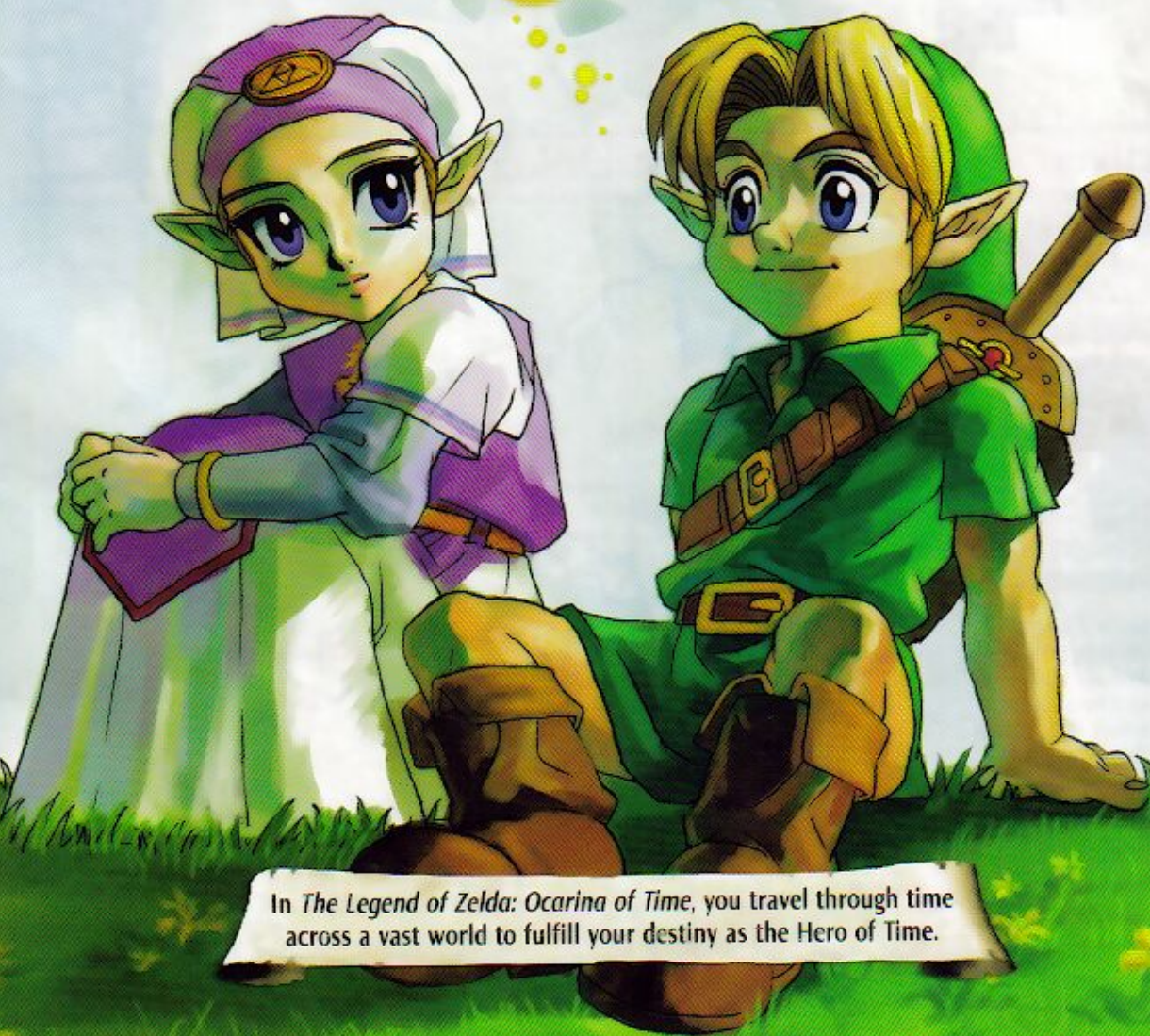
Withered Deku Trees

Location	Comments
Cliff Plateau Isles (C6)	Sail east from Forest Haven; travel through secret cavern to reach Deku Tree.
Shark Island (C6)	Warp to Southern Fairy Island (D6); sail west.
Greatfish Isle (B4)	Warp here. The Deku Tree is on the southeastern isle (follow the corkscrew path).
Needle Rock Isle (A5)	Sail southwest from Greatfish Isle (B4).
Private Oasis (E5)	Warp to Tower of the Gods (E4); sail south.
Eastern Fairy Island (E3)	Warp back to Tower of the Gods (E4); sail north.
Mother & Child Isles (B2)	Warp to Tingle Isle (C3); sail northwest to Child Isle.
Star Island (B1)	Sail north from Mother & Child Isles.





THE LEGEND OF
ZELDA
OCARINA OF TIME™



In *The Legend of Zelda: Ocarina of Time*, you travel through time across a vast world to fulfill your destiny as the Hero of Time.



Kokiri Forest



Legend

- 1 Link's House
- 2 Mido's House
- 3 The Know-it-All Brother's House
- 4 Forest Training Center
- 5 The Kokiri Sword
- 6 Saria's House
- 7 The House of Twins
- 8 The Kokiri Shop
- 9 The Great Deku Tree



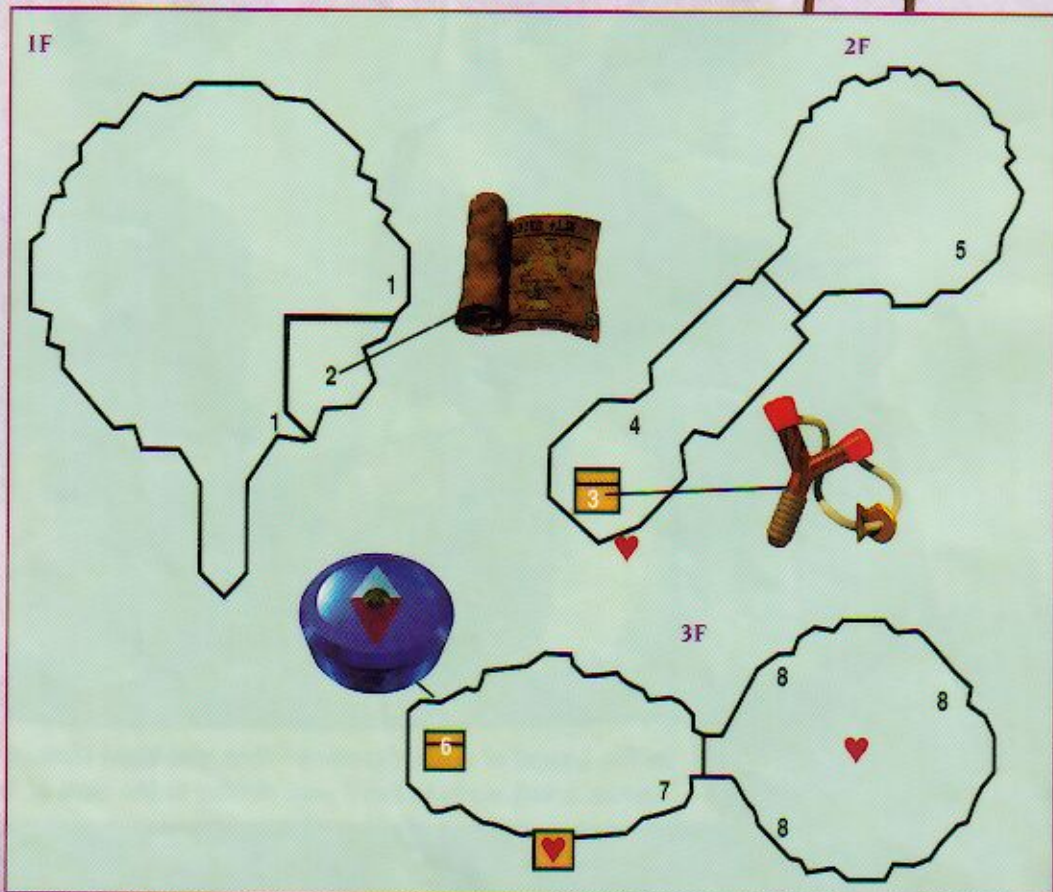
Objectives

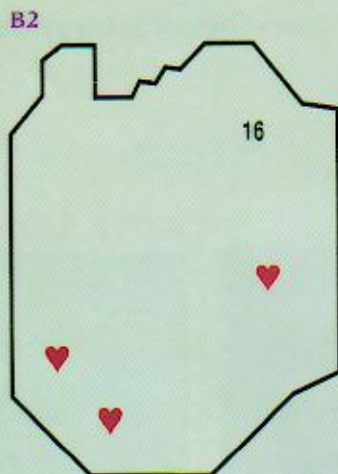
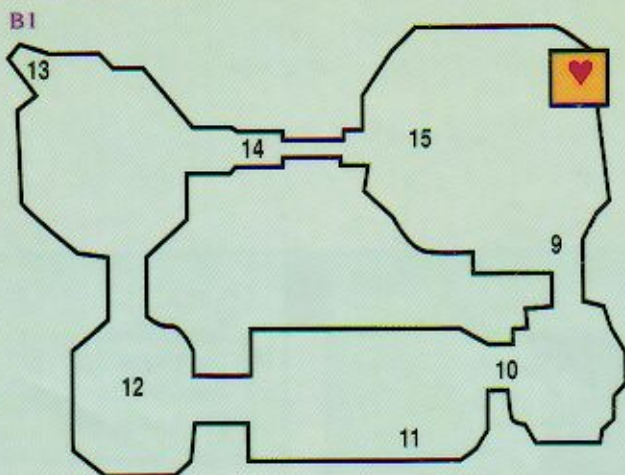
- Find the Kokiri Sword.
- Buy a shield from the Kokiri Shop.
- Talk to the Great Deku Tree.



Enter the Hole of Z in the mountainside. Walk through the maze to a chest and claim your Kokiri Sword. Explore Kokiri Forest and collect 40 Rupees to purchase a Deku Shield. Once equipped with a sword and shield, talk to Mido, then head down the road to the Great Deku Tree.

The Great Deku Tree





Legend

- | | |
|---|--|
| 1 Climb the "rough" walls | 9 Use a Deku Stick torch to burn away the cobwebs |
| 2 Acquire the Dungeon Map | 10 Shoot the Eye Switch to open the door |
| 3 Acquire the Slingshot | 11 Dive down and press the switch to lower the water level |
| 4 Knock the ladder loose with the Slingshot | 12 Light the torches to open the door |
| 5 Climb the walls to 3F | 13 Bomb this wall later |
| 6 Acquire the Compass | 14 Crawl through this hole |
| 7 Light the torch with a Deku Stick | 15 Burn away the cobwebs |
| 8 Jump down and break the web on 1F | 16 Defeat the three Deku Scrub Brothers |

Objectives

Find the Fairy Slingshot.
Defeat Queen Gohma.



To destroy the spider web, climb up, dispatching enemies and collecting items along the way. When you reach the top, walk to the platform's edge and drop off.



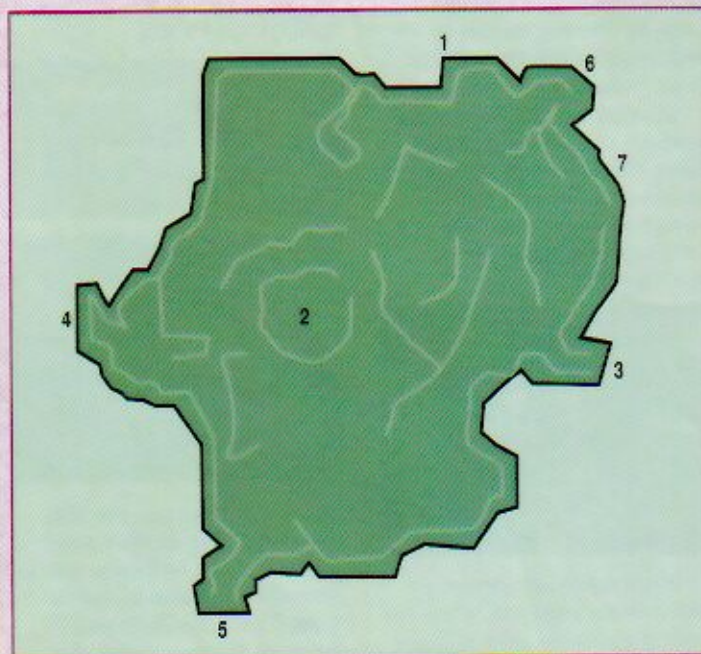
Boss Battle: Queen Gohma



To defeat Queen Gohma, wait for her eye to shine red before stunning her with a Deku Seed. Move in and attack with your sword before she recovers. Defeat Queen Gohma's eggs as she drops them. Repeat the sequence until you destroy her. Your reward for defeating Queen Gohma is a Heart Container. Talk to the Deku Tree to receive the Spiritual Stone of the Forest—Kokiri's Emerald.



