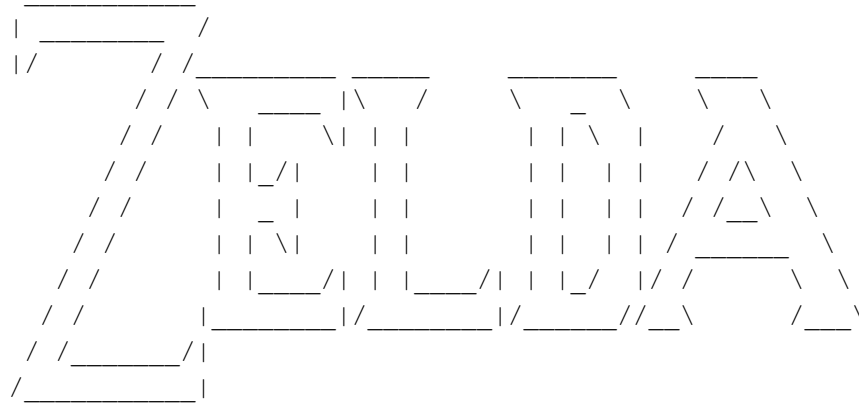


The Legend of Zelda: The Wind Waker FAQ/Walkthrough

by CAHowell

Updated to v5.6 on Aug 3, 2004

THE LEGEND OF:



THE WIND WAKER

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The Legend of Zelda: The Wind Waker

Version: 5.7

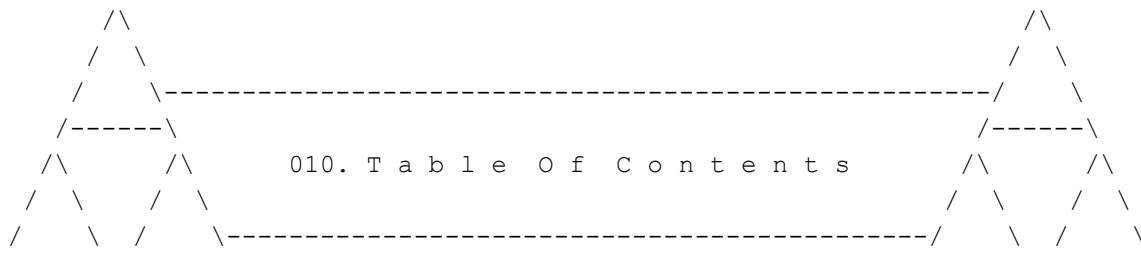
First Created on: January of 2003

Last Updated on: February 22, 2003

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=====
Version History
=====

February 22, 2004: Well folks, after a long absence, I am finally back, and with a better layout. I took out most of the filler in the guide that wasn't needed, and made the layout more readable. I should start up on the Beta area's soon.

March 29, 2004: Nothing really new, just updating my email.

=====
Controls
=====

L button-L targeting (same with ura Zelda)
R Button-Shield when sword is out, crawl when not
Z, Y, X Buttons-Item Buttons
A Button-Action Button (Go against a wall, pick up a jar, etc)
B Button-Sword
D-Pad: Map control, up for area map, and right and left to control which small map you have
C-Pad: W/O baton: Up for First Person, and all others for free camera. When in free camera, you must use the L button to go back to fixed.
With Baton: C button actions (Like Ocarina)
Start: Item Screen

=====
Moves and Attack Moves
=====

Basic Moves:

Move character-Move the analog stick

Roll-Press A while running

L Targeting-If enemy or person near, it lock on to that enemy or person
If no one is near, it goes into zoom mode

Side Step-While in zoom mode and going sideways, press A

Backflip-While in zoom move, press the analog stick back and press A

Pick up-Press A near item

Talk-Press A near item

Jump-Automatic when going forward on a gap

Press against wall-Lean near wall and press A

Sidle-While against the wall, go near the end of the wall. It痴 automatic

Sword Moves:

Basic swipe-Press B

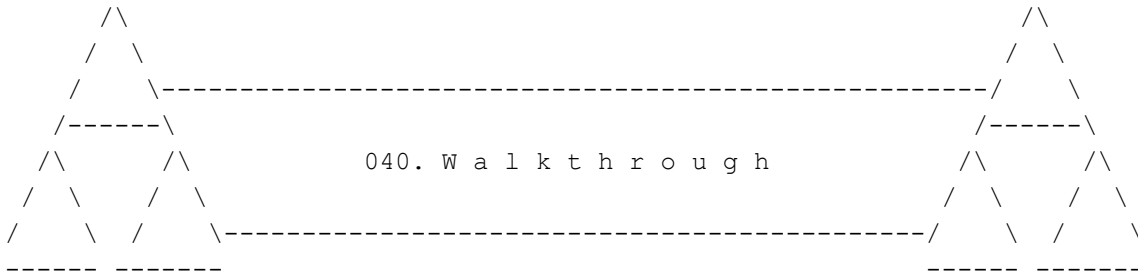
Forward Swipe-Press up on Analog stick and press B

L Target strike-Press B while locked on

Charged Strike-Press B when sword turns green

Parry Attack-Hold B and let go

Tornado Spin-Hold B after you get this from the Master. You use some magic, and it goes on for about 10 seconds, but there is a 3 second delay once you池e done



=====
 Legend
 =====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
 2 |[A2][B2][C2][D2][E2][F2][G2]|
 3 |[A3][B3][C3][D3][E3][F3][G3]|
 4 |[A4][B4][C4][D4][E4][F4][G4]|
 5 |[A5][B5][C5][D5][E5][F5][G5]|
 6 |[A6][B6][C6][D6][E6][F6][G6]|
 7 |[A7][B7][C7][D7][E7][F7][G7]|

A-Section

- A1 Forsaken Fortress
- A2 Four-Eye Reef
- A3 Western Fairy Island
- A4 Three-Eye Reef
- A5 Needle Rock Isle
- A6 Diamond Steppe Island
- A7 Horseshoe Island

B-Section

- B1 Star Island
- B2 Mother & Child Isles
- B3 Rock Spire Island
- B4 Greatfish Isle
- B5 Islet of Steel
- B6 Five-Eye Reef
- B7 Outset Island

C-Section

- C1 Northern Fairy Island
- C2 Spectacle Island
- C3 Tingle Island

- C4 Cyclops Reef
- C5 Stone Watcher Island
- C6 Shark Island
- C7 Headstone Island

D-Section

- D1 Gale Isle
- D2 Windfall Island
- D3 Northern Triangle Island
- D4 Six-Eye Reef
- D5 Southern Triangle Island
- D6 Southern Fairy Island
- D7 Two-Eye Reef

E-Section

- E1 Crescent Moon Island
- E2 Pawprint Isle
- E3 Eastern Fairy Island
- E4 Tower of the Gods
- E5 Private Oasis
- E6 Ice Ring Isle
- E7 Angular Isles

F-Section

- F1 Seven-Star Isles
- F2 Dragon Roost Island
- F3 Fire Mountain
- F4 Eastern Triangle Isle.
- F5 Bomb Island
- F6 Forest Haven
- F7 Boating Course

G-Section

- G1 Overlook Island
- G2 Flight Control Platform
- G3 Star Belt Archipelago
- G4 Thorned Fairy Island
- G5 Bird's Peak Rock
- G6 Cliff Plateau Isles
- G7 Five-Star Isles

This is a map of the Great Sea, or Overword. You will be using it as a means of finding your way around the over world. The Letters in the location is the north to south columns, and the numbers is the location of the islands in those columns (Like in geography, Ladtitude and Longitude).

This system was first created long ago in the first Zelda to identify a exact location very quickly without exploreing all the time. Although other guides has differnt systems, this is the location system we are using in this guide.

In each section is a map of the location you need to go next. The ** shows where you need to go.

=====

Outset Island

=====

1 |[A1][B1][C1][D1][E1][F1][G1] |
2 |[A2][B2][C2][D2][E2][F2][G2] |
3 |[A3][B3][C3][D3][E3][F3][G3] |
4 |[A4][B4][C4][D4][E4][F4][G4] |
5 |[A5][B5][C5][D5][E5][F5][G5] |
6 |[A6][B6][C6][D6][E6][F6][G6] |
7 |[A7][**][C7][D7][E7][F7][G7] |

When you begin, you watch a long beginning talking about the Ganon, link, the Triforce, and hyrule. Your sister then wakes you up and that is where your journey begins. Go down the ladder and swim across until you get to the last house. That is your grandma痴 house, and that is where you need to go. Go upstairs and talk to her to get the green tunic. Exit and head back to where your sister was.

Talk to her and get the Telescope. Use it to look at the mailbox to start an event. Point it up and you will see a large bird with a young girl. The bird then drops the girl into the forest. The only way to get to the forest area is to get a sword, but you don't have one yet. Go to old warrior痴 house which is the next to last house near your grandmothers and the bottom one and go in. Choose the top option and your training will begin.

The training is easy for the most part. The only thing you will have trouble with is the new A button move. When your sword starts to turn green, press the A button and you will roll behind your opponent and strike them in the back. Complete this to get the sword.

^^

Note-Once you get the Hero's Sword, you can now do the Sword Training minigame with Orca, meaning you now have access to a piece of heart. It would be a good choice to get the Hero's shield before you do try to get 500 hit, though.

^^

Go north and chop down the sapling trees and continue forward. Go pass the bridge to get to the forest area. Here, you need to defeat 3 enemies to rescue the pirate girl, tetra. After that, a cut scene will start and you will go back to the bridge area.

Aryll will then be kidnapped by the same bird that captured tetra and will take her off. Tetra then officers to take you where the bird went, The Forsaken Fortress, but you need to speak to your grandmother first.

^^

Note-If you are in the second quest, make sure you take a picture of Tetra for the gallery if you didn't in the first, that way you don't have to deal with Tetra moving around later

^^

Go upstairs first to find that the Hero's Shield is missing. Go downstairs to find your grandmother with the shield. After a conversation, you will finally get the Hero's shield. When you池e ready to leave, go talk to tetra. You will then get on the pirate ship and leave.

-----|
|This is pretty much the Bobokins you've seen, only with a sword and
|a shield. You cannot run from this battle, so you need to defeat him,
|though I'm not saying he's hard in the first place. Several hits and
|he's gone.
|-----/

After that, enter the prison area where your sister is being held. The reunion is cut short from the same bird that got Aril, and it gets link! You are then carried to an area with....a strange green skinned man!?!?!?!?

Is that who you think it is? Only time will tell. You'll then be thrown into the sea, and to be awoken by the King of Red Lions. Yup, it痴 your partner for Wind Waker, and he's not annoying this time. Before you can do anything, you need to get a sail first, but where, and speaking of where, where are you? You are currently on Windfall Island.

=====
Windfall Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][**][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

You'll be going here a lot. Windfall island is pretty much the only village in Wind Waker, and a pretty small one at that. It痴 about the size of Kakariko in Ocarina was. Anyway, to cut this short, you need a sail, and for the sail, you need 80 rupees. You池e pretty much on your own to get rupees, there's really nothing to do at this point to get the big rupees, so you need to use the bushes for your income.

Once you got 80 rupees, go find the Eskimo salesman named Zunari and buy the sail from him. Before you leave, I recommend you let Tingle go from his prison at the side of the windmill. Go near the gravestone and look for a door in the wall.

To free tingle, you need to press the switch on the left side. After freeing him, he will give you a Tingle Tuner and a very poorly done map about directions to his island.

It isn't important right now, so don't bother with him. After he's gone, look in the cell for a hole in the wall that you can crawl in. Go through a maze (don't go on the wooden parts, its a trap) and at the end is a Pictograph. You'll need it later, so don't worry about it now. You will finally be able to leave!!!

Go back to the ship and press A to enter and assign the sail to one of the buttons and press it to cast it. You will now be able to your first island, Dragon Roost Island, home to the Rito tribe.

Use the nearby bomb plants and throw them into the pots to bring the statues down. Once you do that, you can access the first temple.

=====
Dragon Roost Cavern
=====

1. Push the left block forward, and then press the middle block left. Defeat the moblins and light there staff on fire. Light the torches to make a chest with a key appear. Use it on the locked door and go through.

2. Break the wooden door with your sword. Go left and jump from ledge to ledge until you get to a block at the bottom. Pull it out and climb on top and keep going. Go across the bridge and defeat the keese if you wish. Use the Bomb Plant to blow up the rock and then go through the door.

3. Use the water jugs to make temporary platforms in the lava. Go left to get the map. Go forward to a door and a Red Chu Chu. Defeat it if you wish and go through the door.

4. Break the wooden door in front of you and defeat the moblin. Take his sword and break the other wooden door. Pick the sword up again and use it on the other wooden door on the ledge. Get the key and go through the other door.

2. Use a bomb plant on the rock and go to the locked door on the left side. Go through that door

5. Ignore the lava pit on the other side. Defeat the red chu chus and go down the hall until you get to a bar door and two wooden doors on both sides. Go to the one on the left and break it to find a moblin. Defeat him and take his staff and set it on fire with the torches.

Go near the other wooden door with the burning staff and burn it up to find a switch. Press it to raise the bars. Go through the door

6. You'll be outside for this one. go past the moblin and then defeat him. Be careful of doing it on the bridge, for that may break the cables and break the bridge. Go up the ladder and wait for the lava going out to stop and continue up.

Defeat the Phoenix bird and press against the wooden beam and go across, watching for the lava. Go past the rock and try to grab onto the railing of the wood. Climb across and go up on the rock and jump up on the ledge to find a bomb plant. Throw the bomb at the rock to break it and discover a door. Go through. You could also use Tingle for the Bomb.

7. Pull out the bottom blocks to make a stairway. Jump up on them to find a hole in the wall. Pull out the bottom block in the wall and jump up to find a ledge with the Compass, several staffs, and fire.

Light one of the staffs and get near the edge and throw it with A. It will burn the wooden wall, showing a chest with a key in it. Get the key and go through the locked door on the other side.

8. Go up the steps and get the key from the birds nest and use it on the locked door in front of you.

9. Light the staff and then go through the hall. Light the torch and then

burn the door with your burning staff. Light the other two torches to raise the bars.

2. Go past the bridge to the other side and go through the door

10. Defeat the moblins to open the bars up. Some may use jars as hiding places, so break all the jars to find them all. Light the other torch to find Treasure Map 39. Go up the Ladder to find the other door.

11. Defeat the Centepede and use the jugs to make platforms. Use one jar near the fireblast to make a platform that raises and falls. Use it to get to the upper level and go through the door.

12. Use the bomb plant to break the rocks and go through the door.

13. Hurry up the breakable steps to find the Mini Boss arena. Heres the Mini-Boss:

```
/-----\  
|Mini Boss: Two Green Bokoblins and One Green Tinted Moblin |  
|-----|  
|Still easy. by now, you should have learned the controls well enough |  
|to beat all three of them easily. |  
\-----/
```

Once you did that, Medori will be released and give you the Grappling Hook. Use it to swing from pole to pole. The path is pretty straightforward, so I'll let you do get though this part. Once your at the end, you will find a door. Go though.

14. Break the bridge with your spin attack and go though the door

15. Break the cages cables with your sword for it to drop down. Jump onto the ledge and then platform to platform until you get to the ladder. Go up and look for a swingable switch on the celing.

Use the G. Hook to open the door and use R to stop and turn around and then swing again to get to the door.

16. Hook and then go down. Swing onto the ledge and then platform to platform untill you get to a hook. Swing across to get to the Door.

17. Hit a centepede to make it ball up and then pick it up. Go on the switch to null the flames and press B to drop the Centepede to keep the switch down.

Get the boss key. If you blew up both rocks in room 12, save and quit Go back to the 2nt area of part one and use the warp urn to go to room 12. If not, backtrack to room 12.

12. Swing across to get to the boss door. The boss awaits!!!

```
/-----\  
|Boss: Gohma                Difficulty: Easy |  
|-----|  
|This is a very easy boss. Once the fight begins, use the grappling |  
|hook on the dragons tail and swing across. Once you do that, |  
|the ceiling will fall on the Scorpions head and cracks its shell a |  
|bit. |  
| |
```

|After doing this 3 or so times, its shell will completely break and that |
|is the time to attack. Wait until he lunges at you and use your sword. |
|A few hits will do it. |

After defeating the temple, Komali, the one you gave the letter to will finally give you Din's Pearl, one of the three element pearls named after the 3 goddesses of Hyrule (Yes, the beginning is similar to ocarina.) You have nothing else to do here. Time to go to the next Pearl and Dungeon location, The Forest Haven.

=====
The Forest Haven
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][**][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

The F6 is the location of the Forest Haven Island on the great sea grid. It should be marked anyway, but I'll start listing the grid location to make it easier. You will need to use the Grappling Hook to go from rock to rock and to the end.

Its straightforward for the most part, though you will need some quick timing with the Octorocks. Once your in, you will see the Deku Tree covered in Chu Chus from the first dungeon. Roll into the tree to get them down, and defeat all of them to start a cut scene.

The Great Deku tree will tell you about the Koroks and about Ganon. After that, A long scene with the Koroks plays. One of the Korok's say that Makar, one of the Korok's, is missing in the Forbidden Woods, but you will need something before you can enter.

The cut scene will then go to a location on the tree where a Deku Leaf is located. You then have to use the Baba Buds at the side of the tree to bounce up, one bud at a time, until you get to the Deku Leaf.

Equip it and float down to the exit in front of you. You will be in a area where you need to float to the lone island and use the mini tornado to get a boost. Once boosted, float to the Second Dungeon, the Forbidden Woods.

=====
The Forbidden Woods
=====

1. Go up the ramp to find a chest with the map in it. Defeat all the Green Chu Chus and take the Deku Ball. Throw it at the door with the eye to kill it.

2. Jump from Flower Pad to Flower pad using the Deku Leaf. At the bottom

is a Knights belt in a chest with one of those eye plants on it. The door to the next room is at the top, but also has one of those plants. Use a nearby bomb plant to kill it.

3. Use the Deku Leaf to blow the wind switch and bring the Trolley over to you. When you're on the Trolley, blow the Deku leaf in the opposite direction of where you want to go, which would be the trolleys back.

4. Go to the right side of the tree and defeat the Deku Baba to get a Flower pad to appear. Go up until you get to the door with the plant on it. Bring the trolley over with the switch and go to the other side.

Get the Deku Ball, put it down, and QUICKLY get back. Throw it at the plant to kill it.

5. Use the leaf to blow the Deku ball out and go around the thorn plants. These cannot be killed. Throw it at the wall to kill the plant

6. Go to the right and use the G. Hook to get to the other side. Use the moving platforms to get across to the other side where a locked door is.

Pick up the D. Ball near it and hop onto the tree area and go around until you get to a door with a plant on it. Throw the ball at it.

7. Go through the hall, avoiding the spikes.

8. Go through the left side maze until you get to a wooden wall and a bomb plant. Use the plant to destroy the wooden wall for the chest with the compass in it.

There's another Wooden Wall near there, but cannot be accessed due to the thorn plants. Throw the Bomb at the other wooden wall to break it, then go around to the wall to find a chest with a key in it.

6. Go back to the locked door and go through.

9. Use the D. Leaf to bring the Trolley over and use it to go to the door on the other side.

10. Keep on going up using the Flower pads until you get to the top lever with two doors. The southern door has two of those plants, so go through the northern door.

11. Mini boss:

```
/-----\  
|Mini Boss: Mothula, Morph          Difficulty: Medium      |  
|-----|  
|Very simple, but does a good amount of damage. Wait until its near you |  
|or does the charging attack and strike it. Do it enough times until it  |  
|changes into a Spike bug. Kill it to open the door to the boomerang      |  
\-----/
```

Use the boomerang to target both switches and strike them both at the same time to open the door.

10. Use the boomerang to kill both the wall plants and continue

12. Cut down the spike plants with the boomerang and float across to get to

the door.

6. Cut the vines with the boomerang to make the flower drop. Go down where it is to find another door.

13. Go on the right side of the fork in the road and continue until you get to the door.

14. Cut the vines to the flower and drop down. Use the deku leaf to steer it in the direction you want to go. Get to the door down the hall to go to the boss key room.

15. Go to the very top of the hill and use the boomerang to target all the switches. After that, the bars blocking the chest to the Boss key open. After getting the key, two moblins come.

Defeat them and then go back to the top of the hill and look for a branch you can swing on using the G. Hook. Swing over to the exit.

6. Go back to the Middle section of Room 6 until you find a door with one of those wall plants on a door. Use the boomerang to kill it and then go through.

16. Defeat the two spike bugs and continue to the other door.

17. Boss room door.

18. Boss:

```
/-----\
|Boss: Kalle Demos           Difficulty: Medium |
|-----|
|Another easy boss. Use your boomerang to cut down the vines that support |
|it from the ceiling. This fight is very similar to the Barinade fight |
|from Ocarina. |
| |
|Once its defence is down, you will see it has a Deku Baba for a nucleus. |
|Hit it several times and run away before it closes up, or you will take |
|damage. Repeat Until dead. |
\-----/
```

After you defeat the Forbidden Woods and rescue Makar, the Deku tree will give you Falores Pearl. After that, return to the boat and sail for Great fish isle (B4).

=====
Great Sea: Greatfish Isle
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][**][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Sail to Greatfish Isle, only to find it destroyed by some giantic force. When you walk on the island, Quill comes and tells you that Ganon came here and tried to find Lord Jabun, but failed.

He then tells you that Lord Jabun is now on Outset island, in a sealed off cave, that the pirates were trying to enter and get the treasure for themselvs. He then tells you that there on Windfall island, stealing more bombs to enter the cave.

After the cutscene, the KoRL says that you should go to Windfall and get some of the bombs to get the last pearl.

=====
Great Sea: Windfall Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][**][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

After returning to the island, go to the back of the bomb shop and use the Sidle command and slide across the back of the shop to find some vines. Climb them to find a hole that will actavate a cutscene. In the shop, the pirates are stealing the bomb shops bombs because of the owners high prices.

After that, Gonzo recomends to Tetra that they stay the night and sail out in the morning. Tetra, after some argueing, says yes. (And since Ganon's curse keeps the sun from comming out, you wont have to worry about them for some time, or ever.) After that, they say a password to enter the ship.

Write that password down and repeat it to the ship. If you forget it, talk to the boat again to get the password. After your inside the boat, go to where you got the spoils bag to find another puzzle corse to solve.

You will need to go from rope to rope, using the L trigger to change directions. After you reach the end, open the chest to find the bombs. After your done here, Sail to Outset Island. (B7)

=====
Great Sea: Outset Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][**][C7][D7][E7][F7][G7]|

You can do a few things here before you begin. If you go to Grandma's house, she will be mumbling something. Use a fairy near her to get her to give you a infinity amount of her Elixer soup. It increases your strength until you get hit and recovers all magic and health.

Like the milk, it can be used twice, and you can refill anytime you want from her. Go to the top of the island and use the Deku leaf on the giant rock to float across to the Woods you were in earlier. Go to the back and find a giant stone, bomb it to reveal a Fairy Fountain.

The great fairy will give you a Rupee wallet that holds 1000 rupees now. Assign the bombs to a button and go to the back of the island. A cut scene will play and you will be in a giant whirlpool. This is timed, so you need to hurry. There is a bomb able wall in front of the whirlpool, hit it nine times to bring it down, 3 hits a section. Inside, you will find Jabun.

He speaks in Hylian, so you wont be able to understand him. After that, he will give you the last element orb, Nayru's Pearl. You now need to go to 3 shrines on the Overworld and put the pearls in, sort of like the Elemental stones in Ocarina.

=====
Great Sea: Eastern, Southern, and Northern Triangle Island(s)
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][**][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][**][G4]|
5 |[A5][B5][C5][**][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Go to those three locations and place the Pearls in all 3 of them. After you do that, The Tower of the God's will open up, revealing the 3rd dungeon, The Tower of the Gods.

=====
Tower of The Gods
=====

1. This is the main hall for god's tower. Sail over to the right and wait for the water level to go down and go into the door.

2. Use the boomerang on the Electric Chu Chus and then hit them with your sword to kill them. Get on the middle crate on the right side and wait for the water level to rise.

Go onto the small balcony and place a bomb near the cracked walls to break it. Inside is a treasure chest with the map. Head back to room 1.

1. Wait for the water level to rise and sail over a little ways on the right side until you get to a small pathway going to a door with bars on it.

Use the armos statues near it to weigh down the switches to raise the

bars and enter.

-
3. Wait for the water level to go down in the pit and pick up one of the small boxes. Put it on the switch to create a energy bridge. Get outand wait for the water level to go down again.

That way, the box will go on the switch and make the bridge appear. Go across, get the statue artifact, and go back across and out the door.

-
1. Go down the small pathway until you get to a area that has a small roof and where the statue you have will fit. Press B near it to drop the statue into the hole.

It makes a gate blocking a pathway on the right side go down. Go down the pathway with the boat to find another bar door with switches and armos. Use the armos to weigh down the switches to unlock the door. Enter.

-
4. Wait for the water level to go down and drop into the pit. Aline the crates so you can hop across and go back up.

Get the wooden staff from one of the pots and catch it on fire. Hop across and light the two torches for a key.

-
1. Go back to the beginning of the dungeon and go on the left side and look for walls with cracks in them. Fire bombs at them to break them and go forward.

On the far left of the new area is a locked door you need to go next, and on the far right is the compass room. Go to the compass room.

-
5. Just get the compass and leave. Its in the middle of the room.

-
1. Go to the left door that is locked and go through

-
6. Defeat all the Chu Chus to make a energy staircase appear. Use it to reach another one of those statue keys and go back through the door.

-
1. Go to the shrine area near the compass room and drop the statue in the ground to make the fountain in front of the dungeon to stop. Sail over there to get to the next door.

-
7. Beat the beamos with a bomb and take the armos statues across and put them on the switches to make the platforms move. Hop across each one to the next to reach the door.

-
8. This is the main statue room. As you can see, only the first statue trial room and the door you just came out of is open Go through the other door to the first statue challenge.

1st Statue: Jump on the moveing platform to get to the other door. Walk across the beam platform to the Ganon Statue location and press R for him to follow you. Lead the statue back to the door and when you get to the pit, pick him up and jump across.

Make sure you have him picked up when you go though the door or you will have to do this again. Go back to the main statue room to get the body possession song and make another door open. Go though that door to the second statue challenge

2nd Statue: This is the one the majority of the people send me questions about. Swing across the pit with the grappling hook to get to the other door. Swing across the pit and press L or R to make it come down.

