

The Legend of Zelda: The Wind Waker Walkthrough

by The Sound Defense

Updated to v1.31 on Dec 16, 2006

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The Legend of Zelda: The Wind Waker Walkthrough

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Due to the abuse of my e-mails to send me mind-blowing amounts of spam (as well as questions that are answered in my walkthrough), I have been forced to stop all my e-mails.

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1 - Introduction

This is my second Walkthrough and my third FAQ, but the first FAQ written while following my New Year's resolution, which is to write strategy guides instead of using them, so this will probably take longer to write, but it probably will be better in the long run for me.

Hopefully for you as well.

NOTE: It was way more fun.

Take note: I do not leave out spoilers.

2 - Version History

Version 1.0 (5:15 PM EDT 4/7/2003) - I do believe I was the first in my city to get this game...anyway. The walkthrough is complete, and not much else, so this is strictly a walkthrough for right now (with a few Heart Pieces and the bottles). I'm playing through the game again, and I'll put in more stuff as I go along.

Version 1.01 (10:22 PM EDT 4/9/2003) - There's lots of small updates, mainly the introduction of the grid system and one more Heart piece. Tomorrow I'll be going to my friend's house, and he's got a ton of stuff, so expect a lot more soon.

Version 1.02 (3:37 PM EDT 4/11/2003) - Wear seatbelts kids, they saved my life today. Anyway, I never played WW at my friends' house, so there's not much new. I've answered a question that apparently is the cause of great confusion amongst people.

UPDATE I fixed the grid so it doesn't look screwed up on some PCs (like this one).

Version 1.1 (6:41 PM EDT 4/13/2003) - Today's is a bigger update than usual. There's a completed map, more Heart Pieces, and three new sections: Nintendo Gallery, Great Fairies, and Trading Sequences.

Version 1.2 (5:44 PM EDT 4/21/2003) - Since SO many people are asking me where to get Joy Pendants, I've decided to put in a Spoils section, explaining where to get spoils and what to do with them. Also the Trading Sequences section is complete, and there are more Heart Pieces. Lastly, I'm asking people that, when you e-mail me, you tell me where you saw this.

Version 1.3 (9:34 PM EDT 5/12/2003) - Wow, nearly a month since last update. Anyway, there's more content, including Treasure Charts! This may be the last major update for a while, since summer's right around the corner, and that means so is a summer job. Wish me luck at job interviews.

Version 1.31 (5:29 PM EDT 5/27/2003) - You like the new ASCII art, no? I put in a couple more Heart Pieces and a Treasure Chart or two. It is likely that all future updates will be few, far between, and big, as I'm looking to write two more FAQs (see the last section). Don't worry, this will not go unfinished.

3 - Basic Info

The stuff you need to know.

3.1 - Characters

Link - The main character of our story. This is not the Link of Ocarina of Time, however, as this game takes place 100 years after; he still contains the courage and strength of the original. His adventure begins after his little sister is kidnapped.

Grandma - Link's grandmother is a well-meaning person who takes an unusual delight in seeing her grandson set off on an adventure. She will be of help early on in the game, and later provides Link with the ultimate soup.

Aryll - Link's little sister cares very much for her brother. She gets kidnapped early on in the game, and Link sets out to save her.

Tetra - The leader of a group of pirates, Tetra is a rather arrogant young woman. Even after being rescued by Link, she is reluctant to return the favor. Her true identity is a mystery to all, even herself.

The Pirates - About as arrogant as Tetra. They show loyalty to their boss and not much else.

King of Red Lions - Link's talking boat. Once you give him a sail, he'll take you all over the world to stop Ganon.

Medli - A young Rito girl who is next in line to be attendant to the dragon Valoo. She'll help Link out early on, but later she'll take on a more important role.

Makar - The first you hear of this Korok is that he's lost. Later, after you find him, he'll help you out as well.

Tingle - He wants to be a fairy. When you first see this guy, he's trapped in a prison cell on Windfall Island. Once you free him, he'll prove invaluable with his Tingle Tuner when you hook up a Game Boy Advance, and also later with a different service.

3.2 - Controls

Start - Pauses the game and brings up the game subscreens.

Control stick - Move Link around.

D-pad - View maps.

C-stick - Move the camera. Left or right rotates it, and up and down zooms it in and out.

A - The action button.

B - Use your sword, or swing a dropped weapon.

X, Y, Z - Use items.

L - Press lightly and press C-stick up to switch to first-person view. Push to click to L-target an enemy.

R - Also an action button.

3.3 - Your Screen

Life gauge - Upper-left corner. Displays how much health you have left.

Magic meter - Right below the life gauge. Displays how much magic power you have left.

Area map - Bottom-left corner. Displays the area map.

Item and action buttons - Upper-right corner. Displays the items assigned to X, Y, or Z, and shows which actions can be performed with A or R.

Rupee counter - Bottom-right corner. Displays the number of Rupees you have.

3.4 - Subscreens

The Items subscreen displays which items you currently have and allows you to assign them to either X, Y, or Z.

The Quest Status subscreen shows how far you have proceeded in your quest by displaying key items obtained, songs learned, etc.

3.5 - Battle System

The battle system focuses almost solely on Link's sword. There are a number of different moves performable with the sword. They are presented here; the buttons are displayed as well.

B (or Hold L, then Left/Right+B) - Horizontal slice.

Hold L, then B - Vertical slice.

Hold L, then Up+B (or Direction+B) - Thrust.

Briefly hold B, then release (or rotate the Control stick once counterclockwise, then press B) - Spin attack

Hold L, then A - Jump attack.

Hold L, then A when displayed - Parry.

You can also use R to defend yourself when you have a shield.

3.6 - Items

Link comes across many items during his quest. Here are the key ones, in order of appearance:

Equipped Items:

Sword - Link's preferred method of dealing pain. He'll come across more than one during his travels.

Shield - Link's preferred method of avoiding pain. It'll deflect simple attacks.

Pirate's Charm - This stone lets you converse with Tetra or the King of Red Lions.

Power Bracelet - About halfway through the game, Link will come across the Power Bracelets, which give him incredible strength.

Hero's Charm. This mask lets you see how much health an enemy has left.

Key Items:

Telescope - The first item you'll come across. Use it to examine things far away.

Sail - Your boat needs a sail in order to travel on the water. You can manipulate the wind to make it more effective.

Wind Waker - This baton lets you control the direction of the wind, the time of day, and other things.

Empty Bottle: Used to store things you couldn't hold otherwise, such as fairies, water, and soup. You can gain up to four.

Grappling Hook - Medli gives this to you. Use it to hook onto branches and then swing to ledges.

Deku Leaf - This lets you blow gusts of wind and float from ledge to ledge.

Boomerang - Throw this at enemies, or cut ropes with it. You can target up to five objects at a time.

Bombs - Pretty self-explanatory. Use them to blow things up.

Skull Hammer - An immensely heavy hammer. Use it to smash things into the ground.

Bow - This bow lets you shoot arrows. Later you'll get Fire, Ice and Light arrows as well.

Iron Boots - These weighty pieces of footwear weigh you down, which is more useful than it sounds.

Hookshot - A spring-loaded hook. Lets you latch onto faraway things.

Tingle Tuner: After getting this device from Tingle, you can hook up a Game Boy Advance to your Gamecube and get Tingle's assistance.

Picto Box: This lets you take pictographs of various things.

Magic Armor: A magic spell that gives you a temporary defensive shield. Costs magic (like magic spells should).