Hyrule Field



Legend

- | | |
|-----------------|--------------------|
| 1 Hyrule Castle | 5 Lake Hylia |
| 2 Lon Lon Ranch | 6 Kakariko Village |
| 3 Kokiri Forest | 7 Zora's River |
| 4 Gerudo Valley | |

Objectives

- Talk to Malon.
- Get the Weird Egg and wake Talon.
- Sneak past the guards into Hyrule Castle.
- Talk to Princess Zelda.
- Learn Zelda's Lullaby from Impa.



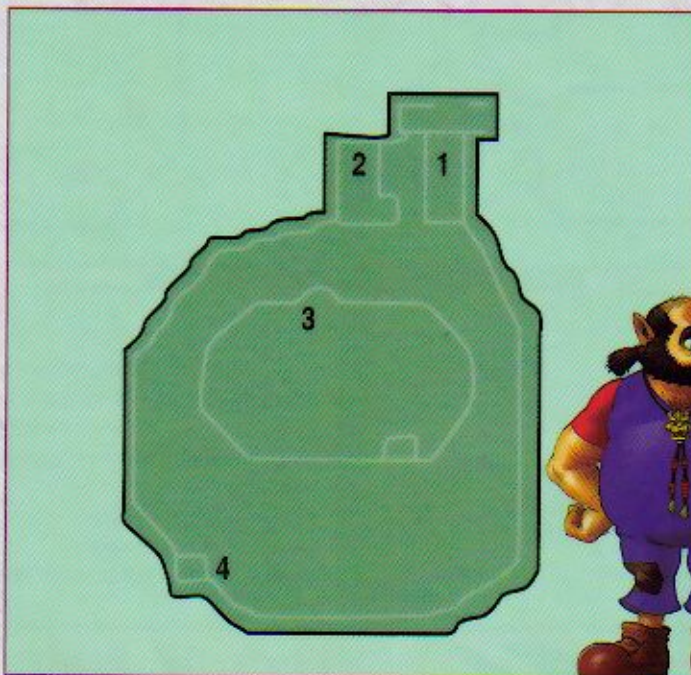
Talk to Malon in the market about her missing father. Look for him in Hyrule Castle. Talk to Malon again near the vine at the castle path and get the Weird Egg. Sneak into the castle by climbing the vine on the path's right side. When you find Talon, wake him.

At sunrise, the egg hatches and produces a Cucco that awakens Talon. Push both crates into the water to build a tower high enough to allow you to jump onto the castle wall. Enter the water conduit.



Watch the guard's pattern and cross the courtyard. When you reach the princess, agree to do her bidding. Impa leads you through the castle to Hyrule Field and teaches you Zelda's Lullaby.

Lon Lon Ranch



Legend

- 1 Talon's House
- 2 The Stables
- 3 The Corral
- 4 The Storage Shed



Objectives

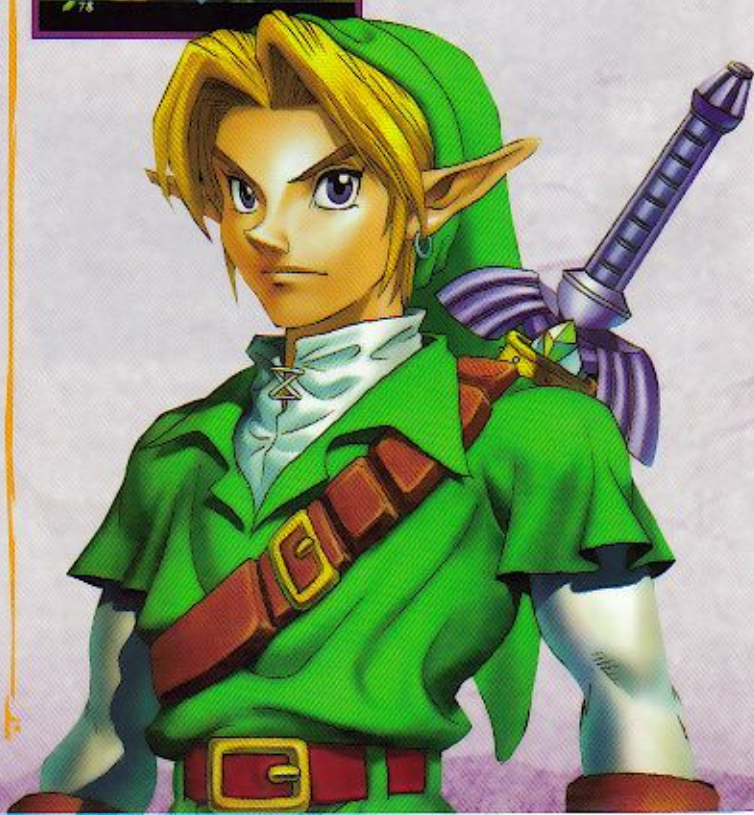
- Win a bottle of Lon Lon Milk from Talon.
- Learn Epona's Song from Malon.



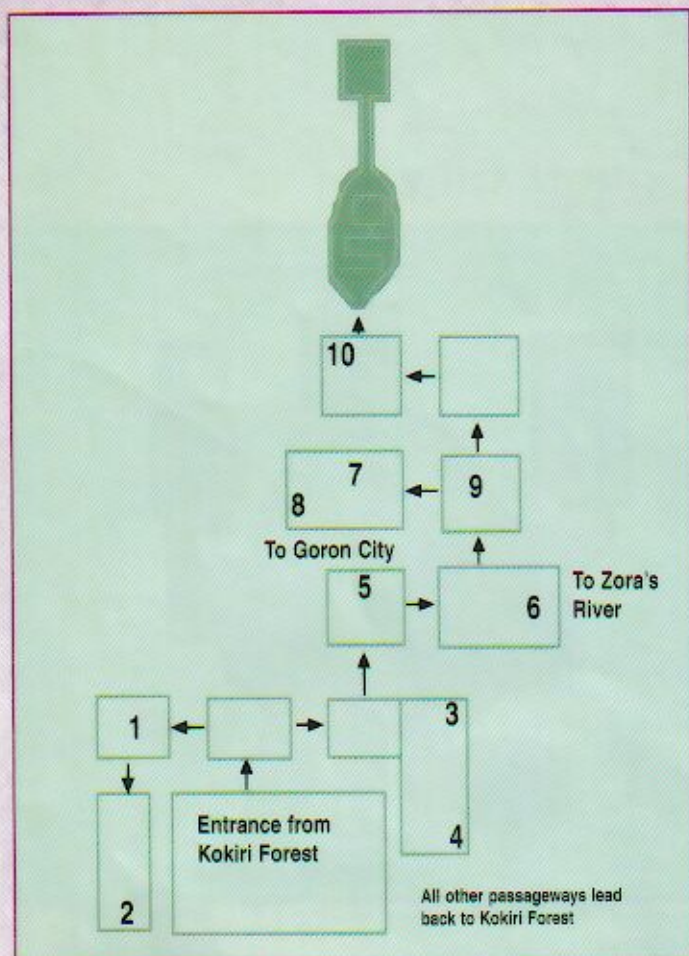
Talk to Malon in the corral. When she asks if you want to sing a song with her, play your Ocarina. Learn Epona's Song and the little pony Epona comes to your side. Leave Lon Lon Ranch and return to Kokiri Forest.



To win a bottle of Lon Lon Milk from Talon, find the three Super Cuccos. Pay the 10 Rupees, which gives you 30 seconds to find the Super Cuccos that Talon puts in the room. Before accepting this challenge, pen up the regular Cuccos in the niche between the stairs and the table Talon is resting against.



The Lost Woods



Legend

- 1 The Skull Kid
- 2 The Business Scrub
- 3 Hit the Target
- 4 The Skull Kids
- 5 Doorway to Goron City
- 6 Doorway to Zora's River
- 7 The Business Scrubs
- 8 Forest Stage under the Hidden Hole
- 9 Passage to the Sacred Forest Meadow
- 10 Business Scrub under the Hidden Hole



Objectives

- Find Saria.
- Learn Saria's Song.



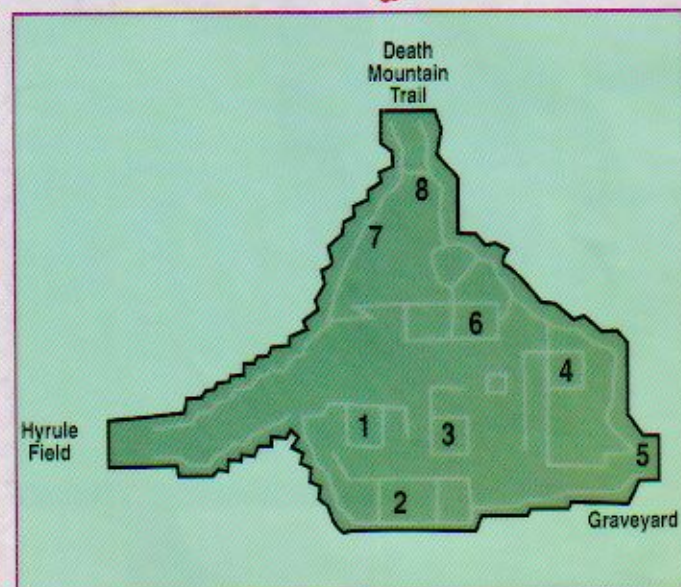
Go to the Lost Woods Cave and enter. Follow the sound of Saria's Ocarina so you'll stay on the correct path. Defeat the Wolfos guarding the meadow to open the gate. Jump into the hole to find a Fairy Fountain. Capture Fairies in your bottle for later use.



Defeat the two Mad Scrubs blocking the passage to the Forest Temple. When you find Saria, she teaches you Saria's Song.



Kakariko Village



Legend

- 1 House of Skulltula
- 2 Impa's House
- 3 Unfinished House
- 4 The Windmill
- 5 Graveyard Entrance
- 6 Granny's Potion Shop
- 7 The Little Boy's House
- 8 Gate to Death Mountain



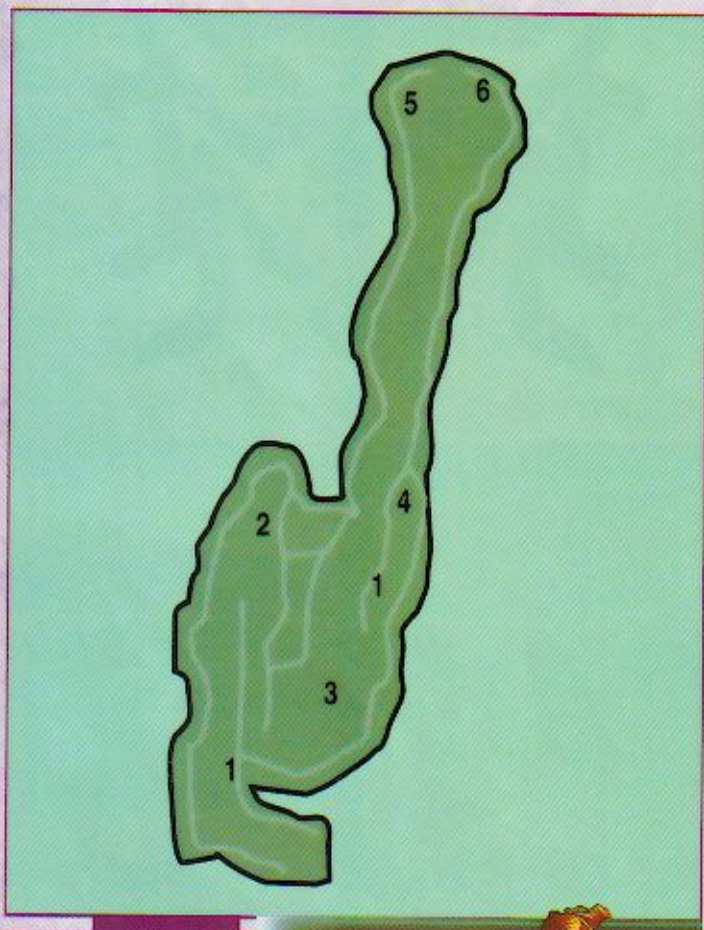
You can do many things in Kakariko Village. Talk to the villagers to see if you can help them. When you're done, head up the long staircase, left of the city's entrance. It takes you to the gate that marks the Death Mountain entrance. Show the guard your letter from Zelda, and he opens the gates.