Stand on the switch to make the beam bridge appear and play the B.P. Song and make the statue walk across. Pick him up and go outside. Put him on the switch in the corner near the door to make the bars on the other door raise up. While swinging on the hook, press L or R to stop and switch directions.

9. Mini Boss:

```

/-----\  
|Mini Boss: Darknut                Difficulty: Medium      |  
|-----|  
|Remember those old Knights back in the old zelda? Well, this is pretty |  
|much that. Get in back of him and hit him with your sword to make him  |  
|drop his armor. Keep hitting him to kill him. You will get the bow and  |  
|arrows as a reward                |  
\-----/
```

Defeat the Mini Boss to get the Bow and Arrow set and go back and shoot the switch with your arrow. Swing back, pick up the statue, and hop across with the platform to the main room.

3rd Statue: Weigh down the weights so they are even and one of them can support you. In the next room, get on the box and jump on the statue on either the left or right and keep on jumping. Get the statue and if I remember correctly, you use him as a switch.

8. Now that you have all three statues in place, they will open up a portal to the next room. Jump in to go to the next area.

9. Use the armos statues to weigh down the switches on the south side to lower the beam gate and get the boss key. After that, the armos statues will come to life.

Hit them in the back with a arrow and hit them in the back to defeat them. Defeat both to open the door.

10. This path will lead to the boss room. Use bombs on the beamos to continue. At the end, like I said, is the boss door to Gohdan.

11. Boss:

```

/-----\  
|Boss: Gohdan                Difficulty: Hard                |  
|-----|  
|Prepare for a somewhat hard fight. The strategy for this is to shoot both |  
|hands two times to lower its defense. Once the hands are immobile, shoot |  
|the eyes twice each. At first, this is pretty easy, but it gets harder  |  
|as the fight progresses.                |  
|-----|  
|The hands have a sweeping attack and a pounding attack. The pounding    |  
|attack is easy to dodge, but the sweeping is quite annoying. The Head    |
```

|attacks after awhile of the hands being immobile with a fireball
|attack, which can be dodged by rolling.
|
|After you shoot both eyes, it will fall stunned and that is the time
|to throw a bomb in its mouth. Repeat and after awhile, it will
|surrender. Note that the outer platform is electrically charged.
|
|This fight is actually very similar to Bongo Bongo.....heh...seems
|like all the boss fights so far are similar to the ones from ocarina.... |
|-----/

=====
Tower of the Gods (Top)
=====

Tower of the God's (Top): You'll be at the very top of gods tower, and you will see a bell. Use your Grappling Hook to swing on it to ring it. After that,you will be transported outside where you will then be transported to Hyrule castle!!!

=====
Hyrule Castle
=====

Finally, you get to see what happened to Hyrule. Remember that this takes place 100 years after the Adult Link story, so this is a new hyrule castle. Go down where the 3 triangle pieces are and try to fit them into the holes. I cant give you much help here.

After that the statue of Link will move and show a pathway. Look familiar? Its the master sword. Approach it start a cutscene. Notice how it looks... different. After you leave, everything will turn real,including the enemies.

Defeat all of them to get back to your boat, which then you will need to sail into the light to get back. Note that once you leave, you cannot come back until later. It is time to pay Ganon a little visit, back at the Forsaken Fortress.

=====
The Forsaken Fortress Revisited
=====

A B C D E F G

1 | [**] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [E7] [F7] [G7] |

When you first enter, you will have a small fight with Phantom Ganon.

/-----\
Boss: Phantom Ganon Difficulty: Medium
A remake of the Ganondorf fight from ocarina. He will use a charged
energy attack like the Phantom/Ganondorf fight from ocarina, but now it
is much easier to reflect. When it hits him, he will fall Paralyzed.
Keep hitting him until he dies.

After you defeat him, you will get the skull hammer. The direction to the top is the same, but the puzzles are all different. Its a bit easier now since you don't need stealth. Get to the top and defeat The Helmaroc King.

```
-----\
|Boss: Helmaroc King          Difficulty: Medium      |
|-----|
|Yes, this is the same phoenix that kidnapped aril earlier in the game. |
|You fight it the second time you go to monster island. I really don't  |
|remember this fight too well, but I do remember most of it, and its easy. |
|you start in the area where your sister was being held. You have to run  |
|up to the top before the water floods the arena completely.              |
|                                                                           |
|Most of it is dodging the bird and defeating the enemies for the most    |
|part. Once you do get to the top, the bird will be blocking your path.   |
|Hit it with your hammer once to make it move. Once your in the real     |
|arena, the fight starts.                                                 |
|                                                                           |
|The first thing it will do is try to sky dive into you. If you are too   |
|close to it, it will miss you, but you cannot attack it, if you are far  |
|away, it will hit the ground and get stuck. This is your time to attack. |
|                                                                           |
|Use your hammer on it to damage it. Repeat until the metal mask it has on |
|breaks. After that, you can use normal sword attacks on it. Repeat until |
|its dead.                                                                |
|-----/
```

After that, go up where the Mysterious Man was standing in the beginning. Go through the door to meet...GANONDORF!!! After a long cut scene, it will be time to take Tetra to Hyrule.

=====

Hyrule Castle Revisited

=====

Go to the place where the master sword was to meet...the king? Yes, not only is he the King, but he is the real identity of the King of Red Lions. He tells Link and Tetra that the Stone they have been using to communicate was really a advanced version of the Gossip Stones that he made himself.

He also says that because of Ganon breaking out of the Sacred Relam, the Master Sword's power has dulled and must be revived by awakening two new sages for the Earth and Wind Temples. He will then give tetra the Triforce of Wisdom and she will become...someone.

After that is done, it is the Beginning of the end, or in other words, your at the 1/2 way point. Your first goal now is to get the Fire/Ice arrows.

=====

Great Sea: Northern Triangle Area

=====

A B C D E F G

1	[A1]	[B1]	[C1]	[D1]	[E1]	[F1]	[G1]
2	[A2]	[B2]	[C2]	[D2]	[E2]	[F2]	[G2]
3	[A3]	[B3]	[C3]	**	[E3]	[F3]	[G3]
4	[A4]	[B4]	[C4]	[D4]	[E4]	[F4]	[G4]

5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

In order to get the fire/ice arrows, you will need the Ballad of Gales, and in order to get the song, you will need to find a cyclone. Although there are a few cyclones around the great sea, one of them is in Area D3 of the great sea.

Once you find the cyclone, Cyclos, the god of storms, will come out. Shoot him 3 times with your Bow before you get sucked in so he will teach you the Ballad of Gales. Now you can get the fire and ice arrows.

=====
Great Sea: Mother and Child Isles
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][**][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

After you get the Balad of Gales, warp to section B2 of the grid to emerge in a faires fountain. After a cutscene with the fairy queen, you will get the fire and ice arrows. After that, your next goal is to get the Power Bracelets.

=====
Fire Mountain
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][**][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

One of the best ways to get to fire mountain is warping to Dragon Roost Island and going south. After you find the island, shoot a Ice arrow at the Lava flowing from the mountain to cool it off.

After that, a 5 minute countdown will begin. Run up the mountain to the top and drop inside. When your inside, jump from Lava platform to platform to reach a area with some enemies. Kill all the enemies in that area to make a treasure chest with the bracelets appear.

After getting the bracelets, lift up the rock in the opposite direction of the treasure chest to find a warp point out. Your next destination is

Headstone Island.

=====
Headstone Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][**][D7][E7][F7][G7]|

Warp to Outset Island (B7) and sail east to find heastone island. Lift up the rock thats blocking the enterance and go inside. Play the song on the stone wall (Analog Stick: right, C-Stick: Down, Down, rest, Right, Left, rest) to learn the Earth God's Lyric.

After you play the song, a Zora sage named Laruto approaches you and says that you need to awaken a sage that has the same gold harp that she does. After that, warp to Dragon Roost Island (F2)

=====
Dragon Roost Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][**][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Go to the rito tribes village inside the volcano and go up to where the post office sorting mini game is. To the left of it is a exit. Head out and use your grappling hook to go across. Climb up the ladder to find Medli playing the harp.

Talk to her and after your done, pull out the wind waker and play the earth god's lyrics to awaken Medli as a sage. After a cutscene, go back to Headstone (C7) and play the Earth God's Lyric's to the stone slab to open up the enterance to the Earth Temple.

=====
The Earth Temple
=====

When you first enter the temple, you see a pit, and a door on the other side. Grab Medli and float across the pit. If she is in another room, use the deku leaf to float across, or another way to go across is to use the deku tree with thing and them play the command melody and use medli to fly across.

Make sure you carry her in each room, or you will have to go back to the previous room and get her.

In the second room, with medli in hand, go up the staircase and hop off the cliff to reach the first piller with a switch. Make Link hop on the switch and then switch to medli and fly to the other switch. Hop on that one to raise the bars on the door. Fly back to link and then go through the door.

Before you switch to medli, lure the Black ChuChus over to the light to petrify them and then use your hammer to break them. After that, switch to medli and use her harp to reflect light at the transparent chest to make it solid.

Inside is the Dungeon Map. Either use a bomb or a fire arrow on the warp urn in the northeast corner to open it up for transport. When your done, go through the next door.

The next room is a important room. Go to the right patch of light and make Medli reflect it on the floor of the blue fog plegueing the floor near the hammer switch. That way, you can use items near the switch and enable you to use your hammer. Hit the switch with the skull hammer to make the bars on the right door rise. Go through that door.

Carry medli near the transparent treasure chest and put her down. Climb the ladder on the west wall to reach a small ledge with a pull-able block. Pull back the block to exspose a hole that shines light on the floor.

Use Medli to reflect the light on the transparent chest to make it solid. Get the key from the chest and pick medori up and go back the way you came. Be aware of the Red Bubbles and the Floormasters in this room.

You will be back in the room with the blue fog. Continue to the other side with the locked door and go through. In this room, you find a tall wall and some black chuchus. Use a fire arrow on the banner to the right on the south wall to make light shine in.

Lure the black chuchu's near the light to petrify them and use them as weights on the switches to make a staircase fall down. Quickly go up the stairs before it falls down and use the command melody to control medli and fly up to where Link is.

Push the block on the ledge you are at down to raise the bars on the north wall. Pick up medli and go through the door.

Defeat the floor masters in this room and push the block nearest the enterance to this room to open a hole in the celing for light. After that, switch to medli and shine the light on the statue on the farthest block to break it. Switch to link and push it forward.

Switch back to medli and shine the light oh the wind gale signs on the walls to dissolve them. On the left wall is another block you need to continue, and on the right is a Warp Urn. Push the third block out and up the path to the exit.

Grab medli and toss her on the block and climb up, and throw her again on the ledge. You can also use the command melody, but this is easier. At the other side is a chest with the compass and the door to the next room

in the next room, you will find a new, but old enemy from zelda games, the poe. The only way to kill them is to either shine light on them

or let them take control of you and reverse your controls for a few seconds. After you defeat all the enemies, the staircase to two doors will fall down.

The door in the center is the miniboss room and its locked. The left room is a crypt room, with the key you need. Go through the left door.

In this room, you need to walk near the crypt's so the wall will fall down and expose either a ReDead, a key, or rupees. Get the key and defeat the ReDead's to drop a ladder back to the doorway. Exit and go to the room you were just in.

Head through the previously locked door to start the Miniboss battle for the mirror shield:

```

/-----\
|Mini Boss: Three Stafolos           Difficulty: Medium |
|                                     |
|-----|
|When you first enter the room, you will have to face one stafolos, and |
|then two. The Stafolos's here are more similar to there Majora's Mask |
|counterparts. After enough hits, they will fall apart and there weak |
|point, the head, is exposed. If you dont kill it fast enough, it will |
|regather again. Defeat all three to get the chest with the mirror shield.|
\-----/

```

After you defeat all the stafolos's, the chest with the mirror shield will appear. Use it to reflect the light on the switch above to re-open the door to the previous room.

After you get medli, return to the room with the giant sun statue and the blue fog. Switch to medli and use her harp to reflect light at one of the eye's and make Link reflect the other. After you do that, the whole room will fill with light and:

- A. Make the blue fog dissappear
- B. Open the staircase down to the next room.

Head down the staircase to find a bridge, two blue bubbles, and blue fog. Ignore the bubbles and everything else in this room (if you have a GBA, you can get the Tingle Statue in this room), and head to the other side of the bridge.

On the other side is a stone tablet just like the one you used to enter the Temple. Play the Earth God's Lyric to break it and reveal a door to the next room.

The next room has two redeads, a block with a breakable statue on it, two mirrors, and two breakable statues on two of the doors you need to go through.

Kill the ReDeads and use the light to shine on both of the mirrors to break both of the statues and then break the statue on the block to make it moveable. Go through the right door to go to your next destination.

In this room, you will find a pathway filled with blue fog and Floor Masters, and the other side where you need to go. Either use Medli to fly across the blue fog or go across the blue fog while dodging the floor masters. In my opinion, the later is the easiest and less time consuming way to get across.

In the next section, you will find a mirror and a hammer switch. Push the mirror forwards and hit the hammer switch to make light shine through. After the mirror is reflecting the light, go back to the entrance to this room, get medli, and continue back to the previous room.

If you want, put medli down and continue to the room on the left side.

In this room, the floor is filled with blue fog and Floor Masters. Run past the blue fog and floor masters to the other side with a chest that has key in it. After that, the blue fog will clear, but the floor masters won't.

If you want, you can kill all the floor masters for a treasure chart. Afterwards, continue to the previous room and push the block on the northern wall forward, grab medli, throw her on the ledge or use the command melody, and continue through the key door.

The next room has a taste of whats going to come in the next section of the temple. Use medli or link to shine the ligh on the statues to break them and expose some very minor items, and then switch to medli and shine light on the floor, and switch back to link.

While as link, reflect the light on the floor at the last statue to reveal a door. Pick up medli and continue.

In the next room, go right and try to run past the coffins. At the end of the hall on the right side is another stone slab. Play the Earth God's Lyrics again to break the slab and expose the door to the next room.

On the norther wall of this circular room is the boss room to Jahalla, but since you dont have the big key yet, go down the steps on the left to find a door to one of the biggest pain in the asses of Wind Waker, the mirror room.

In this room, control medli and fly to the top of the little temple to find a switch that opens up a hole in the celing for light. Now heres the hard part: you need to use the mirrors to break down walls that expose other mirrors.

There are several ways to do it, and its realy hard to explain, but once you get medli and link to shinethe light on the eyes of the sun statue, stairs to the boss key room will fall down....yes, I didn't tell how to do the mirror room, but at least you will have SOME difficulty in the game. You will thank me later. Now, to the boss key room.

Defeat the two blue bubbles first to make it easy, and then use the parry attack on the Darknut to drop its armor. After you defeat all the enemies, the door to the boss key will open up.

Get the boss key and go back to the round room with the stairs and the boss key door. Use medli to jump across the pit to the boss key room, or use the deku leaf, and continue to the boss, Jahalla.

Boss:

/-----\
Boss: Jahalla Difficulty: Medium
Are you kidding me!?!?!?! This is a easy as hell fight!!! Once in the


```

|arena, go to one of the light areas where the mirror shield can reflect |
|light and shine it on the poe. you have to keep reflecting and not do  |
|it like other poes where you only have to do it once.                  |
|                                                                          |
|Once its made solid pick it up with A and throw it at one of the giant |
|spike walls on the arena. Once it hits, the poe will break into MANY  |
|poe. You can either use two hits from your sword to bring one down,    |
|a single hit from the ice/fire arrows, or a easy one hit from the spin |
|attack orca gave you if you gave him 10 Knights Crest.                |
|                                                                          |
|Once all the poes are gone, you win!!!                                  |
\-----/

```

Defeat the earth temple to awaken 1/2 the power of the master sword.
 After that, your next goal is to get the Iron Boots from Ice Ring Island (E6)

```

=====
Great Sea: Ice Rink Isle
=====

```

```

  A   B   C   D   E   F   G
  -----
1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [**] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [E7] [F7] [G7] |
  -----

```

Just like Fire Mountain, Ice rink needs to be unfrozen with a fire arrow to enter. Fire a fire arrow at the dragon's head to unfreeze the island and start the 5-minute clock. This is much tougher to do than Fire mountain.

Climb the sides and be careful not to slip off the ice and into the water. Once you get to the rotating platforms, wait and jump across one-by-one to get to the dragon's head and the hole to the inside of the island. Before you slide down to the location of the Iron Boots, kill all the keese so they wont knock you off and into the water.

Once you slide down, open the chest at the end to find the iron boots. After you get them, Equip them and put them on to get past the wind blowing out of the walls and back to the warp point. Your next goal is Gale Island (D1)

```

=====
Great Sea: Gale Isle
=====

```

```

  A   B   C   D   E   F   G
  -----
1 | [A1] [B1] [C1] [**] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [E7] [F7] [G7] |

```

Quickest way to Gale Island is to warp to Windfall (D2) and sail north.
Equip the Iron Boots and the hammer to get to where the stone is blowing
out the wind and use the hammer to break it open, revealing a entrance.

Just like Headstone, play the song on the tablet (Analog Stick: Right,
C-Stick: Up, Up, Down, Right, Left, Right) to learn the Wind God's Aria.
Like Laruto, the spirit of the Wind Temple will appear.

His name is Fado, a Koriki, and just like Laruto, he also had his sole
stolen from him. After that, your next goal is to awaken the sage of
the Wind temple, and to do that, you need to sail to the Forest
Haven (F6)

=====
Revisited: Forest Haven
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][**][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Go to the first grappling hook swing spot and press L to control to go up
or down. After that, build up some momentum and swing into the cave.
Inside, you will meet Makar playing the violin.

After talking to him, pull out the wind waker and play the Wind God's Aria
to awaken him as a sage and for him to partner up with you. Return to gale
isle (D1) and play the song at the tablet to open the entrance of the
Wind Temple.

=====
The Wind Temple
=====

In the first room, you will find a wizzrobe and a Stafolos night. Defeat
the Stafolos and the Wizzrobe and get Makar to plant two seeds to make a
chest with 100 rupees appear. After your done with that, use the command
melody to switch to makar and fly above the wind turbines to the other
side, fly up, and press a switch to make the wind stop.

Get on the spring board and put on the Iron Boots to weigh it down and
unequip them to get flung in the air. While in the air, use the deku leaf
to float to the other side and to the next room. Remember to pick up
Makar before you leave.

In the next room, equip the Deku Leaf and blow the switch to make the
screen door rise up (it would be good if you killed all the armos statues
before you do.) After that, use Makar to plant two seeds near the locked
door to raise the bar's. Continue to the next room.

Control Makar and make him fly up to the seed area's and make him plant
a tree in all 3 patches. Once he does all 3, a floormaster will come and

take him away. After that's done, the door on the right side will be open. Go through.

In this room, you will find Makar in a prison. You cant get him out yet, so continue to the door witht the Armos Knights. Continue through that door.

In this room, drop down the hole and kill the floormaster. Then use the deku leaf on the switch to bring the wall up. Use the spring board to bounce back up and continue. Continue down and go through the door on the other side.

This room is almost impossible to get across without double magic, so I recomend you have that before you continue. Fly to the platform with the switch to bring a section of the gate down.

Fly on the gate and continue to fly forward to reach the Dungeon Map. After that, fly left of the dungeon map to find another gate, and then a thrid one, and finally, the door to the next room and a wizzrobe.

Kill the wizzrobe with your bow and arrow's and continue. After your done refilling your magic from the grass, continue.

You will find yourself in the hall where makar is. Infront of you is a switch that opens up the gate and opens up the floor. Get on the switch and equip the iron boots to activate it.

Go down below to find 2 seed patches, a locked door, and a door. Go through the door without a lock.

In this room, equip the iron boots on one of the cracked squares to fall down below. Defeat all the enemies and push the spring block to where the hole on the other side is, and press the plain block over to where the spring block is and climb up on the normal block and then to the spring block.

Equip the Iron boots and unequip them to bounce up to where a treasure chest with a key is. After getting the key, the spikes blocking you from jumping down will stop. Go back through the door and back into the main hall. Use the key on the locked door to go to the Mini-Boss room.

Mini Boss:

```
/-----\  
|Mini Boss: Red Wizzrobe          Difficulty: Hard      |  
|-----|  
|  
|The most difficult of the wizzrobes, red wizzrobe has the normal fire |  
|ball attack, but the main challenge is his summon spell, that can summon |  
|creatures such as darknuts, stafolos, peahats, keese, etc. Take out the |  
|red wizzrobe first with fire/ice arrows and then take out the rest with |  
|there normal weaknesses. You need to defeat all of them to get the |  
|dungeon item.                    |  
\-----/
```

After you kill all the enemies, a chest will appear with the Hookshot in it. Equip the hookshot and pull yourself up to the platform completely north of the enterance to find a hammer switch. Equip the skull hammer and hit it to open the door back to the main hall.

Use the hookshot on the targets to pull yourself up. When you get to a platform that has another platform and a chest on the other side, use the deku leaf to float across to the chest area to find the Compass inside.

If you come to a platform with a spring switch, use the iron boots to launch up and then use the deku leaf to soar to the next platform.

When you get back to the area with Makar and the giant stone statue, equip the iron boots and launch the Hookshot at the statues head to bring it down. Get makar and continue back to the room where makar was abducted.

In this room, control makar and make him fly up to the highest point and make sure he is out of reach of the floormaster.

After that, use your hookshot to carry you from tree to tree. Once your at the top, defeat the floormaster, get makar, and go through the door.

In this room, control makar and make him plant a seed in each of the patches of dirt to make a hookshot-able tree grow. The bad part is, the room is filled with blue bubbles.

Its best that you get makar to do the first tree, hookshot to that area, defeat the blue bubble, and continue until you get to the door at the end.

In this room, make makar stand on one switch and link on the other to open up the fan at the bottom of the room. After that, drop down to where the fan is and make makar pland 2 seeds to start the upward wind that you will use.

Control makar and go to the ledge where the armos knights are and then go back to link and use the deku leaf and go to the same area. Get makar and go through the door again.

Remember the room that lead to the treasure map room? This is the room. Get makar at the end to find a stone slab just like the one outside. Play the Wind God's Aria to open the slab.

This is the big key room. Kill all the enemies in the room to open the path to the boss key chest. Get the key and return to the main hallway.

Make makar fly to the top area with the 4 statues and a door and take control of link again. Use the deku leaf to fly up to the same area as makar, pick him up, and go through the door.

In this room, defeat all the armos to make a key appear, get the key and leave.

Return to the main hall and take makar with you and drop down to the bottom section. Go below the fan and go through the door in that section.

In this room, defeat all the enemies and use the hookshot on the targets on the wall to move ledge to ledge until you get to a ledge with a hammer switch on it.

Hit it with the hammer to make the door to the next room open up. Get makar and continue.

In this room, kill the armos knights and the bokobnlins to make it a bit easier. Take control of makar and plant a tree in the path of dirt past the wind turbines to stop the fans.

Use the hookshot on the tree to go over. Kill the floormasteres and continue to the next room.

The boss door room, and a real pain in the ass. Leave makar at the enterance and equip the iron boots. You need to move the blocks in front of the blades in order to walk across safely with makar.

Here's how it goes:

1. Move the right block in the middle of the first two traps so that they wont hit you when you walk across
2. Push a block into the pit near the third trap.
3. Push a block in the path of the third trap so it wont hit you when you go across the third block.

After you get across safely, you will find another stone slab. Play the Wind God's Aria to break the slab and expose the boss door.

Boss:

```
/-----\  
|Boss: Mogera                      Difficulty: Medium      |  
|-----|  
|Another fight based on a old boss, this time Twinmold from Majora's Mask, |  
|and the Sand Scorpion from the third dungeon in A link to the Past. Its  |  
|really doesn't have any attacks besides the sand trying to suck you in  |  
|and the Mini Scorpions it makes every time you damage it.              |  
|                                                                           |  
|Lock onto it and fire the Hookshot at it. It will make the scorpions    |  
|tentacle to be drawn toward you. After that, hit it with your sword.    |  
|After awhile, it will fly into the air and dive into a new spot.         |  
|Repeat until dead.                                                        |  
\-----/
```

After you beat the boss, Makar will become the new sage and the master sword will return to its full power from ocarina.

Now that the dungeons are over with, the only thing left to do is collect the triforce pieces, beat Ganon's Tower, and the final boss.

=====
The Triforce Shards
=====

Requirements for the Triforce Pieces:

-Rupee bag that is either 1000 or 5000

-Freeing Tingle on Windfall and getting the picto box

-2 or more Hyoi Pears

-21 Joy Pendants

-3,589 Rupees Total (201 for the IN-credible chart and 3,184 Rupees for decoding, note that you only need 398 for each map and you can decode the maps at any time, this is justthe total ammount of rupees you will spend)

-All items up to the Wind Temple (Magic Armor is not required)

=====
Triforce Chart 1
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1] |
2 |[A2][B2][C2][D2][E2][F2][G2] |
3 |[A3][B3][C3][D3][E3][F3][G3] |
4 |[A4][B4][C4][D4][E4][F4][G4] |
5 |[A5][**][C5][D5][E5][F5][G5] |
6 |[A6][B6][C6][D6][E6][F6][G6] |
7 |[A7][B7][C7][D7][E7][F7][G7] |

Info: There's a island being protected by some bomb ships take them
down and go inside the entrance. Play the Wind Requiem on the wind
mark to get the first chart.

=====
Triforce Chart 2
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1] |
2 |[A2][B2][C2][D2][E2][F2][G2] |
3 |[A3][B3][C3][D3][E3][F3][G3] |
4 |[A4][B4][C4][D4][E4][F4][G4] |
5 |[A5][B5][C5][D5][**][F5][G5] |
6 |[A6][B6][C6][D6][E6][F6][G6] |
7 |[A7][B7][C7][D7][E7][F7][G7] |

Info: First, You need to get the Picto Box from the Tingle Cell Maze. Then,
go talk to the killer bee's to find out about the Windfall teacher.
After that, go talk to the teacher of Windfall island, Miss Marie.
After that, go outside and talk to the Killer Bee's. Then they will
challenge you to a game of hide and seek.

Kid one is in a tree near the dock, roll to get him. Kid 2 is behind
the bomb shop. Kid 3 is behind the gravestone. Kid 4 is on the
balcony up near the gate from where you first start. After that,
you will get a piece of heart.