Bags:

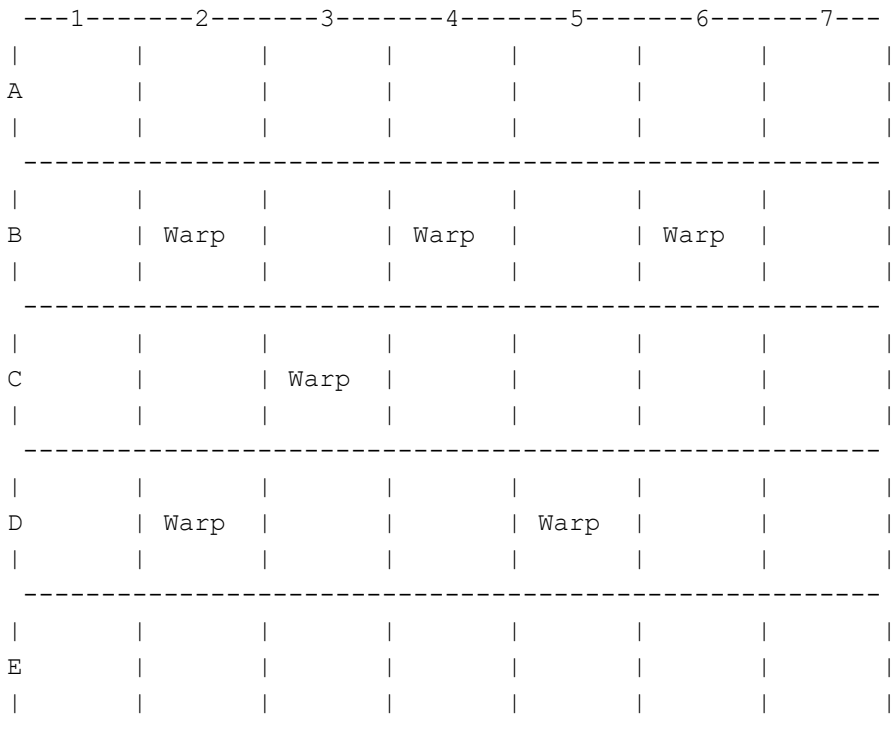
Spoils Bag - This bag contains anything that the enemies drops, unless it's a weapon. Examples are Joy Pendants, Golden Feathers, and Chu Jelly.

Bait Bag - This bag holds all of your bait, which is useful for attracting animals.

Delivery Bag - This holds all your parcels that need delivering. Useful for sidequests.

3.7 - The Map

Almost everyone uses the grid system (FAQ writers and readers alike), but for some reason, I just found out about it, so I'm implementing it now. Here it is:



F				Warp		Warp		
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G	Warp							
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- A1 - Forsaken Fortress
- A2 - Star Island
- A3 - Northern Fairy Island
- A4 - Gale Isle (Wind Temple)
- A5 - Crescent Moon Island
- A6 - Seven-Star Isles
- A7 - Overlook Island

- B1 - Four-Eye Reef
- B2 - Mother & Child Isles
- B3 - Spectacle Island
- B4 - Windfall Island
- B5 - Pawprint Isle
- B6 - Dragon Roost Island
- B7 - Flight Control Platform

- C1 - Western Fairy Island
- C2 - Rock Spire Isle
- C3 - Tingle Island
- C4 - Northern Triangle Isle
- C5 - Eastern Fairy Island
- C6 - Fire Mountain
- C7 - Star Belt Archipelago

- D1 - Three-Eye Reef
- D2 - Greatfish Isle
- D3 - Cyclops Reef
- D4 - Six-Eye Reef
- D5 - Tower of the Gods
- D6 - Eastern Triangle Island
- D7 - Thorned Fairy Island

- E1 - Needle Rock Isle
- E2 - Islet of Steel
- E3 - Stone Watcher Island
- E4 - Southern Triangle Island
- E5 - _____'s Island (your name goes there)
- E6 - Bomb Island
- E7 - Bird's Peak Rock

- F1 - Diamond Steppe Island
- F2 - Five-Eye Reef
- F3 - Shark Island
- F4 - Southern Fairy Island
- F5 - Ice Ring Isle
- F6 - Forest Haven
- F7 - Cliff Plateau Isles

- G1 - Horseshoe Island
- G2 - Outset Island
- G3 - Headstone Island (Earth Temple)

- G4 - Two-Eye Reef
- G5 - Angular Isles
- G6 - Boating Course
- G7 - Five-Star Isles

4 - Walkthrough

Finally, Soundboy has stopped ranting and gives you what you want.
Enjoy.

4.1 - The Beginning

Quoted from the instruction manual:

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

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

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

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

4.11 - The Coming Of Age

- Happy Birthday! -

You'll start out asleep on top of the watchtower. Your sister, Aryll, will wake you up, remind you that it's your birthday (how could you forget?), and tell you that your grandmother wants to see you. Climb down the ladder, then go left and across the bridge, and go into the second house you see. In here, climb the ladder, then approach your grandmother. She'll give you the Hero's Clothes, and then talk a bit about tradition, and then tell you to get Aryll. Go back to the watchtower and approach Aryll, who will loan you her Telescope. She'll tell you to check out the house, so equip it and look at your mailbox. You'll see a weird bird thing at your mailbox, who will then go crazy. Then, look at the sky, and you'll witness a scene in which some pirates attack a gigantic bird holding a girl, who will then fall into the forest.

- S-Words -

Aryll will ask you to help the girl, but will hint that you don't have anything to fight enemies off with. Leave the tower, then cross the bridge and enter the first house. Talk to Orca, then roll against the wall when he says so. If you do it correctly, he'll offer to give you some sword training; if you complete it, he'll give you the Hero's Sword. Go along the path opposite the watchtower, then cut down the trees and go through. When you reach the bridge, cross it, then go into the hole in the rock. You'll see the girl hanging from the tree.

- Save Tetra -

Go forward and slightly to the right, across the rock. Defeat the enemy with your sword, then climb up onto the rock and jump to the higher ground. Go forward and across the log, then defeat the two bad guys. The girl will fall out of the tree. After a short cutscene (in which you discover her name is Tetra), you'll see your sister get captured by the same bird that took Tetra. After some more scenes, Tetra will agree to let you on her ship, but you'll need to get a shield first. There was a shield on your coat of arms, so go back home and climb the ladder to see it - it's gone! Somehow or another, your grandmother has it. She'll give you the Hero's Shield. Go back to Tetra and tell her you're ready.

- Out To Sea -

Talk to Tetra, and she'll tell you to go below deck to Niko. Go into the door of the ship and down the stairs, where you'll see Niko. He'll tell you that you have to take the test. He'll show you the ropes of switches and rope swinging (I don't intend to make such bad puns). Step on the switch, then swing on the ropes to get to the next room. He'll then let you have what's in the treasure chest, which turns out to be the Spoils Bag. You'll then be summoned above deck. Tetra will have you climb the ladder to the crow's nest, where you'll discuss the Forsaken Fortress. You'll end up being launched over in a barrel. Once you collide with the wall, you'll lose your sword and drop into some water.

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4.12 - Forsaken Fortress

Tetra will contact you mysteriously, and reveal that she slipped a stone into your pocket that allows her to communicate with you; she'll tell you that if you see A on the screen, press it. Go up the stairs and pick up a barrel to put it over your head; this way, if a light comes across and you stop moving, you won't get in trouble. Go across and through the right set of large doors. If you are caught, you'll get thrown in a jail cell; to get out, jump from the table to the shelf, move the jar, and crawl out the hole. Follow the path, then grab the dungeon map. Swing across, then go through the door and back outside.

Once you're through the doors, go to the left into the passageway. Pick up the barrel and put it on, then proceed past the guard. Be careful; if you are in the lantern's light at all, you'll be thrown in the cell. Go through the next room, then sneak past another guard. In this next room, an iron thing from above will attack you with lasers. As soon as he stops firing, climb up the ladder, then go to the left and up another ladder and out the door. In this area, go into the area on the right, and Tetra will tell you something about the searchlight. Climb up the ladder. Up there, a monster will attack you. Deflect its bat with your shield, then when he drops it, pick it up, and hit him with it; hit him enough times to defeat him. Then, go towards the next searchlight and do the same.

Once that one is defeated, go back down towards the first searchlight, then follow the path back to the room with the laser thing. Swing across to the other side, then go through the door. Go to the other door, while peeking in both areas. Tetra will then discover something about the tower. In the next room, make your way to the door that is pointed out without being spotted.

Climb up the stairs, then pick up the barrel and sneak past the guard. Go up the ramp and sidle past two ledges. Climb the stairs and you'll see your sword. Go pick it up, then do battle with the enemy; you can pick up his sword afterwards. Go through the door, and you'll be snatched by the giant bird and taken to the top of the tower, then thrown off a great distance. You'll find yourself in a boat.

4.2 - Dragon Roost Island

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4.21 - The Rito People

- Sailing The Seven Seas -

The boat will explain exactly what is going on, and then will tell you to go find a sail. Go up into the village, and find a small row of boxes with an Eskimo behind them; he will sell you a sail for 80 Rupees. Return to the boat, and it will tell you about sailing the sea. After it is done, climb on, hoist the sail and follow the wind to your next destination, Dragon Roost Island.