Objectives

- Find the gate to Death Mountain.
- Show the guard Zelda's letter.



Death Mountain Trail



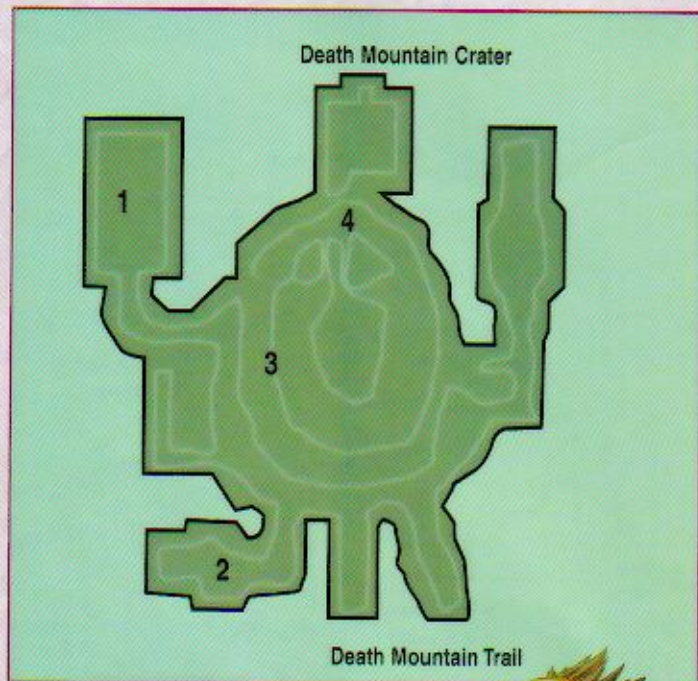
Legend

- 1 Secret Caves
- 2 Dodongo's Cavern
- 3 Fork in the Road
- 4 Goron City
- 5 Great Fairy's Fountain
- 6 Death Mountain Crater

Objectives

Travel to Goron City.
Talk to any Gorons you meet.
Return to the trail when you have bombs.

Goron City



Legend

- 1 Boulder Room
- 2 Giant Goron's Shop
- 3 Medigoron's Shop
- 4 Darunia's Room

Objectives

Talk to the Goron chief, Darunia.
Receive Goron's Bracelet.
Eliminate the Dodongos from the cave.



When you enter Goron City, follow the path to Darunia's room. To gain access, play Zelda's Lullaby while standing on the rug in front of Darunia's room. Enter the room and talk to Darunia. Play Saria's Song to get Darunia in a better mood so he'll talk to you.



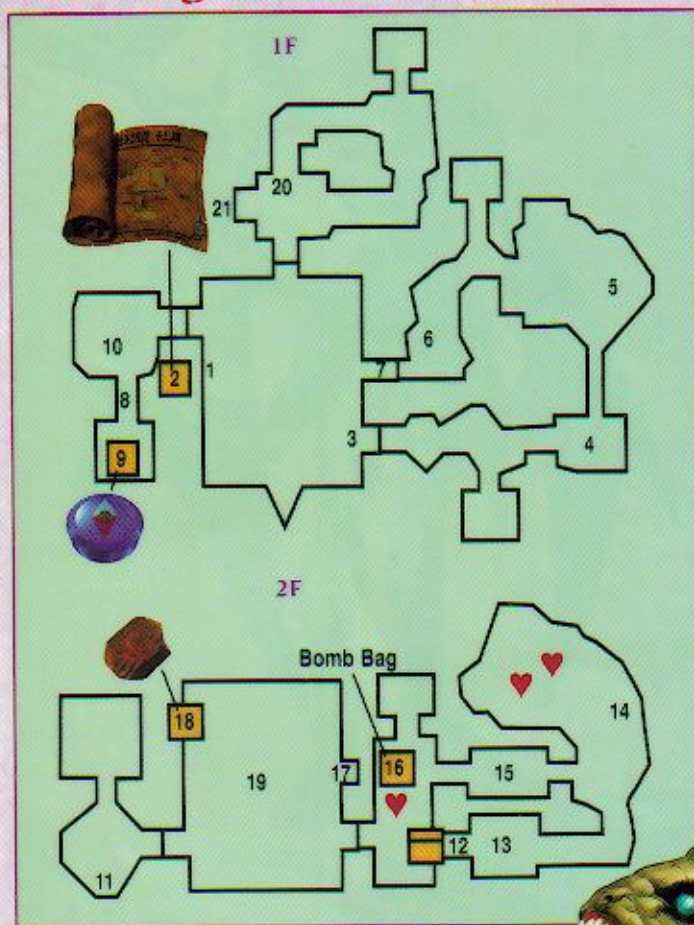
Darunia gives you the Spiritual Stone if you eliminate the Dodongos from Dodongo's Cavern. Darunia also gives you Goron's Bracelet, which allows you to pull up Bomb Flowers.



Near Goron City's entrance sits a lone Goron shading a Bomb Flower. Pick up the Bomb Flower and throw it from its caged area to a boulder blocking the Dodongo's Cavern entrance.



Dodongo's Cavern



Legend

- 1 Bomb the door open
- 2 Acquire the Dungeon Map
- 3 Bomb open the door to the hallway
- 4 Move the statue onto the floor switch
- 5 Defeat two Lizalfos
- 6 Light the three torches
- 7 Step on the floor switch to open the northwest door
- 8 Bomb the wall
- 9 Defeat the Armos to get the Compass
- 10 Use a Bomb Flower to set off the other Bomb Flowers and lower the staircase
- 11 Move the statue and activate the floor switch
- 12 Bomb the wall at the top of the ladder
- 13 Shoot the Eye Switch
- 14 Defeat two Lizalfos
- 15 Shoot the two Eye Switches
- 16 Acquire the Bomb Bag
- 17 Step on the floor switch to raise the platform
- 18 Bomb the wall for a Deku Shield
- 19 Drop bombs into the Dodongo skull's eye sockets
- 20 Push the crescent block from the north passage onto the floor switch
- 21 Blast the floor to enter King Dodongo's Chamber



Objectives

- Get the Bomb Bag.
- Go to King Dodongo's Chamber.
- Defeat King Dodongo.



Follow the steps above to go around this dungeon. Use bombs to blast open doors and reach the treasures within. If your Bomb Flower fails to open a blocked pathway, wait until another Bomb Flower grows in its place and try again.

Get the Bomb Bag from the treasure chest. Bomb Bags allow you to carry up to 20 normal Bombs at a time.



To enter the lair of this dungeon's boss, drop a bomb off the edge of each hole in the bridge over the main room into the ancient Dodongo skull's eye sockets. When both eyes light up, the Dodongo's mouth opens.

Boss Battle: The Infernal Dinosaur, King Dodongo

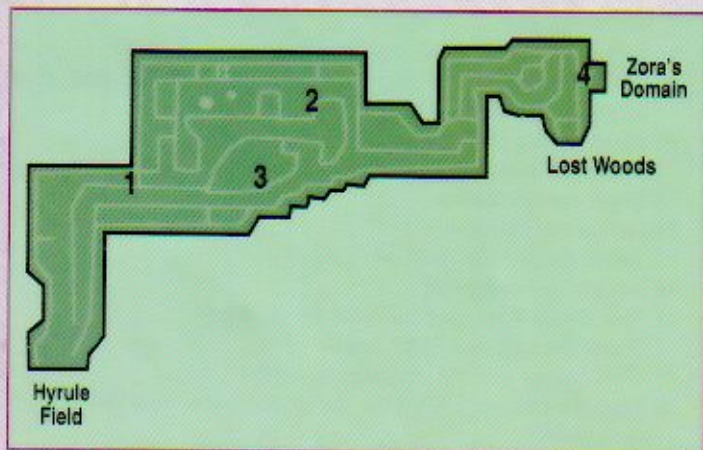
Toss bombs into King Dodongo's mouth before he breathes fire. While he's stunned, run forward and attack with your sword. Repeat this process four times to finish him.

Run toward King Dodongo to throw a bomb into his open mouth. Leave King Dodongo's Chamber by entering the warp. King Darunia is overjoyed with your success and awards you the Goron's Ruby.





Zora's River



Legend

- 1 Magic Bean Salesman
- 2 Frog Chorus
- 3 Hidden Fairy's Mountain
- 4 Seal of the Triforce

Objectives

Speak to Saria about where to go next.

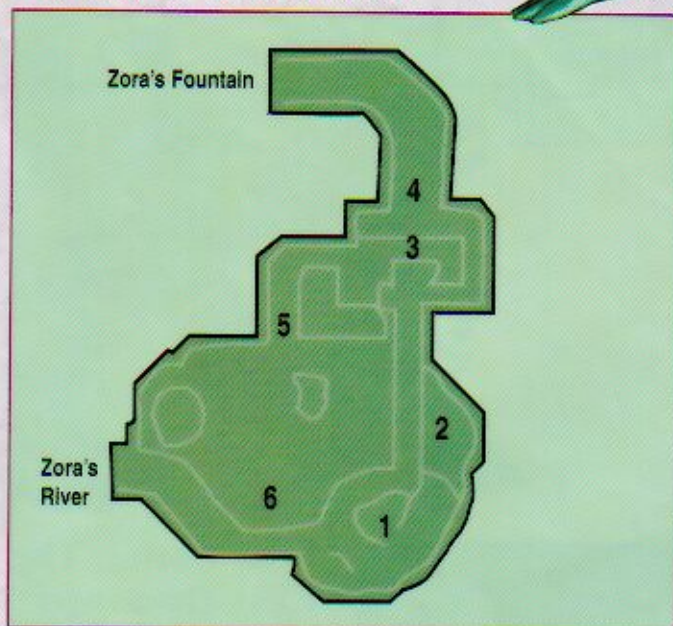
Travel to Zora's River.

Stand on the Triforce and play Zelda's Lullaby.



Stand in front of the waterfall and play Zelda's Lullaby. The waterfall thins out, allowing you to jump to the tunnel behind it and enter Zora's Domain.

Zora's Domain



Legend

- 1 The Zora Shop
- 2 Fishing Hole
- 3 King Zora's Throne
- 4 Gate to Zora's Fountain
- 5 Diving Game
- 6 Portal to Lake Hylia



Objectives

Enter Zora's Domain.

Play the diving game to win the Silver Scale.

Dive into the water and enter Lake Hylia.

Find Princess Ruto's letter.