Go talk to Miss Marie to get 50 rupees. Go talk to the Killer Bee's
again and they will tell you to find a hidden Joy Pendant in a tree
for there teacher's birthday. The pendant is near the bomb shop.
Once your down with that, go give that pendant and 20 more to Miss
Marie to get her deed to her Cabin on Cabana island (E5).

Go to E5 and enter the house. Smother the flames by using the
Grappling Hook on the ceiling. Go through the maze and you will
find the Wind mark at the end. Play the song to get the map.

=====
Triforce Chart 3
=====

A B C D E F G

```

-----
1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][**]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Info: Kill the Kargoroccs and change to a seagull with a Hyoui Pear. Hit all the switches and the bars over the door will open. Drop down for the wind mark and the chest.

```

=====
Triforce Chart 4
=====

```

A B C D E F G

```

-----
1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[**][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Info: You first need to go to Diamond island. Go inside and complete the maze to get the Ghost Ship Chart. Look at the map and see how many times the moon needs to change to get to diamond Steppe Island.

Play the song that changes night into day and vice versa and wait on Diamond Steppe island for the boat. After it appears, go inside with the boat and defeat all the enemies to get the chest with the map in it.

```

=====
Triforce Chart 5
=====

```

A B C D E F G

```

-----
1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[**][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Info: Defeat the golden bomber near the island and use the grappling hook to pull the map up.

Triforce Chart 6

```
=====
      A   B   C   D   E   F   G
    /-----\
1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [**] [C7] [D7] [E7] [F7] [G7] |
    -----/
```

Info: Go onto the rock at the top where the beginning of the bridge is.
Fly over to the lone stone on the far cliff and lift it up to find
a hole. You must defeat 30 floors of enemies, every 10 floors there
is recovery and ammo items. 30 is the Wind mark and map

Triforce Chart 7

```
=====
      A   B   C   D   E   F   G
    -----
1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [**] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [E7] [F7] [G7] |
    -----
```

Info: Lift up the rock to find a hole. Drop in to fall into a arena.
Defeat all 4 doors filled with enemies to get 2 Darknuts to
appear. Defeat them to get the door with the wind mark.

Triforce Chart 8

```
=====
      A   B   C   D   E   F   G
    -----
1 | [A1] [B1] [C1] [D1] [E1] [F1] [**] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [E7] [F7] [G7] |
    -----
```

Info: Hookshot from tree to tree to get to the hole. Do like 7, only
there is 4 Darknuts.

To decode, go to Tingle Island (C3) and pay Tingle 398 rupees to decode
the maps.

=====
Locations of the Triforce Shards
=====

A B C D E F G

1 |[A1][B1][C1][/\][E1][/\][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][/\][C4][D4][E4][F4][G4]|
5 |[A5][B5][/\][/\][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][/\]|
7 |[A7][/\][C7][/\][E7][F7][G7]|

Triforce Chart 1: Greatfish Island (B4)
Triforce Chart 2: Gale Island (D1)
Triforce Chart 3: Stone Watcher Island (C5)
Triforce Chart 4: Outset Island (B7)
Triforce Chart 5: Cliff Plateau Isles (G6)
Triforce Chart 6: Southern Triangle Island (D5)
Triforce Chart 7: Seven-Star Island (F1)
Triforce Chart 8: Two-Eye Reef (D7)

After you get all 8 of the triforce pieces, your final goal is to go back to Tower of The Gods (E4) and go back to old Hyrule and face the last boss.

=====
Great Sea: Tower of the Gods
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][**][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

After you get the whole triforce of courage, head back to E4 to start a cutscene and open the portal to Hyrule once more. Head into the portal to go back to Hyrule one last time.

=====
Hyrule Castle
=====

Hyrule Castle: You find that the statue of adult link was smashed. go down to meet Tetra...or is it? Its really a trap. You then battle 2 of the Darknuts, defeat them for the flames to go down.

Once that's done, go to the exit on the other side when you entered. Break the barrier and go down the pathway to get to Ganons Tower, the final battle awaits!

=====

Ganon's Castle

Just like Ocarina, you need to beat each section based on old dungeons. The only catch this time is you only do four sections, Fire, Plant, Darkness, and wind.

Another catch is you need to face the bosses again, only this time you have more health and magic, but any item gotten from other dungeons cannot be used.

Fire: Use the Ice Arrows to make temporary Magma platforms. Make one platform on the Fire Blast to make it go up. Get to the end and face Gohma again.

Woods: This is a frustrating one. Use the Deku Leaf to get the platform over, and jump into it. Flap backward to go forward. Go on the levitating platform and use the wind switch to bring the 2nd one over.

Do the same thing and use the Deku leaf to get to the 2nd levitating platform. Make sure you take out the enemies so they won't attack you and fall. Face the Kalle Demos boss again.

Earth: This is easy. Run past the dropping coffins until you get to those switches that need something to be held down. Use the light on the Dark ChuChus to turn them to stone, and put them on the switches to bring the steps down.

If they start to go down, roll. You'll face the Jalhalla boss again.

Wind: Defeat the Wizzrobe and then use the springboard and the deku leaf to glide across the room. When you're going past the two wind vortex's, go in the middle of the two and continue.

When you're at the end, use the hookshot to get to the Molgera Boss room door.

After you do all those, the seal on the door will open.

The Core of Ganon's Castle

There is a wooden door in front you cannot get past right now. On the left is a door with four switches. In the right room is a bottomless pit, and some candles with specific candles on them.

That's a code for the other room. Write it down and use the boomerang to activate the switches. Doing that will make your boat appear. This is the only exit from Hyrule to the Flooded one, so use this when you need to do other quest.

Go to the right room and jump into the bottomless pit. This is where you will face the shadow boss.

/-----\
Boss: Phantom Ganon Repeat Difficulty: 1st: Medium, 2nd: Easy
1st Time: You actually see him in every room in the Light Arrow maze,
so I recommend you just avoid him all together until you get to the Light

|Arrow room, where you have to fight him. |
| |
|He adds two new attacks to the fight, the same beam attack from the |
|Ganondorf fight, and a 4X attack, which is similar to the Final Poe |
|sister from the Forest Temple. he's a bit harder and faster, but |
|still easy. |
| |
|2nd time: This is easy as hell, just shoot a Light Arrow at him! |
|He dies and leaves his sword, the thing you need to cut the wooden |
|door in front of you. |
\-----/

I recommend you ignore him and save your energy. This is where Trial and Error come into play. Get a piece of Paper and mark down each door you use and where it goes. Each wrong door will lead you back in the Wooden door room. One is with enemies, and the other is the right way.

Another method is to defeat the Shadow Ganon Boss in each room and look to where the shadow's sword lands and go through that door. Keep going the right way until you get to a room with only the forward room and the way you came in. You will NEED to fight the shadow boss and win to get the Light Arrows.

Use the door to go back to the Beginning with the Wooden Door. You will face the shadow boss for the last time, but he can only be brought down with one Light Arrow strike. Take the sword the boss drops to break the wooden barrier to get to the last section.

Heres a tip from Burgerdog on the Message Boards:

"Follow these directions, from the landing spot go,
Down, left, up, left, right, and up."

=====
Ganon's Castle: Blood Red Hallway
=====

Remember Ganons Castle in Ocarina? This is similar to that, but this time you need to defeat every enemy you meet. You can easily beat them with one Light Arrow Strike. Once all enemies are gone, the lock on the door to the last battles will open

=====
Ganon's Castle: Ganondorf's Room
=====

This is a very cool Imperial-Style room with water in the middle. You will face 3 incarnation of old Ocarina and A Link to the Past Bosses here.

1st Boss:

/-----\
Shadow Boss: Puppet Ganon Difficulty: Medium
This is the exact same as the Kallie Demos Boss, only easier.
Use your boomerang to cut all 5 of the support strings to bring him
down. Fire a light arrow at the Blue Orb 3 times to defeat him.
\-----/

2nd Boss:

/-----\
Shadow Boss: Arachnid Dragon Ganon Difficulty: Medium

|Another easy fight. The fight is very similar to the Gohma fight
|from Ages and the first Zelda, but very different at the same time.
|It goes to the ceiling and crawls around for awhile before dropping
|down to the floor.

|Use the water to see where it is and try to guess what direction
|the Blue orb will land and hope your right. Hit the orb 3 times
|with a light arrow and it will transform again

3rd Boss:

|Final Shadow Boss: Dragon Moldorm Ganon Difficulty: Hard

|More annoying than hard. Just like its cousins, you either need to hit
|its head and then very quickly hit its tail with a light arrow, or try
|to aim the light arrow on its tail, which is actually pretty easy if you
|are good at shooting the bow and arrow. Do it three times and the fight
|will end. The final boss awaits.

Once done, use the rope to go up, and use the Grappling Hook where it
allows. Once at the top, use fire to burn the top of the Warp Urn to
go back down. If you need fairies, use the Warp urn to your advantage.

You can warp back and forth to bring back the Jar with the fairy in it.
Once done, use the Hookshot to go to the Door leading to the final
battle with Ganondorf.

|FINAL BOSS: Ganondorf (AKA: Ganon) Difficulty: Hard

|There are three phases of this battle and will be broken up into those
|phases. Remember to stock up on fairy's. Ganondorf does a lot of
|damage with one hit, and is very quick, so you may need one or two
|to help you.

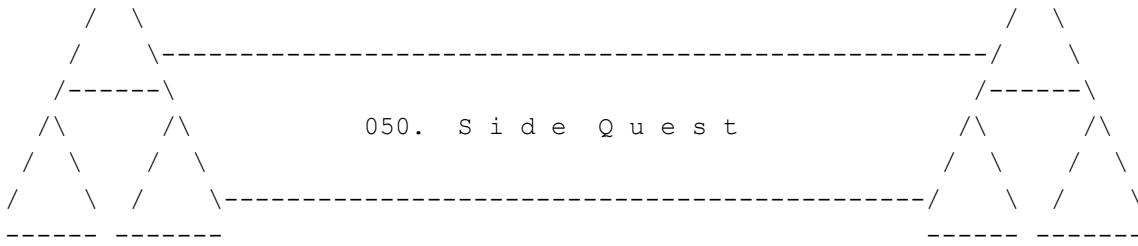
|Part 1: You need to line Zelda, Ganondorf, and Yourself in a line and
|wait for her to fire a Light Arrow at Ganondorf. This is pretty hard, but
|one of the only ways to damage him now. Once he's stunned, hit him with
|your sword

|Part 2: This is much harder than I, but not impossible. You need to use
|your Roll and hit move on him to stun him, and hit him after that. It
|takes a few hits to go to the final phase

|Last Part: This only takes one hit to do, but hard to pull off. Zelda
|need to hit him with a Light Arrow, and you need to reflect it back at him
|using your mirror shield and while he's VERY SHORTLY stunned, use the
|roll and hit attack.

|If that doesn't work, do the attack where you charge up your sword with
|targeting and do that. This will defiantly take a few tries. Once done
|once, you have beaten the game!!! Sit back, get a Coke, and enjoy the
|ending!

Defeat him to get get the ending.



=====
Item Guide
=====

Swords and shields:

=====
Heroes Sword
=====

Usefulness: *****

Found: Orca's Training

Info: The hero's sword is the sword you will be using for the 1st half of the game. Pretty much, its the main weapon for most of the enemies.

=====
Master Sword
=====

Usefulness: *****

Found: Hyrule castle

Info: The master sword from Ocarina. Although, when you first find it, it is underpowered, it can be restored to how it was from ocarina. Note that upgradeing it wont make it more powerful than it already is.

=====
Heroes Shield
=====

Usefulness: *****

Found: Grandmother gives it before going on the pirate's boat

Info: Same type of defence engine as Ocarina of Time/Majora's mask and just as good. Use the R button to block enemies attack. Cannot reflect light.

=====
Mirror Shield
=====

Usefulness: ****

Found: Earth Temple

Info: Same as hero's shield, but can reflect light. Not used as much since its a late game item. To reflect light, use it near a light spot in a dark area to reflect light.

=====
Equip Items:
=====

Telescope

=====

Usefulness: *

Found: Aryll gives you this in the beginning

Info: Only used once and never again. Pretty much useless for the most part. Can zoom in on a certain area.

=====

Sail

=====

Usefulness: *****

Found: Buy from Zunari on Windfall island for 80 rupees

Info: One of the most used items in the game. Used all the time to get from island to island. You must use it every time you get on the boat, and you must repress the button whenever a cutscene comes up.

=====

The Wind Waker

=====

Usefulness: *****

Found: Given to you by the King of Red Lions after reaching Dragon Roost Island.

Info: The ocarina of Wind Waker, and just as used as its ocarina counterpart. It's used a lot in the game, from solving dungeons to sailing on the main world. It uses the same C-pad that Master Quest uses

=====

Grappling Hook

=====

Usefulness: ****

Found: Dragon Roost Cavern

Info: Similar to its Hookshot counterpart, and used a lot in the beginning. It really isn't used for combat, but is required to get over some pits.

In Combat, it is used to get the enemies drop item, and on the main world and dungeons, it will hook to anything that has a yellow exclamation target when 1st person comes up.

=====

Deku Leaf

=====

Usefulness: *****

Found: The Forest Haven

Info: Very useful in the main game to get over pits, and used a lot in the second and last dungeon. Uses a point of magic about every 2 seconds and will stop working if magic runs out. Can be used to make gust of winds used in puzzles.

=====

Boomerang

=====

Usefulness: ****

Found: Forbidden Forest

Info: More powerful than its ocarina counterpart with its own lock-on system, but still not used that much later in the game. Used to stun enemies in combat. It is also used to cut strings and hit 5 buttons, strings, etc, at max.

Bombs

Usefulness: ***

Found: Pirates Ship (Second time with password)

Info: Any Zelda vet will tell you that bombs are unchanged from there NES days, and they still have the same effect. Used quite often in the Overworld, and powerful in combat, but inaccurate.

Used to blow up walls and big rocks. You can also pay tingle 10 rupees to use bombs on the GBA if you have a GBA to GCN link.

Skull Hammer

Usefulness: ****

Found: Forsaken Fortress, Second time

Info: This hammer is pretty much the same as its Ocarina counterpart, only useful. You can use it to smash enemies for good damage, or use it on the switches that cannot be moved down by anything else.

Bottles

Usefulness: *****

Found: Look at bottle guide

Info: One of the most useful items in the game. Use to hold stuff in. Here's a list of the items you can use with the bottle:

Red Potion: Recovers all Hearts, can be free with drop items

Green Potion: Recovers all Magic, need to pay to get

Blue Potion: Recovers all Health/Magic. Need 15 blue chuchu jelly drops to be able to purchase it

Fairy: Recovers most hearts and used automatically when dead. Recommended over R. Potion, Free

Firefly: Used to get Deluxe Picto Box in regular game after a few missions with the Picto Box (Look at the deluxe picto box guide for more info on the missions.)

Elixer Soup: Recovers both Magic and Health completely and doubles attack power until damaged. Can be druken twice, but can only be refilled after you drink all of the soup.

Water: Can be used to Revive plants.

Deku Water: Revives Small tree's in Korok Tree quest.

=====

Tingle Tuner

=====

Usefulness: *(without GBA and GBA to GCN link) ***** With

Location: Windfall island, Tingle Cell

Info: Can only be used when you have a GBA on and a GBA to GCN link. This is a very usefull tool for recovering energy/puzzles, etc. Go to the GBA Tingle section for more info.

=====

Pictograph and Deluxe Pictograph

=====

Usefulness: *

Location: Regular: Tingle maze

Deluxe: Regular, get firefly and give to Lenzo after a few missions

Special save file: In inventory when beginning.

Info: Only used for missions and the figure gallery. Useless otherwise. Fun for late game completion. The camera missions can be found at one of the bottom sections.

=====

Heavy Boots

=====

Usefulness: ***

Location: Ice Ring Isle

Info: Used to go against the wind and to weigh down switches to jump high. Mostly used late game, so limited use.

*Note, in the Wind dungeon wear these and use the hookshot at the statue blocking the gate where the deku kid is to release him.

=====

Magic Armor

=====

Usefulness: **

Location: Zunari after completing Trading quest

Info: Same as Nayru's Love in Ocarina, it completely voids all damage, but instead, it absorbs magic power second by second and you can still be knocked back.

=====

Spoils Bag

=====

Usefulness: *****

Location: Pirate Ship first time

Info: This is used to store all the enemy drops. Spoils section to come back online soon.

=====

Bait Bag

Usefulness: *****

Location: Beedles shop (10 Rupees)

This is used to store the Seagull seeds and Animal Food.

All-Purpose Bait: This is used both to get pigs to dig in brown patches of earth, and to feed the Fishman in each square to get a map of that area. Comes in packets of 3.

Hyo pear: Used to control seagulls. Required in several parts of the game

Delivery Bag

Usefulness: **

Location: Dragon Island

Info: Used to carry event items and Trade items. Not really used much in main game.

Bow and Arrows

Usefulness: *****

Location: Tower of the God's

Info: Take a wild guess. This is used to fire arrows. One of the best items in the game. When used in combat, it can either be done in first person or you will be able to move around if you are targeting enemies.

Fire and Ice Arrows

Usefulness: *****

Location: Fairy Queens Fountain

Fire Arrows: Used to set enemies on fire and melt ice. Sadly, not used much in main game.

Ice Arrows: Used to null fire somewhat, create lava platforms, and freeze enemies. Better in combat to freeze them and then use the fire arrows for a one hit kill.

Light Arrows

Usefulness: *****

Location: Ganons Castle

Info: The ULTIMATE weapon...sadly, since its a late game weapon just like the one in ocarina, you will never use it outside Ganons castle. Instant one hit kill for all enemies.

Hookshot

Usefulness: ****

Location: Wind Temple

Info: Its comes late game, but very useful. Same as it always been...Use it on targets to pull yourself to new areas, or use it to stun enemies so you can hit them.

Other Items:

Pirates Charm

Usefulness: ***

Location: Automaticly in inventory when you enter the Forsaken Fortress

Info: The pirates charm is used both by Tetra and the KoRL for hints. Press A when the A button on the screen starts to look pointy and make sounds to get a hint about that area.

Power Bracelets

Usefulness: ***

Location: Fire Mountain

Info: Late game item, but used a lot to move face stones and other stones.

Heroes Charm

Usefulness: ***

Location: Give Miss Marie 40 Joy Pendants

Info: To equip, you must go to the Quest Subscreen and select equip when the cursor is over it. Used to show the HP of enemies and bosses.

Recovery Hearts

Usefulness: *****

Location: Anywhere

Info: These are the trademark of the Zelda series. They are common items that replenish your Heart Containers.

Rupees

Usefulness: *****

Location: Everywhere

Info: Another trademark of Zelda. Rupees are the currency of Hyrule and your required to use some to beat the game. Here is the color of rupees and there amount.

Green Rupee

Worth: 1

Rare: Very Common

Blue Rupee
Worth: 5
Rare: Common

Yellow Rupee
Worth: 10
Rare: Uncommon

Red Rupee
Worth: 20
Rare: Rare

Purple Rupee
Worth: 50
Rare: Very Rare, found in common Sea T. Chest

Orange Rupee
Worth: 100 Rupees
Rare: Very rare, found in Treasure chest

Silver Rupee
Worth: 200
Rare: Very Rare, found using T. Maps

=====
Heart Pieces
=====

Usefulness: ****
Location: Various

Info: Trademark of Zelda since AlttP. Heart pieces are only useful when you get 4 of them. When you do, you will get a extra heart container. Each one fully recovers your health.

=====
Treasure Charts
=====

Usefulness: ***
Location: Various

Info: A new addition to the game are Treasure maps. These will show a spot on the map where either 1-200 rupees are, or a heart pieces are located. You can see them by the golden beam they give off.

=====
Special Treasure Charts
=====

Usefulness: **
Location: Various

Info: Like the Common Treasure maps, only not that useful. These usually show the location of something, but half the time, there useless.

=====
Triforce Charts
=====

Usefulness: ***
Location: Various

Info: These are special even items used to locate the scattered pieces of the Triforce of Wisdom. Needed to complete the game.

=====
=====
Bottle Guide
=====

Bottle Info:
=====

Bottle #1
=====

Location: Dragon Roost Island

Info: Event item. You get it from Medli, so you should have this one.

=====
Bottle #2
=====

Location: E6, Sub near bomb island

Info: Find one of those subs that look kinda like a attack sub, but have a entrance. Enter and defeat all enemies to get the chest with the bottle inside.

=====
Bottle #3
=====

Location: C3, Helment Beedle's Ship

Info: You will get a red map in the mail that has every location of Terry's shops. In E3, there is one with a pot on his head. Go there and pay 500 for the bottle. They also sell a heart piece and a treasure map, but there in the 900 mark.

=====
Bottle #4
=====

Location: Windfall island after the second trip to the Forsaken Fortress

Info: This can be tricky at first, but is actually REALY easy. Talk to Zunari to hear about thief's, and then talk to the girl from The Forsaken Fortress. Use the Song of Passing to go to nightand look for her near the Eskimo hut.

Talk to her and then go past her to see her start to sneak off. The easiest thing to do is to go behind the left wall she was near and wait for her to go around to the safe and starting to turn it.

QUICKLY go up to her to start a conversation. Keep on choosing the top option to get the bottle from her

=====
Wind Waker Songs
=====

The Wind Waker's Songs:

=====

Wind Requiem

=====

Learned: From the Slab in the back of the Dragon Roost Island

Song:

3-time: Up, Left, Right

Info: The Wind Requiem is the song you will use the most. Its used to change the Wind direction on the overworld to travel and the wind marks later in the game.

=====

Command Melody

=====

Learned: Tower of the God's

Song:

4-Time: Left, Rest, Right, Rest

Info: This song is used almost always in dungeons. Its used to take control of 3 Ganon statues, Medli, and Makar. Use L or start to cancel.

=====

Song of Passing

=====

Learned: Tott near gravestone on Windfall Island

Song:

3-Time: Right, Left Down.

Info: This is used to change Night into Day and Day into Night. The whole game can be played without this song.

=====

Ballad of Gales

=====

Learned: Find a giant Tornado and shoot Cyclos 3 times with arrows

Song:

4-Time: Down, Right, Left, Up

Info: A very useful song for getting to certain points. The only drawback is you can only use it in the boat, and it only warps you to certain parts of the map, usually the important ones.

=====

Earth God's Lyric

=====

Learned: Slab near entrance to the Earth Temple

Song:

6-Time: Down, Down, Rest, Right, Left, Rest

Info: This is a very limited use song. Use it to get Medli, and is also used to open song doors in the Earth Temple. After that, you wont play it

again.

=====
Wind God's Aria
=====

Learned: Slab near entrance to Wind Temple

Song:

6-Time: Up, Up, Down, Right, Left, Right

Info: Basically the same as Earth God's Lyric, only you use it to get Makar and used in the Temple.

=====
Great Fairies Guide
=====

Rupee Upgrade Fairies: (First time: 1000 max, Second time: 5000 max)

A B C D E F G

1 |[A1][B1][**][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][**][C7][D7][E7][F7][G7]|

C1, Northern Fairy Island: Need Bombs or Tingle

Outset Island Forest: Bomb rock in forest area where Tetra was

Bomb Upgrade Fairies: (First time: 60 max, Second time: 99 max)

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][**][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][**][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

E3, Eastern Fairy Island: Need Bombs or Tingle

D6, Southern Fairy Island: Need Bombs or Tingle

Arrow Upgrade Fairies: (First time: 60 max, Second time: 99 max)

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[**][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][**]|

5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

A3, Western Fairy Island: Need Skull Hammer
G4, Thorned Fairy Island: Need Skull Hammer

Other Fairy Upgrades:

 A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][**][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Fire/Ice Arrows: B2, Mothern and CHild Isles:
Play Ballad of Gales to Grid after defeating the Helmaroc King to get the
Fire/Ice Arrows

 A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][**][E7][F7][G7]|

Double Magic: D7-Look for Four Eyed Big Octo. Beat with boomerang to
releasefff
fairy to get double magic

=====
Sailing Figures
=====

By Darth Meatloaf

About 3 days ago, I was bored, so came to this site. I was reading some
of the 3/10 reviews for WW, just to see if they made much sense.
I noticed many of them complained about the amount of sailing in this
game, how it took up half the game, how you see nothing but ocean for
(insert obviously made up percentage here) of the game, etc.
That got me thinking.

How much of the game is really spent sailing? It couldn't be that
much, could it?

I fired up my GCN and started a new file. I would play a straightfoward
game (no unnecessary sidequests, no pieces of heart, figurines, etc). I
told my parents not to disturb me for a good solid few hours, readied a

good stopwatch, and set to work figuring out how much sailing you do.

Since I've finished this game a few times now, I breezed through the Forsaken Fortress and got the sail for the KoRL. At this point, this is the first time you actually sail. The moment I put up the sail, I started my stopwatch and stopped when I reached dragon roost. For simplicity, I rounded off the seconds.

Time to Dragon Roost from Windfall: App. 6 minutes.

So far, so good. I finished the Dragon Roost cavern, set the wind south, and set sail again. As always, I popped on my stopwatch the moment I started.

Time to Forest Haven from Dragon Roost: App. 8 minutes.

I played through the Deku tree scenes and got into the forbidden woods. I finished the dungeon, and at the end of it all hopped back into the KoRL and set out for Greatfish.

Time to Greatfish from Forest Haven: App. 9 minutes.

After listening to the Rito Postman, I set off for Windfall.

Time to Windfall from Greatfish: App. 6 minutes.

Pirates and Rope-swings and Bombs, oh my. After finishing the whole bomb quest, I set sail again for Outset.

Time to Outset from Windfall: App. 13 minutes. (ouch)

So far, we've got around 42 minutes of sailing done. That was more than I expected, but still a relatively small amount of time. So, after helping out Grandma and getting a bigger wallet, off to see Jabun. After he and the KoRL talk, it's off to the Triangle islands.

Time to the Triangle Islands (all) from Outset: App. 12 minutes.

Finally, into the real meat of this game. After getting through the Tower of the Gods, it was off to bed for me. The next day, I started playing right away (thank God for spring break). After whipping through Hyrule, I was off to the Forsaken Fortress once more.

Time to Forsaken Fortress from Tower of the Gods: App. 9 minutes.

After going back up to the top, beating the crud out of the Helmaroc King and being rescued by the Rito, it was back to Hyrule. After watching the cutscene with the King, it was back to sailing.

First stop find Cyclos. I got Lucky. He was at Mother and child isles. After showing him who's boss, I got ballad of gales and the magic arrows.

Time to find Cyclos: App. 13 minutes.

Now, off to Fire Mountain. I warped to Dragon Roost and set sail due south.

Time to Fire Mountain from Dragon Roost: App. 2 minutes.

Got the Power bracelets. Now to go to Headstone island. Since I couldn't really remember all the puzzles in the next two dungeons, I printed out an FAQ, taking some time to post here on various things. After a few hours, it was back to WW.

I warped to Forest Haven and sailed to Ice Ring Island.

Time to Ice Ring from Forest Haven: App. 3 minutes.

Finally, off to Headstone Island. I warped to Outset and went from there.

Time to Headstone from Outset: App. 3 minutes.

The Sailing time really cut down since I got the Ballad of Gales.

It really does make things easier.

After talking with Laruto, I warped to Dragon Roost, found Medli, warped back to Outset and went to Headstone.

Time to Headstone from Outset: still App. 3 minutes.

After getting through the dungeon (not hard with an FAQ, but I hardly looked at it anyway), I warped to Windfall to go to the Wind temple.

Time to Wind Temple from Windfall: App. 2 minutes.

After talking with Fado, I warped to Forest Haven and found Makar. With him, I warped back to Windfall and went north again to the Wind Temple.

Time to Wind temple from Windfall: still App. 2 minutes.

Weee. More dungeon madness. After beating this Temple, I realized I had been up past 11:00. I stopped playing and saved the Triforce quest for another day.

Today begins. I started early, but I didn't get much playing time in until about 8:00 AM.

Finally, I'm almost done. I ate lunch while playing. Using the IN-credible chart, I located the triforce charts in about 3 hours. As usual, I timed the sailing.

Time to find triforce charts (Sailing): App. 37 minutes.

Yeesh. Whole lotta sailing. This must be the part everyone didn't like sailing for.

Finally, I'm nearly there. I find the Triforce Pieces, warping to locations to shorten my sailing time. At long last, my collection is complete.

Time to find Triforce Pieces: App. 18 minutes.

Finally, no more sailing. I finish the game quickly, and get the time it took.

Time to finish the Game: 17:38 (seconds rounded off), or 1058 minutes.

Time spent Sailing: About 146 minutes

Percentage of game spent sailing: 13.8

There you go. I can't guarantee that it's perfect, but it's roughly correct. And before you ask, no, I have no life.

-Darth Meatloaf-

=====
Although Beetle's shop is not important for most of the game, you will have to go to his shop before you can get the final Treasure Chart.

Before you start emailing me questions saying that beedle isn't in a section, remember that he moves around alot and make's it hard to track him down. He usually circles the island or if there really isn't a island, it's pretty random.