- Mountain Climbing -

Your next task is to climb up to the top of the island and ask the dragon, Valoo, for Din's Pearl. The boat will give you the Wind Waker, and give you a small training exercise, then head towards the green grass. Go around to a path blocked by a giant rock, then blow it up by picking up the flower (hereinafter Bomb flowers) and dropping the bomb next to the rock. Blow up the next rock, then go on to the bomb flower. Pick it up, then throw it up at the rock so it will blow it up. Sidle past the ledge, then drop down and blow up another rock, dropping two blocks. Go forward to the Rito you saw earlier. You'll talk, then he'll leave. Proceed forward.

- Prince Komali -

Once inside, a long scene will occur (the mailman's name is Quill!), and you'll be asked to talk to Prince Komali. You will also be given a Delivery Bag. Your first task is to find a girl named Medli and receive something from her. Go up the ramp and enter the first room you see; that's her in there. She'll give you Father's Letter, and will ask you to come to the entrance of Dragon Roost Cavern later. For now, go back to the first floor and enter the unguarded room. Go inside and give Prince Komali the letter, and he'll get rather touchy. He also challenges you to find someone who can get to Valoo. Exit his room and go through the path with the guard next to it.

- Enter The Caverns -

Follow the path and jump down from the bridge, then talk to Medli. After some talk, she'll ask you to throw her up to the ledge. Back up a bit and climb on the rock, then, when the wind blows towards the ledge, toss

her up. She'll decide to climb Dragon Roost by herself, and she'll give you an empty bottle, then she'll run away. Climb up the broken bridge, then go back and talk to Prince Komali. It is revealed that the item he holds is Din's Pearl, although he refuses to let you have it. Go back to where you threw Medli and put some of the water left in the pond in your bottle. Go to the dried-up Bomb flowers and pour the water on one, then blow up the rock blocking the spring. Cross the pond, then pick up a Bomb flower and throw it into the pot. The statue will fall and make a platform. Do the same for the other, then cross into Dragon Roost Cavern.

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4.22 - Dragon Roost Cavern

Upon entering the cavern, you'll see three statues. Pull out the one on the left, and move the center one to the left to reveal a doorway. Defeat the two enemies, then pick up one of the flaming sticks. Go forward to the two unlit torches and set them on fire. A chest will appear that contains a key. Use it to unlock the door. Go in and use your sword to break through the wood.

In this room, follow the wooden platforms to the left. When you reach a large gap with a platform underneath, drop down, pull the block out, climb onto it, then jump onto the wooden platforms again. Jump to the rock pillar and cross the bridge, then pick up a Bomb flower and use it on the rock. Go through the door.

In this room, pick up one of the jars with water drops on them, throw it into the lava river, then cross it. Cross to the next platform to receive the dungeon map, then jump back and climb the ladder, then go through the door. In this room, an enemy will break out of one of the board sets, so defeat him, then pick up his sword. Use it to break through the wood, then use it to break through some more wood in the next room. Behind it is a small key. Go through the next door.

In this room, use your spin attack to hit one of the Bomb flowers, which will then blow up the rock. Continue that way to end up somewhere familiar. Go through the locked door. In this room, an enemy will break out of some wood. Defeat it (picking up a Joy Pendant), then pick up its stick. Set it on fire, then burn the wood with it. Step on the switch, then go through the door.

Out here, cross the bridge, defeat the baddy, then climb the ladder, timing it so you won't get hit by lava. Defeat another baddy, then sidle across the ledge, watching out for more lava. Go to the other side of the rock, then grab onto the wood, but don't climb up; just hang there. Inch your way across, then get up. Climb up, then use the Bomb flower on the rock, and go through the door.

In this room, pull one block out of each column, then climb up and go in. In here, pull the block out, then climb up and open the chest to receive the compass. Next, pick up a stick, then set it on fire and throw it at the wood barrier. Jump down, then climb up to the small key. Go back and through the locked door.

Once again outside, jump across the broken stairs, then battle the bird creature and get the key from its nest. Open the door and go inside. It's dark in here, so light a stick and follow the path. Light the torch, put down the stick and defeat the bats, then pick the stick back up and burn the wood barrier. Light two more torches, then go into the

next room.

In this room, pick up a Bomb flower and blow up the rock to open up the warp vase that warps to the first room. Go across the bridge, then into the next room. Defeat the enemy, then smash the pots to find an enemy with a stick. Defeat it, then use the stick to light the unlit torch. Open up the new chest to get a Treasure Chart. Climb the ladder and run across the platforms, then drop down onto the low shelf. Smash the pot to reveal an enemy, then defeat it to open the doors. Go through the door on the platforms.

In here, use the water vases to get to the platform, then throw one where the lava tends to spout, so the platform will rise. Jump to the wooden platforms, then go through the door. Remember this room, as the Boss door is in here. Use a Bomb flower to remove both rocks, one uncovering a warp vase, then go through the door on the left.

Once out here, run up the stairs, as they collapse behind you. Go in, then beat up two baddies. Another one (remember the guards from Forsaken Fortress?) will be dropped in. Defeat him (use parries), then talk to Medli. She'll give you the Grappling Hook. Go up the stairs to the platform, then use the grappling hook on the branch to get to the other side. Go forward, use the grappling hook again, then use your sword to bust the barrier. Drop down to the platform, then use the grappling hook to get across several platforms, and go through the door.

Drop both baddies into the lava below, then take a stick, set it on fire and burn all the ropes on the bridge. Stand on it until it falls, then drop down, get the chest, and go into the next room.

In here, go into the cage and stand on the platform. Cut all the ropes at once with a Spin attack so the platform falls. Cross to the suspended platforms, then jump over to the ladder. Climb it, then use your grappling hook on the branch to pull it out and open the door. Go through.

In this room, cross to the platform to the right with the grappling hook, then cross the platforms and use your grappling hook again and go through the door. In here, defeat the enemy with a jump attack, then place it on the switch and get the Big Key.

Now you must backtrack to the room with the Boss door (Hint: the easiest and cheapest way is to save, exit the game, restart, and use the vases). Backtrack to the room where you burnt the bridge, then pick up a water jar and throw it where the lava rises to go back up. Continue back to the room, then use the grappling hook to cross to the boss door, grabbing the Knight's Crest from a chest along the way.

-- Boss: Gohma --

First, use the grappling hook on the dragon's tail, then jump off. This will make the dragon fall onto Gohma, cracking the shell. Do this two more times, then the next stage begins. Lock onto its eye, then use the grappling hook, then slash away with your sword. Continue until he's dead. Grab the Heart Container, then enter the warp. Everything will return to normal.

Back at the base of the island, Komali will thank you and give you Din's Pearl. Medli will hint at the Wind's Shrine, so go through the hole in the wall to go to the Wind Shrine; use the Wind Waker next to the purple

statuette to learn the Wind's Requiem. A toad on a cloud will show up, and introduce himself as Zephus, the God of Winds. He'll warn you of cyclones at sea, then leave. Conduct the Wind's Requiem and have the wind blow south, then climb on the boat and sail towards the island. You'll be stopped by a fish, which will put Dragon Roost Island on your sea chart. Continue to Forest Haven.

4.3 - Forest Haven

- - - - -
4.31 - The Deku Tree

- Outside -

Climb up the first few rocks, then you'll meet a plant enemy. To defeat them, just use your sword a bunch, but if you use your grappling hook, you can get a Boko Baba Seed. Continue to the right and up, then use the grappling hook on the branch. To defeat the octopus enemies here, just deflect the things they shoot at you with your shield back at them. Cross the platforms, then use the grappling hook again and enter the next area.

- Inside -

Go to the right and climb up where the water falls, then go forward and do it again. Approach the Great Deku Tree to find he's infested with Chuchus. Roll into him to knock them off, then defeat them with your sword. He'll talk to you, then call out the Koroks. Apparently, you're just in time for a ceremony, but the Koroks are worried about Makar, who fell into the Forbidden Woods. Guess who gets to rescue him. The Deku Tree will summon a Deku Leaf, then ask you to go get it. Find the Baba Bud, then jump into it. Use it to shoot up into another Baba Bud. Continue until you reach a platform of leaves. Here, use your grappling hook to launch into another bud. Continue from bud to bud until you reach the leaf. Use it then to reach the platform that the Korok is standing on.