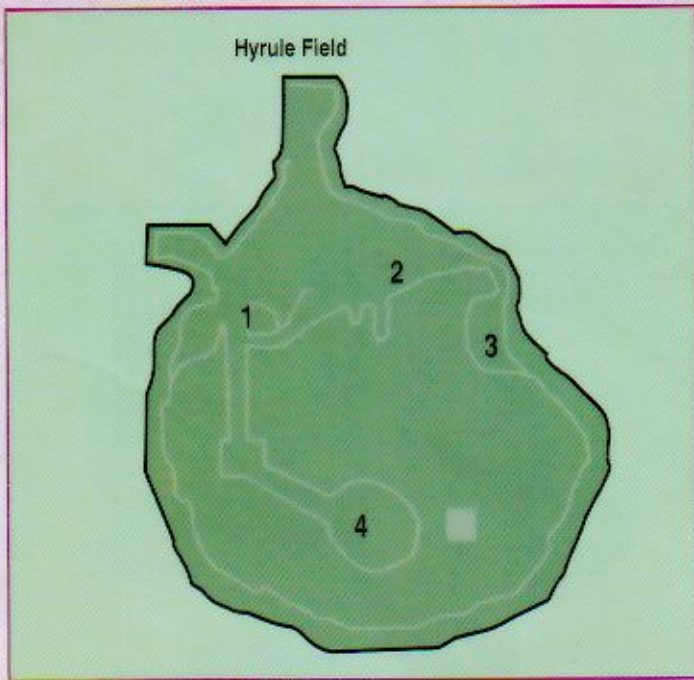
Catch a fish.



To save Princess Ruto, you must first win the diving game. Go from the king's room to the tunnel's end, where the stream of water becomes a waterfall. A Zora challenges you to the diving game.

Dive into the water. If you complete the task in the time allotted, the Zora calls you back and presents you the Silver Scale. With it, you can dive down six feet. Dive into the lake and head toward an underwater door. This portal takes you to Lake Hylia.

Lake Hylia



Legend

- 1 Lakeside Laboratory
- 2 The Scarecrows
- 3 Fishing Pond
- 4 Water Temple

Objectives

- Find the bottle with Princess Ruto's note.
- Catch a 10-pound Lunker.
- Catch a fish in a bottle.



When you come out the other side, pick up the bottle you see underwater. Inside is a letter from Princess Ruto. She's stuck inside some fish's belly! Take the letter to King Zora. The King moves aside so you may enter Lake Hylia.

NOTE

Before leaving Zora's Domain, catch a fish in an empty bottle, near the Zora Store.

Zora's Fountain

Objectives

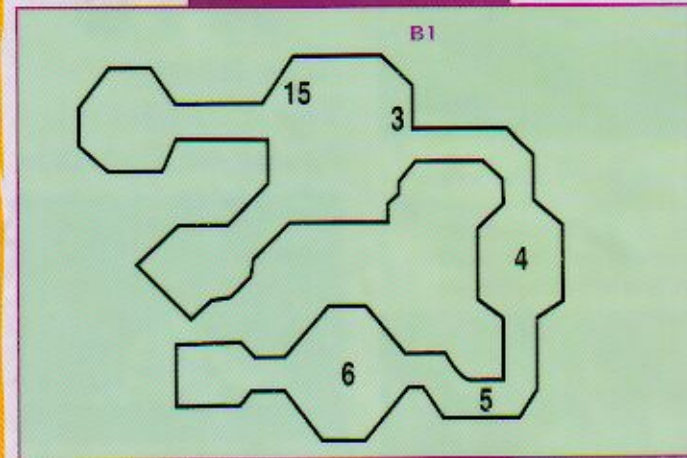
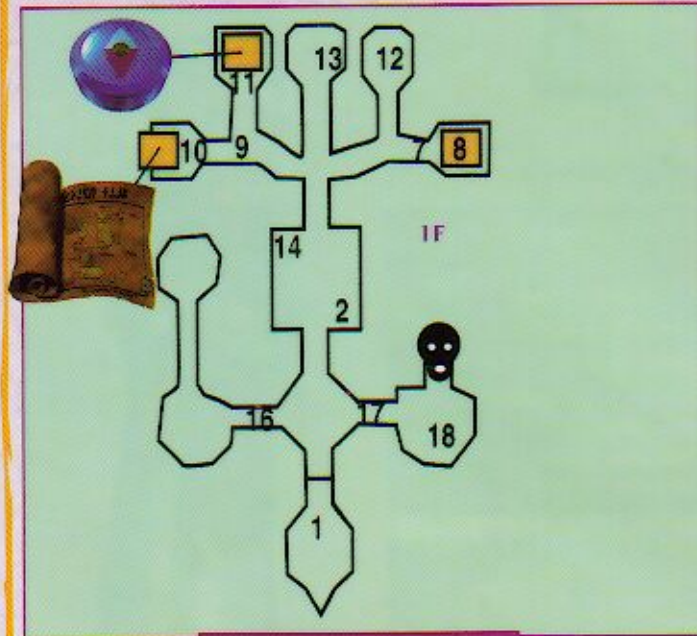
Feed Jabu-Jabu.



The tunnel behind King Zora's Throne leads you to the spring and Lord Jabu-Jabu. Open your bottle and shake the fish to the floor in front of his mouth. Jabu-Jabu opens wide and sucks you in!



Jabu-Jabu's Belly



Legend

- 1 Hit the uvula to open the door
- 2 Meet with Princess Ruto
- 3 Pick up Ruto and carry her with you
- 4 Throw Ruto to the other bank and step on the switch
- 5 Hit the switch to open the door
- 6 Take the platform to 1F
- 7 Use the weight of two people to depress the switch
- 8 Defeat four Stingers for the Boomerang
- 9 Leave Ruto on the switch
- 10 Destroy the Red Tentacle for the Dungeon Map
- 11 Destroy all the Shaboms in the room in 30 seconds for the Compass
- 12 Destroy the Blue Tentacle
- 13 Destroy the Tentacle
- 14 Fall down the Tentacle-less hole
- 15 Enter Big Octo's Room
- 16 Take the platform piece to 1F
- 17 Use the box to depress the switch
- 18 Use the Boomerang to hit the switch behind the transparent membrane to the boss arena

Objectives

- Follow the steps to get through Jabu-Jabu's belly.
- Get the Boomerang.
- Defeat the tentacles.
- Defeat Big Octo.
- Recover Ruto's Spiritual Stone of Water.
- Defeat the bio-electric anemone, Barinade.



Go through Jabu-Jabu's belly to find Princess Ruto. Sometimes you have to hold the Princess to activate a switch, and sometimes you have to leave her on one.



After finding Princess Ruto's Spiritual Stone of Water and defeating Big Octo, return to the main floor, searching for Princess Ruto.

Destroy the Big Octo and hit the jelly-like blocks to form a bridge to the door. Exit.

After the platform slides down, it forms a connection from the first room in the dungeon to the hallway on the east side. Use one of the boxes along the west wall to depress the switch to open the door, then enter the door.



Boss Battle: The Bio-Electric Anemone, Barinade

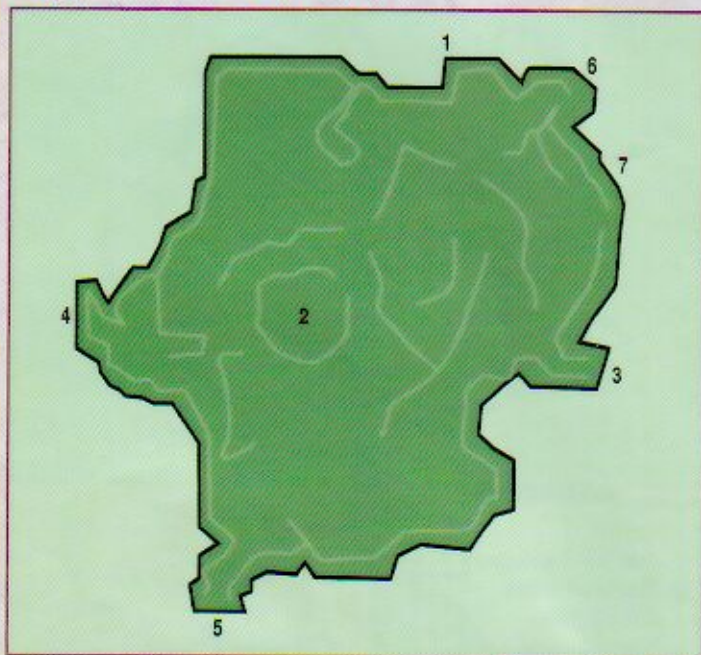


Avoid Barinade's electrical bolts. While it sprays you with electricity, lock onto one of its three tentacles and throw your Boomerang. Repeat this for each tentacle to free Barinade from the ceiling.

When it is free, stun it, then attack its jellyfish plates with your sword. Stripped of its armor, Barinade begins to spin around the room, shooting electrical bolts. Hit it with your Boomerang to stun it, then attack with your sword. When you defeat Barinade, the warp point and a Heart Container appear.

Accompany Princess Ruto home and she offers you the Zora's Sapphire for saving her. Return to Hyrule Castle.

Hyrule Castle



Legend

- | | |
|-----------------|--------------------|
| 1 Hyrule Castle | 5 Lake Hylia |
| 2 Lon Lon Ranch | 6 Kakariko Village |
| 3 Kokiri Forest | 7 Zora's River |
| 4 Gerudo Valley | |

Objectives

- Obtain the Ocarina of Time.
- Learn the Song of Time.
- Get the Master Sword.



Run into the Temple of Time. Standing in front of the altar, play the Song of Time. Rush inside the next room to find the Master Sword embedded in marble. Pull it from the stone.

As you arrive at Hyrule Castle, the drawbridge drops and you see Zelda and Impa flee on horseback. Search the moat after Ganondorf rides by to find Zelda's Ocarina of Time.



The Temple of Time and the Search for the Forest Medallion



Rauru hands over his Light Medallion, adding his power to yours, and returns you to Hyrule and the Temple of Time.



At the temple, Sheik explains your quest and relates the prophecy that detailed the location of the Sages' Medallions. Temples can be found in the forest, in a mountain, under the water, in the house of the dead, and in the desert.

NOTE

Before you enter the Forest Temple, you must have the Hookshot. Travel to Kakariko Village, where the late Dampé has a present for you.

Kakariko Village – the Graveyard

Objectives

Accept Dampé's challenge to race.
Keep up with Dampé to win the Hookshot.



Check out the graveyard to find a grave marked with flowers. Pull the tombstone aside to find a hole that leads to Dampé. Accept Dampé's challenge to race. The object is not to beat him, but to keep up.

Dodge the bits of flame thrown by Dampé. If you get lost or delayed and fail to make it through

the doors in time, the race ends and you must restart. Keep up with Dampé to receive the Hookshot.

Now you can travel to the Lost Woods where the Forest Temple awaits. Play the Song of Time to move the stone and exit Dampé's grave.

Lon Lon Ranch

Objectives

Win Epona



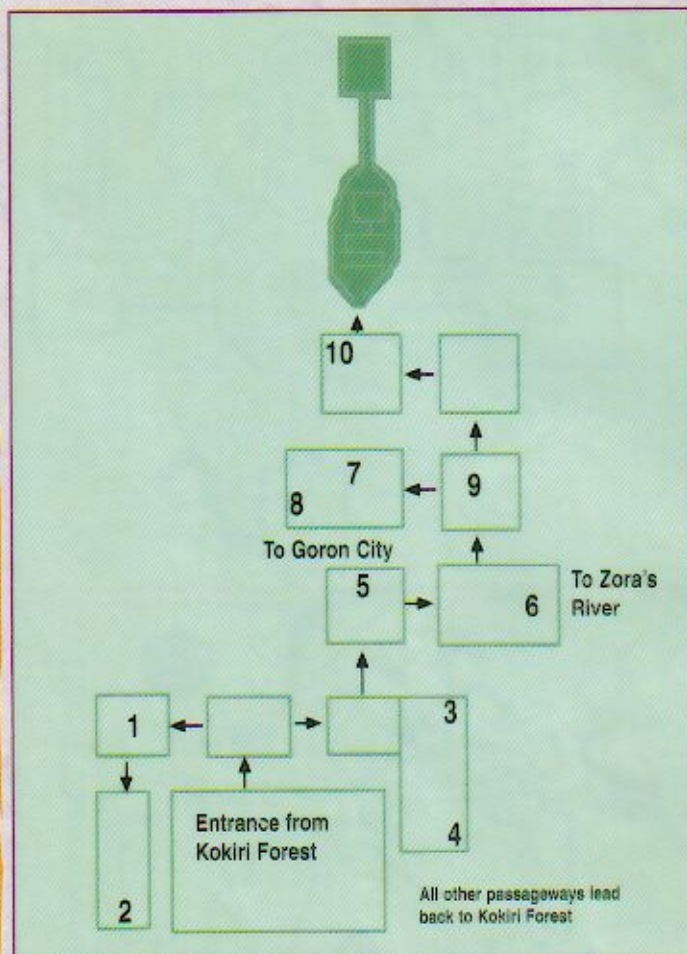
Return to Lon Lon Ranch. Ingo, the stablehand, has taken over the ranch and forced out Talon. To keep you from spreading rumors, Ingo lets you ride one of his horses for a while. Select the brown mare and ride it until you are comfortable with the controls.