```
      A   B   C   D   E   F   G
-----
1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [**] [**] [**] [**] [G2] |
3 | [A3] [**] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [**] [C4] [D4] [**] [**] [G4] |
5 | [A5] [B5] [C5] [**] [E5] [F5] [G5] |
6 | [A6] [B6] [**] [D6] [E6] [**] [G6] |
7 | [A7] [**] [C7] [D7] [E7] [F7] [G7] |
-----
```

Key:

**=Location of Ship

Spectacle Island: C2

Hyoï Pear: 10 Rupees
All-Purpose Bait: 10 Rupees
30 Bombs: 30 Rupees

Windfall Island: D2

10 Arrows: 10 Rupees
30 Arrows: 30 Rupees
All-Purpose Bait: 10 Rupees

Pawprint Isle: E2

Hyoï Pear: 10 Rupees
All-Purpose Bait: 10 Rupees
30 Bombs: 30 Rupees

Dragon Roost Island: F2

Hyoï Pear: 10 Rupees
All-Purpose Bait: 10 Rupees
30 Bombs: 30 Rupees

Rock Sprite Isle: B3 (Helment Beedle)

*Note-The helment beedle will say he will close his shop for a few days and actually close it. Do not worry, this is just a sceme to get you to collect rupees and rush to his boat. After a few days, he will reopen.

Empty Bottle: 500 Rupees
Piece of Heart: 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 God's: E4

30 Arrows: 30 Rupees
30 Bombs: 30 Rupees
Red Potion: 30 Rupees

Easter Triangle Isle: F4

Hyoï Pear: 10 Rupees
All-Purpose Bait: 10 Rupees
30 Bombs: 30 Rupees

Southern Triangle Isle: D5

Hyoï 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

Hyoï Pear: 10 Rupees
All-Purpose Bait: 10 Rupees
30 Bombs: 30 Rupees

Outset Island: B7

Hyoï Pear: 10 Rupees
All-Purpose Bait: 10 Rupees
30 Bombs: 30 Rupees

*Note-Once you buy the bait bag for 20 Rupees and complete the Pirates second puzzle for the bombs, you will be able to buy bombs from Beedles ships.

=====
Blue Chu Chu Locations
=====

Although not needed to complete the game, Blue ChuChu's are handy for the SL on Outset isle. You can get only one Blue ChuChu jelly from the same chuchu, and when you find that Blue ChuChu again, all it will give you is a Yellow Rupee (10 Rupees). Here is a map of some of the ChuChu's

A B C D E F G

1 | [A1] [**] [**] [D1] [**] [F1] [**] |
2 | [A2] [**] [**] [D2] [E2] [F2] [G2] |
3 | [**] [**] [**] [D3] [**] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [**] |

5 |[A5][B5][**][D5][E5][F5][**]|
6 |[**][B6][**][**][E6][F6][**]|
7 |[A7][B7][C7][D7][**][**][G7]|

If you have any other locations, please email them to me

=====
Legendary Pages Info
=====

The Legend of the Fairy: Part 1

It is said that long ago, a bout garbed in green known as the Hero of Time saved this land. However, on a certain island, there is also a story of the fairy who saved that hero...

Part 2

It is said that the Hero of Time met the fairy in the midst of his travels. The fairy appeared before the Hero, who had found himself lost in darkness. With a mystic power, it would float in midair, dancing above his head like a burst balloon.

Part 3

After the fairy handed the lost Hero a map, it flew off as quickly as it had appeared. Better able to foresee places of danger than the Hero, the fairy marked them on a map. The Legend goes on to say the quest of the Hero of Time was saved by this plump figure...

Part 4

Fairies live for thousands of years...but this odd fairy was a bit different. This mystical fairy was born near a lake, and when he met the Hero, he was but 35. Beyond that, there is little known about the fairy...

Part 5

The Little-Known Legend of the Fairy's 35th Birthday

On one island, they celebrate one's 35th birthday with a green coat and red pants. They do this in the hope of becoming like the legendary fairy, Tingle!

Credit Goes to Petra for writing this out.

=====
Heart Piece Guide
=====

Legend

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|

5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

A-Section

A1 Forsaken Fortress
A2 Four-Eye Reef
A3 Western Fairy Island
A4 Three-Eye Reef
A5 Needle Rock Isle
A6 Diamond Steppe Island
A7 Horseshoe Island

B-Section

B1 Star Island
B2 Mother & Child Isles
B3 Rock Spire Island
B4 Greatfish Isle
B5 Islet of Steel
B6 Five-Eye Reef
B7 Outset Island

C-Section

C1 Northern Fairy Island
C2 Spectacle Island
C3 Tingle Island
C4 Cyclops Reef
C5 Stone Watcher Island
C6 Shark Island
C7 Headstone Island

D-Section

D1 Gale Isle
D2 Windfall Island
D3 Northern Triangle Island
D4 Six-Eye Reef
D5 Southern Triangle Island
D6 Southern Fairy Island
D7 Two-Eye Reef

E-Section

E1 Crescent Moon Island
E2 Pawprint Isle
E3 Eastern Fairy Island
E4 Tower of the Gods
E5 Private Oasis
E6 Ice Ring Isle
E7 Angular Isles

F-Section

F1 Seven-Star Isles
F2 Dragon Roost Island
F3 Fire Mountain
F4 Eastern Triangle Isle.
F5 Bomb Island
F6 Forest Haven
F7 Boating Course

G-Section

G1 Overlook Island
G2 Flight Control Platform
G3 Star Belt Archipelago
G4 Thorned Fairy Island
G5 Bird's Peak Rock
G6 Cliff Plateau Isles
G7 Five-Star Isles

=====

Forsaken Fortress

=====

A B C D E F G

1 |[**][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #1

Location: Forsaken Fortress (A1)

How to get: After you escape from the jail cell and your in the area with the Dungeon map, drop down and look for a cell and a bunch of barrels. Lift up the barrels to find a switch that will open the cell. Inside the cell is a chest with the first piece of heart.

=====
Star Island
=====

A B C D E F G

1 |[A1][**][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #2

Location: Star Island (B1)

How to get: Use a bomb to blow up the rock to expose a hole to a grotto. After you enter, defeat all the enemies to make a chest with a piece of heart appear.

=====
Crescent Moon Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][**][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #3

Location: Crescent Star Island (E1)

How to get: Use Treasure chart 39 from the Dragon Roost Cavern to pull up from the sea.

=====
Seven Star Islands
=====

A B C D E F G

```

1 |[A1][B1][C1][D1][E1][**][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

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Heart Piece #4

Location: Seven-Star Isles (F1)

How to get: Use your telescope to find a flock of seagulls flying around.
Head toward that area to make a 12-eyed big octo to appear.
Use the boomerang to kill it and pull up the treasure chest
from the sea that it leaves behind.

=====
Spectacle Island
=====

```

  A   B   C   D   E   F   G
-----

```

```

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][**][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Heart Piece #5

Location: Spectacle Island (C3)

How to get: Play Salvatores cannonball minigame for 50 ruppas a play and
hit 5 ships. After you win the first time, you will get a
heart piece.

=====
Winfall Island
=====

```

  A   B   C   D   E   F   G
-----

```

```

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][**][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Heart Piece #6

Location: Windfall Island (D2)

How to get: Beat Salvatores squid hunter minigame for 10 rupees each to get a piece of heart.

Heart Piece #7

Location: Windfall Island (D2)

How to get: Beat the Killer Bee's Hide 'n Seek minigame to get a piece of heart.

Heart Piece #8

Location: Windfall Island (D2)

How to get: After you get the Deluxe Picto Box, talk to the girl in the orange dress and she will say that she wants you to take a picture of her and show it to the red haired man walking around town. Make sure you take a full body shot and take it to the walking man.

Show it to him and he will say that he is going to ask her out and that he will say to meet at the cafe. Go talk to her and then wait a day. Go to the cafe and talk to the girl to get a piece of heart

Heart Piece #9

Location: Windfall Island (D2)

How to get: At night, go to the auction house to participate in a auction. One of the prizes of the auctions is a heart piece.

Heart Piece #10

Location: Windfall Island (D2)

How to get: After you beat the Forsaken Fortress for the second time, go talk to a now rich maggie on the top of the auction house to hear a rather disturbing love sickness of hers for a moblin... yes...a Moblin..named Moe.

She then gives you a letter to mail to the Forsaken Fortress. Go to the mailbox at the game and use one of the item buttons to mail it. Wait a day and go back to maggie's house to find a arguement with maggies father and a Rito postman.

After the cuscene, go to the cafe and talk to the rito postman to get Moe's Letter. Go show the letter to maggie to both hear the extremely funny letter and to get a heart piece.

Heart Piece #11

Location: Windfall Island (D2)

How to get: After you get the fire/icr arrows, go to Windfall at night and look for a ladder near the bench area. Climb it to find a switch at the top. Step on it to make the farris wheel to spin. Now, to to Savatores shop and go up the steps to find a door leading out to the farris wheel. When one of the carriages comes near you, jump in it so you can ride to the top. Fire a fire arrow in the revolving broken searchlight to make it shine again and go back to the enterance of the farris wheel carriages. Talk to the man in the yellow hat to get a heart piece

Heart Piece #12

Location: Windfall Island (D2)

How to get: After you do all the requirements for Heart Piece 11, a chest near the beginning of Windfall will appear on a small island near the docks. Make the wind go south and jump near the bomb shop with a deku leaf to float over to where the chest is. Open it to get a piece of heart

Heart Piece #13

Location: Windfall Island (D2)

How to get: After you talk to Zunari and get the town flower and he starts selling them, fill up all 14 of the brownish grey slots outside town and talk to the guy on the bench in the daytime to get a piece of heart

=====
Greatfish Isle
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][**][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #14

Location: Greatfish Island/Tradeing Quest(B4)

How to get: There are three Goron Merchants on the Great sea after you start the Zunari tradeing quest. You must trade in this order to get a heart piece.

-Get Town flower from Zunari either for free or for 10 rupees

-Trade town flower and 20 rupees for the Sea Flower with the merchant on B4

-Trade the sea flower and 25 rupees for the Exotic Flower with the merchant on B4

-Trade the Exotic Flower and 40 rupees for the Sickle Moon flag with the Merchant on F5. Get the Magic Armor from Zunari.

-Trade Sickle Moon Flag and 60 rupees for the Fountain Idol with the merchant on F5

-Trade the fountain Idol and 35 rupees for the Big Sale flag with the merchant on B2

-Trade the Big Sale flag and 75 ruppies for the Hero's flag with the merchant on B4

-Trade the Hero's Flag and 100 rupees for the postman idol with the merchant on B4

-Trade the postman idol and 200 rupees for the Shop Guru Statue with the merchant on B2

-Trade the Shop Guru idol with the merchant on B4 for a piece of heart

Heart Piece #15

Location: Greatfish Isle (B4)

How to get: Go to the top of the island where the Withered tree is and change the wind to blow to the northwest. Then jump off and use your deku leaf to land on a platform on the island to your right to find a chest with a heart piece in it.

=====
Pawprint Isle
=====

A B C D E F G

1 |[A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 |[A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 |[A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 |[A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 |[A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 |[A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 |[A7] [B7] [C7] [D7] [E7] [F7] [G7] |

Heart Piece #16

Location: Pawprint Isle (E2)

How to get: Craw into the blue dome to enter a grassy area with enemies. Go down the halls until you find a chest with a heart piece in it

Heart Piece #17

Location: Pawprint Isle (E2)

How to get: Use Treasure Chart 30 from the tower of the gods to pull a chest up with a heart piece in it.

=====
Dragon Roost Island
=====

=====
A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][**][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #18

Location: Dragon Roost Island (F2)

How to get: Get 25 letters in the postman minigame so that the postman hires a assistant. Play postman minigame with his assistant and get 25 letters again to get a letter to his mother. Mail the letter and wait for a responce from her. Inside the letter is a heart piece.

Heart Piece #19

Location: Dragon Roost Island (F2)

How to get: Give 20 golden feathers to the guard near chieftain's room to get 100 rupees, and later, his girlfriend will send you a heart piece via the mail.

=====
Flight Control Platform
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][**]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #20

Location: Flight Control Platform (G2)

How to get: Play 10 rupees to do the birdman challenge. Make it past the banner to win the heart piece.

=====
Rock Sprite Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][**][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #21

Location: Rock Sprite Isle (Beedle's Boat, B3)

How to get: Pay 950 rupees to get the piece of heart off the Helent
beedle's boat.

Heart Piece #22

Location: Rock Sprite Isle (B3)

How to get: Look in the block for a group of bomb ships. Bring them
down and use your Grappling hook to bring up the treasure
they drop. One of them will have a piece of heart

Heart Piece #23

Location: Rock Sprite Isle (B3)

How to get: Use Treasure Map 2 to pull a heart piece from the sea

=====
Tingle Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][**][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #24

Location: Tingle Island (Big Octo, C3)

How to get: Go north of Tingle island and look for the seagulls soaring
overhead. Head to that area to trigger the Big Octo battle.
Use the boomerang to lock on it's eye's and damage it. Once

all of it's eye's are gone, it will die and leave a shining spot. Use your Grappling hook on the spot to bring up a heart piece.

=====
Three Eye Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[**][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #25

Location: Three-Eye Reef (A4)

How to get: Use Treasure Chart 23 to make a golden beam spot appear. Use your grappling hook near the area to bring the chest with the heart piece up.

=====
Six Eye Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][**][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #26

Location: Six-Eye Reef (D4)

How to get: Look for a submarine that you can enter (Southwest of the Six eye reef) and enter it. Defeat all the enemies to gain entrance to a area of the sub that has the heart piece.

=====
Thored Fairy Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|

2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][**]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #27

Location: Thorned Fairy Island (G4)

How to Get: Use Treasure chart 5 to make a Golden beam spot to appear and use the grappling hook over it to get a piece of heart.

=====
Needle Rock Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[**][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #28

Location: Needle Rock Isle (A5)

How to get: Before doing this, make sure you have around 60 arrows and 3 to 4 Hyoui pears. Shoot all the Kargorocs you can and then switch to a seagull with the Hyoui pear. Go to the top of the island to make the flames of a nearby chest disappear. Inside the chest is a heart piece.

=====
Stone Watchers Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][**][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Heart Piece #29

Location: Stone Watchers Island (Enemy Platform, C5)

How to get: Look for a platform east of the island and sail to it. Climb the ladder and kill all the enemies and take out all the cannons underneath to make a chest with a heart piece appear.

=====
Bomb Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1] |
2 |[A2][B2][C2][D2][E2][F2][G2] |
3 |[A3][B3][C3][D3][E3][F3][G3] |
4 |[A4][B4][C4][D4][E4][F4][G4] |
5 |[A5][B5][C5][D5][E5][**][G5] |
6 |[A6][B6][C6][D6][E6][F6][G6] |
7 |[A7][B7][C7][D7][E7][F7][G7] |

Heart Piece #30

Location: Bomb Island (F5)

How to get: Use a bomb on the boulder at the top to expose a hole. You will appear in a Lava room. Wait for a magtail to appear and use a arrow on it to curl up and put it on the switch to make the bar's rise up. In the next room, look on your left to find a small walkway and a small hole and a switch.

Carefully walk on the pathway over to the switch and hit it to make the flames to the center part of the room go down. Go to the center of the room to find two magtails in the center, two firewalls to the right and left, and a fire-blocked chest to the north.

Make the magtails curl up and throw them in the right and left fire holes to trigger two switches. Once both switches are hit, the fire in front of the chest with the Piece of heart will go down.

Heart Piece #31

Location: Bomb Island (F5)

How to get: Use Treasure chart 20 to show the spot you need to use the grappling hook in and bring it up.

=====
Diamond Steppe Island
=====

A B C D E F G

```

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[**][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Heart Piece #32

Location: Diamond Steppe Island (A6)

How to get: Use Treasure Chart 7 to show the spot you need to use
the grappling hook in and bring it up.

=====
Southern Fairy Island
=====

```

  A   B   C   D   E   F   G
-----

```

```

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][**][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Heart Piece #33

Location: Southern Fairy Island (D6)

How to get: Use the Treasure chart you bought from the helmet beedle
(Treasure Chart 4) to find the spot you need to use the
grappling hook in and bring it up.

=====
Forest Haven
=====

Location:

Deku Tree map:

```

  A   B   C   D   E   F   G
-----

```

```

  A   B   C   D   E   F   G
-----

```

```

1 |[A1][B1][C1][D1][E1][F1][G1]| 1|[A1][**][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]| 2|[A2][**][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]| 3|[A3][B3][C3][D3][**][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]| 4|[A4][**][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]| 5|[**][B5][C5][D5][**][F5][G5]|
6 |[A6][B6][C6][D6][E6][**][**]| 6|[A6][B6][**][D6][E6][F6][**]|
7 |[A7][B7][C7][D7][E7][F7][G7]| 7|[A7][B7][C7][D7][E7][F7][G7]|
-----

```

Heart Piece #34

Location: Last Tree you water (Random)

How to Get: Before getting the forest water, talk to the deku tree after the Korok's have left and he will mark the location of the Korok's on your map. Then go by the tree and use a bottle on the water to get the Forest water.

It will never run out, but is only good for 20 minutes. Rush to the tree's and use the water on them. Once all of them are watered, you will get a piece of heart from the last tree.

Heart Piece #35

Location: Forest Haven (F6)

How to get: Use Treasure chart 31 to find the spot where you need to use the grappling hook to get the piece of heart.

=====
Outset Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][**][C7][D7][E7][F7][G7]|

Heart Piece #36 (American and PAL Version)

Location: Outset Island (B7)

How to get: Once you get to the 30th floor of the SL, and you have the mirror shield, use the light near the chest of the triforme chart to reflect it on the Elephant statue to expose another hole. Go down 20 more floors to find the 51st floor, the one with the Heart Piece. In the Japanese version, the chest on the 51st floor has 10 rupees.

Heart Piece #36 (Japanese Version)

Location: Outset Island (B7)

How to get: Crawl under grandma's house to find a chest with the heart piece. In the american & PAL version, it is 100 rupees.

Heart Piece #37

Location: Outset Island (B7)

How to get: Once you get the power bracelet, go find the giant pig near Abe's house and take it to the left side of the stone bridge near a dirt patch. Use some all-purpose bait near it to make the pig start digging, exposing a piece of heart.

Heart Piece #38

Location: Outset Island (B7)

How to get: Hit Orca 500 times in the practice training after you get the sword to get a piece of heart.

=====
Headstone Island
=====

A B C D E F G

1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [**] [D7] [E7] [F7] [G7] |

Heart Piece #39

Location: Headstone Island (C7)

How to get: Use a Hyoi pear to switch to a seagull and fly to the top of the island. At the top is a piece of heart. Grab it with the seagull and switch back to Link to get the piece.

=====
Angular Islands
=====

A B C D E F G

1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [**] [F7] [G7] |

Heart Piece #40

Location: Angular Isles (E7)

How to get: Pull out the bottom block on the square part of the angular isles in able to go up. Keep going up and doing the block

puzzles as they come up to reach a chest with a piece of heart.

Heart Piece #41

Location: Angular Isles (E7)

How to get: Use Treasure Chart 15 to find the location of where you need to use the grappling hook to get the piece of heart.

Five Star Isles

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][**]|

Heart Piece #42

Location: Five-Star Isles (G7)

How to get: Look for a submarine southeast of the island and enter it. Defeat all the enemies inside to get the piece of heart.

Heart Piece #43

Location: Five-Star Isles (G7)

How to get: Use Treasure Chart 33 to find the spot where you need to use the grappling hook in order to find the heart piece

Other Heartpieces

Location: Anywhere

Heart Piece #44

Location: Any Mailbox after the Forbidden Forest

How to get: Simply complete the Forest Haven dungeon and check any mailbox to get a piece of heart.

Please email me if any of the treasure maps used to get any of the sea heart pieces are incorrect.

Treasure Chart Locations

Legend

A B C D E F G

1 | [A1] [B1] [C1] [D1] [E1] [F1] [G1] |
2 | [A2] [B2] [C2] [D2] [E2] [F2] [G2] |
3 | [A3] [B3] [C3] [D3] [E3] [F3] [G3] |
4 | [A4] [B4] [C4] [D4] [E4] [F4] [G4] |
5 | [A5] [B5] [C5] [D5] [E5] [F5] [G5] |
6 | [A6] [B6] [C6] [D6] [E6] [F6] [G6] |
7 | [A7] [B7] [C7] [D7] [E7] [F7] [G7] |

A-Section

A1 Forsaken Fortress
A2 Four-Eye Reef
A3 Western Fairy Island
A4 Three-Eye Reef
A5 Needle Rock Isle
A6 Diamond Steppe Island
A7 Horseshoe Island

B-Section

B1 Star Island
B2 Mother & Child Isles
B3 Rock Spire Island
B4 Greatfish Isle
B5 Islet of Steel
B6 Five-Eye Reef
B7 Outset Island

C-Section

C1 Northern Fairy Island
C2 Spectacle Island
C3 Tingle Island
C4 Cyclops Reef
C5 Stone Watcher Island
C6 Shark Island
C7 Headstone Island

D-Section

D1 Gale Isle
D2 Windfall Island
D3 Northern Triangle Island
D4 Six-Eye Reef
D5 Southern Triangle Island
D6 Southern Fairy Island
D7 Two-Eye Reef

E-Section

E1 Crescent Moon Island
E2 Pawprint Isle
E3 Eastern Fairy Island
E4 Tower of the Gods
E5 Private Oasis
E6 Ice Ring Isle
E7 Angular Isles

F-Section

F1 Seven-Star Isles
F2 Dragon Roost Island
F3 Fire Mountain
F4 Eastern Triangle Isle.
F5 Bomb Island
F6 Forest Haven
F7 Boating Course

G-Section

G1 Overlook Island
G2 Flight Control Platform
G3 Star Belt Archipelago
G4 Thorned Fairy Island
G5 Bird's Peak Rock
G6 Cliff Plateau Isles
G7 Five-Star Isles

North Fairy Island

A B C D E F G

1 | [A1] [B1] [**] [D1] [E1] [F1] [G1] |

```
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----
```

Treasure Chart 22

Location: Northern Fairy Island

How to get: Go northwest of N. Fairy Island and look for a sub. Enter it
and kill all the enemies to get Treasure chart 22.

=====
Gale Island
=====

```
  A   B   C   D   E   F   G
-----
```

```
1 |[A1][B1][C1][**][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
-----
```

Treasure Chart 5

Location: Gale Isle

How to Get: In the wind temple, Go to the first room leading to the boss
door and defeat all the enemies. You will need to pull the
head statues off the wall to find the rest of the enemies.

Treasure Chart 35

Location: Gale Isle

How to Get: Go to the wind temple and find a room that has five breakable
tiles that can be broke with the Iron Boots. Defeat all the
enemies and the break all the tiles to get the map.

=====
Crescent Moon Island
=====

```
  A   B   C   D   E   F   G
-----
```

```
1 |[A1][B1][C1][D1][**][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
```

6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 9

Location: Crescent Moon Island

How to Get: Go to a sub north of the island and defeat all the enemies and light all the torches to get the chart.

Treasure Chart 10

Location: Crescent Moon Island

How to Get: Go on the island and look for a chest to get the map

=====
Seven Star Isles
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][**][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 16

Location: Seven-Star Isles

How to get: Defeat all the ships and wall cannons to make a chest with the chart appear.

=====
Four Eye Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[**][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 19

Location: Four-Eye Reef

How To Get: Just like T. Chart 16, take out all the wall cannons and the ships to make the chest appear.