- Outside Again -

Go through to the end of the platform, then turn the wind SW and float to the platform. Cut the grass to get more magic, then turn the wind NW and jump into the cyclone (remember, it's farther away than it looks). You'll be thrown upward, so avoid the enemies and float to the entrance to the Forbidden Woods.

- - - - -
4.32 - Forbidden Woods

Go to the right to receive the dungeon map, then go towards the far left to a nut. Cut it down and pick it up, then go towards the door and throw it at the plant to destroy it. Go through the door. In the next room, jump into the Baba Bud and get shot out. At the peak, use your Deku Leaf to go to the next bud. Continue to the platform, then pick up a bomb and blow up the plant on the door.

In the next room, use the Deku Leaf to blow air at the contraption to your left. It will spin, and a platform will come down. Get on, then use your leaf on the wall behind you to go up. Go through the door. In here, go up and defeat the plant enemies, then jump into the Baba Bud to the

right and get on the high platform. Do it again, then use the leaf on the spin thing to bring down a platform. Get on, then use the leaf to make the platform go. At the top, get off and get a nut, then get back on and go back down. Throw the nut at the plant, then go through the door.

In this room, use your Deku Leaf to move the nut to the door, then pick it up and destroy the plant and go to the next room. In here, go to the right and use your grappling hook on the branch to get across, then jump across the moving platforms to the nut. Pick it up, then jump to the door with the plant and destroy it, and go through.

In here, go to the ledge, blow away the rocks, then jump across and go through the door. In here is an invisible maze, with the walls being dictated by appearing vines. Follow the left wall and bomb the barrier to get the Compass, then pick up another bomb and bomb the other barrier. Go back to the start, then go in the other direction. Follow the path to a small key, then use the Baba Bud to float back to the start. Go back to the locked door and go through.

Use your leaf to blow the enemy away, then use it on the contraption to bring down a platform. Use it to get to the other side, then go through the door. In here, defeat all the enemies, using the stick to break the hives, then jump into a Baba Bud holding a stick to get to the upper level. Break more hives, then go up another level. Break the last of the hives, then go through the door.

In here, defeat the butterfly by using your sword, then pick up the Golden Feather and get the Boomerang. Using the Boomerang, target both the switches above the door, then go through. Back in here, destroy both plants on the door and go through.

In this room, use your Boomerang to cut all the ropes, then float across, nab the Joy Pendant and go through the door. In here, cut all the ropes holding up the giant plant to have it drop down. Jump down after it, then go through the door.

Defeat all the enemies with your Boomerang, then jump across the platforms on the right. Defeat the Chuchus and tentacles, then go into the next room. In here, cut the four ropes, then drop down onto the flower. Go pick up a bomb flower and use it to blow up the wood barrier. Go through to the next room.

Remember that this room is optional: if you don't want a Treasure Chart, skip this paragraph. In here, jump across to a platform and defeat the plant enemy, then go to the central platform, defeating all enemies along the way. Jump up some platforms to a Baba Bud, then jump up and float to the platform. Use your leaf on the spin thing, then, when the platform arrives, travel to the other side. Pick up the bomb and throw it in the main tree to unlock a chest with a Treasure Chart.

Go back to the previous room and cut the four ropes again. Use your leaf to blow yourself towards the longer tunnel, destroying Octoroks along the way. At the end, jump onto the platform, and go through the door. In here, walk to the top of the platform, then use the Boomerang to hit all of the switches, then get the Big Key. Two guards will be dropped; defeat them, then go back up top and use the grappling hook to get up to the higher platform. Go through the door, then go back to the room with the flower.

Use your leaf on the spin thing, then launch up with the bud, take out your leaf, and get lifted to the higher floor. Up here, use the Boomerang to free up the door, then go through. In here, defeat the enemy, then go through the door. In here, avoid the cones and go through to the boss.

-- Boss: Kalle-Demos --

Approach the flower to bring out a giant plant, which will attach itself to the ceiling. Use the Boomerang to cut all the ropes that hold the plant on the ceiling, then cut the creature inside with your sword. Repeat until Kalle-Demos is defeated. You'll talk to Makar, then take the Heart Container and enter the warp. After some talk, the Great Deku Tree will give you Farore's Pearl, and the ceremony will begin. Once done, the King of Red Lions will have you sail to Greatfish Isle.

4.4 - The Next Part Of The Walkthrough

Making up names for sections is harder than you'd think.

4.41 - Jabun's Treasure

- Again With The Pirates -

Upon arriving at Greatfish Isle, you'll find that it is deserted. Quill will come and tell you to go see the pirates, who are on Windfall, so set a course northeast. Once you arrive, you'll need to find out what the pirates are up to. Go to the Bomb Shop (the building on the ledge to the right) and go around to the left. Sidle across the ledge, climb up the vines, and crawl through the hole to see the pirates stealing some Bombs. An interesting cutscene will occur, during which you learn the password to the pirate ship (it's random).

- More Ropes -

Go towards the other ledge and jump onto the pirate's ship, then tell the password to the door and go in. Go downstairs and talk to Niko, who'll make you take another test. Swing directly from rope to rope to get across, and Niko will give you Bombs. Tetra will talk to you (oops! She was watching!), and mention a treasure on Outset Island. Go there.

- Fairies Are The Best Medicine -

Upon arriving at Outset Island, you should go see your grandmother. Sadly, she's lost her mind after losing both of her grandchildren. Talking to Orca's brainy brother will reveal that fairy dust can help her. Head toward the bridge into the Forest of Fairies to find that it is out. No matter! Climb up onto one of the posts, jump off, and use your Deku Leaf to float to the other side. Follow the forest path to the rock and blow it up, then drop in. Inside, you'll talk to the Great Fairy, who'll give you a bigger Rupee bag that lets you carry up to 1000. Then she'll disappear and be replaced with fairies; capture one, then leave. Return to your grandmother, then stand in front of her and use the fairy. She'll regain her senses and give you some Elixir Soup, which refills your health and magic and gives your sword double strength until you're hurt once. Not only that, but you get unlimited refills.

- The Mysterious Vortex -

Return to the King of Red Lions and go around to the back of the island, where you'll be trapped in a vortex. While you're in it, use your bombs to give your boat a cannon. Shoot at the cracked portion of the stone wall until it breaks, then continue until the wall is gone. The vortex will disappear, and you'll go inside to talk to Jabun. After some strange talk, you'll receive Nayru's Pearl.

- Placing Pearls -

The King of Red Lions will tell you to place the pearls in certain places. Check your Sea Chart, then go to the nearest location, which will be a tiny island. Place Nayru's Pearl into the statue's arms, then go north to the next location and place Din's Pearl. Go to the final location and place Farore's Pearl. The three statues will explode, revealing what appear to be the three goddesses. They'll form a Triforce, and make a tower appear in the center. Go into the Tower of the Gods.

4.42 - Tower of the Gods

First, go to the northeast corner of the room; get on the platform, pick up the statue and place it on the switch. Go through the door. In here, defeat the yellow ChuChu by hitting it with your Boomerang, then slicing it. Jump in the water, then, when the water lowers, pick up a box and place it on the switch to make a bridge appear above. Go back up when the water rises, then when it lowers again, cross the bridge. Pick up the statue, then leave the room. Place it on the plus-shaped hole in the golden area to open a gate.

Go through where the gate was, then get on the platform. Place a statue on each switch, then go through the door. In here, drop down into the water, then when it lowers, push the blocks until they form a pseudo-bridge that you can jump across. When the water rises again, go up and get a stick from a pot, then light it. Cross to the other side and light both torches to get a key. Defeat all the yellow ChuChus, then leave the room.

Go back to the main area, then go into the southeastern corner. When the water lowers, go onto the platform and through the door. Defeat the ChuChu, then, when the water rises, bomb the wall on the south wall in the center. Get the Dungeon Map. Leave the room; there's nothing else of interest.

Bomb the west walls of the main area, then get off the boat and go through. Go through the upper door to get the Compass. Leave, then get a stick and light it. Run down the stairs as soon as the water lowers and light both torches to make a chest with a Joy Pendant appear. Go through.

In here, defeat all four ChuChus to make stairs appear. Grab the statue and leave. Run back up the stairs and place the statue in the plus-shaped hole to change the waterfalls in the main area. Go through the now-opened hole to the door to the next room.