The second time you pay to ride a horse, you can challenge

Ingo to a race. Call Epona over with Epona's Song, then speak to Ingo. Ride Epona in the race. Beat Ingo in the first race and he challenges you again.

Race him again to win Epona. To leave Lon Lon Ranch, jump over the side wall to freedom.

The Lost Woods



Legend

- 1 The Skull Kid
- 2 The Business Scrub
- 3 Hit the Target
- 4 The Skull Kids
- 5 Doorway to Goron City
- 6 Doorway to Zora's River
- 7 The Business Scrubs
- 8 Forest Stage under the Hidden Hole
- 9 Passage to the Sacred Forest Meadow
- 10 Business Scrub under the Hidden Hole

Objectives

Defeat the Moblin.
Talk to Sheik.
Learn the Minuet of Forest.



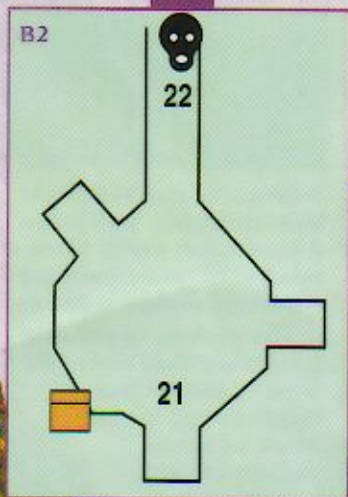
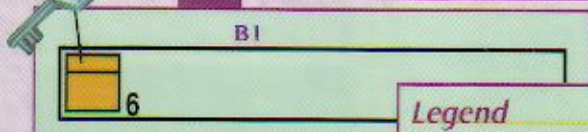
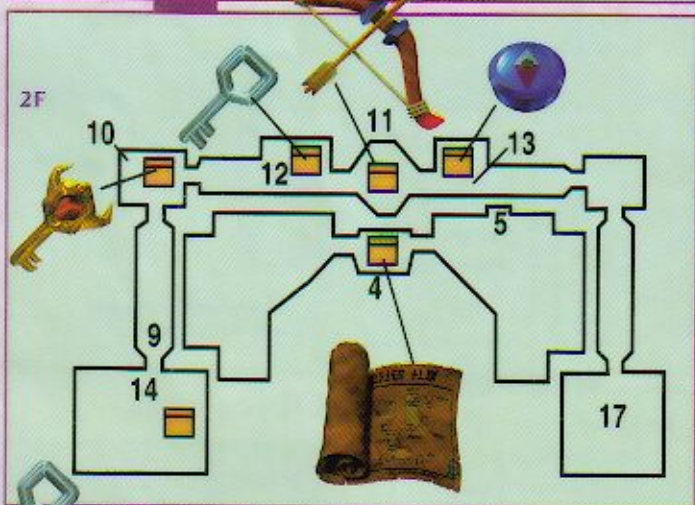
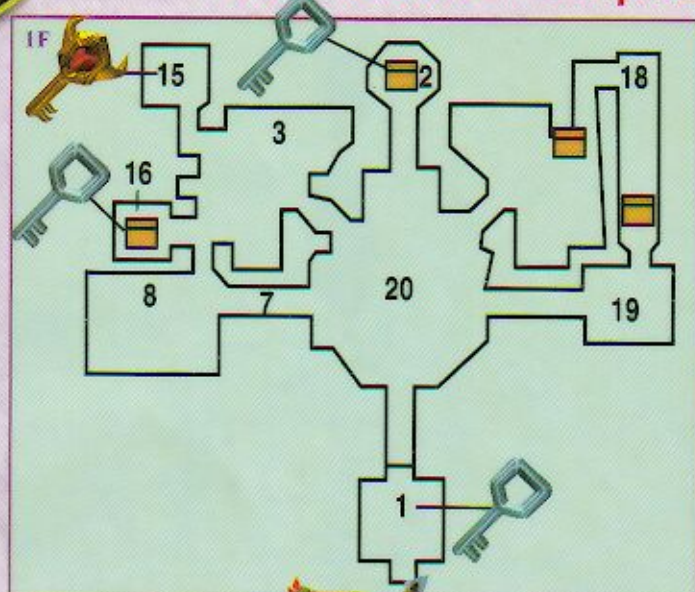
Battle past the enemies to reach Saria's secret place. Sheik greets you and teaches you the Minuet of Forest, which always returns you to the Triforce symbol in this area.

After you learn the Minuet of Forest, you're ready to enter the Forest Temple. Use your Hookshot on the tree limb above the broken staircase and go in.





The Forest Temple



Legend

- 1 Climb the wall to the tree's top and pick up the Small Key in the chest across the way
- 2 Defeat two Stalfoses for a Small Key
- 3 Climb the wall to the room on 2F
- 4 Defeat a Blue Bubble to get a Dungeon Map
- 5 Hookshot to the switch
- 6 Climb down the well to get the Small Key
- 7 Enter the locked door to the west
- 8 Solve the block puzzle
- 9 Enter the twisted hallway

Legend cont.

- 10 Jump to the door on the right
- 11 Defeat three Stalfoses for the Fairy Bow
- 12 Defeat Joelle the Poe for the Small Key
- 13 Defeat Beth the Poe for the Compass
- 14 Shot the eye to untwist the hallway
- 15 Get the Boss Key and drop down the hole into the room
- 16 Defeat the Floor Master for the Small Key
- 17 Shoot the ice-covered Eye Switch with the flaming arrow to twist the hallway
- 18 Avoid the falling ceiling
- 19 Defeat Amy the Poe
- 20 Defeat Meg the Poe
- 21 Push the rotating walls in one complete circuit
- 22 Unlock the door to the boss arena



exit a painting. Look for the brightest painting. After the third shot, Phantom Ganon's horse disappears and you deal with him one-on-one.

Using your sword as a bat, smack Ganon's fireball attacks back at him. □-target Ganon and hit him with one of his fireballs. He crashes to the ground. Attack him with your sword.

After the fourth attack, you destroy Phantom Ganon. Collect the Heart Container and hop into the warp, which takes you to the Chamber of Sages. There, you get the Forest Medallion from Saria.

Objectives

- Collect the Small Keys.
- Get the Fairy Bow.
- Defeat Phantom Ganon.



Follow the steps above to get through this dungeon. Collect the Small Keys, which allow entry into other areas, and retrieve the Fairy Bow. After you defeat the final Poe woman, the elevator in the entryway rises, allowing you access to the boss arena.

Boss Battle: Phantom Ganon



Shoot the Phantom Ganon three times with an arrow as he tries to

Death Mountain

After speaking with the Deku Tree Sprout and learning of your true heritage, return to Death Mountain and retrieve the Fire Medallion. To reach the Fire Temple and get the Fire Medallion, you need a Goron Tunic to protect you from the heat.

To speak to the rolling Goron in Goron City, throw a bow in front of him. When he stops, speak to him and he gives you a Goron Tunic and directions to the Fire Temple.

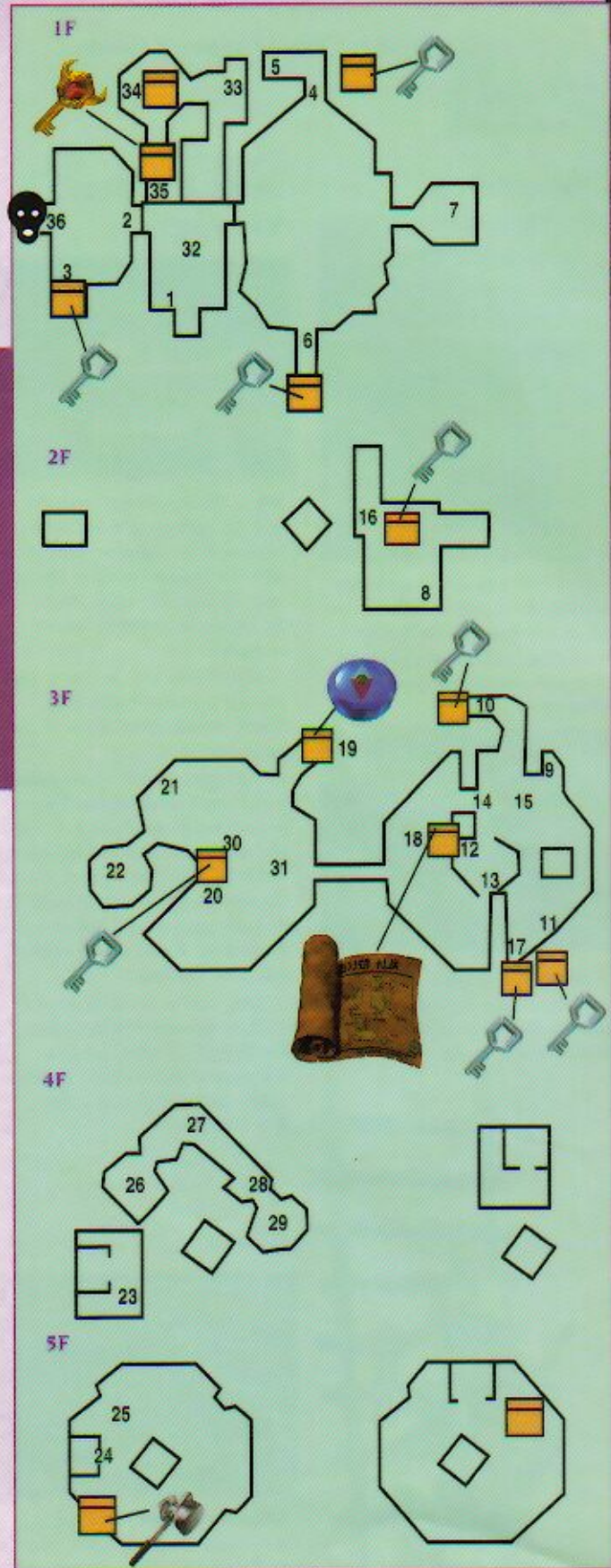
In Darunia's Statue Room, pull the statue from the wall and walk through to enter the crater. Put on the Goron Tunic and use the Hookshot to reach the wooden beam over the intact section.

When Sheik appears, he teaches you the Bolero of Fire song. Continue into the cave and down the ladder to enter the Fire Temple.

The Fire Temple

Legend

- 1 Enter the left room at the top of the stairs
- 2 Talk to Darunia
- 3 Rescue Goron 1 and receive the Small Key
- 4 Rescue Goron 2 and receive the Small Key
- 5 Use the Time Block to climb to the LikeLike room
- 6 Blast the wall to rescue Goron 3, and receive the Small Key
- 7 Push the block onto the jet of flame and ride up
- 8 Use the Hookshot on the Crystal Switch
- 9 Blast the false wall to reveal the Gold Skulltula
- 10 Rescue Goron 4, and receive the Small Key
- 11 Rescue Goron 5, and receive the Small Key
- 12 Shoot the Eye Switch to enter the Map Room
- 13 Enter the room and run to point 14
- 14 Use the Scarecrow's Song or Zelda's Lullaby here
- 15 Bomb the crack in the stone
- 16 Rescue Goron 6 and receive the Small Key
- 17 Rescue Goron 7 and receive the Small Key
- 18 Make the Leap of Faith to get the door
- 19 Avoid the flame walls to get the Compass
- 20 Travel through the maze and cross through the cell
- 21 Step on the switch to lower the flames
- 22 Defeat the Flare Dancer
- 23 Shoot the Crystal Switch with the Hookshot
- 24 Step on the switch and run on the ledge to the Megaton Hammer
- 25 Pound the block
- 26 Break the statue in front of the door using the hammer
- 27 Pound the stone pillar with the hammer
- 28 Put the crate on the switch
- 29 Pound the block with the hammer
- 30 Rescue Goron 8 and receive the Small Key
- 31 Pound the column with the hammer and ride down
- 32 Break down the secret door with the hammer
- 33 Defeat the LikeLike
- 34 Defeat the Flare Dancer
- 35 Rescue Goron 9 and receive the Boss Key
- 36 Hop across the column to unlock the boss arena door



Objectives

Free the jailed Gorons.
Get the Megaton Hammer.
Defeat Volvagia.