Spectacle Island

A B C D E F G

```
1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][**][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
```

Treasure Chart 17

Location: Spectacle Island

How to get: After getting the heart piece, do the ship blasting game again and beat it to get the chart.

Windfall Island

A B C D E F G

```
1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][**][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|
```

Treasure Chart 2

Location: Windfall Island

How to get: After the forsaken fortress the second time, give Maggie's father 20 Skull Necklaces to get the chart.

Treasure Chart 7

Location: Windfall Island

How to get: After you get the heart piece from the squid hunter minigame, play it again and beat it to get the chart.

Treasure Chart 18

Location: Windfall Island

How to get: Randomly in one of the auctions. Beat everyone else in the auction to get the chart.

Treasure Chart 23

Location: Windfall Island

How to get: Score 19 or better in the Squid hunter minigame to get the chart.

Treasure Chart 24

Location: Windfall Island

How to get: You will need the Deluxe Pictograph to do this. Go to the second floor of Lenzo's shop (Via windmill or Deku Leaf) and go inside. Crawl through the space and out to find Lenzo and Minenco. Take a picture of both of them to get her and show it to the gossiping ladies outside Lenzo's shop to get the chart.

Treasure Chart 29

Location: Windfall Island

How to get: Before the passage you used in T. Chart 24, open up a chest in that sealed off hall with the passage to get the chart.

Treasure Chart 31

Location: Windfall Island

How to get: You will need the Deluxe Pictograph for this. Take a COLORED picture of the full moon and show it to Kamo (The one wanting something round and pale) to get the chart.

Treasure Chart 33

Location: Windfall Island

How to get: Take a colored picture of Minenco (The lady saying she was beautiful once), to get the chart.

Treasure Chart 38

Location: Windfall Island

How to get: Randomly in the auction. Win the auction to get the chart.

=====
Dragon Roost Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][**][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 11

Location: Dragon Roost Island

How to get: In the first hall on the left side, either throw a boko stick on fire over the lava pit or a Fire Arrow at the wooden beams to burn them and use the grappling hook to get across to the chest.

Treasure Chart 39

Location: Dragon Roost Island

How to Get: In a room with many pots and two torches, get a flaming Boko stick and light the other torch to get the chart.

=====
Rock Sprite Isle
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][**][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 4

Location: Rock Sprite Isle

How to get: Look for a beedle ship in the area, only the one with a helmet. He will be selling a chart for 900. Buy it to get the chart.

Treasure Chart 37

Location: Rock Sprite Isle

How to get: Use bombs or Tingle to clear the boulders on the ledge to get to the last area that has a hole. Drop in to find a room filled with dozens of Keese. Kill them all to get the chart.

=====
Three Eye Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1] |
2 |[A2][B2][C2][D2][E2][F2][G2] |
3 |[A3][B3][C3][D3][E3][F3][G3] |
4 |[**][B4][C4][D4][E4][F4][G4] |
5 |[A5][B5][C5][D5][E5][F5][G5] |
6 |[A6][B6][C6][D6][E6][F6][G6] |
7 |[A7][B7][C7][D7][E7][F7][G7] |

Treasure Chart 32

Location: Three-Eye Reef

How to get: Just like other reef charts, defeat the Wall Cannons and ships to make the chest appear.

=====
Cyclops Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1] |
2 |[A2][B2][C2][D2][E2][F2][G2] |
3 |[A3][B3][C3][D3][E3][F3][G3] |
4 |[A4][B4][**][D4][E4][F4][G4] |
5 |[A5][B5][C5][D5][E5][F5][G5] |
6 |[A6][B6][C6][D6][E6][F6][G6] |
7 |[A7][B7][C7][D7][E7][F7][G7] |

Treasure Chart 21

Location: Cyclops Reef

How to get: Once again, take out every Wall cannon and Ship to make the chest with the chart appear.

=====
Six Eye Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1] |

2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][**][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 26

Location: Six-Eye Reef

How to get: Take out all the wall cannons and ships to make the chest with the chart appear.

=====
Tower of the Gods
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][**][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 6

Location: Tower of the Gods

How to get: In the compass room, shoot a switch to reveal a path to the chest with the chart.

Treasure Chart 30

Location: Tower of the Gods

How to Get: On the path to the 3rd Ganon statue, throw a bomb on the left wall to break it and expose a door. Use the Wind Requirm to make the chest appear. Defeat the Armos Knights to get the chart without problem.

=====
Private Oasis
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][**][F5][G5]|

6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 27

Location: Private Oasis

How to get: Standing from a ledge, look for a tree that you can use the
hookshot on. Hookshot to that tree and cautiously, walk to
the chest to find the chart.

=====

Five Eye Reef

=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][**][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 41

Location: Five-Eye Reef

How to get: Once again, bomb the ships and wall cannons to make the chest
with the chart appear.

=====

Southern Fairy Island

=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][**][E6][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 40

Location: Southern Fairy Island

How to get: Once again...Bomb the wall cannons and ships to make the chest
appear...god..how many times must this be done...

Ice Ring Isle

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][**][F6][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 36

Location: Ice Ring Isle

How to get: Look for a frozen chest on the outside ice part of the isle
and fire a fire arrow at it to unfrost it. Inside is the chart

Forest Haven

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][**][G6]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 1

Location: Forest Haven

How to get: Forbidden Woods. Use a boko bulb to reach the 3rd floor and use
a deku leaf to fly to the chart.

Treasure Chart 3

Location: Forest Haven

How to Get: On the Second and last Grappling Hook pole to the Deku Tree's
area, climb to the top and look for a nearby island to the
northwest. Change the wind in the direction of that island
and use a Deku Leaf to reach the island. On the island is a
chest with the chart inside.

Treasure Chart 15

Location: Forest Haven

How to Get: In the area leading to the Boss key in the Forbidden Forest, go into a door on the right to find a new area. Use a boko bulb in the back of the room to reach a area with a pully cart, a large stump, and a bomp plant on the other side. Either use the pully cart to go over to where the bomb plant is and use that in the hole of the tree stump, or wait and come back with bombs to make it easier.

=====
Cliff Plateau
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][**]|
7 |[A7][B7][C7][D7][E7][F7][G7]|

Treasure Chart 25

Location: Cliff Plateau Isles

How to get: Enter the cave and use a baba bud to reach the highest point. Use a fire arrow or burning boko stick to burn the planks and use the deku leaf to reach the other side.

=====
Horeshoe Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[**][B7][C7][D7][E7][F7][G7]|

Treasure Chart 8

Location: Horseshoe Island

How to get: Throw the deku balls past the spiked tentacles 3 times to reach the top of the island and drop into the hole and kill all the enemies to get the chart.

Treasure Chart 28

Location: Horseshoe Island

How to Get: Do the same as 8, only when your at the top, look for a island with a chest on it. Either use your Hookshot or your Deku leaf to reach the chest with the chart in it.

=====
Headstone Island
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|
5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][**][D7][E7][F7][G7]|

Treasure Chart 12

Location: Headstone Island

How to get: Go to the mirror room leading to the boss key and either shine light on the wall or wait until the whole room is filled with right to break a collapsable wall. Go down the path to a room with 3 stafolos. Kill them all to get the chart.

Treasure Chart 14

Location: Headstone Island

How to Get: Find a sub northeast of the isle and enter. Defeat all the enemies for the chart.

Treasure Chart 20

Location: Headstone Island

How to Get: Look for a room with the blue fog and lots of wallmasters. Defeat all the wallmasters to make a chest with the chart appear.

=====
Two-Eye Reef
=====

A B C D E F G

1 |[A1][B1][C1][D1][E1][F1][G1]|
2 |[A2][B2][C2][D2][E2][F2][G2]|
3 |[A3][B3][C3][D3][E3][F3][G3]|
4 |[A4][B4][C4][D4][E4][F4][G4]|

5 |[A5][B5][C5][D5][E5][F5][G5]|
6 |[A6][B6][C6][D6][E6][F6][G6]|
7 |[A7][B7][C7][**][E7][F7][G7]|

Treasure Chart 13

Location: Two-Eye Reef

How to get: Once again, defeat all the wall cannons and ships to make the chest with the chart appear.

Trading Quest

There are two items you can get from the trading quest, the Magic armor from Zunari and a piece of heart from a Goron merchant. In order to trade, you must have the item and the required rupees. Here is the complete trading quest.

Piece of Heart:

-
- Get Town flower from Zunari either for free or for 10 rupees
 - Trade town flower and 20 rupees for the Sea Flower with the merchant on B4
 - Trade the sea flower and 25 rupees for the Exotic Flower with the merchant on B4
 - Trade the Exotic Flower and 40 rupees for the Sickle Moon flag with the Merchant on F5. Get the Magic Armor from Zunari.
 - Trade Sickle Moon Flag and 60 rupees for the Fountain Idol with the merchant on F5
 - Trade the fountain Idol and 35 rupees for the Big Sale flag with the merchant on B2
 - Trade the Big Sale flag and 75 ruppess for the Hero's flag with the merchant on B4
 - Trade the Hero's Flag and 100 rupees for the postman idol with the merchant on B4
 - Trade the postman idol and 200 rupees for the Shop Guru Statue with the merchant on B2
 - Trade the Shop Guru idol with the merchant on B4 for a piece of heart
-

Magic Armor:

-
- Get Town flower from Zunari either for free or for 10 rupees
 - Trade town flower and 20 rupees for the Sea Flower with the merchant on B4

-Trade the sea flower and 25 rupees for the Exotic Flower with the merchant on B4

-Trade the Exotic Flower and 40 rupees for the Sickle Moon flag with the Merchant on F5.

-Get the Magic Armor from Zunari.

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Enemies
=====

List of Enemies:

Sea Enemies

Gyorg

Location: Anywhere on map
Hits: 2
Drop: Random Drop

Octorock

Location: Anywhere on map and in The Forbidden Forest
Hits: 1 to 2
Drop: Random Drop

Seahat

Location: Anywhere on map
Hits: 2
Drop: Random Drop

Kargorok

Location: Anywhere on map, Dragon Roost Cavern, Tower of the Gods
Hits: 1 to 2
Drop: Golden feather, hearts

Land Enemies

ChuChus:

Green ChuChu

Location: Many land areas and dungeons
Hits: 1
Drop: Green ChuChu Jelly

Red ChuChu

Location: Same as G. Chu Chu
Hits: 2
Drop: Red ChuChu Jelly

Blue ChuChu

Location: 15+ on main map
Hits: 2
Drop: Blue ChuChu Jelly

Yellow Chu Chu

Location: Dungeons (Tower of the Gods, etc)
Hits: 2 (need to lower defense with boomerang)
Drop: Random chuchu Jelly

Black ChuChu

Location: Earth Temple and Ganons Castle
Hits: 1 (Need to break with explosives)
Drop: Random Drop

Moblins:

Moblins

Location: Forsaken Fortress, D. Roost Cavern, Earth Temple
Hits: 7 or so
Drop: Random

Bokoblins

Location: D. Roost Cavern, Wind Temple
Hits: 5 or so
Drop: Random

Miniblins

Location: Forsaken Fortress, Ganons Castle
Hits: 1
Drop: Random

Keese:

Keese

Location: D. Roost Cavern, Ganons Castle, Wind Temple
Hits: 1
Drop: Random

Fire Keese

Location: Anywhere with fire
Hits: 2
Drop: Random

Wizard:

Blue Wizzrobes

Location: Tower of the Gods, Wind Temple
Hits: 3 or so
Drop: Random drop

Red Wizzrobe

Location: Wind Temple
Hits: 5 or so (Can also summon enemies)
Drop: Random

Armos:

Armos

Location: Tower of the Gods, Wind Temple
Hits: 1 hit with arrow, then one hit with sword
Drop: Random

Armos Knight

Location: Tower of the Gods, Wind Temple
Hits: 1 (Bomb in mouth, then blows up)
Drop: Random drop

Bugs and Plants:

Morth

Location: Forbidden Forest, Wind Temple
Hits: 1 (Doesn't damage you, but attaches to you and slows you down)
Drop: Random

Mothula (Base)

Location: Forbidden Forest
Hits: 2 or so (Can produce mass amounts of Morth)
Drop: Random

Mothula

Location: Forbidden Forest
Hits: 2 (Will go to Base Mothula after)
Drop: Random

Boko Baba

Location: Forbidden Forest
Hits: 3 or so (Can swallow you and damage you like ReDeads did in Ocarina)
Drop: Deku Baba drop

Peahats

Location: Forbidden Forest, Wind Temple
Hits: 2 (Need boomerang to kill)
Drop: Random

Other enemies:

Darknut

Location: Tower of the gods and up
Hits: 9 (has armor on, hit on back for it to drop defence)
Drop: Random

Mighty Darknut

Location: Hyrule Castle
Hits: 11 or so (Same as Darknut)
Drop: Random

ReDeads

Location: Earth Temple
Hits: 4 to 5 (Can freeze you)
Drop: Random

Poes

Location: Earth Temple
Hits: 4 to 5 (Need to make solid with light)
Drop: Random

Floormasteres

Location: Earth and Wind Temples
Hits: 4 to 5 (can drag you back to beginning)
Drop: Random

Shadow Ganon

Location: Ganons Tower, Forsaken Fortress
Hits: 1
Drop: Dark Sword

Beamos

Location: Tower of the Gods
Hits: 1 (need bomb when eye is open)
Drop: Random

Rats and Bombchus

Location: D. Roost Cavern, Tower of the Gods, Forsaken Fortress
Hits: 1 (Doesnt damage, but steals rupees)
Drop: Rupees

Fire Bubble

Location: Tower of the Gods, Earth Temple
Hits: 2
Drop: Random

Blue Bubble

Location: Earth and Wind Temple
Hits: 2 (Can disable using weapons for short period of time)
Drop: Random

Stafolos

Location: Earth and Wind Temple, Ganons Castle
Hits: Several (Similar to ones in Majora's Mask)
Drop: Random Drop