In this room, pick up a statue, then run around the perimeter of the room so as not to get hurt by lasers. Place it on one of the switches, then go back and do it again. Then, stand on the third switch to make some platforms move. Use them to climb up to the door, then go in.

In here, go through the glowing door on the right. Defeat the ChuChu, then cross the platform, defeat more ChuChus, then go through the door. Climb up the stairs to the platform, then jump down to the pillar. Press R to call the statue, who will come down and begin to follow you. Guide it through the maze until you reach a large gap. Pick up the statue, then run across the gap and go through the door.

Cross the platform and go through the next door, then the statue will place itself properly, making a statuette appear in the center of the room. Use your Wind Waker in front of it to learn the Command Melody and unlock a door. Go through.

In here, use your grappling hook to cross to the other side of the room, then go through the door. Use your grappling hook again to cross the large gap, then call the statue with R. Stand on the switch to make a bridge appear, then use the Command Melody to control the statue. Have it cross the bridge, then, as you again, cross with your grappling hook. Pick up the statue and go through the door. Place the statue on the switch, then cross to the newly opened door and go through.

In here, you need to defeat a Darknut. Start with a parry to remove its armor, then you can slash like crazy to defeat it. The chest will give you the Hero's Bow. Go back through the door and shoot the eye to create moving platforms. Use your grappling hook to cross to where the statue is, then use the platforms to get to the other side. Go through the door, and the statue will place itself, unlocking the last door. Go through.

In this room, jump down into the water and go into the door on the right. Jump onto the platform, then jump to the platform in front. Shoot the eye to make the platform move, then jump onto it. Open the chest to get a small key, then jump on the moving platform to the left. Get up onto the top platform, shoot the eye to make the platform move, then shoot another eye to the right to make a chest appear. Get the chest, which contains a Joy Pendant, then go back to the beginning and exit the room.

-Optional for Treasure Chest-

Climb up the ladder, then jump onto the platform on the left. Blow up the wall (avoid the bat), then go through. In here, stand on the blue pad on the floor, then play the Wind's Requiem. A treasure chest will appear, and the statues will attack. Throw bombs in their mouths when they are open to defeat them, then open the chest to find a Treasure Chart. Leave the room.

Climb back up the ladder, then toss two statues onto one of the platforms. Jump onto the other, then climb to the higher ground and go through the door. In here, jump up onto the box, then float over the lasers with the Deku Leaf. Call the statue, then use the Command Melody and send it through the lasers to stand on the switch. As Link, go and pick up the statue, then go through the door.

In this room again, put down the statue, then cross to the other side and defeat the enemy. Throw three statues onto one of the platforms, then go up to the high ground, pick up your statue, cross and go through the door. The statue will place itself, revealing a warp on the central platform. Go in.

In this room, place the two statues on the two switches near the lasers,

then stand on the third to reveal the Big Key. This will also make the two statues attack you. When they're facing away from you, hit them with your sword twice to destroy them. The door will open, so go through.

Out here, use your Bombs on the blue laser things when they're shooting their lasers to defeat them. When you pass a red one, use your shield to protect yourself as you inch past. You'll reach the boss door.

-- Boss: Gohdan, The Great Arbiter --

To defeat this thing, shoot arrows at its hands to stun them, then shoot arrows at its eyes as well. Once that is done, throw a Bomb in its mouth. Repeat two more times to win. Don't worry about running out of something; if you do, the boss will supply more of it. Once you win, you'll get a Heart Container and access to a warp. Enter it to be sent outside. Here, climb the ladder, then use your grappling hook to ring the bell, which will give you access to a warp. After some talk, you'll enter it and be sent to a mysterious castle.

4.5 - The Confusing Middle Part

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4.51 - The Castle

- The Master Sword -

Go forward into the castle, then go more forward, ignoring the frozen enemies, until the King of Red Lions contacts you. In this area, you'll be standing next to a Triforce on the ground (the lighter triangle panels). Push and pull the three large triangle blocks until they hide the Triforce symbol. A statue will move, revealing a staircase. Go down to an altar, then proceed forward and collect the Master Sword.

- Many, Many Enemies -

Up above, time will restart, and you'll now have to fight off all the Moblins and Darknuts. Good luck. Once you're done, the electric fields blocking the doors will disappear. Exit back to the King of Red Lions, then go back through the warp to the world above. Head for Forsaken Fortress.

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4.52 - Return To Forsaken Fortress

Once you arrive, you'll need to break down a wall, but if you get spotted, the cannons will probably do it for you. Once you enter, head for the door, and you'll face a Phantom Ganon.

-- Mini-Boss: Phantom Ganon --

When he throws energy at you, hit it back at him with your sword. Do this until he's hit with it, then hit him with your sword. Do this again, then parry his attack and slice again. He'll then die, and you'll get the Skull Hammer.

Go towards the ramp and smash the pedestals with your Skull Hammer, then go up the ramp and through the door to the left. Defeat the enemy, use your Deku Leaf to get across, smash the pedestals with your hammer, then go through the door. Go through the next door, then cross with the Deku

Leaf again and go through the door.

Go through another door, then defeat a guard and go through the big door. Proceed up a few flights of stairs, then go up a ramp and smash some pedestals. Sidle past two ledges, then go up some more stairs and smash the switch to open the door. Go through.

You'll have a short reunion with your sister, which will be interrupted by the pirates. After a short cutscene, Tetra will redirect your attention to the top of the fortress. After some more scenes, you'll face off with the bird.

-- Boss: Helmaroc King --

Run to the top of the tower, avoiding the bird's charges, then hit the bird's head with the hammer; it'll fall into the water. Continue up and the bird will return. It will fly around and eventually try to hit you with its head. When it gets stuck, hit it with the hammer. Do this three more times, and his helmet will crack. Now, when it sticks its head in the ground, use the sword on it. Do this another time, then it will start flapping its wings. After it's done, shoot it with your bow. Repeat the last step two more times and the bird is done. You'll get a Heart Container and access to the top of the tower. Continue forward to the giant door to meet Ganon.

In the world's strangest cutscene, Ganondorf shows that the Master Sword is dull, you'll discover that Tetra is Princess Zelda, Valoo will torch Ganondorf's hideout, and you'll be rescued by Ritos. You'll end up on the boat, and you'll return to the castle with Tetra.

4.53 - Return To The Castle

- Secrets Revealed -

Enter the castle and return to the altar that held the Master Sword. In a revealing cutscene, you'll find that the King of Hyrule was speaking to Link in the stone, and they are in Hyrule Castle. The king was also the King of Red Lions. After a long story of Hyrule's fate, Tetra will be turned into Princess Zelda, and the king will call you back up to your world. Return to the King of Red Lions, and he'll tell you to go to the Wind and Earth Temples to see the Sages. Return to the water land, and your boat will talk more about the Triforce, then you'll set sail again.

4.6 - The Sage Of Earth

No, you cannot go to either temple first. The Earth Temple will always come first.

4.61 - Dare To Prepare

- Queen Of Fairies -

Your next objective is to obtain the Ballad of Gales. Sail the ocean until you're caught in one of Cyclos' cyclones (try going to Windfall). Shoot him three times with your bow and he'll teach you the Ballad of Gales. This will allow you to warp to various points on the ocean. Use

it, then warp to the farthest point northwest. You'll land in a Fairy Fountain, and a liquid fairy will talk to you. She introduces herself as the queen of the fairies, and gives your bow fire and ice arrows.

- Much Magic -

Go one square east of the temple entrance at the bottom of the map to G4. Look for the seagulls and go to them. You'll get caught in a vortex and a giant squid will appear. Use your bow or boomerang to hit the eyes. Once all the eyes have taken two hits, it will disappear and a fairy will appear in its place. She'll give you twice your magic power.

- Super Strength -

One square south of Dragon Roost Island, at C6, is a volcano. Shoot an ice arrow into the fire at the top to start a five-minute timer. Climb up the volcano and drop in the top. Cross from platform to platform until you get to the end. Defeat the enemies with parries to make a chest appear. Inside are the Power Bracelets. Grab and toss the giant rock, then exit the volcano.

- Heavy Feet -

One square west of Forest Haven, at F5, is the last island, shrouded in an icy mist. Shoot a fire arrow at the dragon's head to start another five-minute timer. Get on the island and carefully make your way to the dragon's head, and drop in the hole. In here, cross the icy platforms and carefully slide down the slide to the Iron Boots. Use them to walk past a large gust of air and back out of the area.