Follow the steps above as you go through the dungeon. Rescue all the imprisoned Gorons. Dodge the rolling boulders as you make your way around the room releasing Gorons.



When you have the Megaton Hammer, use it to break through areas to free the final Goron and reach the boss arena.

Boss Battle: Volvagia



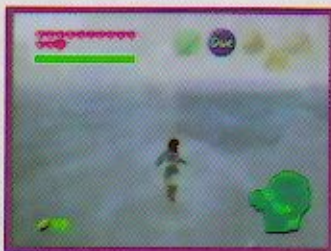
When Volvagia erupts from the lava pit, rush up to it and hit its head with the hammer, then jab it with the Master Sword or pound it with the hammer again. Avoid Volvagia's flame jets by staying to one side.

If it attacks with its claws, duck and cover yourself with your shield. A well-aimed arrow to the head stops it.

Volvagia's second attack rains rocks down on the arena. These are easy to dodge if you can figure out where the stream of boulders will land. After each attack, run to the area's edge. When Volvagia juts its head out, run to it before it can breathe out fire at you or swipe you with its claws.

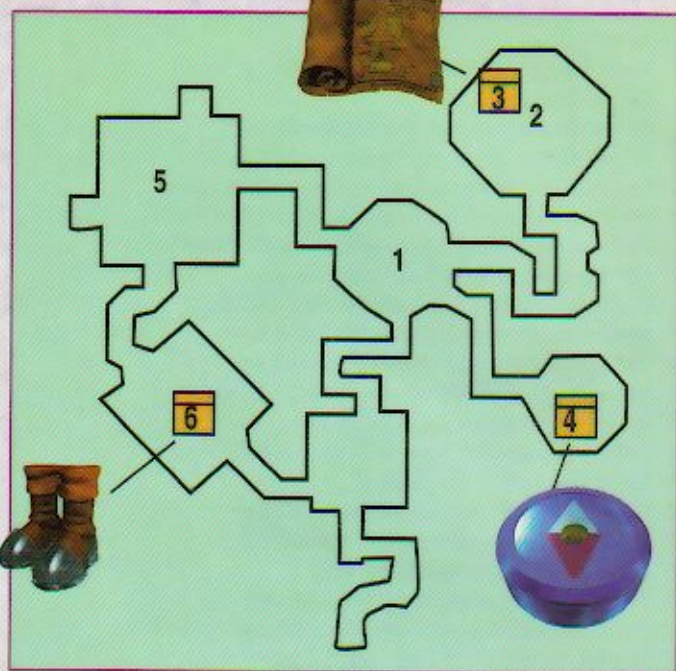
Keep up the attack-and-evade cycle to defeat Volvagia. Collect the Heart Container and enter the warp to the Chamber of Sages, where Darunia gives you the Fire Medallion.

The Water Medallion



Returning to Zora's Domain to investigate the arctic wind, you find King Zora's domain encased in ice. Look for a cave entrance across the icy water in the fountain area. Swim through the icy waters to reach the entrance and enter the Ice Cavern.

Ice Cavern



Legend

- 1 Collect the five Silver Rupees
- 2 Acquire the Blue Fire
- 3 Acquire the Dungeon Map
- 4 Acquire the Compass
- 5 Solve the ice block puzzle
- 6 Defeat the Ice Wolfos to win the Iron Boots

Objectives

Get the Iron Boots from the Ice Cavern.
Defrost King Zora and get the Zora Tunic.
Learn the Serenade of Water.



Find the mysterious Blue Fire and capture it inside an empty bottle. Blue Fire melts red ice. Use it to get the Dungeon Map and clear blocked passages on the way to collect the Iron Boots from the Ice Wolfos. Blue Fire also thaws King Zora outside of the cavern.



When you have the Iron Boots, Sheik appears and teaches you the Serenade of Water. This transports you to Lake Hylia and the Water Temple.

Water Temple

Legend

- 1 Find Princess Ruto
- 2 Lower the water level
- 3 Acquire the Dungeon Map
- 4 Push the crescent block
- 5 Raise the water level
- 6 Explore the east corridor
- 7 Acquire the Compass
- 8 Unlock and explore the west corridor
- 9 Raise the water level
- 10 Lower the water (lowest level)
- 11 Raise the water (middle level)
- 12 Raise the water (highest level)
- 13 Cross the cascading platforms
- 14 Hookshot through the drag on-head statue room
- 15 Defeat Dark Link
- 16 Navigate the serpentine river
- 17 Lower the water level (lowest level)
- 18 Explore the southern corridor
- 19 Defeat the Blue Tektites
- 20 Cover the floor switch
- 21 Cross the water bridge

Objectives

Find Princess Ruto and follow her to the surface.

Defeat Dark Link to acquire the Longshot.

Defeat the giant aquatic amoeba, Morpha.

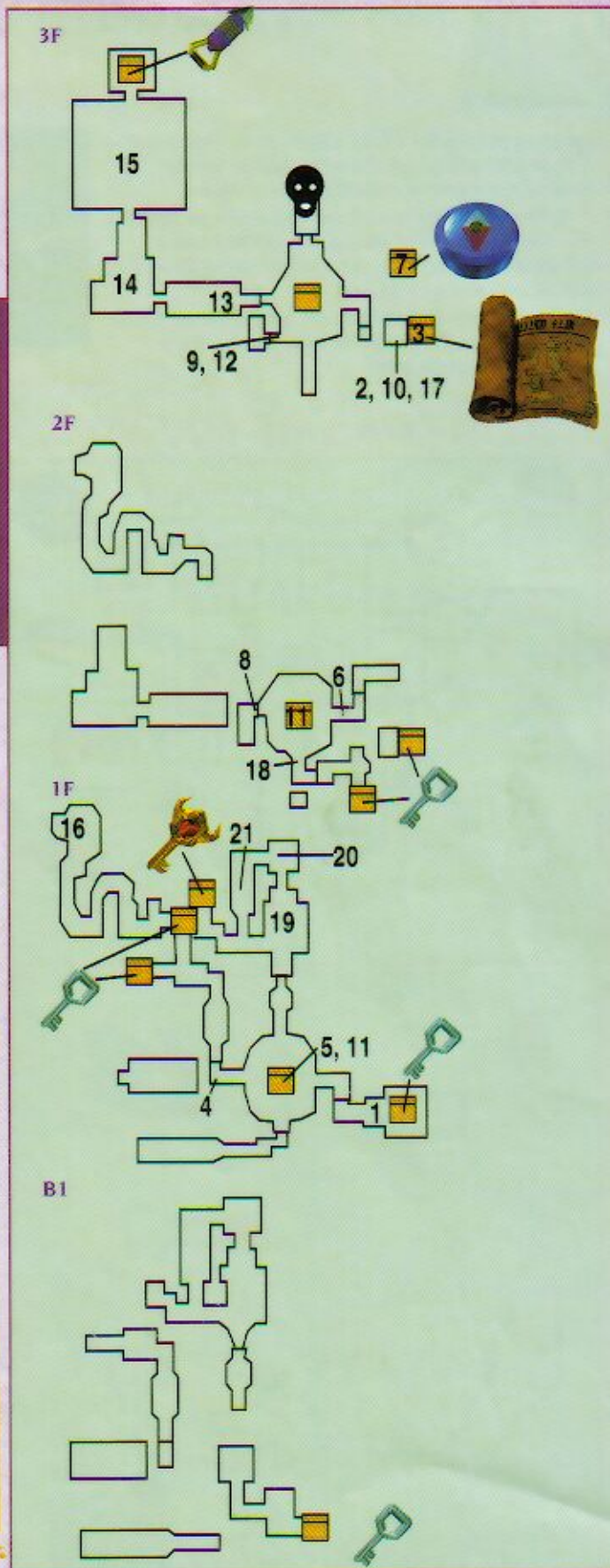


To get through the temple, use Zelda's Lullaby and the Song of Time to raise and lower the water. Your Iron Boots allow you to walk in deep water. Play these songs while standing near the Triforce symbols scattered throughout the temple.

Boss Battle: The Giant Aquatic Amoeba, Morpha



Avoid Morpha's watery tendrils and wait for the nucleus to venture outside the boss. Lock onto the nucleus and use the Longshot to draw it in where you can hack it with your sword. The center platforms are best to attack from, but they leave you vulnerable to attacks from behind. Hit the nucleus seven times to defeat it.



The Shadow Medallion

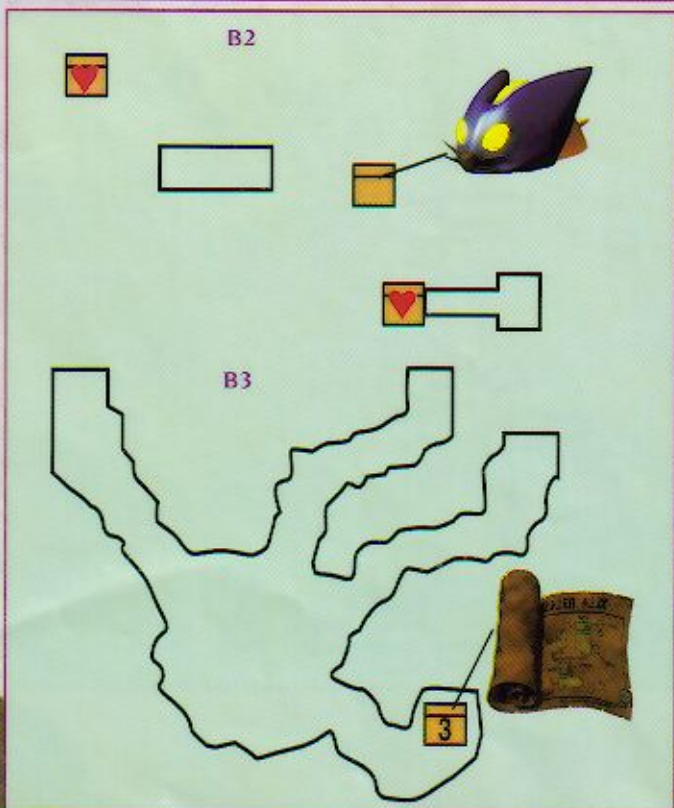
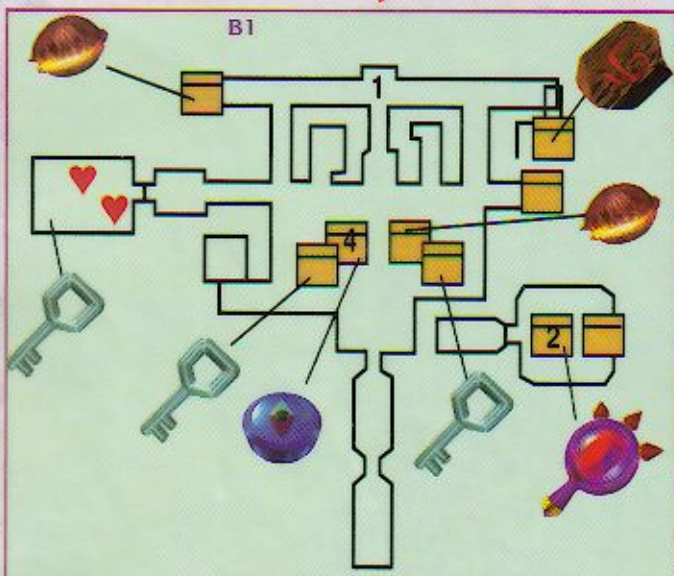
Returning to Kakariko Village, Link finds the town engulfed in flames. Sheik tells Link about the Shadow Temple entrance and teaches him the Nocturne of Shadow.