Dungeon Enemies:

```
/-----\  
|Dragon Roost Cavern: | Forbidden Forest: |Tower of the Gods:|  
|-----|-----|-----|  
|Keese                | Green ChuChu      |Yellow ChuChus    |  
|Moblins              | Morth             |Armos              |  
|Bokoblins            | Mothula (Base)    |Armos Knights     |  
|Green ChuChu         | Mothula           |Blue Wizzrobes    |  
|Red ChuChu           | Boko Babas        |Beamos             |  
|Rats                 | Peahats           |Rats               |  
|                     | Octorocks         |Kargorocs          |  
|                     |                    |Red Bubble         |  
|                     |                    |Darknuts           |  
|-----|-----|-----|  
|Forsaken Fortress: |Earth Temple:      |Wind Dungeon:     |  
|-----|-----|-----|  
|Moblins              |Moblins            |Blue Bubble        |  
|Bokoblins            |Floormasteres     |Blue Wizzrobes    |  
|Miniblins            |Poes               |Red Wizzrobes     |  
|Floormaster         |Black ChuChus     |Peahats            |  
|                     |ReDeads            |Armos              |  
|                     |Blue Bubble        |Floormasteres     |  
|                     |Darknuts           |Armos Knights     |  
|                     |                    |Keese              |  
|                     |                    |Fire Keese         |  
|                     |                    |Darknuts           |  
|-----|-----|-----|  
|Ganons Castle:      |  
|-----|  
|Bokoblins           |  
|Moblins              |  
|Miniblins            |  
|Shadow Ganon        |  
|Armos Knights       |  
|Darknuts             |  
|Peahats              |  
|Black ChuChus       |  
|Red Bubbles         |  
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Email me at jasonkhowell@mailpanda.com if I missed any.

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FAQ (Frequently Asked Questions)
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Gameplay:

Q. How long is the game?

A. It took me about 25 hours at best to complete. Doing all the side quest should take about 40 to 50 hours

Q. When I try to L-Target, I have to keep the button down. Can I change this?

A. Yes. There's a option menu near the save button on the quest screen where you can change it to press once

Q. Where does this take place.

A. 100 years after the 7 year dark hyrule in a flooded hyrule

Q. Is this game out yet?

A. No. Feb 17 for the Ocarina bonus disk and March 17 in america

Q. Ok, im in the shadow dungeon and I got Medori onto the switch. How do I activate the other switch?

A. Take medori with link and go to the top of the ramp. Glide off until you get to the first switch. Keep link on the switch, then switch to medori and fly to the other switch

Q. How do I get the Deku buddy out of the prison in the Wind Dungeon?

A. Equip the Heavy boots and use the hookshot on the target on the statues head to bring it down

I know this was very basic, but these are most of the questions on the Z:WWB on GFAQS. If you have any, email them to me and i'll put them up

Q. When you beat the game, does it start over or does it stay like in OoT or Majora's Mask (where you can still do everything)?

A. Its like ocarina, it will start from the last time you saved

Q. You said when you play a "cleared file" you wear pajamas. Do you have to?

A. If you save it on another file and start a new game on it, yes you do have to wear them.

Q. How does saving work? Like OoT or what?

A. It has its own save button on the quest page

Q. You said it took you 25 hours. How long would you say it is compared to OoT?

A. Ocarina took me a few months to beat. Its all up to your skill level of the game. I would say its about the same length for a normal player compared to ocarina

Q. Where is the Hookshot in the Wind Dungeon?

A. It is in a sub boss battle on the 2nd level in the main hall of the dungeon. You need to get a key from a room near the mini boss room

I know this was very basic, but these are most of the questions on the Z:WWB on GFAQS. If you have any, email them to me and i'll put them up

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Tingle Tuner Link-Up FAQ

Requirements:

GBA

Two Double AA batteries

GBA to GCN link

Tingle Tiner

Note-you do not need A link to the Past/four swords to do this

To get the Tingle Tuner, look at the first part of the Windfall island section in the overworld guide. To activate it, link your GBA to the GCN and turn it on. Assign the Tingle Tuner to a item slot and press the button. The Tingle program takes about 15-20 seconds to load on the GCN. Once its loaded, it will display a more detailed map of the section you are in, and makes a green Tingle mark below where your standing

GBA controls:

A Button: Bring the marker to you

B Button: Tingle Item button

Start: Control selection

Select: Item Selection

R and L buttons: Speed up the mark?

D-Pad: Move mark

The tingle mark is actually very usefull in the game, but also makes the game a bit easier at times. You can assign items to the B button by pressing Select and drag it to the B button. There are several thing you can do:

Seagull Pin

Price: Free

Use:

Minigames

Sword Combat

Location: Outset island

Cost: Free

Info: This is a easy, but long mini game. You have to keep on striking the old man with your sword a certain amount of times. You are given 3 hearts to fight with and each time you get hit, you lose one. The higher the score, the better the prize.

3 Pig Hunting

Location: Windfall Island

Cost: 3 Skull Necklaces

Info: This is a odd game...pay the man about 3 skull necklaces to play. You have to bring him 3 pigs before the time goes out. It dosnt show the time, but he will tell you if you talk to him. I do not know the rewards for this.

Battle Boats I: The board game

Location: Windfall Island

Cost: 10-20 rupees?

Info: Classic battleship game action. You have to choose a certain square to bomb a ship at. If you get it right, he will make a sound and you will see a mark showing you hit. Do it 3 times to sink it. Sink 3 boats to win. The first prize is a Piece of heart.

Kid's hide N seek

Location: Windfall Island after getting camera and talk to teacher

Cost: Free

Info: I really dont need to tell you much about the game. You try to "find" four kids without any type of time limit. After you find them, they take off running. This is pretty much the same as the bombers hide n seek game in majora's mask. After you do this, you will get a Piece of Heart.

Camera Missions

Location: Windfall island

Cost: Free

Info: Let me tell you that I have no idea how do do this game or when, but if someone can send me a email about it, that would be helpful. You get the DX Camera in the main game out of this, and the Figure Gallery.

Letter Toss

Location: Dragon Island

Cost: Free

Info: A fun mini game where you throw letters based on what shape the letter has on them. Its very easy to play, and free, and you do net in a small amount of rupees in it.

Shoot the Fish

Location: Feed the fish a second time in any of the squares

Cost: 10 Rupees

Info: This is a odd mini game...you use your Bow and 10 arrows to try to shoot the fish that pops up at random 10 times. He gives you ruppees for winning and he charges 10 rupees per play.

Battle Boats II: The Barrel game

Location: C2

Cost: 20-30 rupees?

Info: Another battle boat ship game. You have to angle the cannon just like you do the one in your boat and try to shoot all of the Barrels. First is a heart piece, then the next time is T. Map 17

Painting Puzzle

Location: E5
Cost: Free

Info: This really isn't much of a mini game, but it is similar to the Banjo
Kazooie puzzle game. Win to get a small amount of rupees.

Boat Race

Location: F7
Cost: 30 Rupees

Info: I know little about this game. Email me more info about it

Deku Leaf Floating Game

Location: G2
Cost: 20 Rupees?

Info: This is an interesting game. You need to use not only your deku
leaf, but the wind and the mini tornados to get to the end. Prize
is a heart piece

If you have any more mini games, email them to me at jasonkhowell@yahoo.com

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Picto and Delux Picto Graph
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There are two ways you can get the Delux Picto Box. One in
the first quest (Green Tunic Quest) and second Quest (Pajama Quest).
In the first quest, you need to go to the cell near the tombstone on
Windfall island and free tingle. After Tingle leaves, crawl into the
maze in the back of his cell and go in these directions: Right, Up,
Left, Up, Right, Up, Left, up, right, and down to get to the cell
with the Black and white picto box. To get the color picto boxes,
talk to Lenzo and offer to be his assistant. He will say that you
will need to do 3 missions in order to become his assistant and get
both the Delux picto box and the legendary pictures. You will need to
do these 3 in order, or he will reject those pictures.

Mission 1: Lenzo asks that you take a picture of someone with a love
letter. Go to the beginning of Windfall and look for the red mailbox.
Go back a few steps and stand in front of it and wait for a man with
red overalls named Garrickson to come and put a letter in the mailbox.
Take the picture of him EXACTLY when he has it in his hand to get
credit. If you do it either after he puts it in or when he's standing
there, you will need to retake it.

Mission 2: This time, he asks for a picture of a scared man. Go to the
cafe and look for an old man named Gossack and roll into the wall. For
about 5 seconds, he will start shaking. Take a picture of him shaking
to complete the third mission.

Mission 3: Look near the battleship minigame for a girl dressed in orange
dress named Linda. Wait for a red-haired and a striped shirt man named
Anton to come around and look at her. Right when he's looking at her,
take the picture.

Once you complete mission 3, he will now sell Legendary photos. To upgrade

your camera to a Delux camera that can take color pictures, go to the Forest haven and look for a firefly near the potion shop. Capture it in a bottle and take it to Lenzo. Show the firefly to him and he will upgrade it to the Delux picto box.

The second way is to defeat Ganondorf and save on a second file. When you start the second quest, the camera and any of the 3 pictures you had in your inventory will be there.

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Nintendo Gallery and Legendary Pictures

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There are two ways to open up the Nintendo Gallery, both in quest one and two. The first way to open the gallery is to go to the the part of the deku tree that had the deku leaf and look for a bulb near the leaf. Fly over there with the deku leaf and you will be launched up in the air near a ledge. Use the deku leaf to float over to the ledge to lead you out on a ledge on the outside. Use the Wind Waker to change the wind north and use the deku leaf to float down to the island near the Forest Haven. After your on the island, use your Telescope to find a switch on the forest haven island. Since you cannot use your arrows or hookshot to reach it, you must use a seagull. Use a Hyoui pear to summon a seagull and use it to reach the switch. After you hit it, the hatch will open and you will be able to enter. The second way is to beat the game and save the second quest. When you go to the forest haven, it will already be unlocked.

In order to make figures, you must give Carlov the sculpture a full body, color picture of a character, enemy, or boss to get a figure. Here's a list of the figures and how to get them:

Outset Island Figures:

Figure:	Location or how to get :
Aryll	Take a picture of grandma and get her figure to get Aryll's figure
Sue-Belle	Day: Walking around. Night: Sturgeons house
Grandmother	Grandmother's house
Sturgeon	Sturgeon's House
Orca	Outset Dojo, AKA: House below sturgeons
Abe	Tall, beared man. Day: Wandering around. Night: His house
Rose	Fat, blonde haired lady. Day: Near her house. Night: In abe's house
Joel	Brown haired kid. Day: Near water bridge and random. Night: Abe's house
Zill	Snot-nose kid. Day: Wanders around. Night: Abe's house
Mesa	Tall kid hacking weeds. Day: Hacking weeds in

	field. Night: His house
Jabun	Legendary Photo from Lenzo
Pig	Take any picture of a pig on any island
Seagull	Everywhere
Crab	Beaches

Windfall Island Figures:

Figure:	Location or how to get :
Canon	Bomb shop owner. Bomb shop
Tott	Disco man and elvis impersonater. Near tombstone
Maggie's Father	Poor man in beginning, rich later. Upgrade figure. Take his picture when he's poor first and then take a picture of him rich to get the complete figure
Maggie	Poor girl in beginning, Rich later. Take her picture in the auction houses second floor after the forsaken fortress.
Mila	Rich girl in beginning, poor later. Zunari's shop during the day, and the potion shop before you get the bottle at night.
Mila's Father	Rich man in beginning, poor later. Like maggies father, you need to take a picture of him when he's both rich and poor to get the full figure
Doc Bandum	Chu Chu Jelly potion shop owner. Chu Chu jelly shop
Lenzo	Picto graph gallery owner. Picto graph gallery
Zunari	Eskimo man. Zunari's shop
Mrs. Marie	Pink haired school teacher. Windfall's school
Killer Bees	4 group of boys. Near the school, only take one of there picture
Potava & Joanna	2 little girls. Day: beach near the bomb shop. Night: School
Anton	Red headed dude. Walking in a circle around the island during the day
Kreeb	Yellow hat dude. Near the windmill's ledge after the 2nt floor of the battleship shop
Kamo	Depressed kid. On the steps near the chu chu jelly shop during the day, on a bench looking at the moon at night
Gilligan	Cafe's owner. Cafe

Linda	Orange shirt girl. Near the battleship shop
Sam	Bench guy. Sits on a bench near the cafe during the day
Gossak	Scared guy. Cafe
Garrickson	Red suspenders dude. Makes a circle around the island
Pompie & Vera	Two gossip ladies. Near the chu chu jelly shop
Missy	Old lady on other docks. Sail around the right of the island to find her on the other docks
Mineco	Old Miss. Windfall. Near the chu chu jelly shop
Gummy	Auction house dude. Look for him after a auction
Kane	long haired big dude. Near the gate during the day, cafe at night
Dampa	Lumberjack looking dude. Near bombshop in the day, cafe at night
Candy	Beared dude. Docks during the day, cafe at night

Dragon Roost Island Figures:

Figure:	Location or how to get :
Medli	Before earth temple: Rito village. During earth Temple: Earth dungeon. After Earth Temple: Earth Temple boss room.
Chieftain	Rito Village
Quill	Get Chieftain's figure
Skeet & Akoot	Rito Village
Basht & Bisht	Rito Village
Kogoli	Rito Village
Ilari	Rito Village
Hoskit	Rito Village
Namali	Rito Village
Obli	Flight Control platform
Willi	Flight Control platform
Koboli	Rito Village: Postman minigame
Pashli	Rito Village
Baito	Tatoo man. Beofore getting 25 letter score, on dragon

	roost island. After 25 letter score: postman minigame
Valoo	Dragon Roost Cavern; outside where you free Medli
Laruto	Legendary picture
Zephos & Cyclos	Take a picture of cyclos while he's in a cyclone.
Prince Komali	Either before dragon roost cavern, or after Earth Temple

Forest Haven Figures:

Figure:	Location or how to get :
Great Deku Tree	Forest Haven
Makar	Before Wind Temple: Forest Haven. During Wind Temple: Wind Temple. After Wind Temple: Wind Temple Boss Room
Hollo	Forest Haven Potion shop
Olivo	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Aldo	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Odakin	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Drona	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Irch	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Rown	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Elma	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Linder	Before Forbidden Forest: Forest Haven. After Forbidden Forest: Great Sea
Carlov	Nintendo Gallery
Manny	Nintendo Gallery
Fado	Legendary Picture

Enemy Figures:

Figure:	Location or how to get :
Moblin	Various and Forsaken Fortress
Mothula	Various and Outset ordeal of trials

Darknut: White	Various
Darknut: Gold	Various
Mighty Darknut	Old Hyrule
Stafolos	Various and Earth Temple
Blue Wizzrobe	Various and Wind Temple
Red Wizzrobe	Various and Wind Temple
Big Octo	Various. Once all are dead, you cannot get this shot
Bokoblin	Various. Take a picture of one to get all of them
Miniblin	Various. Take a picture of one to get all of them
Chu Chu	Various. Take a picture of one to get all of them
Rat	Various and Forsaken Fortress. Take a picture of one to get all of them
Keese	Various and Dragon Roost Cavern. Take a picture of one to get all of them
Magtail	Various and Dragon Roost Cavern
Kargarock	Various and Dragon Roost Cavern
Peahat	Various and Forbidden Forest
Boko Baba	Various and Forest Haven and Forbidden Forest
Morth	Various and Forbidden Forest
Blue and Red Bubble	Various and Tower of the God's and Earth dungeon. Take a picture of one to get all of them
Floor Master	Various and Earth and Wind Temples
Armos	Various and Tower of the God's and Wind Temple
Armos Knight	Various and Wind Temple
Poe	Various and Earth Temple. Take a picture of one to get all of them
ReDead	Various and Earth Temple
Octorok	Great Sea. Take a picture of one to get all of them
Seahat	Great Sea
Gyorg	Great Sea

Boss Figures:

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Figure:	Location or how to get :
Gohma	Dragon Roost Cavern or Ganon's Tower
Kalle Demos	Forbidden Forest or Ganon's Tower
Gohdan	Tower of the God's
Helmaroc King	Forsaken Fortress; Second time
Jahalla	Earth Temple
Mogera	Wind Temple
Puppet Ganon	Ganon's Tower
Ganondorf	Final Battle or Legendary Picture
Phantom Ganon	Forsaken Fortress; Second time or Ganon's Tower

Great Sea Figures

Figure:	Location or how to get :
Tetra	Old Hyrule after you beat the Helmeroc King
Senza	Get Tetra's figure
Gonzo	Get Tetra's figure
Zuko	Get Tetra's figure
Nudge	Get Tetra's figure
Niko	Get Tetra's figure
Mako	Get Tetra's figure
Tingle	Tingle Island
Ankle	Tingle Island
David Jr.	Tingle Island
Knuckle	Tingle Island after the Outset GBA mission. Cannot get after you get the Link and KoRL figure
Wandering Merchan	Bomb, Mother and Child, and Greatfish islands. Take one of there pictures to get all of them
Fishman	Any of the 49 island. Take it when he's jumping out of the water
Old Man Ho Ho	Various and Outset Island
Beedle	Various
Salvatore	Windfall battleship shop or Spectacle Island

Loot	Boating coarse or Windfall cafe at night	
-----	-----	
Salvage Corp	Various	
-----	-----	
Fairy	Fairy fountains and various	
-----	-----	
Great Fairy	Legendary picture	
-----	-----	
Fairy Queen	Legendary picture	
-----	-----	
Zelda	Final battle or when you get the King of Hyrule figure	
-----	-----	
King of Hyrule	Legendary picture	
-----	-----	
Link and King of	Recieved when you get all figures besides Knuckle	
Red Lions		
-----	-----	

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Checklist
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Figures:

- Aryll
- Sue-Belle
- Grandma
- Sturgeon
- Orca
- Abe
- Rose
- Joel
- Zill
- Mesa
- Jabun
- Pigs
- Seagull
- Crab
- Mila
- Mila's Father
- Maggie
- Maggie's Father
- Tott
- Cannon
- Doc Bandum
- Lenzo
- Zunari
- Mrs. Marie
- Killer Bees
- Potava & Jonna
- Anton
- Kreeb
- Kamo
- Gilligan
- Linda
- Sam
- Gossack
- Garrickson
- Pompie & Vera
- Missy

Minenco
 Gummy
 Kane
 Candy
 Dampa
 Medli
 Makar
 Komomai
 Chieftain
 Quill
 Skeet & Akoot
 Basht & Bisht
 Kogoli
 Ilari
 Hoskit
 Namali
 Obli
 Willi
 Koboli
 Pashli
 Baito
 Valoo
 Laruto
 Zephos & Cyclos
 Olivio
 Aldo
 Hollo
 Oakin
 Drona
 Irich
 Rown
 Elma
 Linder
 Great Deku Tree
 Carlov
 Manny
 Fado
 Moblin
 Mothula
 Darknut: White
 Darknut: Gold
 Mighty Darknut
 Phantom Ganon
 Stafolos
 Blue Wizzrobe
 Red Wizzrobe
 Big Octo
 Gohma
 Kalle Demos
 Gohdan
 Helmeroc King
 Jahalla
 Mogera
 Puppet Ganon
 Ganondorf
 Bokoblin
 Miniblin
 Chu Chu
 Rat
 Keese

- Magtail
- Kargaroc
- Peahat
- Boko Baba
- Morph
- Bubble
- Floor Master
- Armos
- Armos Knight
- Poe
- Redead
- Octorok
- Seahat
- Gyorg
- Tetra
- Gonzo
- Senza
- Nudge
- Zuko
- Niko
- Mako
- Tingle
- Ankle
- David. Jr
- Fishman
- Wandering Merchant
- Old Man Ho Ho
- Beedle
- Salvatore
- Loot
- Salvage Ship
- Fairy
- Great Fairy
- Fairy Queen
- Zelda
- King of Hyrule
- Knuckle
- Link and the King of Red Lions

Legendary Photo's

- Laruto
- Fado
- Ganondorf
- Great Fairy
- Fairy Queen
- King of Hyrule

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Useable Enemy Weapons

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Enemy Weapons are a new addition to the Zelda universe. Enemies now have dropable weapons that can be used to damage enemies, light things on fire, or break wooden doors. In some part's of the game, enemy weapons are required to go further, other than that, they have very little use. A major downside is you can only use them in the room you got them in

Boko Stick

Enemy who has it: Bokoblins

Usefulness: **

Info: Limited combat use, but used mostly in solving puzzles and burning items.

Pirate's Sword

Enemy Who has it: Green Bokoblins

Usefulness: **

Info: Used mostly to break wooden doors. Its rarely used in combat since its slow.

Spear

Enemy who has this: Moblins

Usefulness: *

Info: This has absolutely no use and really isn't that powerful

Knights Sword

Enemy who has this: Darknuts

Usefulness: ***

Info: A very powerful sword to use against its own owner, but otherwise useless

Spiked Club

Enemy who has this: Stafolos

Usefulness: *

Info: Has absolutely no use besides looking cool

Shadow Sword

Enemy who has this: Shadow Ganon

Usefulness: ****

Info: A very powerful sword, and used to get passed a barrier, but by the time you find the enemy with it, there is nothing else to defeat with it.

=====
World Map Locations
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How to use this: The world map is divided up into 49 equal squares. It takes about 3-4 minutes to get passed one square. Every square has its own island, fish, and purpose. The top part of the map is used in letters in this guide.

The letters A-G are used in place to 1-6. The side is the numbers 1-7. Since each strip has 7 squares, the letters are used to show what section. For example, A1 is the 1st square of the A block (Or the first square of the first block.) This is used to show the main contents that can be found there.

A-Blocks

A1: Forsaken Fortress Island

Use: Dungeon for 1st and 4th part of the game. Boss Zetlock is found there

A2: 4 Hole Island

Use: Destroy wall cannons and ships for T. Map 19

A3: West Fairy Island

Use: Use hammer to get Arrow Upgrade

A4: 3 Hole Island

Use: Destroy wall cannons and ships for T. Map 32

A5: Needle Peak Island

Use: Light all the torches for a chest with 100 rupees in it. Use a seagull to hit the top switch to null the flames for a heart piece. Destroy the birds before you summon the seagull.

A6: Diamond Island

Use: There are 4 warp urns. One is the one you exited, one is the right one, and two of them are wrong ones. Get to the end for Pirates Map. Be careful of floormasteres.

A7: Horseshoe Island

Use: Theres two balls, uncutable thorn plants, and a hole. You need to use the Deku Leaf to blow the ball into the hole and continue. Do this 3 times to get to the top where theres a heart piece and a hole to T. Map 8.

B-Blocks

B1. Star Island

Use: Blow up the rocks and go underneath. Defeat the enemies to get a chest with a Heart piece in it

B2. Oyako Island

Use: Goron Trader in Tradeing Quest. Go to trade section for more

B3. Rock Island

Use: A lot is going on here. Theres a hole past the rocks. Blow it up and drop in the hole to get a Treasure map. Blow up the ships for a heart piece. This is where you can buy a Bottle for 500 rupees, Heart piece for 900, and T. Map 4 for 900

B4. Fish Island

Use: Theres a heart piece near the island. Check the map for info

B5. Steel Island

Use: Nothing of Interest or importants

B6. 5 Hole Island

Use: Destroy all the wall cannons and ships for T. Map 41

B7. Outset Island

Use: This is your starting point. Talk to grandma the first time for a tunic, and a second time after losing Aril for a Shield. Heal her with a fairy between getting the bombs and the very end for her to give you infinity use of her soup. You get the Telescope after you get the tunic from Aril. After you see Tetra fall into the forest, go to the old man and take his training for the sword. Give him 10 Knights belts for him to teach you the Power Spin Technique.

In the forest where you saved Tetra, look for a rock and blow it up. Underneath is a Fairy Fountain with a Rupee increase. Look on the rock on the cliff straight out for another cliff with a face rock. Lift it up and drop inside for the 30 Floor Triforce Map quest. Bomb the back of the island with your Cannon to find Lord Jabu Jabu which will give you the last Element Orb.

C-Blocks

C1. North Fairy Island

Use: Visit the Fairy for a Rupee Upgrade. Defeat the enemies in the Sub for T. Map 32.

C2. Spectacle Island

Use: You can play the Cannon mini game here for 50 rupees

C3. Tingle Island

Use: Come here when you need to decode the Triforce maps. Theres a Giant Squid which will give you a heart piece once you defeat it with your boomerang

C4. 1 Hole Island

Use: Defeat the Cannons to get a chest with T. Map 21

C5. Stone Face Island

Use: Nothing of Interest

C6. Dolphin Island

Use: Theres a puzzle for 200 rupees, but I wouldnt bother with it

C7. Earth (AKA shadow) Island

Use: This is where you get the Shadow song and the location of the shadow dungeon. Look for a heart piece on the rocks.

D-Blocks

D1. Wind Island

Use: Location of the Wind dungeon and the Song of Wind. Also home to a piece of the triforce.

D2. Windfall Island

Use: There is MANY things, so I'll just post some of the story important events. The first time you come here, you need to buy a sail from the eskimo man for 80 rupees. Next time, you need to get a password from the pirates, enter there ship, and get the bombs.

The last thing you need to do is get the Camera, talk to the teacher, play the Hide N Seek game and win, talk to the teacher again, go talk to the kids again and get the necklace from the tree near the bombshop and give it and 20 Happiness pendants for the land deed to her mansion for the Triforce Map.

D3. North Triangle Island

Use: Nothing of interest

D4. 6 Hole island

Use: *sigh* once again, defeat the cannons and ships for a chest with T. Map 26. Defeat all the enemies in the sub for a heart piece

D5. South Triangle Island

Use: Nothing of Interest

D6. South Fairy Island

Use: Use the fire arrows and enter for a bomb upgrade

D7. 2 Hole Island

Use: This is a very important area to visit early in the game. Defeat the cannons once again for Map 13. The important part is looking for the giant squid and defeating it. Once you do that, A great fairy will pop out and give you about more than double the magic.

E-Blocks

E1. Moon Island

Use: The chest on the island contains...T.map 10 and the one in the sub has T. Map 9

E2. Foot Island

Use: Theres a Turtle shape dome on the island. Crawl under it to find a cavern of halls. Look down them until you find a chest with a heart piece in a chest.

E3. East Fairy Island

Use: Use your bombs for a bomb upgrade.

E4. Tower of the Gods

Use: This is one of the most important places in the game. Once you place the 3 orbs in the element statues, it rises from the sea. It is not only the Location of God's Tower Dungeon, but the gateway to the flooded Hyrule on 3 events. The first is shortly after the dungeon, the second is after you get Tetra from the second Monster Island, and the third is after you complete the Triforce of Courage

E5. Teachers Mansion Island

Use: This is where you get the 2nd Triforce map at. Look at the Triforce map section for more info. There's a chest on the roof with T. Map 27, and a giant squid at sea, which will give you 100 rupees if you defeat him....

E6. Ice Dragon Island

Use: This is where you get the Heavy boots. There's also a chest with T. Map 36

E7. Block Puzzle Island

Use: This will drive you mad. The big island is a huge puzzle island with a heart piece on top, and the other is a hole with another block puzzle for 200 rupees

F-Blocks

F1. Seven Star Island

Use: Defeat the giant squid for a heart piece

F2. Dragon Island

Use: Another important island. Location of the Fire Dungeon, a bottle, melody, the fire orb, and a few other things. Read the overworld section for more

F3. Volcano Island

Use: Home to the Power Rings and a giant squid, which gives you 100 rupees

F4. East Triangle Island

Use: Nothing of importance

F5. Bomb Island

Use: Blow or lift up the hole and drop in. Defeat the enemies for a heart piece. Look for a sub near and defeat the enemies for a useful bottle

F6. Tree Island

Use: Home to the new Great Deku Tree and the Deku Sprouts. First time you come, it is for the Deku Dungeon. Second time is for the Deku sprout for the wind dungeon

F7. Boat Island

Use: You can play the boat race for 30 rupees and get the sub map from...
GASP THE SUB NEAR THE ISLAND?!?!?!

G-Blocks

G1. Tree Ledge Island

Use: If I remember right, this is one of the location of the Triforce maps...wait a second...isnt this one of the places where you get one of the triforce pieces? Wierd....

G2. Deku Leaf Island

Use: This is where you can play the Deku leaf game. You get a heart piece if you win.

G3. Triple Star Island

Use: Nothing of Importants

G4. Thorn Fairy Island

Use: Use the hammer to enter to get a arrow upgrade

G5. Bird Peak Island

Use: One of the locations of the triforce maps. Hit all the switches with a seagull to raise the bars and find a wind mark.

G6. Tobi Cliff Island

Use: go up the route to find T. Map 25

G7. Five Star Island

Use: Last one...find the sub and defeat enemies for a heart piece

BIG thanks goes out the JL Lee for his walkthrough. Alot of the translation and contents came from that

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The History of Zelda Games

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This is a small history of all the Zelda games that were released on a Nintendo console *Excluedeing BS Zelda and the G&W Zelda* Note that this is not a timeline, but showcases the storyline for each one.

The Legend of Zelda

Systems: NES/Familicom, BS Zelda Remake, Animal Crossing
Year Released: 1986

It was only a year after the NES's release on the small game market back in 85. Mario had already appeared in Donkey Kong, Mario Bros., and Super Mario Bros. for the NES. The game that was TLOZ was a simple game, you controlled a young man named link into the underworld to resurecrt the 8 pieces of the broken Triforce of Wisdom, Climb death mountain, Defeat the evil pig wizard known as Ganon and save Zelda. It had won over many fans and inspired Miyamoto to go further into the series...in a odd way

Zelda II: The Adventures of Link

Systems: NES/Familicom
Year Released: 1988

After the highly successful game Legend of Zelda, Miyamoto started on what is Considered the most un-orthodox version of Zelda made by Nintendo. Zelda II was a side scrolling game, unlike the first one. It did away with the sub weapons and focused on Magic and a more RPG approach. The game started in Link and Zelda's teen years. Zelda was put to sleep by a wizard and the only way of waking her up is to find the Triforce of Courage, but to do that, he would need to put the 7 crystals in there places in each of the palaces and fight not only the Thunderbird, but himself.

Legend of Zelda: A link to the Past

Systems: SNES/Super Familicom, Gameboy advance
Year Released: 1992

We have just entered the 16-bit era of Nintendo. At this time, Nintendo's main rival was Sega and Sonic on the Genesis. The SNES had already released Super Mario World, the last side scrolling Mario of the current age, but was missing a Zelda game. The first and last Zelda game on the SNES was A Link to the Past. At its time, it was dubbed one of the best Zelda games ever, and still is praised by many as the best. It is now available on the GBA as four swords.

Legend of Zelda: Link's Awakening (DX)

Systems: First released on the gameboy and then re-released on the gameboy color as Links Awakening DX (Delux Edition)
Year Released: 1993

The gameboy was pretty stale back in the day. There was close to nothing on the system before the pokemon craze came along, besides a big remake of Donkey Kong. At its time, Links Awakening was considered one of the best gameboy games of its time, despite it being in black and white. It had many similarities to A link to the past and had the option of un-equipping your sword and shield and use two items at once. It was later re-released on the GBC as LA DX with everything in full 3D and some extras not found in the first one.

Legend of Zelda: Ocarina of Time

Systems: First released on the N64, and then re-released on the GCN as Ocarina of time: Master Quest