4.62 - Entering The Temple

- New Song -

Now that you're equipped properly, head to the marked location on the southern part of your map. Pick up the stone shaped like a head, then enter the cavern. Use the Wind Wake in front of the wall to learn the Earth God's Lyric. An apparition will appear, introducing herself as Laruto, a Zora sage. She'll tell you to find the one who plays a harp. (Hint: M_DLI.)

- Returning The Favor -

Go to Dragon Roost Island and head into the Mail Center. Climb up to the second floor and enter the second door you see. Go to the right and use your grappling hook to get across, then climb up and talk to Medli. Show her the Wind Waker and play the Earth God's Lyric. She'll faint, and you'll see a scene with Medli and Laruto, which I didn't get to see because I just had to move the other TV into the kitchen. She'll wake up and realize that she's a sage. Komali will fly overhead, and Medli will tell you to get going, which you will mysteriously do; you'll skedaddle all the way back to the boat.

- Opening The Seal -

Return to where you found the Earth God's Lyric, and the King of Red Lions will talk to Medli about a monster in the temple ahead. He'll also command Medli to follow you if you press R, and to allow you to lift her if you press A. Lastly, if Medli is stuck, play the Command Melody.

Approach the wall and conduct the Earth God's Lyric, and Medli will follow along, opening the path to the temple, and you'll both go inside.

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4.63 - Earth Temple

Note: In order to get Medli through doors, you need to be holding her.

Throw Medli across to the next door, then use your Deku Leaf to get across and go through. In the next room, defeat all the enemies, then climb to the top of the stairs and try to float to the pillar; you'll fail. Medli will tell you to use the Command Melody to control her. After you have her fly around a bit, she'll presume that she can carry you. Pick her up and go to the top of the stairs, then fly across to the pillar and stand on the switch. Use the Command Melody to control Medli, then fly across to the other switch and stand on it. The door will open, so go through.

In the next room, defeat the red and green ChuChus, then lure the black ones to the light. They'll turn to stone, so pick them up and throw them to defeat them. Use the Command Melody on Medli, then have her stand in the light. When she's facing the liquid chest, press A and aim the beam of light at the chest to make it appear. Get the Dungeon Map, then go into the newly unlocked door.

In here, use the Command Melody, then have her shine light on the switch in the blue fog. As Link, use the hammer on the switch to open up a new door. Go through with Medli.

Defeat the two Red Bubbles, then climb up the ladder and pull the giant block to reveal light. Have Medli shine light on the chest to make it appear, then get it as Link; it's a key. When the black hand appears, it will go after Medli, which actually hurts it. Shoot it with arrows to defeat it. If Medli is captured, she'll appear in the last room in a jail cell, which is where you need to go anyway. Use the Command Melody, then have her fly up and out. Go through the locked door.

In here, send Medli to the upper ledge so she'll be out of the way, then defeat ChuChus until the black ones appear, then burn the left curtain with a fire arrow to expose some light. When they jump into the light, they'll turn to stone, so put two on the switches to make stairs appear. Climb up and push the block off the edge to open the door. Go through. Defeat the hand with some arrows, then push the block to the left to expose some light. Have Medli shine light on the statue to make it disappear, then push the block in to expose a chest. Have Medli shine light on the vines on the wall to make that part of the wall crumble. Doing this will expose a vase and a block. Send Medli onto the ledge, then push the block along the path to open the door. Go up and open the chest to get the Compass, then go through the door with Medli.

In here, defeat the guards, then send Medli up onto the ledge. Have her shine light onto the statues, then shine light on the wizard. As Link, slice the wizard to defeat it, then grab the chest to get a Joy Pendant. Bring Medli back down, then go up the stairs and through the open door.

In this room, put down Medli, then jump down and stand in front of the coffins to summon Redead. When they latch on, press buttons to get them off, then slash away with your sword. When they're all gone, a ladder will lower. Open the remaining coffins until you get the key, then go back into the other room and go through the locked door. You'll

automatically drop Medli.

In here, slice at the skeleton, then slice at the head until it's gone. Three more will appear, so defeat them. Once they're gone, go up and receive the Mirror Shield. A hole in the roof will open, revealing light. Shine light on the moon symbol until it becomes a sun symbol to unlock the door.

Go back to where Medli is, then have Medli stand in the light and shine it down on the floor. As Link, stand in the light and reflect it in the vine wall so it disappears. Go in with Medli to more light. Have Medli destroy the statue, then have her aim light at the corner near where the statue was. As Link, stand in the light and break the vine wall. Get the 80 Rupees, then go through the door. You'll be back in the blue fog room.

Drop down and have Medli shine light on the right eye of the statue, then use your shield to shine light on the left. A stairway will appear, so go down. In the next room, cross the bridge and play the Earth God's Lyric next to the wall to open it. Go through the door.

In here, defeat the Redead, then stand in the light. Use your light on the statue and both mirrors, then go through the door on the right with Medli. In here, go down the stairs, then navigate through a maze of blue fog and hand monsters to get a small key. Go back to the other room and go through the other unlocked door.

Defeat the first hand, then run across avoiding the second. Hit the switch with your hammer, then push the ladder forward into the light, then go back into the previous room. Throw Medli up to the locked door, then push the block to the edge and climb up. Go through the door.

Defeat the Bubble, then use the light to defeat the wizards. Break the first two statues, then command Medli to stand in the light and aim light toward where the statues were. Then, as Link, redirect the light to the final statue. Bring Medli through the door.

In here, put Medli down, defeat the bats, then make all the coffins in the room fall, collecting items and defeating enemies. Once you find the wall with the song on it, bring Medli over to it and conduct the Earth God's Lyric. The rock will break, revealing a door. Go through with Medli.

Go down the winding stairs to the chasm. Go to the right and blow up the rock blocking the vase. Go down the stairs on the left, have Medli cross the chasm by controlling her, then climb across the wall, drop down to the next platform, go down the stairs with Medli and through the door.

In this room, control Medli and send her to the central platform, where she should stand on a switch, opening a sunroof. As Link, jump down and push two mirrors into place, then look for where the light is shining. Stand on the platform in the light's way, then use the light to get rid of a statue. Pull the mirror behind it into place, then take control of Medli again. Have her go down to the platform you were standing on, then make her direct light towards a smaller platform to the side. As Link, stand on that platform, then use the light to destroy a wall. Push and pull the next mirror into place, then follow the light to the next platform. Use the light to destroy a wall, then have Medli stand on the platform and aim the light toward the smaller platform. Use that light to destroy a larger wall, then put the next mirror into place; as you're

doing that, a statue will shatter, revealing another mirror. Put that one into place, then you'll take notice of two platforms. Have Medli stand on one and shine light into one eye, while you shine light into the other. You'll open up the path to a door; take Medli and go through.

Optional: Instead of going through the door, go through the door behind the vine wall that was destroyed. Stand in the light and shine it on a coffin to reveal a Stalfos. Defeat it, then open another coffin and defeat the Stalfos, then repeat once more. Go up and get the Treasure Chart. Go back and into the original door.

In here, defeat the bubbles by putting them out with your Deku Leaf, then slashing them, then take care of the Darknut; you'll gain access to the Big Key. Return to the room with the boss door, then have Medli fly over to that platform. Use the Deku Leaf to get yourself over, then go through to the boss.

-- Boss: Jalhalla, Protector Of The Seal --

To defeat this guy, hit him with a light beam, then pick him up and throw him into the spikes. Once you've done that, destroy as many wizards as you can before he regroups. Repeat until he's history.

Cooper sent in this strategy: I found that this really helps when beating the earth boss. The only thing you need is the hurricane spin from Orca. What you do is after you throw him into a spiky wall, bring out your sword real quick and start charging up. By the time he breaks into all the little guys, you should be fully charged. Then just let loose and you'll probably kill lots of them. I beat him after two hurricane spins using this strategy.

Grab the Heart Container and enter the triangle to watch the Master Sword get powered up. Medli will tell you to go to the Wind Temple for one more prayer, so that's where you're headed next.

4.7 - The Sage Of Wind

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4.71 - Entering The Temple

- Another Song -

Go to the northern location pointed out on your map (one square above Windfall Island). Get on and use your Iron Boots to walk up to the giant wind thing; break it with your hammer and go in. Use your Wind Waker next to the wall to learn the Wind God's Aria. Another apparition will appear, claiming to be Fado of the Kokiri tribe. He'll ask you to look for the one who plays the violin. That would be Makar. Head to Forest Haven.