To enter the well, you need the Song of Storms. Reveal your Ocarina to the MusicBox player, and he recalls a melody used to spin the windmill out of control. Learn the melody, then return to the past.

Revisit the windmill and play the Song of Storms for the MusicBox player. This drains the well, allowing you to explore the catacombs below.



The Bottom of the Well



Legend

- 1 Lower the water flooding the catacombs
- 2 Uncover the Lens of Truth
- 3 Retrieve the Dungeon Map
- 4 Retrieve the Compass

Objectives

Drain the well with the Song of Storms.

Collect the Lens of Truth.

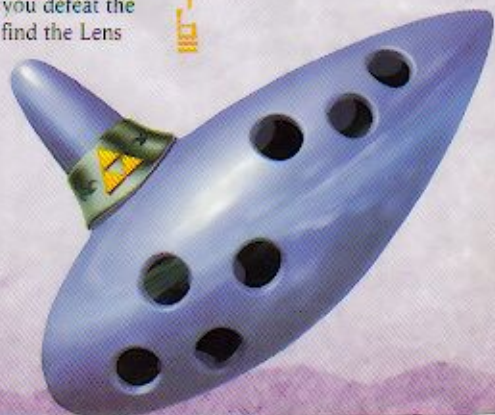


Stand on the Hyrule crest at the north end and play Zelda's Lullaby to stop the water. Head south near the start and drop into the hollow to find a tunnel leading to a rough wall. Scale the wall and enter the top door.

You find yourself in a grave-like area. Defeat the Dead Hand by allowing it to grab you, then striking its head as it attempts to bite you. It takes 10 hits to defeat the enemy. After you defeat the Dead Hand, you find the Lens of Truth.

NOTE

While exploring, you may fall through an illusory floor tile to the bottom floor. To exit, collect the five Silver Rupees in the area and the gate opens. Use this opportunity to collect the Dungeon Map, which is in a chest behind some destructible boulders. There's more to do in this area, but nothing else is required.



Shadow Temple

With the Lens of Truth in hand, return to the Temple of Time and retrieve the Master Sword so you have access to the Fairy Bow and Longshot while exploring the Shadow Temple.

Play the Nocturne of Shadow to warp to the graveyard behind Kakariko Village. A tunnel on the east wall leads to a circular chamber. Call down Din's Fire to light the circle of torches and reveal the temple's entrance.

Objectives

Use Din's Fire to enter the Shadow Temple.

Defeat the Dead Hand to retrieve the Hover Boots.

Defeat the phantom shadow beast, Bongo Bongo.



Navigating the Shadow Temple requires the Lens of Truth to sniff out secret passages and hidden platforms. The lens also reveals hidden specters and makes defeating the undead minions easier.

Boss Battle: The Phantom Shadow Beast, Bongo Bongo



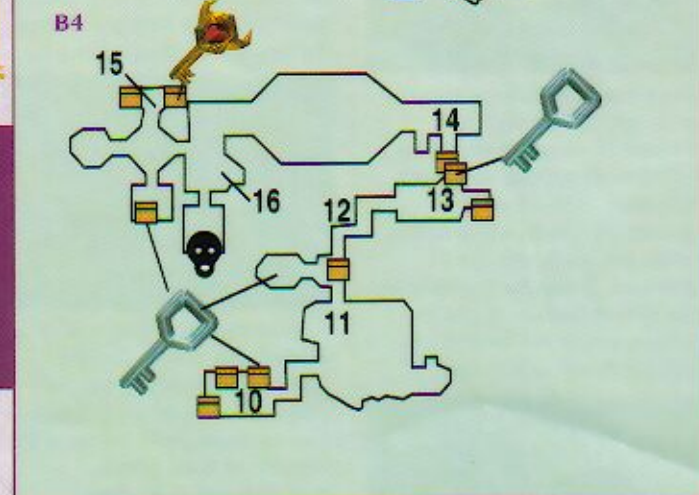
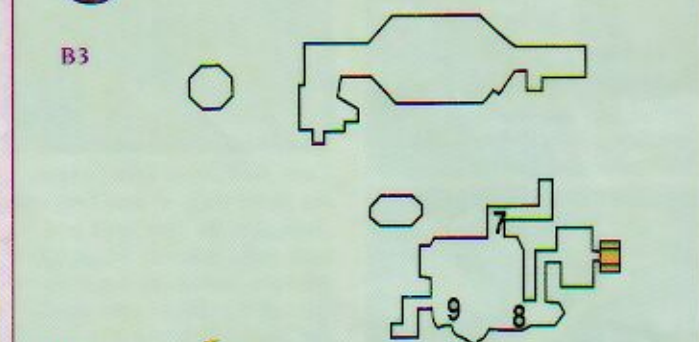
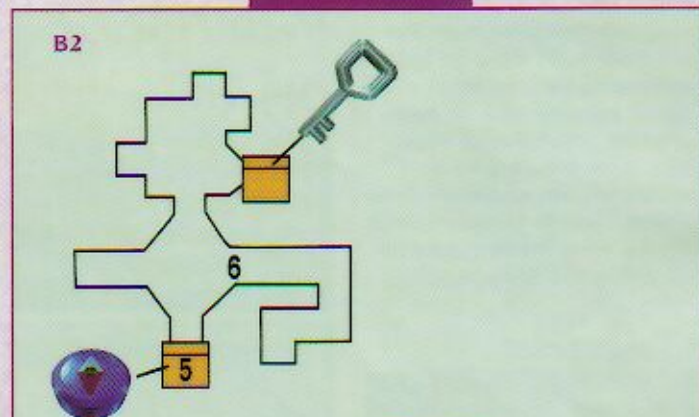
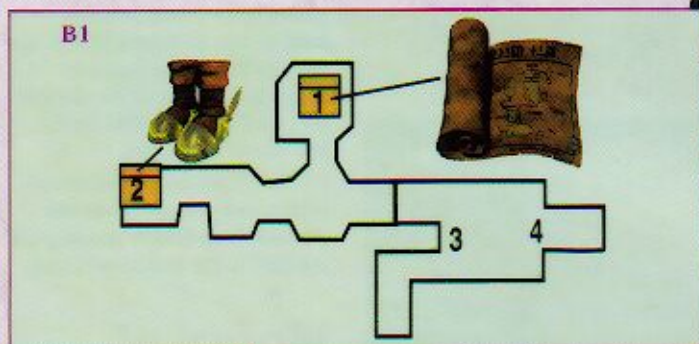
This boss appears to be just a pair of floating hands. Use the Lens of Truth to reveal the beast behind the hands. Avoid being struck by the hands and use the Fairy Bow and Longshot to incapacitate both. A successful hit turns each hand blue and causes Bongo Bongo to writhe in pain.

When both hands are stunned, use the Lens of Truth to see Bongo

Bongo, and shoot the eye portion of its body. Bongo Bongo falls to the ground; so, move up and attack with your sword. Repeat these steps until you defeat the boss.

Legend

- 1 Retrieve the Dungeon Map
- 2 Obtain the Hover Boots
- 3 Position the Statue Beak
- 4 Brave the chasm
- 5 Retrieve the Compass
- 6 Blast open the hidden passage
- 7 Leap through the guillotines
- 8 Defeat the Stalfos
- 9 Collect the five Silver Rupees
- 10 Activate the floor switch to retrieve the key
- 11 Cross the moving bridge
- 12 Navigate the deadly room of fans
- 13 Blow across the chasm
- 14 Use Zelda's Lullaby to take a ferry ride
- 15 Survive the spiked walls of death to claim the Boss Key
- 16 Cross the gap by bombing the statue



The Spirit Medallion



Link's next stop is the desert area of Gerudo Valley. Cross the broken bridge using the Longshot or Epona, and speak with the master carpenter from Kakariko Village. He asks you to track down his workers who left to become Gerudo Thieves. Head for the mountainside fortress, where you're captured by the thieves and thrown in jail.

Objectives

Enter Gerudo's fortress and rescue the four captured carpenters.

Receive the Gerudo's Membership Card.

Pass two tests in the Haunted Wasteland to reach the Desert Colossus.



Once inside the fortress, escape your cell and free the four carpenters. Avoid the thieves on patrol while tracking down each carpenter. Each carpenter is guarded by a thief, which attacks when you speak with the prisoners. Defeat the thieves to get the keys to the cells. If you're caught, you're sent back to your cell and forced to start over.



As you leave, you're given the Gerudo's Membership Card, which allows you to enter this area without fear of imprisonment. You can also access the Gerudo's Training Grounds, where you can try to win various items for the low cost of 10 Rupees.

The carpenters also repair the bridge, and you can access the Haunted Wasteland by speaking with the thief at the watchtower's top.

Haunted Wasteland

Objectives

Cross the River of Sand.

Follow the flags.

Follow the Poe to the Desert Colossus.

Learn the Requiem of Spirit.

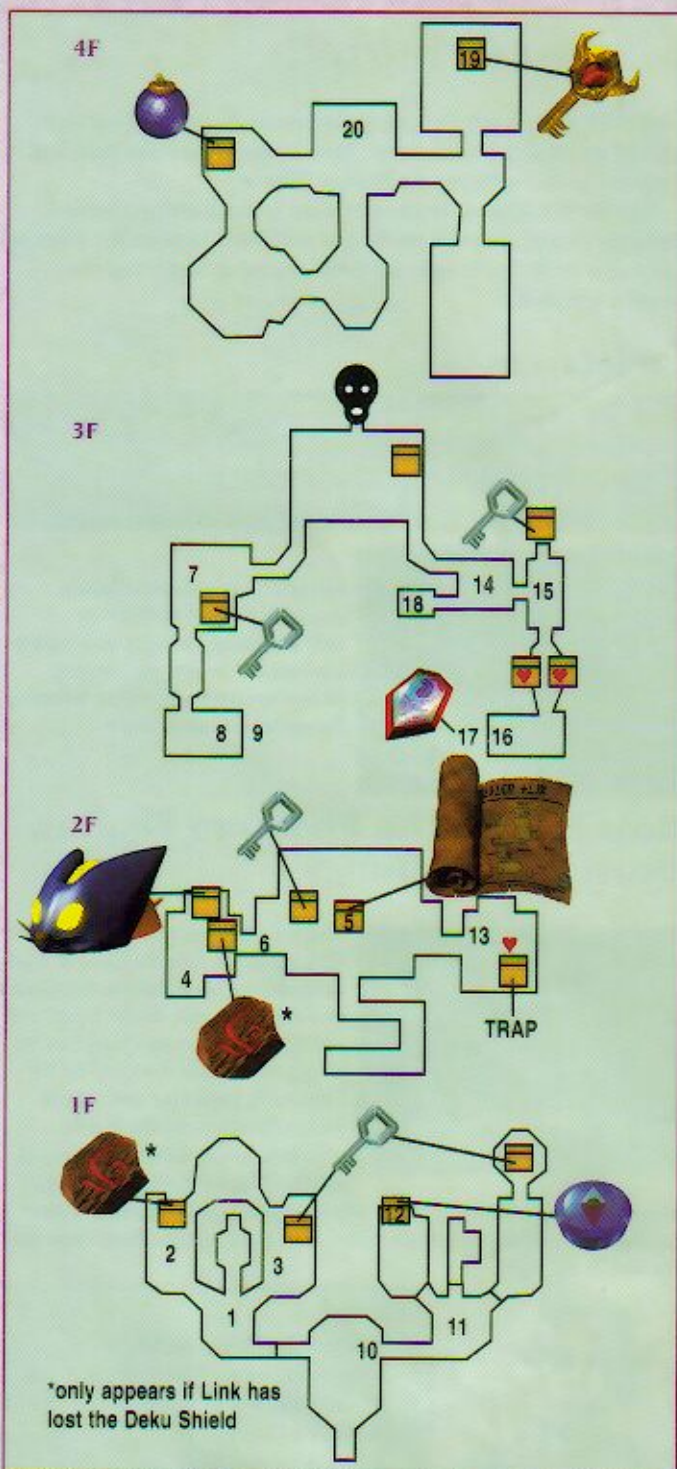


Cross the River of Sand by using the Hover Boots or your Longshot. Walking in the sand sends you back to the Haunted Wasteland entrance. Follow the flag sticks through the desert to the second challenge. Use the Lens of Truth to reveal a Poe that leads you through the desert to the Desert Colossus.