Year Released: 1998

It was 5 years since the last Zelda game. The N64 had been out for 2 years now and the only thing going for it was Mario 64, and was lagging behind the playstation by a fair margin. Then, in '98, Ocarina was released. It was already dubbed the best game of all time and won game of the year in 1998. It was later re-released in Japan and America as Master Quest, a add on to Ocarina that was planned and developed for the 64DD, but was never released.

Legend of Zelda: Majora's Mask

Systems: Nintendo 64
Year Released: 2000

It was 2 years after Ocarina was released, the N64 finally had some quality titles such as Banjo Kazooie, Banjo Tootie, Pokemon Stadium, Perfect Dark, and a few others, but still lacked in overall sales due to Square developing Final Fantasy games on the Playstation, Capcom releasing Resident Evil games on all 3 (Dreamcast, N64, and playstation mainly), and Konami with Metal Gear Solid series on the Playstation and PC. Majora's Mask was released on the N64's dark days, and sadly didn't help much. The game was a small morsal of what Ocarina gave players and was too short.

Legend of Zelda: Oracle Series

Systems: Both on GBC
Year Released: 2001

At this point of time, Nintendo was about to release the 32-bit Gameboy Advance and was showing off the Gamecubes power. In the summer of 2001, both the oracles were released. Seasons and Ages were the first Zelda gameboy games in many years. The games were made by Nintendo, and had some surprising help from Capcom. Both games had a special password system that allowed players to finish one game and play the other with different events and extra weapons, and revealed the final boss. The only major drawback was the fact that the graphics were less than great compared to LA DX.

Legend of Zelda: A Link to the Past/Four Swords

System: GBA (ALttP was also on SNES)
Year Released: 2002

At this point of time, the Japanese version of Wind Waker was about to be released and rumors of a remake of Ocarina were flying around. Four swords is basicly A link to the past and a 4-player quest called Four Swords. It was groundbreaking, since this was the first Zelda game with Multiplayer action. Sadly, since it was a multiplayer game, you could not play it alone.

Legend of Zelda: The Wind Waker

Release Date: March 25, 2003
Year to be released: 2003

What can I say.. If your reading this, there is no need for me to say anything about this game.

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In every dungeon besides Ganon's Castle and the Forsaken Fortress, there is a tingle statue hidden in each of the dungeons. To get these hidden statues, you must have:

- A GBA link connector to the Gamecube
- Tingle Tuner
- 10 Rupees
- Any weapon required to get that statue

After you get a tingle statue, it will appear at the bottom of tingle island. For every statue, you will get 50 rupees. If you get all of the statues, you will get 500 rupees. Tingle statues arnt required to beat the game at all and realy have no purpose, but most completionest will want to get these to complete there game.

Dragon Roost Cavern: (1F)

Right at the beginning of the hall leading toward the boss key. It is right over a grappling hook pit. Use the tingle tuner on the GBA to drop a bomb to make the chest appear with the Tingle Statue in it.

Forbidden Woods: (B1)

Go to the room where you need to cut down that flower and use it as a raft to reach the boss key room. On the right of that room is a door leading to the treasure chest room of that dungeon. Use the tingle statue on the very right of when you first entered to find a tingle bomb point. Use a tingle bomb to make the chest with the tingle statue appear

Tower of the God's (2f)

Go to the hall leading to the main hall with the Ganon statues, with the beamos and the rats. Go up the moving platforms to the top one to find a still platform floating in the air. Use the tingle tuner to find a tingle bomb point on that platform. Use a tingle bomb on the platform to make the chest with the tingle statue in it.

Earth Temple (B1)

Go to the room where the first stone slab and the bridge is. Use the tingle tuner to find a tingle bomb ponnt on a ledge on the left. After the chest appears, use the deku leaf to float to a wooden platform and continue to the chest with the Tingle Statue in it.

Wind Temple (1F)

Quite honestly, I have no idea how to get this one. Its in the room where Makar gets kidnapped, but I cannot find a way to find the chest. If anyone has any info on this, I will be grateful.

If you need any more info on the Tingle Statues, use bloodstorm's tingle tuner FAQ on Gamefaqs.com for more help

In order to get Knuckle's figure in the Nintendo Gallery, and to get the Hand-Me-Down Tingle tuner, you need to do the Knuckle location quest on Outset island. It's pretty simple for the most part, but may confuse you somewhat. In order to do this quest, you need to have the Tingle Tuner program turned on the GBA. Also, if you enter a house or dungeon at any time when your doing this quest, you will need to do it over

The first thing you need to do is to go on the beach on outset island with the tingle tuner turned on. Knuckle will appear and tell you to go to a bath. Go to the bath near your grandmothers house to complete step one. After you do that, he tells you to go to a ladder that no one uses. Go to the ladder leading to the water on the docks leading to Aryll's lookout to complete step two. Knuckle then tells you to go to the highest rock on Outset island. Go to the hill leading to the outset forest and look for the highest rock on that hill (Its past the rock used to float to the enemy dungeon on outset island.) The final thing he wants you to do is to drop down the cliff near the bridge. After you drop down, you will complete the quest.

After you complete all 4 objectives, Knuckle will now appear on Tingle island and you will get the Hand-Me-Down Tingle tuner. This replaces the Red Guide Book and will enable Knuckle to sell you items either in dungeons, islands, or on the King of Red Lions. The items are pretty simple: Bait and Arrows, but it is somewhat helpful when trying to complete the great sea map.

=====
Savage Labarinth
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There are two different quest in the SL, the required Triforce chart and the harder to get, but optional heart piece at the end (or 10 rupees in the Japanese version). There are 50 floors in total, 5 of them are recovery rooms and item rooms, 1 is the enterance, and 45 of them are enemies. On the 6 recovery rooms, there is a exit out of the labyrinth. Even for the best zelda expert, the SL is one of the toughest challenges in the game to defeat. Here is a list of items and power-up's that would be handy if you want to reach the 50'th floor:

At least 10 heart containers
Double Magic
Light Arrows
99 arrows
One Elixer Soup
3 Blue Potions

SL floor guide:

Enterance: (Restore room)
Has a jar with 3 fairies, exit, and a hole down to the next floor

Floor 1: (Keese)
Floor 2: (Miniblins)
Floor 3: (Bokoblins)
Floor 4: (Red Chuchus)
Floor 5: (Magtails)
Floor 6: (Keese and Miniblins)
Floor 7: (Fire Keese and Magtails)

Floor 8: (Fire Keese and Bokoblins)
Floor 9: (Moblins)
Floor 10: (Restore Room)

Has 3 jars with hearts in each, jar's with rupees, exit, and the entrance to floor 11

Floor 11: (Peahats)
Floor 12: (Green ChuChus)
Floor 13: (Bokobabas)
Floor 14: (Shield Bokoblins)
Floor 15: (Mothula, Base)
Floor 16: (Bokobaba's and peahats)
Floor 17: (Green ChuChu's and Pot Bokoblins)
Floor 18: (Shield Bokoblins and Mothula's at there base)
Floor 19: (Mothula)

Its best that you kill them with Ice arrows to save time and keep your health up

Floor 20: (Restore Room)

Has jars with hearts in it, jar's with rupees, exit, and the entrance to floor 21

Floor 21: (Wizzrobes)
Floor 22: (Armoses)
Floor 23: (Armos Knights)
Floor 24: (Pot Yellow ChuChus)

Its best that you target the pots with your boomerang to expose the chuchus and then use the hammer to stun them

Floor 25: (Red Bubbles)
Floor 26: (Two Shield Bokoblins and one Darknut)
Floor 27: (Armoses and a wizzrobe)
Floor 28: (Red Bubbles and Armos knights)
Floor 29: (Darknuts)
Floor 30: (Triforce Chart room)

Play the Wind Requiem on the wind mark to make the triforce chart chest appear. After getting the chart, a exit and two beams of light will appear. If you want to get the heart piece, shine the light on the statue on the right side to expose the hole to floor 31.

Floor 31: (ReDeads)
Floor 32: (Blue Bubbles)

These can be a real pain in the ass, but the easiest was is to use the hookshot on them

Floor 33: (Dark ChuChus)
Floor 34: (Poes)
Floor 35: (Mothulas)
Floor 36: (Moblins and ReDeads)
Floor 37: (Mothula's and Dark ChuChus)
Floor 38: (Poes and Moblins)
Floor 39: (Stafoloses and Blue Bubbles)

Best that you either eliminate the blue bubbles first or

use light arrows on the Stafolos.

Floor 40: (Restore Room)

Pots with rupees, hearts, a exit, and the enterance to hole 41

Floor 41: (Large group of Miniblins)

Floor 42: (large group of ChuChus *Excluding Black and Blue)

Best that you get away from the group and use the hammer, and then the tornado spin attack while there stunned.

Floor 43: (Hammer switch to make wizzrobes appear)

Floor 44: (Bokoblins and Shield bokoblins)

Floor 45: (Redeads and Stafolos)

Floor 46: (Moblins and two darknuts)

Floor 47: (Wizzrobe and two darknuts)

Floor 48: (3 Stafolos)

The bombs in the area are a major minus. If you still have some magic, just use a light arrow on the stafolos.

Floor 49: (4 mighty darknuts and fire breathing moblin statues)

Very hard. If you have light arrows and some magic left, this is the best time to use them. The moblin statues are also a pain in the ass, but you cant kill them

Floor 50: (Heart Piece room, 10 rupees in the japanese version)

Get the heart piece/10 rupees to make the exit appear

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Nintendo Gallery Quotes
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FAQ done by mrjig

__ 1. David Jr.

Birthplace: Windfall Island

Occupation: Treasure Hunter

-Seventeen-year-old David Jr. set out to sea with dreams of finding the treasure of the Ghost Ship that his now-deceased father once saw. He gets seasick quite easily and was in just such a state when he awoke in a daze on Tingle Island. Ankle told him that "Self comes before wealth," and he's been working in the tower ever since. He really hates the uniform.

-Where to get it: Go to Tingle Island that is one Square South and one square West of Windfall Island. He is the one who is turning the wheel. He is wearing White.

__ 2. Ankle

Birthplace: Unknown

Favorite Proverb: "One may as well hang for a stolen sheep as for a stolen lamb,"

-Since being taught how to decipher maps by his older brother Tingle, Ankle has been supporting his good-for-nothing twin brother Knuckle. The only time he feels he can truly be himself is when he's tending to the Tingle Island flower garden.

-Where to get it: He is also turning the wheel. He is wearing Purple.

_3.Tingle

Birthplace: unknown

Favorite things: Fairies, deciphering maps

-It's been several years since Tingle first became enchanted with deciphering maps in the hopes it would help him find fairies and he's lost many things during that time. He's raising funds to begin his search for fairies, hoping to embark sometime in his thirties, while the lust of life is still upon him. At the age of 35, the pressure's on!

-Where to get it: He is also found on Tingle Island but isn't turning the wheel. He is wearing Green.

_4.Beedle

Birthplace: unknown

Favorite things: Fairies, deciphering maps

-A businessman by nature, Beedle's sales pitch is unmatched. He hopes to open a chain of trading posts where people can buy, sell, or trade anything.

-Where to get it: The easiest place to get him is on Forest Haven since he is just there next to the figurine gallery. Jump on your boat and play the ballad of the gales. Warp to Forest Haven and he should be right next to your boat.

_5.Loot the Sailor

Birthplace: Windfall Island

His only Fear: The mermen

-Loot spends his days working far from home at the boating course. He takes his earnings straight to the cafe bar on Windfall Island to enjoy a relaxing beverage.

-Where to get it: Head one square south of Forest Haven to get to the island. He is standing on the island.

_6.Salvatore

Birthplace: Windfall Island

Talent: Drawing pictures

-Long ago, Salvatore hoped to be a famous painter, but that dream didn't last long. He eventually returned to his hometown and came up with his current business plan. It's been a huge success, allowing him to purchase his own island, where he has opened up a second store in what he hopes will become a huge chain. He's now busy trying to think up that one idea that will spark his next big endeavor.

-Where to get it: Go to Windfall Island or one Square West of Windfall Island. On Windfall Island, he is found inside of the Windmill. On Spectacle island he is on one of the hills.

_7.Salvage Corp.

Birthplace: Angular Isles

Talent: Searching for sunken treasure

-These young men found friendship through their common interest in searching for sunken treasure. Soon afterward, they formed the Salvage Corp. With their first haul of treasure, all they could afford to buy was their diving suits. Now they dream of finding that one huge haul that will make them all rich. They are currently searching for the legendary treasure sunken beneath the sea.

-Where to get it: Look for a group of divers on a old rusted boat. One place to find them is one square East of Windfall Island.

_8.Princess Zelda

-Princess Zelda is the legitimate heir to the throne (yes, that is how it is written in the description) of the Hyrulian Royal Family. She is actually the pirate Tetra.

-Where to get it: You get this figurine when you give Carlov the legendary pictograph you got from Lenzo.

_9.King of Hyrule

-The king of Hyrule was unable to protect his kingdom from evil and left its fate up to the gods. The king of Red Lions is merely his disguise. His full name is one that is truly fit for royalty: Daphnes Nohansen Hyrule.

-Where to get it: You get this from the legendary pictograph that you got from Lenzo.

_10.Fishman

Birthplace: The Great Sea

Personality: Honorable, Dutiful, and Surly

-Apparently, these fish were aided long ago by the KORL, which is why they are there now willing to offer (your name) valuable information. Unfortunately, much of their information is off the mark. For many long years they have suffered from stiff necks, but none of them know how to cure it.

-Where to get it: This was a hard picture for me to get. All I did was find out where he was jumping and shot a close up picture. My strategy was to take several pictures and then delete the ones I didn't like and then take more. This is best done on Forest Haven. Be ready for dissapointment.

_11.Tetra

Personality: Elusive

Tetra seems bossy and strong willed, but she is actually quite kind

-Orphaned at a young age, Tetra followed in her mothers footsteps, becoming a pirate and watching after her mother's gang of lovable swabbies. Tetra and her crew are in search of a legendary treasure hidden beneath the waves of the great sea.

-Where to get it: I got this picture on the second quest with the delux pictograph camera on Outset Island. Another place to get it is when Tetra is with you in Hyrule. You only have a short time to do it so save first incase Carlov doesn't like it.

_12.Gonzo

Personality:Short Tempered

Favorite Thing: Miss Tetra

-Leader of Tetra's family of pirates, Gonzo seems to be quite strong...but he cries at the drop of a hat.

-Where to get it: One of the extra figurines you get with Tetra.

_13.Senza

Personality:Mild-Mannered

Talent:ummmmm...talking, mabye?

-Senza is in charge of keeping the pirate ship in order. He is a mild mannered speaker, but his persuasive skills are said to be unmatched.

-Where to get it:One of the extra figurines you get with Tetra.

_14.Nudge

Personality:Who knows?

Talent:Sowing

-Nudge seems to understand Tetra best of all the pirates and often counsels her in decision making. He is actually stronger than Gonzo.

-Where to get it:One of the extra figurines you get with Tetra.

_15.Zuko

Personality:Taciturn

Talent:Spying

-Zuko is in charge of keeping watch. His sharp eyes can read signs a mile off, but no one really understands what he says, so they rarely know what he is seeing

-Where to get it:One of the extra figurines you get with Tetra.

_16.Niko

Personality:Merry

Least Favorite Thing:Gonzo's Underwear

-Niko is the bottom rung on the pirate ladder, so he is responsible for all of the odd jobs on the ship. He is quite childish and rarely thinks of consequences of his actions. Even so he shows signs of having what it takes to move up the pirate ladder.

-Where to get it:One of the extra figurines you get with Tetra.

_17.Mako

Personality:At first glance, quiet

Least Favorite Thing:Having his glasses touched by strangers.

-Mako is called the brains of the ship and the king of invention. He may look like a weakling, but his glasses give him keen eyesight, and he's unstoppable when mad. Not many know this, but he keeps a knife hidden in that thick book of his.

-Where to get it:One of the extra figurines you get with Tetra.

_18.Fairy

Birthplace:unknown

First Impression:Good

-Fairies are the most reliable of creatures. When their master's life energy has been depleted, they

immediately come to his or her aid. They can be carried in bottles.

-Where to get it:This one is just like Fishman. Take many pictures and choose the best. Hurry though because they eventually go away. Make sure that you have the entire body and that they are facing you.

_19.Great Fairy

Birthplace:Angular Isles

Talent:Powering Up

-The seven great fairines who are destined to aid the Great Hero by increasing his powers are hiding in seven different reaches of the Great Sea.

-Where to get it:Purchase the legendary pictograph from Lenzo.

_20.Queen of Fairies

Birthplace:Fairy Island

Favorite Food:Empowering arrows with fire and ice.

-She appears to be but a child, but she is much greater and more powerful than the Great Fairies. She will grant (your name) the power to add fire and ice to his arrows.

-Where to get it:Purchase the legendary pictograph form Lenzo.

_21.Traveling Merchants

Birthplace:Unknown

Favorite Food:Rocks

-These businessmen are traveling the world in search of curios and oddities, each with the hope of someday opening his own shop. Nobody knows where these wandering merchants have come from or where they're headed.

-Where to get it:Look for one of these one one of the following Islands: Bomb Island, Greatfish Island, and Mother and Child Isles. Dont' warp to Mother and Child Isles.

_22.Old Man Ho HO

Birthplace:Unknown

Favorite Thing:Telescopes

-Old Man Ho Ho found his first telescope after retiring from his job and has been traveling in search of new sights eversince. A new discovery always awaits at the far end of his telescope.

-Where to get it:Look for him on islands that have submarines arond the islands. One place to find him is

Bomb Island. He is the man in white holding the telescope. He can also be found on Private Oasis and Outset Island

_23.Link and King of Red Lions

_24.Knuckle

I don't have either of these so if you want credit for them e-mail me soon. I want all of the information like I have provided.

<<<<<V.>>>>>Getting the figurines for the Windfall Island Room

This is the biggest room in the gallery. Just walking in and seeing all of those empty stands can be a little intimidating. This is actually one of the easier rooms to get. All it takes is time and dedication. Don't give up.

_1.Anton

Birthplace:Windfall Island

Favorite Activity:Kickboxing

-The reason his second-favorite hobby is taking walks is because it keeps his legs in shape. He's had his eye on a certain young lady lately.

-Where to get it: He is the one walking around town that is wearing a big hat. He is the one you took a picture of for the last Lenzo Challenge.

_2.Kreeb

Birthplace:WIndfall Island

Least Favorite Proverb:"Only smoke and fools love high places"

-This young guy's trademark is his yellow hat. He seems to have a unusual interest in the town's ferris wheel and light house.

-Where to get it: He is found on the second floor of the Ferris Wheel. To get there walk into Salvatore's store and climb up the stairs. To get a good picture of him, climb onto the wooden fence and then take a picture of him.

_3.Pompie and Vera

Birthplace:WIndfall Island

Hobby:Gossiping

-Pompie and Vera are the town's most talkative pair of ladies, and they are always spreading idle gossip.

Lately they have been obsessed with Lenzo.

-Where to get it:They are the women talking to each other across from Zunari's open air shop. You only need a picture of one of them.

_4.The shop Guru, Zunari
Birthplace:A C-C-Cold Island
Pet Phrase:"Dear me!"

-Even on the hottest day of summer, Zunari can be found in his shop, wearing the beloved hood that his mother made for him. He keeps a great treasure in his safe there. On a side note, he turns forty this year, and is now recruiting for a wife.

-Where to get it:Get a picture of him when he is at the action house or when he is facing him when you try to get into his shop.

_5.The Pictographer, Lenzo
Birthplace:Unknown
Personality:Hard to grasp

-Lenzo is a famed pictographer known to all. His mysterious personality is quite popular with the ladies in town.

-Where to get it:You can find him in his shop on Windfall Island.

_6.Tott
Birthplace:Windfall Island
Talent:Dancing

-This young fellow dreams of becoming a professional dancer. He dances before a strange stone monument day and night. THE smooth dancer may still be practicing but he's also recruiting for a partner.

-Where to get it:Look for him dancing in front of a stone on the North Side of Windfall Island on a cliff.

_7.Potava and Joanna
Birthplace:Windfall Island
Nickname:THE little Tipsters

-These two girls are talented at hitting on island rumors, seemingly without any tips or advice from others. Children can be really frightening sometimes.

-Where to get it:They are either in the school or in the courtyard of Windfall Island. You only need to take a picture of one of them. For some reason, I had difficulty getting this one.

_8.The joyful teacher, Mrs. Marie

Birthplace:Windfall Island

This Year's Lucky Number:20

-This year marks the twentieth year this splendid individual has worked as Windfall's school teacher.

Her hobby is collecting joy pendants. Her goal in life is to raise unique and creative students. The most unique thing she's ever created is her own hairstyle.

-Where to get it:Look for her in the school. It is near the end of Windfall Island.

_9.Windfall's Gang of Boys,The Killer Bees

Birthplace:Windfall Island

Main Objective:Raising Trouble

-This small gang of four calls itself the Killers Bees. Starting from the left, the members are:

The Leader, Ivan: A very talented and reliable leader. Leave all tree climbing to him.

Jin, The Fox: Ivan's quick witted advisor. His wry insults can be hard to take.

Jan, the blue-hair: Uses his innocent looks to advert trouble. He's the Killer Bees' thug.

The Pig Nose:Jun-Roberto: Secretly aims to be the next gang leader. He was raised in a bourgeois family and has developed into a terrible little tyrant. When these four are together they fear absolutely nothing.

-Where to get it:Look for them right outside of Mrs. Marie's school. I think that you only have to take a picture of one of them to get the figurine. I got the picture Ivan and I got the figurine.

_10.Mila's Father

Birthplace:Windfall Island

Favorite Thing:Money

-His hobby was once collecting expensive vases, but unfortunately, they were the kind of vase one wants to break as soon as one catches sight of them. Those who did and were forced to compensate him for his loss were said to regret it afterward.

-Where to get it:Before you save the girls from the Forsaken Fortress he is in the big house where the

auctions are held. He is found on the second floor.

_11.Mila

Birthplace:Windfall Island

Perosnality:Harsh

-This poor girl was filthy rich untill she got rescued from he prison in the Forsaken Fortress. Now that her family has fallen on hard times, she works for the shop on Windfall Island to help ease their hardship.

-Where to get it:She can be found infront of Zunari's shop after you save your sister from the Forsaken Fortress. At night she can be found creeping around.

_12.Maggie

Birthplace:Windfall Island

Favorite Things:Love and Romance

-Maggie was dirt-poor before being kidinapped and help captive in the Forsaken Fortress. She's quite with all boys... but she prefers "wild" boys over all others. Latley she has taken to writing poems and will soon be publishing one entitled "A Woman's Heart is Blue"

-Where to get it:She can be found in the masion after you save your sister from the Forsaken Fortress. She is on the second floor.

_13.Maggie's Father

Birthplace:Windfall Island

Personality:Not Peticularily Good

-Surprisingly, Maggie's Father is quite confident that he is the epitome of fashion. It would probably be more accurate to say that the clothes he wears are "distinct". He seems to especially like vintage clothes and jewlery.

-Where to get it:He can be found infront of the main tree on Windfall before you rescue the girls from the Forsaken Fortress. After that he is found on the second floor of the mansion.

_14.Linda

Birthplace:Windfall Island

Best Friend:Sue-Belle

-Lately, her childhood friend, the delicate Kamo has become smitten with her, but she's apparently completely oblivious to hes feelings.

-Where to get it:She is the girl wearing the orange dress. She is the one you used to complete the third pictograph challenge.

_15.Candy The Sailor
Birthplace:Windfall Islnad
Good at Cooking: Grapes

-At first glance, Candy looks a little intimidating, but he's actually extrememly kind and quite knowledgable.
He's always happy to share his knowledge. he's energetic and sort of a scamp for a 17 year old.

-Where to get it:He's on the pier of Windfall Island. The easiest way to do it is to get on your boat and cruise around until you are in front of him. Take a picture there.

_16.Dampa the Sailor
Birthplace:Windfall Island
Faviorite Animal:Pigs

-Dampa recently got some pet pigs, and now they're all he can think about. He really confirms the old adage about pets and their owners.

-Where to get it:This is the sailor that loves skull necklaces. He is the one that lets you play his pig finding game. Find him infront of the Windmill/bomb shop.

_17.Kane, the Sailor
Birthplace:Windfall Island
Favorite Occupation:Artist

-Long ago, Kane longed to be an artist or sculptor, but circumstances in his home life were soon to become a sailor. He's critical of all artistic espression, though.

-Where to get it:He is standing infront of the bridge next to the mail box.

_18.Gummy, the Sailor
Birthplace:Windfall Island
Favorite Spice:Pepper

-No one knows where he gets his spending money from, but this nifty sailor spends night after night unwinding at the auction.

-Where to get it:He can be found on the bridge next to the entrance of Mrs. Marie's School. Climb up the ladder to get a picture of him. This one can be tricky. Try to get a picture with the best face angle.

_19.Kamo

Birthplace:Windfall Island

Years Without a Girlfriend:18

-Ever the romantic, Kamo loves to gaze at the night sky. HE and his dear friend Linda were once classmates at Mrs. Marie's School.

-Where to get it:He can be found on the stair at daytime and on the bridge where you found Gummy at night.

_20.The Potion Master, Doc Bandam

Birthplace:Widfall Island

Favorite Food:Chu Jelly

-Doc Bandam spends his days researching Chuchus in his potion shop. He visits Pawprint island now and then to collect the Chu Jelly he uses to make his potions. He considers himself a potion artist, and like an artist, he's quite whimsical.

-Where to get it:He is found in the potion shop next to the lady that says she is the prettiest.

_21.Bomb-Master Cannon

Birthplace:Windfall Island

Mood:Shifts violently

-Cannon is the world's only maker of bombs. He considers himself a magician with gunpowder and other explosives. His hairstyle is a unique as his talent.

-Where to get it:He is found in the Windmill/Bomb shop.

_22.Gossack

Birthplace:Windfall Island

Perosnality:Not Brave

-There isn't much to say about Gossack.

-Where to get it:He is found in the Cafe. He is the one that you took a picture of for the second Lenzo task.

_23.Gillian

Birthplace:WIndfall Island

Workplace: The Cafe Bar

-Gillian manages the cafe in place of her now-ill father. It seems she once had a boyfriend, but that info is
TOP SECRET!

-Where to get it:She is the bartender in the Cafe.

_24.Sam

Birthplace: Windfall Island

Favorite Spot: The Sea View Bench

-He thinks that a little composure is of the utmost importance in life.
Sam's a card-carrying member of the
Joyous Volunteer Association.

-Where to get it:He can be found next to the Cafe entrance sitting on a
bench looking out to sea. Just move
around so that you can see his face.

_25.Minenco

Birthplace:Windfall Island

Favorite Tings:Pictographys

-This former beauty became famous after being dubbed Miss Windfall
Island about...forty years ago. There
isn't a younger woman who could take that title away.

-Where to get it:She is the lady you first see when walking into
Windfall Island

_26.Missy

Birthplace:Windfall Island

Her Son:Dampa the Sailor

-She's just an ordinary elderly woman.

-Where to get it:She is found on the port right behind the Zunari's
shop. I would take my boat out back and
get her picture from the boat.

_27.Garrickson

Birthplace:WIndfall Island

Personality:Passionate

-Je os constantly thinking of someone on a faraway Island. e's
apparently a very passionate man, and he has
a very hip sense of fashion.

-Where to get it:He is the one that is wearing the mario suit. Find
him walking very slowly around town. You
took a picture of him for your first pictograph mission.

<<<<<VI.>>>>>Getting the figurines for the Outset Island Room

This room has the least amount of figurines and shouldn't take you that long. It took me about a day. It is also helpfull if you get the pictures at night. Most characters don't move and are in the same location at that time. The Wind should be heading South.

_1.Zill

Birthplace:Outset Island

Talent:Sniffing

-Zill is a hyper-inquisitive young boy who speaks his thoughts as soon as they come to mind. He can offer strike a nerve without realizing it. he lives to intimatedate his older brother, Joel. And strangely enough, it seems that he actually lets his nose run on purpose.

-Where to get it:This little kid can be found running into Link at high speeds. At night he is in his house.

_2.Joel

Birthplace:Outset Island

Main Interest:Sticks

-Joil's dream is to grow up as soon as he can so he can jump across boulders just like (your name). Both he and his younger brother, Zill, distinctly resemble their father.

-Where to get it:This kid can be found by the rock on Windfall Island. At night he is found at his home.

_3.Abe

Birthplace:Outset Island

Greatest treasure:His Family

-Abe is a family man who takes good care of his wife and two kids. In his younger days, his dashing looks and britone voince made him quite the ladies' man. Then one day, he was taken instantly smitten by a woman named Rose. Even though he was consistently rebuffed, he persisted and finally convinced Rose to marry him.

-Where to get it:Abe can be found outside of his house at night.

_4.Rose

Birthplace:Outset Island

Favorite Thing:Animals

-The mother of Joel and Zill, Rose is a woman of refreshingly simple tastes...but she's a demanding mother. She has the bad habit of trying to laugh her way out of lies.

-Where to get it:Rose is found inside of her house both day and night.

_5.Wild Pig
Birthplace:unknown
Talent:Digging Holes

-Wild Pigs are found primarily in the fields of Outset Island. They love All-Purpose Bait above all other foods, and when they eat it they can't help but tear into the earth.

-Where to get it:Take a picture of a pig. I'm not sure if you can get any pig but I took a picture of the big pig that Abe takes care of.

_6.(Your Name)'s Grandma
Birthplace:Outset Island
Personality:Worrywart

-This kind old woman works hard to raise her two grandchildren. She's a very talented cook-her special Elixir Soup is sure to raise anyone's spirits. She also can be somewhat mischevious and enjoys playing the occasional prack on (your name).

-Where to get it:Look for her in your house.

_7.Aryll
Birthplace:Outset Island
Personality:Kind and true to her family

-(your name)'s energetic younger sister is adored by all who meet her. Her current goal is to learn how to fetch water so she can help out her grandmother. Her most treasured belonging is a telescope bearing the drawing of a seagull.