- Find Makar -

Go up to the second waterfall, where music is coming out. From the lower ledge, have the wind blow south, then jump and use your Deku Leaf to enter another area. Go forward to find Makar. Talk to him, then use the Wind Waker. He'll ask for you to conduct him, so play the Wind God's Aria. He'll realize that he's the sage of the Wind Temple, and ask you to take him there. You'll end up on your boat, so go to the Wind Temple entrance and play the Wind God's Aria to open the path to the Wind

Temple.

4.72 - Wind Temple

Note: As was the case with Medli, to bring Makar through a door, you have to be holding him.

Go through the door with Makar, then put him down in the next room. Jump down and defeat all the enemies, then have Makar fly up to the other side and hit the switch to stop the wind. Jump on a spring and use the Iron Boots to press it down, then take them off to fly up. Do the same with the other spring and use the Deku Leaf to fly to the other side. Go through the door.

In this room, defeat the statues, then use your Deku Leaf on the spin contraption to open the wall. Throw Makar past the razor, then have him plant two trees to open the door. Go through with Makar. In the next room, have Makar fly up to the platform and plant a tree, then plant a tree on the next platform. Fly up to the ledge and plant one more tree, then the doors will open and Makar will be captured. Go through the newly opened door where Link is.

In here, defeat all the enemies (throw bombs into the mouths of the giant statues), then go into the next room. Defeat the two enemies, then drop down and kill the hand with your sword. Use your leaf on the contraption, then use the nearby spring to throw up a wall. Use the spring to get back up, then cross and go through the door.

In here, float to the wind tunnel with your leaf, then float to the platform and hit the switch. Float to the newly opened platform, then go to the right and destroy the enemy. Go through the gate, then open the chest to get the Dungeon Map. Go back to the central wind and go to the left, then cross the platforms to the end. Defeat the enemies, then go through the door.

Here, step on the switch with Iron Boots to open the floor. Float to the platform on the other side, then jump down to the bottom and go through the door. In here, step on one of the weak bits of ground with Iron Boots to fall through. After defeating the hands, push the spring block to the marked square, then push the other block next to it. Climb up to the spring and use it to get up to a key. Jump down and go back through the door, then go through the locked door.

In here, you'll face a bunch of enemies, including wizards, birds, and a Darknut. Defeat them, then defeat the orange wizard and you'll receive the Hookshot. Look up for a target, then use the Hookshot on it, then smash the switch to open the door. Leave.

Back in here, use your Hookshot on the low target on the wall to get on the platform. Use this to go up until you can go up no more, then use your Deku Leaf to float across to a chest containing the Compass. Use the spring to get to the next platform, then use the Hookshot to go up to the spring, which you should use to go up to the top platform. Go to the end, then Hookshot up to where Makar is. Put on the Iron Boots, then use your Hookshot on the statue to knock it over, freeing Makar. Go in to get a Joy Pendant, then go back out. Jump down to the bottom. Bring Makar down, then have him plant two trees to make a gigantic wind tunnel. Fly up to the very top, then fly to a platform that has four tall statues and a door. Have Makar fly up to where you are, then go

through together.

In here, defeat all the statues, then go through to get a key. Leave, then drop down a floor and go to the alcove on the left, bring Makar down, then go through the door. In here, use your Hookshot on the trees to go up to the door. Defeat the enemies, call Makar up, then go through.

Here, defeat the bubbles that you can with your Hookshot, then have Makar plant tress on all the platforms; when he's done, put him on a safe platform. Hookshot up to the door, defeating the last bubble on the way, then defeat the hand and bring Makar back up. Go through the door and place Makar on one switch, then stand on the other. The floor will open, and so will the gate. Jump down one floor and go to the alcove on the left, destroy the statues, bring Makar down, then go through.

Defeat the enemies, then go down to the lower floor. Defeat the hand, then use the leaf on the contraption and spring back up. Walk across and defeat the enemies, then play the Wind God's Aria to break the wall, then go through. You'll face two Darknuts and one shielded Darknut. Defeat them, then get the Big Key. Go back into the central room with Makar. Jump down all the way to the bottom, then bring Makar down, then go through the locked door.

In here, defeat the enemies, then grab the target on the wall with your Hookshot. Keep going up with your Hookshot until you reach the switch. Step on it with Iron Boots to open the door. Go through with Makar. Defeat the enemies in the next room, then have Makar fly above the wind and plant a tree, which will stop the wind. Use the Hookshot to get across, then defeat the enemies and go through the door with Makar.

In this room, put on the Iron Boots and push the center block forward so it cuts off the paths of the two razors. Push it towards the wall until they can't move. Take another block and place it so it fills up a gap at the end of the room. Take the last block and shut the farthest razor between the block and the wall so it doesn't move. Go back and pick up Makar, then walk across to the other side of the room. Play the Wind God's Aria in front of the wall to break it, then go through, open the vase, and enter the boss room.

-- Boss: Molgera, Protector Of The Seal --

Jump down into the pit to release what seems to be a giant sandworm. It will sink into the sand. When it sticks it head up with its mouth open, hookshot its tongue, then slice it with your sword. Be careful that it doesn't eat you. It will then release smaller snakes; to defeat them, hookshot then slice. Once again slice Molgera's tongue. Now it will fly up and try to grab you when it comes back down. Again, slice its tongue when it appears. Continue until it dies. Get the Heart Container, then enter the triangle to power up the Master Sword.

Next is a small scene in which your boat talks to a fish. Apparently, the Forsaken Fortress has been deserted. You'll have to get the shards of the Triforce now.

4.8 - More Walkthrough

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4.81 - The Eight Triforce Pieces

- Tingle -

Go to Windfall Island and head for the giant red building. Go through the door to see Tingle in a jail cell. After some talk, move a few pots to get at a switch which opens the cell door. He'll give you the Tingle Tuner and the Tingle Chart. Follow the chart to Tingle's Island. Talk to Tingle at the top, then go towards the Northern Fairy's Island. There, check the mailbox and pay the 201 Rupees to get the IN-credible Chart, which shows the location of all the Triforce Charts. Now, go in the shell to the fairy fountain to get a Rupee bag that holds 5000 Rupees.

- The Triforce Of Courage -

Once you get a chart, you need to make it readable. To get a chart deciphered, take it to Tingle's Island. He'll interpret it for 398 Rupees. 8 charts x 398 Rupees = 3184 Rupees. Go to the Savage Labyrinth and make it to floor 40 and you'll get serious cash. After that, just follow your nose to where the Triforce is buried.

Chart #1: E2. Head to the island and go inside. Head to the platform, then play the Wind's Requiem on the pad to make a chest appear; the chest contains the Triforce Chart.

-

Chart #2: Go to Windfall Island and talk to Miss Marie in her school; agree to capture the Killer Bees. Then, challenge the kids to a game of hide and seek; find them all.

1. Hiding in the tall tree next to the docks. Ram it.
2. Behind the Bomb Shop.
3. Behind the gravestone where the man danced the Song of Passing.
4. Go through the arch to the left of the school. Behind a bush to the left.

You'll get a Piece of Heart as a reward. Afterwards, talk to Mrs. Marie, then exit the school. You'll talk to Ivan about Mrs. Marie's birthday, and you need to find a Joy Pendant in a tree, specifically the tree next to the Bomb Shop. Roll attack it to get the Joy Pendant. Give it to Mrs. Marie, then give her 20 more Joy Pendants; she'll give you the Cabana Deed.

Go to E5, the cabana house. Show the Cabana Deed to the door, then go inside. In here, use your grappling hook on the ceiling to open a path in the fireplace. Go in. Follow the straightforward path to the ladder, then climb down. Crawl into the hole on the left, then go right, forward, forward, forward, right. Climb up the ladder, then hit both switches and go through the gate on the left. Climb down another ladder, then crawl through the hole on the right to yet another ladder. Go up, then drop through the hole with no ladder. Defeat two Redeads, then smash the pots and crawl through the hole. On the other side, climb up the ladder, then play the Wind's Requiem to get the Triforce Chart.

-

Chart #3: E7. Go to the smaller island, then use your bow to shoot down as many birds as you can. Use a Hyoui Pear to attract a seagull, then have it fly through all of the switches in the nests of the birds. Go through the opened gate and into the hole, then play the Wind's Requiem on the pad to get the chart.