Enter the Spirit Temple to discover you need to visit the Temple of Time before you can progress. Leave the Spirit Temple. You encounter Sheik and learn the Requiem of Spirit, which transports you to the Desert Colossus. Use the Prelude of Light to return to the Temple of Time, relinquish the Master Sword, then play the Requiem of Spirit to return to the Spirit Temple.

The Spirit Temple



Legend

- | | |
|----------------------------------|---|
| 1 Defeat the Armos | 12 Acquire the Compass |
| 2 Activate the Crystal Switch | 13 Move the mirror |
| 3 Collect the five Silver Rupees | 14 Defeat the Beamos |
| 4 Solve the sun-face puzzle | 15 Lure an Armos into triggering the floor switch |
| 5 Acquire the Dungeon Map | 16 Defeat the Iron Knuckle |
| 6 Activate the floor switch | 17 Acquire the Mirror Shield |
| 7 Solve three puzzles | 18 Scale the Wall of Death |
| 8 Defeat the Iron Knuckle | 19 Acquire the Boss Key |
| 9 Acquire the Silver Gauntlets | 20 Deflect sunlight onto the sun plaque |
| 10 Push the crescent block | |
| 11 Activate the Crystal Switch | |

As you enter the Spirit Temple, you encounter a Gerudo Thief blocking the entrance. Speak with her, saying, "Nothing, really," and she asks you to retrieve the Silver Gauntlets from the temple. Agreeing gives you access to the tunnel.

Objectives

Agree to find the Silver Gauntlets for the Gerudo Thief.

Defeat the Iron Knuckle to earn the Silver Gauntlets.

Return to the Temple of Time and recover the Master Sword.

Play Requiem of Spirit to return to the Desert Colossus.

Defeat the second Iron Knuckle to earn the Mirror Shield.



The Iron Knuckle is powerful. One blow reduces your health, and its attack cuts through pillars and throne. Such attacks release Recovery Hearts. Grab them, but avoid the axe.

Outmaneuver the beast, and strike from the rear to win the battle. Pass through the door behind the throne when the battle is over and you're awarded the Silver Gauntlets.

You've done all you can as a child. Return to the Temple of Time and recover the Master Sword. Use the Silver Gauntlets to move the crescent block in the entrance. The same strategy works for the second Iron Knuckle found later in the dungeon and the huge Iron Knuckle at the end.



In the Sun Mirror Room, turn the mirror to reflect light on the four sun-face plaques. The first two drop chests. The third opens a door in the west wall. The fourth drops an invisible Floor Master into the room.



To reach the Boss Key door, direct sunlight into the room with the sun plaque by aligning the mirrors in the nearest rooms. Use the Mirror Shield to direct the beam onto the sun plaque and from there onto the mask above it.

Sorceress Sisters Twinrova



Koume spits fire and Kotake projects arctic blasts. Block the attacks with your shield to deflect them. Bounce each sister's attack into the other sister four times to force the sister to combine for a Double Dynamite Attack.

They hurl fire and ice at fever pitch. Catch either three fire or three ice attacks by blocking them with your shield, then release the power back at Twinrova. You must catch three like attacks to unleash the power, or you'll take damage.

After you knock down Twinrova, rush in and hit the sisters with your sword. Repeat this process until the sisters are banished.



Return to the Temple of Time with the six Sages' Medallions in hand. You learn about the Triforce and Ganondorf's plot. Travel to Ganon's Castle, near where the serene Hyrule Castle used to stand. The Six Sages combine their power to create a bridge over the molten lava.

Ganon's Castle

Objectives

Return to the Temple of Time with the six Sages' Medallions.
Travel to Ganon's Castle.

Conquer the six rooms to disrupt the protective barrier.

Defeat the Dinolfos.

Beat the two Staffoses to get the Boss Key.

Eliminate the two Iron Knuckles.

Defeat the Great King of Evil, Ganondorf.

Escape the castle.

Destroy Ganon.



To remove the barriers Rauru mentioned, conquer six puzzle-filled rooms. You can challenge them in any order, but counterclockwise from the Spirit Room works best. Use these tips to help you through each room.

Spirit Room

Look above the Beamos for a way to get the fifth Rupee.
Use a charged spin attack on the first Crystal Switch and the Bombchu on the second.
Fire Arrows shed light in a dark room.
Watch for Floor Masters when a Sun burns up.



Forest Room

Shoot above the door.
Use your Hover Boots sparingly.
Play the Song of Time.

Water Room

Blue Fire melts ice.
Choose the ice block farthest from the hole.
Leaving the room resets the puzzle and the timer.

Shadow Room

Torches are on either side of the room.
Use the Lens of Truth to find the path.
Get the Golden Gauntlets here.

Fire Room

The main pathway sinks.
Try lifting large objects.
Longshot to the end.

Light Room

The entrance is hidden.
Watch for a trapped chest!
Play the Ocarina to reveal things.

Boss Battle: The Great King of Evil, Ganondorf



When you're past the six rooms, you face a series of tough enemies as you head to the top and Ganondorf. The strategies you've used throughout the game are all you need.



Ganondorf begins this battle by shooting fireballs at you, just as Phantom Ganon did earlier in the game. Bat the fireballs back at him. When he's hit, Ganondorf momentarily hangs in the air. Quickly equip a Light Arrow and shoot him to knock him to the floor.

Leap to the center and smack him with your Master Sword or Biggoron's Sword. It takes five good hits to hurt Ganondorf enough to make him switch attacks.



His second attack draws the powers of darkness and shoots homing energy beams. Evade the beams by running from corner to corner, or by shooting Ganondorf with a Light Arrow as he casts the spell. Knock him down a few more times and deliver solid blows, and the battle is yours.

Escape



Follow Zelda out of the castle. She must open all the gates for you, so running ahead is pointless. Stay with her or you'll waste time. You must fight two battles on the way out. Eliminate your foes quickly or you run out of time.

Boss Battle: Ganon

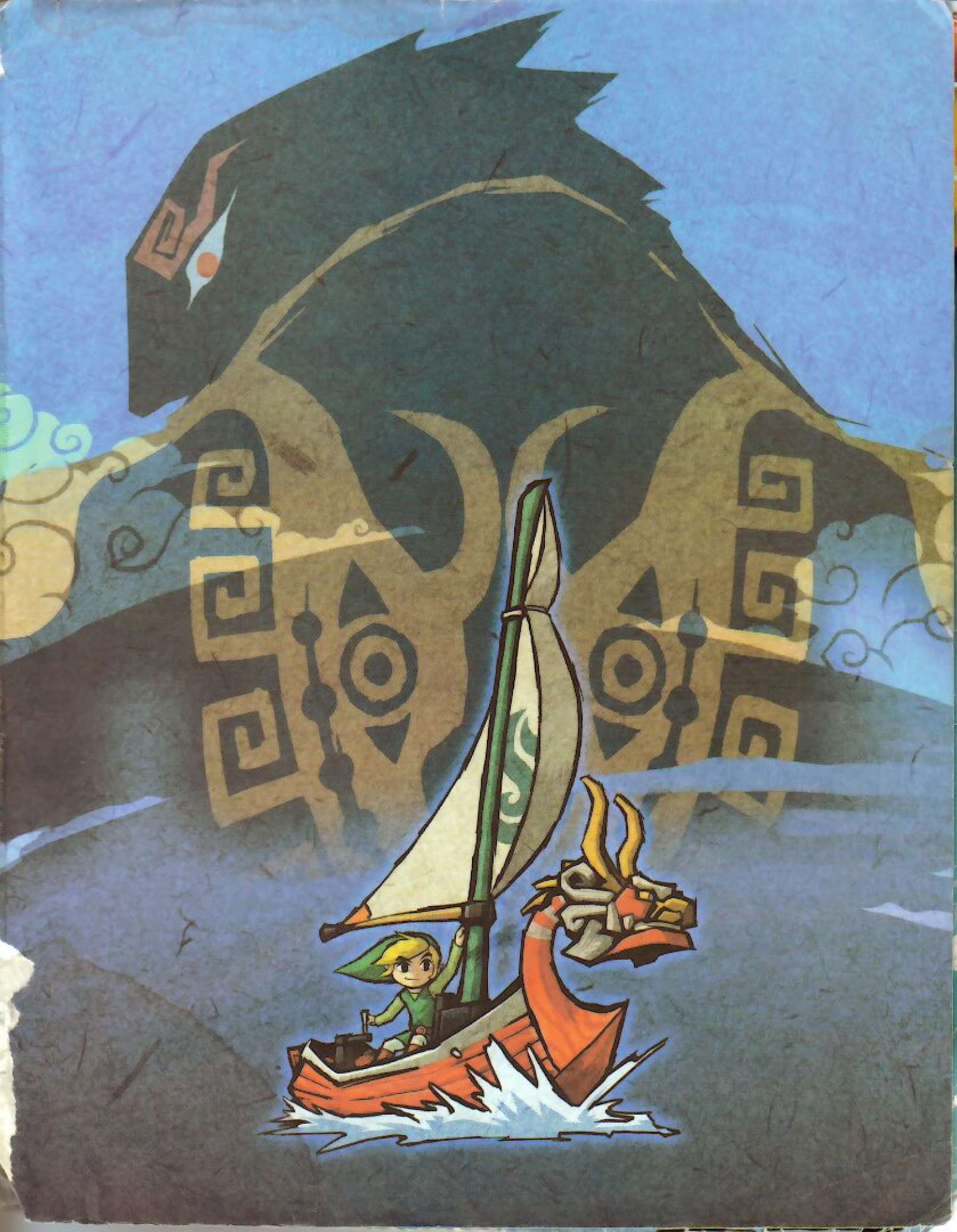


After escaping, you must fight one last battle. Use the Megaton Hammer or the Biggoron's Sword; the Master Sword is taken from you temporarily. Slip between Ganon's legs and smack his tail to cause damage. Strike the tail five or six times, then Ganon falls over and your Master Sword is recovered.



For the second phase, use your Light Arrows to stun Ganon by shooting him in the head, then smack his tail with the Master Sword. After nine hits, Ganon falters again. Zelda uses her magic to strengthen the Master Sword for a final attack. Slash at Ganon's limp body to finish him.





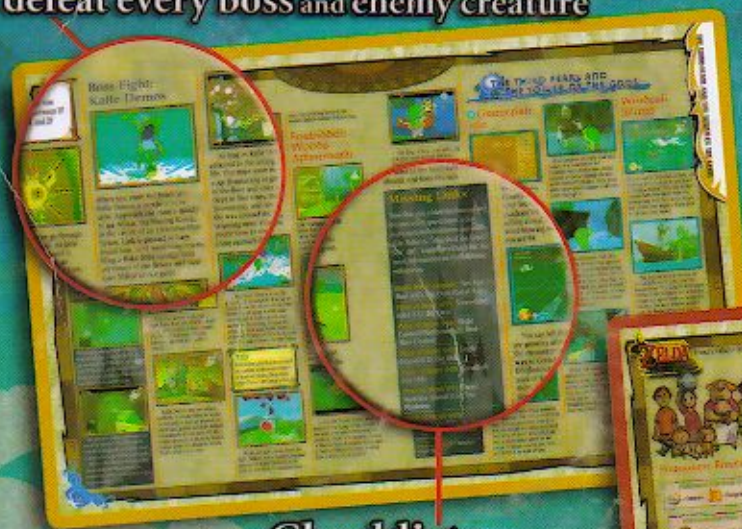
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