-Where to get it:When you get the grandma's figurine, you get the Aryll figurine.

_8.Seagull
Birthplace:unknown
Talent:Flying

-Seagulls soar freely over the great sea. They love Hyoui Pears above all oher tools and eating them simply steals their hearts.

-Where to get it:Look for some around the Nintendo Gallery. They can be found flying around the Forest Haven.

_9.Sue-Belle

Place of Birth:Windfall Island

Personality:Serious

-Sue-Belle was born and raised on WIndfall but she became concerned for the health of her grandfather, Sturgeon, so she decided to move to live with him on Outset Island. Morning, noon, and night, she fills vases with water and carries them on her head from the well to their house. Strangely enough, she actually enjoys the task.

-Where to get it:She is the woman carrying the pot on her head. If she is not carrying it then she is in Sturgeon's house.

_10.Sturgeon

Birthplace:Outset Island

Personality:Extremely Serious

-Known as Outset's lining encyclopedia Sturgeon is quite wise, boasting an abnormally high IQ. He as extremely sensitive nerves-quite the opposite of his younger brother, Orca, who lives downstaris. Surprisingly, Sturgeon was an accomplished swordsman in his youth.

-Where to get it:He is found on the second story of Orca's dojo. He's the one with the stick.

_11.Jabun

Birthplace:Greatfish Isle

Water Spirit

-Jabun can only speak Hylian, so hardly anyone understands a word he says.

-Where to get it:Purchase the Legendary pictograph from Lenzo.

_12.Orca

Birthplace:Outset Island

Talents:Swordplay

-In his younger days, Orca had hoped to be a swordsman but he suffered a serious injury that ended his dream. He soom returned to Outset and became a fisherman. On a ledge on one wall of his houe is a memento from his days of training with a blade. Orca is a lifelong bachelor.

-Where to get it:He is found on the first floor of the first house you see on Outset Island.

_13.Mesa

Birthplace:Outset Island

Personality:Slacker

-Mesa preforms his chores at very much his own pace. His vegetable patch is always full of weeds and he spends most of the year trying to clear it out. He's suprisingly timid and ofter can't fall asleep at night. He's currently looking for a wife.

-Where to get it:He can only be found at night. In the beginning you can see him cutting grass. He is then found only at night in his house.

_14.Crab

Birthplace:Unknown

Talent:Crab-Walking

-These creatures are crabs, plain and simple.

-Where to get it:Take a picture of those little things that go away when you get close to them. Almost every beach has at least one.

<<<<<VII.>>>>>Getting the figurines for the Forsaken Fortress Room

This room is just a bunch of bosses and mini-bosses. This rooms holds the infamous Ganondorf. This is mabye one of the last rooms you'll complete seing as to it has second to last boss in it. For this room it is IMPERATIVE that you get the pictures that you can only get once on that time. I missed the sub-boss in the Wind Temple and had to go all the way through the second quest to get it. Don't do the same.

_1.Gohdan, The Great Arbiter

Habitat:TOWer of the Gods

Effective Weapon:Arrows

-This monstrous machine was created by the gods as a trial for the great hero. You can drop it to the ground only be piercing its hands and face with arrows. Once it has fallen, you can defeat it by immediately tossing a bomb inside it. Oddly enough, arrows occasionally drop from its nostrils.

-Where to get it:After you beat the boss of the Tower of the Gods, take a picture of his head on the wall.

_2.Wizzrobe

Habitat: Tower of the Gods

Magic:Summons

-These mighty mages are adept at wielding flame and summoning other creatures to their aid. The only way to defeat them is to try to predict their movements and attack them during the brief moments that they assume physical form.

-Where to get it:This is just a plain Wizzrobe found in the Wind Temple. These can be found in the Savage Labryrinth.

_3.Mothula

Habitat:Forbidden Woods

Effective Weapons:Deku leaf, Projectiles

-This gigantic moth scatters its scales through the air. Even using projectiles to clip its wings won't assure safety-it can still run around swiftly and release larvae.

-Where to get it:These look like giant moths. It doesn't matter if the one that you take a picture of has wings or none. These can be found in the Savage Labyrinth.

_4.Big Octo

Habitat:Great Sea

Effective Weaon:Projectiles

-There are said to be six of these legendary giant squid in different reaches of the Great Sea. When ships pass by, they create tremendous currents to try and sink them. The only way to escape is to shoot all of their weak spots-their eyes- with projectiles before being sucked in.

-Where to get it:There are several places to get this. There is a well written FAQ on where to find Big Octo's.

_5.Gohma

Habitat:Draon Roost Island

Effective Weapon:Grappling hook

-This gigantic shelled insect inhabits areas of lava and magma. The only way to penetrate its hard bio-armor would be to drop an entire sheet of bedrock on it.

-Where to get it:You can take a picture of Gohma at Ganon's castle or at Dragon Roost Cavern on the second quest. To get a good picture, you need to use the dragon's tail to swing your way to a ledge. Take a picture when Gohma is looking directly at you.

_6.Kalle Demos

Habitat:Forbidden Woods

Favorite Thing:Makar

-This planet-monster is a gigantic parasite that lives in the depths of the Forbidden Woods. Only by cutting loose all of its disgusting tentacles with the boomerange will its tender core be revealed.

-Where to get it:You can get this in Ganon's Castle or the Forbidden Forest on the second quest. To get a quality picture you need to take a picture of the soft core. Wait for it to open up completely and take a shot of it.

_7.Mogera, Protector of the Seal

Habitat, Wind Temple

Effective Weapon:Hookshot

-This evil guardian burrows deep into sand. Use the hookshot to draw out its tender tongue, then slash at it with your blade.

-Where to get it:This can be found in the Earth Temple or Ganon's Castle. Just take a picture of him when he is flying around.

_8.Puppet Ganon

Habitat:Ganon's Castle

Effective Weapon:Light Arrows

-This is a gigantic marionette created by Ganon himself. It transforms into three different shapes, but all are vulnerable to rays of light. Rather than shooting randomly at it, try to deduce when it can be easily targeted and then take advantage of your chance.

-Where to get it:This picture is found in Ganon's Castle. Take a picture of the first form and save. Then restart and you'll have the pictograph. All you need is his face.

_9.Stalfos

Habitat:Earth Temple

Weakness:Its head

-These skeleton warriors attack by violently swinging their gigantic maces around. Even if they're shattered to pieces, they'll reform unless their heads are destroyed.

-Where to get it:Look for these in the Earth Temple. There should be plenty. There are also many in the savage labyrinth.

_10.Mighty Darknut

Habitat:Hyrule Castle

Spoil:Knight's Crest

-These are Darknut captains. Some wear capes that must be burned or cut off before their armor straps can be cut.

-Where to get it:These are first found in the Temple of Time, the third time you go there. These can also be found in the room right before you fight Ganon's Puppet .

_11.Darknut (with shield)

Habitat:Earth Temple

Spoil:Knight's Crest

-These knight's are well protected by their round bucklers and might armor. If you use a parry attack to jump up and knock off their helmets, it'll spell their doom.

-Where to get it:These can be found all over the place. Many of them are in the Temple of Time when you first go there. You can also find these in the savage labyrinth.

_12.Darknut (without shield)

Habitat:TOwer of the Gods

Spoils:Knight's Crest

-These mighty knights are protected by heavy-duty armor. Rather than attacking from the front, it might be best to slip around behind them and cut their armor off.

-Where to get it:These are the easiest to find. The first Darknut you encounter is one of these. The Darknut on the way to Ganon's castle is one of these and these can be found in the savage Labyrinth.

_13.Moblin

Habitat:Forsaken Fortress

Spoils:Skull Necklaces

-These mighty enemies swing their long spears with the greatest of ease. They've knocked (your name) around with that attack countless times.

-Where to get it:These can be found all over the Forsaken Fortress and all over the map. There are many of these in the Savage Labyrinth.

_14.Jalhalla, Protector of the Seal

Habitat:Earth Temple

Underlings:Poes

-This gigantic ghost rules over all poes. After reflecting light onto it with the Mirror Shield, you can lift it and throw it around.

-Where to get it:This is the big ghost. Not a very hard picture because it is so slow. Just get it's whole body in a frame. If you miss it in the Earth Temple, you can find it in Ganon's Castle.

_15.Ganondorf

Base of Operations:Ganon's Castle

Effective Weapons:Linght Arrows, Master Sword

-The possessor of the triforce of power, Ganondorf controls many fell beasts. It is useless for (your name) to try to face him alone. He must look for an ally who can aid him in battle.

-Where to get it:You need to purchase the Legendary Pictograph from Lenzo. There are other ways but they won't let you fight Puppet Ganon again.

_16.The Monsterous Helmaroc King

Habitat:Forsaken Fortress

Master:Ganondorf

-The Helmaroc king is a mighty bird that has been fitted with a mighty steel mask. Once the mask has been split with a hammer, its tender beak will be revealed.

-Where to get it:Before you do this SAVE. Go fight the bird. Take as many pictures as possible and only keep the best ones. When you finish don't save. Go to the Figurine Gallery and give him your pictures. If he doesn't like them then restart and try again.

_17.Wizzrobe(the mini-boss)

Habitat:Wind Temple

Magic:Summons

-These high-levelmages use the magic of summoning to aid them in battle. They are the only wizzrobes that can summon other wizzrobes, which makes them formidable.

-Where to get it:You get this one in the Wind Temple. You can see the difference because he has a crown on his head and he is yellow. You only get to take this picture once so save first and then go to Carlov. If he accepts then go ahead and save. If he doesn't reset the game and take more pictures.

_18.Phantom Ganon

<<<<VIII.>>>>Getting the figurines for the Dugeon Room

This is the common enemy room. These are some of the hardest pictures to take because the enemies move to much. You have to be quick and careful not to get hit by their attacks.

_1.Magtail

Habitat:Dragon Roost Island

Weakness:Water

-These creatures are covered in a hard exoskeleton that that not even the searing heat of lava can penetrate. Their eyes are their only weakness. Magtails can be picked up and carried around when they're rolled into a defensive position.

-Where to get it:You can easily find these in Dragon Roost Island or the savage Labyrinth.

_2.Red Bubble and Blue Bubble

Habitat:Tower of the Gods

Stronger Form:Blue Bubble

-The cursed blue flames of the Blue Bubble steal away the power from all of your attacks. Bubbles can be easily blown away by the Deku Leaf.

-Where to get it:You can find these in the Earth Temple and the Savage Labyrinth. You only need one, so you might want the red bubble.

_3.Floor Master

Habitat:Forsaken Fortress

Personality:Surprisingly Lonely

-These creatures use their long hands to grab their victims which they then yank into another room. They occasionally grab nearby vases and throw them.

-Where to get it:These are the black holes in the ground. Take a picture of the hand not the hole. Be quick though or you will get sucked in. These are not found in the savage labyrinth so look for them in the Earth Temple.

_4.Keese and Fire Keese

Habitat:Dragon Roost Island

Least Favorite Thing:Projectiles

-These bats fly around dark places and attack anything that moves. Great care should be taken around Fire Keeses that appear during volcanic activity.

-Where to get it:Just take a picture of one in Dragon Roost Island.

They can be found almost everywhere where there is darkness. These can be found in the first room of the savage labyrinth.

_5.Bokoblin

Habitat:Forsaken Fortress

Spoils:Joy Pendants

-These little imps wield sharp machetes and Boko sticks when attacking. If they have no weapon, they'll attempt to fight hand-to-hand.

-Where to get it:These are the traditional enemy. These are readily available at almost all platforms on the sea. The savage Labyrinth house many of these.

_6.Boko Baba

Habitat:Forbidden Woods

Spoils:Baba Seeds

-These creatures that mimic Baba buds attempt to swallow anything that comes near. Defeat them by stunning them with a jump attack and then cutting their stems.

-Where to get it:Found right next to the figurine gallery on Forest Haven. You can't miss them. Can also be found in the Savage Labyrinth.

_7.Rat

Habitat:Forsaken Fortress

Favorite Food;All-Purpose Bait

-These creatures attack spontaneously and attempt to steal rupees. The ones that carry bombs around are apparently known as bombchus

-Where to get it:These can be found all over the Forsaken Fortress. You only need a picture of it not a head shot. These can be hard to find so I would keep my camera in one place and use quick reactions.

_8.Peahat

Habitat:Forbidden Woods

Talent:Rotating

-These strange creatures use their propeller-like wings to float in midair. They can be easily knocked out of the sky with either projectiles or a Deku Leaf.

-Where to get it:These are found all over the Wind Temple and the Forbidden Forest. I don't think it matters which side you take a picture of. These can be found in the Savage

Labyrinth.

_9.ChuChu

Habitat:Varied

Spoils:Chu Jelly

-There are ChuChus of many different colors, all with distinct characteristics. In general, they are most susceptible to projectile weapons.

-Where to get it:This is maybe the most common enemy. It doesn't matter what color you take a picture of, as long as it is facing you. A good place to get these is Pawprint Isle, but they can be found on the shores of Outset as well. These are found in the Savage Labyrinth.

_10.Miniblin

Habitat:Forsaken Fortress

Talent:Herd Movements

-These little beasts are quick and agile. They scurry along walls and gather in great numbers. You should deal with them individually so they don't surround you.

-Where to get it:These are the little turds that follow you around and make those weird noises. These are found in Outset Island at night in the Mountain Pass. These can also be found in the Savage Labyrinth.

_11.Kargaroc

Habitat:Dragon Roost

Spoils:Golden Feathers

-These fierce and dangerous opponents often carry bokoblins and moblins into battle. You can use your grappling hook to steal their golden feathers.

-Where to get it:This was a very hard picture for me to take. Since they move and attack quickly, don't take a picture of one when you are fighting it. I found that the best place to take one is on Dragon Roost. Go to the place that you fly from rock to rock. Before you jump off the wooden pier, look onto one of the stone pillars. There you will see a Kargaroc. Take a picture that is very zoomed in.

_12.Seahat

Habitat:The Great Sea

Weakness:Projectiles

-These tremendous flying fish can be found only in the Great Sea. They tend to ram ships to knock their prey into the sea, so it is best to attack them from a distance.

-Where to get it:These can be found on various islands. One place that I like to go to get these is Horseshoe Island which is one square West of Outset.

_13.Octorok

Habitat:The Forest Haven, Great Sea
Winner of the Perfect Attendance Award

-When approached, these creatures tend to hide in the water. They can easily be defeated by reflecting the rocks they shoot with a sword or sheild.

-Where to get it:These are the bomb shooting squids you see in the sea. Alternatively you can take an easy picture of one on Forest Haven. These are the ones that shoot purple spiked balls at you. They aren't that hard to miss.

_14.Gyorg

Habitat:The Great Sea
Weakness:Projctiles

-These so-called ocean killing machines are plentiful in the Grate Sea. You should attack them with arrows or bombs before they're able to knock you into the sea.

-Where to get it:These are the sharks that you see chasing you. A great place to find these is Tingle Island. All you have to do is head towards Mother and Daughter Isles and you should encounter some sharks. To get a picture of these, aim your camera at the sea and take a picture of their fins.

_15.Redead

Habitat:Earth Temple
Least favorite Thing:Mirror Shield

-These undead creatures live only in the darkest depths of the Earth. Their icy cold gazes paralyze their victims with fear. Try to attack them from behind.

-Where to get it:These are very easy to get because they don't move quickly. You can find these in the Earth Temple or in the Savage Labyrinth.

_16.Poe

Habitat:Earth Temple
Best Attack:Possession

-These ghostly creatures have no physical form, so physical attacks pass right through them. Shining light on them with the Mirror Shield makes them solid

-Where to get it:These can be found in the Earth Temple and the Savage Labyrinth. I'm not sure if the Poes need to be in a physical form or not. I would take the safe way and shine light on them.

_17.Morth

Habitat:Forbidden Woods

Least Favorite Thing:Deku Leaves

-These creatures attack in groups and cling to the bodies of their prey. A spin attack is the best way to shake them off. They're light and vulnerable to Deku Leaf Blasts.

-Where to get it:These can be found almost everywhere in the Forbidden Woods. A very easy picture to take because they look directly at you and they don't attack. Use the zoom feature to take a quality picture. They can also be found in the Savage Labyrinth.

_18.Armos Knight

Habitat:Tower of the Gods

Vulnerability:Bombs

-These auto-homing statues were created to deter intruders. To destroy them, you must toss bombs into their gaping mouths.

-Where to get it:These are the huge moving stone statues. These can be found in the Tower of the Gods and the Wind Temple. Another good place to get them is the Savage Labyrinth.

_19.Armos

Habitat:Tower of the Gods

Vulnerability:Arrows

-These small statues shift into auto-pilot and attack prey. Shoot them in the eyes with an arrow to silence them, then destroy them by hacking their crystal backs.

-Where to get it:These are small stone statues. These are found a plenty in the Tower of the Gods and the Wind Temple. They can also be found in the Savage labyrinth. Note:Don't take a picture of the ones that don't attack you. Those aren't Armos.

<<<<<IX.>>>>>Getting the figurines for the Dragon Roost Island Room

This one of the most confusing rooms to complete. To me all of the Rito look the same you have to be careful, of which ones you have and which ones you don't have.

_1.Willi

Birthplace:Windfall Island

Hobby:Dressing Up

-Willi used to be a very average carpenter on Windfall. He so longed to soar the skies that he began dressing as a Rito. He's the younger of a laudable pair of Siblings.

-Where to get it:This is the guy on Flight Control Platform. You pay him to get into the game.

_2.Obli

Birthplace:Winbfall Island

Hobby:Dressing Up

-Obli has such an unhealthy obsession with the Ritos that he's begun dressing as a Rito and running the famed Bird-Man Contest. He's the older of the laudable brothers who host the contest.

-Where to get it:He's the guy that's actually on the platform from where you take off.

_3.Basht & Bisht

Birhtpalce:Dragon Roost Island

Occupation:Island Police

-Being extremely honest and sincere Ritos, they were choose to be the Island's Police Force. When you talk to them the speak fankely about events on the Island.

-Where to get it:These two are the ones guarding the exits to the outside of the mountain. You only need a picture of one, so take one of the guy who is guarding the exit to the flight platforms.

_4.Namali

Birthplace:Dragon Roost Island

Personality:Worrysome

-Namali doesn't really have any distinct characteristics per se...

-Where to get it:He can be found walking around Dragon Roost Island.

_5.Ilari

Birthpalce:Dragon Roost Island

Occupation:Windfall Island Postman

-Ilari is quite kind as long as he's composed, but when things don't go well, he quickly grows impatient and can get rough with his speech. He's apparently has a hard time remembering people's faces...

-Where to get it:You can find him in the Windfall Island Cafe. To get him there, save your sister from the Forsaken Fortress and then go to the rich man's house where you will see him getting angry at the rich guy. After that, head over to the cafe and take his picture. He can also be found outside looking towards Flight Control Platform. To get a picture fly to the first platform, and take a picture from there.

_6.Zephos & Cyclos

Birthplace:Dragon Roost Island

Sibling Deities who control the wind

-Zephos and Cyclos are two light-hearted deities who teach (your name) the Winds Requiem and the Ballad of Gales.

-Where to get it:This one is kind of hard. To get it, you need to take a picture of Cyclos when he sucks you into a Hurricane. Just start taking pictures of him when you get sucked in. Hopefully you will land on an island close to the Forest Haven. I think that the Hurricane can be found on Tingle Island and Eastern Triangle Island.

_7.valoo

Birthplace:Dragon Roost Island

Sky Spirit

-Valoo has lived in Dragon Roost Island since long ago. He has a habit of speaking Hylian, which only his attendant, Medli, grasps.

-Where to get it:This one can be weird. To get it, take your boat out to sea so that you can see the entire Island. Then aim your pictograph camera to the peak. Zoom in and you might be able to pick out Valoo's outline. Take as many pictures as you want and head back to the Nintendo Gallery to get your pictograph checked.

_8.Quill the Postman

Birthplace:Dragon Roost Island

Personality:Dutiful, passionate

-Quill has courage if nothing else he is admired by his fellow Rito and the cheiftain places great trust in him.

-Where to get it:Not exactly sure, where to get this one. I took the picture on the second quest when he was on Outset Island. He could be around Dragon Roost Island at times but I can't remember when.

_9.Hoskit

Birthplace:Dragon Roost Island

-His biggest worry is getting a present for his girlfriend. He looks quite easy-going, but he's always thinking of his girlfriend. He values his friends tremendously.

-Where to get it:He's the guy that you need to give the golden feathers to. He is found outside of the Cheiftain's room.

_10.Baito

Birthplace:Unknown

Perosnality:Earnest

-Baito is bery earnest when if comes to mastering a job. He often misses his mother and gets homesick, which can be quite hard on him. He wants to be like (your name).

-Where to get it:He's the guy that is sorting mail part-time. For some reason I had to give Carlov like 5 pictures of him for him to make a figurine out of it.

_11.Koboli

Birthplace:Windfall Island

Occupation:Mail Sorter

-Koboli is the third generation in a family of postmen, but rummor that an ancestor of his in a ago gone by was also a postman...

-Where to get it:He's the guy that look like the mailman in Majora's Mask. He is also sorting mail when you find him. This was also a hard picture for me to get.

_12.Skett & Akoot

Birthplace:Dragon Roost Island

Occuaption:Cheiftains guards

-Skett and Akoot are said to be the number-one and number-two Ritos when it comes to talent and strenght, which is why they are the cheiftains gurards.The reason that they get along so well is that they are childhood friends. Their style of speech can be considered somewhat inadiquate and antiquated.

-Where to get it:They stand behind the cheiftain in the room where you first found Medli. You only need a picture of one.

_13.Pashli

Birthplace:Dragon Roost Island

Personality:Gentile

-For reasons unknown, Pashlis always busy.

-Where to get it:He is also walking around Dragon Roost Island.

_14.Kogoli

Birthplace:Koboli

-He always seems to be worrying about the state of the Island but no one has seen him working to improve it...

-Where to get it:For some reason unknown to us, Kogoli can only be found before you play the song to Medli. To get his picture, go to where there are wooden platforms on the side of the Mountain. Get onto the platform one left of him, and take a zoomed in picture.

_15.Komali

Birthplace:Dragon Roost Island

Personality:Momma's Boy

-Komali has had very little confidence in himself and thus closed himself off from the world outside his tribe's airie. With a little help from (your name), though, he has regained his confidence and has at last begun to show signs of being a confident and mature Rito adult.

-Where to get it:This is one I'm not sure about. I would just come back to Dragon Roost at different parts of the game. He can be found on the platform close to the mailbox when you finish the Earth Temple.

_16.Medli

Birthplace:Dragon Roost Island

Personality:Serious and sincere

-Medli is Valoo's attendant, and as such puts incredible effort into everything she does. Even so, there are times when she seems to be spinning her wheels. Her greatest treasure is the harp that she carries on her back.

-Where to get it:Look for her before you get her to become a sage. She can be found on the cliff where you play her the song of the Earth Temple.

_17.The Rito Chieftain

Birthplace:Dragon Roost Island

Head of the Rito Tribe

-The chieftain is a very gifted leader who is adored by his people. Due to his position, he must be strict with his relations, but as with any father, he worries about his son.

-Where to get it:He is found in the room where you first found Medli.

_18.Laruto

Birthpalce:Zora's Domain

-Long, Long ago, the Zora sage, Laruto, offered up her prayers in the Earth Temple so that the master sword would continue to house the power to repel evil.

-Where to get it:Buy the Legendary pictograph from Lenzo.

<<<<<X.>>>>>Getting the figurines for the Forest Haven Island Room

Another crazy room. This one requires you to travel all over the Great Sea in search of the little Koroks. It is very important that you talk to the Deku Tree first to get their locations. It also helps to do the tree missions after you get the figurines because the trees can get in the way of your pictures.

_1.Makar

Birthplace:Forest Haven

Personality:Frisivolous

-Makar is in charge of the musical performance at the ceremony held every year by the Koroks in the Forest Haven. The instrument he plays appears to be a cello, but it is actually a violin.

-Where to get it:He can be found in the Forest Haven playing the violin. When you are searching for him as a sage, he is under the waterfall. You can't take a picture of him after he has become a sage.

_2.Deku Tree

Birthplace:The Forest Haven

-The Deku Tree an Earth Spirit and a guardian of the Forest. He has lived for many long years so his wisdom is vast. However, since his roots run deep into the Earth he cannot move. As a result, he is often afflicted by parasitic enemies...

-Where to get it:This is the giant tree in the Forest Haven. You can't miss it. To get a good picture. See if you can get on the ledge right in front of him. To get there go to the place where you entered the Forbidden Woods and then jump off and use your Deku Leaf to glide to an opening on the side of the tree.

_3.Fado

Birthplace:Kokiri Forest

Personality:Somewhat Saucy

-Long, long ago the Kokiri Sage, Fado, offered up his prayers in the Wind Temple so that the Master Sword would continue to

house the power to repel evil.

-Where to get it:Purchase the Legendary Pictograph from Lenzo.

_4.Olivio

Birthplace:The Forest Haven

One of the Korok Forest Spirits

After the annual ceremony in the Forest Haven, Olivio flies off to a distant part of the world to sow tree seeds and raise new patches of forest. He's responsible for the forest on a island one square West and three squares north of the Forest Haven.

-Where to get it:He can be found on Easten Fairy Island. Check the map for help.

_5.Hollo

Birthplace:The Forest Haven

One of the Korok Forest spirits

-Even after the Korok ceremony, Hollo remains in the Forest Haven reasearching poition-making. He'll make a potion that replenishes both life energy and magic power for you if you bring him Boko Baba seeds. Onjalla! Nanjalla! CHO-WAY!

-Where to get it:He is found inside of the potion shop in the Forest Haven. He's not that hard to miss.

_6.Elma

Birthplace:The Forest Haven

One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Elma flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the Forest on an Island Five Squares west and one square North of the Forest Haven.

-Where to get in:She is found on Needle Rock Island. Check the map for help.

_7.Irch

Birthplace:The Forest Haven

One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Irch flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an Island three squares West of the Forest Haven.

-Where to get it:He is found on Shark Island. Check the map for help.

_8.Rown

Birthplace:The Forest Haven

One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Rown flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an Island four squares West and four squares North of the Forest Haven.

-Where to get it:He is found on Mother and Child Isles. Check the map for help.

_9.Drona

Birthplace:The Forest Haven

One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Drona flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an Island one square West and one square North of the Forest Haven.

-Where to get it:He is found on Private Oasis or (your name)'s Oasis. Check the map for help.

_10.Manny

Birthplace:Windfall Island

Favorite Thing:Figurines

-He used to always sit at home and rarely go outside, but his passion for the Nintendo Gallery kept him moving and he finally earned membership in.

-Where to get it: He's the one that you saw before you entered the Nintendo Gallery. He will just be in different rooms of the Nintendo Gallery after you open it.

_11.Carlov, the Sculptor

Birthplace:Unknown

Occupation:Nintendo Galley Master

-With unmatched talent, he is world's greatest sculptor. It's said that the reason he won't let anyone watch him sculpt is because he does so in his underwear. Lately, his club has been losing membership because he hasn't done anything "cool" with it, but as long as (your name) hangs around, everything will be alright.

-Where to get it:He's the one making the figurines. This is a VERY EASY figurine.

_12.Oaken

Birthplace: The Forest Haven
One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Oaken flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an Island four squares West and five squares North of the Forest Haven.

-Where to get it: He is found on Star Island. Check the map for help.

_13. Aldo

Birthplace: The Forest Haven
One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Aldo flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an Island one square East of the Forest Haven.

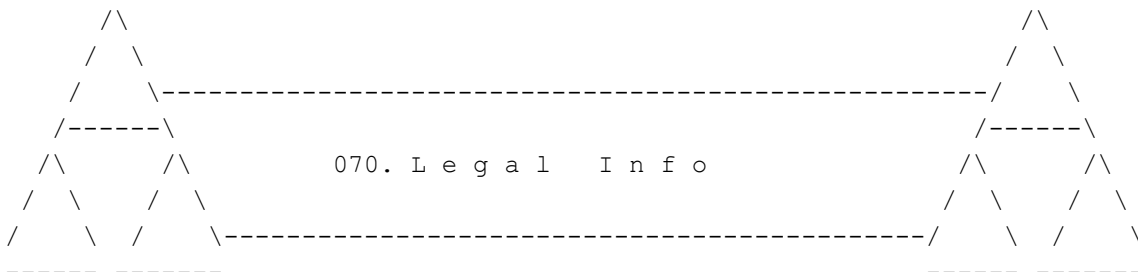
-Where to get it: He is found on Cliff Plateau Isles. Check the map for help. This one may be a little harder but you need to get from one entrance of the hole to the exit. To do this, kill all of the Boko Baba and hope that one turns into a plant pod thing. Then hop in and use the logs to get to the exit. This is where Aldo is.

_14. Linder

Birthplace: The Forest Haven
One of the Korok Forest Spirits

-After the annual ceremony in the Forest Haven, Linder flies off to a distant part of the World to sow tree seeds and raise new patches of Forest. He is responsible for the forest on an Island four squares West and two squares North of the Forest Haven.

-Where to get it: He is found on Greatfish Isle. Check the map for help. He's on an island that looks like a spiral.



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Credits:

JL Lee: His FAQ helped me throughout the game and gave me the
location of a few areas on the map and alot of info with the maps
with his FAQ he submitted.

Iron Mouse: His FAQ's helped me to find the Fairy fountains and Bottles.

Chrono500: For his topic on the main board about the tradeing quest

WiseOne and Jeremy: For there info on some of the Heart Piece Locations

JavaAppleT: For his info on the message boards on the camera missions

IGN.com and Gamespot.com: For featureing this guide

Benjamin Ritter "Ben" (bennard_skynnard@yahoo.com): For his very detailed
Fire Dungeon Walkthrough

Crystal: She was a BIG help with many of the quest heart
pieces.

Mark Andrews: for Translateing some of the Treasure map info
from: <http://boat.zero.ad.jp/~zbf33961/zelda/top.htm>

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