-

Chart #4: F1. Go to the island and hookshot up to the tree. Hookshot from tree to tree up to the top, then drop in the hole. In here, go into

the vase, then break the vase and pick up the stick. Burn the vase covers, then enter the vase to the right of the vase you entered with. In here, kill the hands and burn the vase covers, then enter the pot on the right on the opposite wall of the pot you entered in. In this last area, kill the hand, then go towards the far torch and burn the cover to the vase on the left of the torch, then enter. Quickly defeat the hand, then go to the chest and get the Ghost Ship Chart.

Leave this area and wait until nightfall (or play the Song of Passing), then check your Ghost Ship Chart and go to the Ghost Ship. Sail into it to enter. Jump down and defeat the enemies to lower a ladder to the next room. Go in and get the Triforce Chart.

-

Chart #5: E1. Destroy the golden ship west of the island, then pick up the treasure it leaves behind (use the grappling hook around where the pearl is).

-

Chart #6: Outset Island. Go up the slope behind Grandma's house, then use your Hookshot on the tree. Lift the rock, then go through the hole. You'll be in the Savage Labyrinth. On each floor, defeat all the enemies to gain access to the next floor. After 30 floors, you can play the Wind's Requiem on the pad to get the Triforce Chart.

-

Chart #7: E3. Go to the island, then lift up the stone and go down. Here, defeat all the enemies behind the four doors, then defeat the two Darknuts. Go into the newly unlocked door, then play Wind's Requiem on the pad to get the Triforce Chart.

-

Chart #8: A7. Sail to the island, then, from your boat, use the Hookshot on the lowest tree. Hookshot from tree to tree, then drop in the hole. Down here, go through the door. You'll have to defeat all the enemies behind all four doors, then four Darknuts will appear in the central room. Once they are all defeated, go through the newly unlocked door and play the Wind's Requiem to make a chest appear with the final Triforce Chart in it.

Your Triforce Shards will fuse together to make the Triforce of Courage. The King of Red Lions will tell you to go to Hyrule, so go back to the Tower of the Gods. Link will show the Triforce to the Gods, then the warp will open and you'll go in.

- Zelda Disappears -

Enter the castle, then go to the altar of the Master Sword. You'll see Zelda disappear, and Ganondorf will taunt you. Defeat the two black Darknuts*, then exit the altar. You'll see a barrier disappear, then exit the castle. Use the Master Sword on the invisible wall to make it disappear. Follow the path to the broken bridge, then use your Hookshot to cross both gaps. Keep going to Ganon's Tower.

* Note: It was brought to my attention by a reader that if you die fighting the Darknuts, and continue, you'll end up in the arena with three hearts and no way of restoring your health, aside from anything in your bottles. Never fear, you can still win, with three easy steps:

1. Keep your distance from the Darknuts, staying locked onto one, until a good chance to parry arises. Do so. Continue until the armor of one Darknut has been removed.

2. Use arrows on the Darknut that has no armor until it is defeated.

3. Defeat the other Darknut, in a similar manner if you so desire.

4.82 - Ganon's Tower

First off, go to the center platform. Go on the lower-left path, to the door with a picture of Gohma, defeat the enemy, and go through the door. Use your grappling hook to cross the platforms until you can grapple onto the third bar. Climb up until you're standing on the bar, then float to the other side with your Deku Leaf. Defeat the bubbles, then go through the door. You'll fight the boss from Dragon Roost Island; see section 4.22 if you've forgotten how to defeat it. Once you're done, you'll reappear at the original center platform.

Go to the upper-left bridge, to the door with a picture of Kalle-Demos, defeat the enemy and go through the door. In here, use your Deku Leaf on the spin contraption to bring down a moving platform. Get on, then use your Deku Leaf to push the platform until it stops. Get on the branch platform at its low point, then use your Deku Leaf on the other spin contraption to bring another moving platform. Float to it with your leaf and go forth to the next platform. Jump on, then to the next, then float to the other side. Go in to face the Forbidden Woods boss; see section 4.32 on how to beat it.

Go to the upper-right bridge, to the door with a picture of Jalhalla, defeat the enemy and go through the door. In here, walk past numerous coffins, defeating enemies and getting powerups, then go up the stairs. Go past the next set of coffins to open them, then use the light on the enemies and defeat them. Keep one stone black ChuChu to place on the switch, then run to the stairs. Up here, go to the other side and defeat the skeleton. Stone a black ChuChu, then run it back to the other side and place it on the switch. Run back and up the stairs, then go through to fight the Earth Temple boss. If you need info on beating it, see section 4.63.

Go to the lower-right bridge, to the door with a picture of Molgera, defeat the enemy and go through the door. In here, defeat the wizard, then stand on the spring, put on the Iron Boots, then take them off, then use your Deku Leaf to float to the other end of the room (float in between the two wind gusts). Defeat all the enemies, then use your Hookshot on the target and go through the door. You'll fight the Wind Temple boss; see section 4.72 if you've forgotten how to defeat it.

With all four bosses gone, go through the newly opened door. Go up the stairs, defeating enemies, then go through the door. In here, go through the door on the right, and take notice of the order the number of candles (2, 4, 1, 3) is in. Go back into the door on the left and hit the switches with your Boomerang in the same order. You'll make a portal back to the Great Sea. Go get anything you may need, then come back.

Go back through the door on the right and drop into the hole. Head towards the door and Phantom Ganon will appear. He's the same as before, except he has giant purple energy balls. When he charges it, make sure you keep moving widely until it's done. When you strike him once with your sword, he'll disappear, and his sword will fall. The direction which the hilt points in indicates the door you have to enter. You'll go through several rooms like this until you get to a room with locked doors. Defeat Phantom Ganon here, then follow the hilt to make a chest appear. It contains the Light Arrows. Go through the next door to return

to the center and fight Phantom Ganon again. Now, when he makes the giant purple energy ball, shoot him with a Light Arrow to defeat him. Pick up his sword and slice the wall with it, then go through.

Go up the stairs, fighting enemies (you can defeat anything in a single shot of the Light Arrow), then go through the big doors. No cheating and running past people, the door won't unlock otherwise. Ganondorf will talk for a while, then you'll do battle.

-- Boss: Puppet Ganon --

First, cut all the strings holding him with your Boomerang. When the tail falls down, hit it with a Light Arrow. Do this two more times, then he'll turn into a spider. He'll start dropping on you, so keep moving around, and stay near the sides. When he falls, hit his tail with a Light Arrow. Do that two more times, then he'll become a snake and start spinning around. Hit its tail with the Light Arrow three times, and he's done.

Ganondorf will talk to you, then stand on the platform in the middle and jump to the rope. Climb all the way up, then use the grappling hook on the beam. Climb up that rope, then go into the middle and smash the pots to get powerups. Use the grappling hook on another beam, then climb up. Go into the center, defeat the small enemies, smash the pots and burn the top to the vase. Hookshot to the target on the small wooden alcove, then go through the door. You'll talk with Ganondorf again, then you'll lose your sword, and Ganondorf will form the Triforce. The king will beat him to it, and wish for Hyrule to be washed away again. Rain will pour from the sky, and you'll get up, and Zelda will hand you your sword. You'll then face off with the final boss.

-- Final Boss: Ganondorf --

Zelda will be firing at Ganondorf, so go towards Ganondorf and set all hell loose with your sword. If you use parries, you can slice him up good. After a few hits, Ganondorf will knock Zelda out. Fight a bit more, then Zelda will get back up. By this time, Ganondorf has probably learned your attack patterns, and you won't be able to hit him anymore. After some more hits, Zelda will tell you to deflect an arrow at Ganondorf. Move around with your shield up until Zelda fires. Stand still, then the arrow will hit Ganondorf. Go forward and use a parry, then you'll insert your sword into his head.

-- ENDING --

Ganondorf will turn to stone, and the King will talk of how he was like Ganondorf because he lived for the past. He will tell you and Zelda to live for the future, and say goodbye. Zelda offers to bring the King of Hyrule along, to form the next Hyrule. The king says no, it will not be Hyrule, but your land. The rain will come down, and you and Zelda will return to the world above. You'll try to save the king, but you'll fail. You and Tetra will come to in the ocean, and Prince Komali will come by, along with the pirate's ship; Aryll's on the ship as well, with almost everyone important in the game. Credits and bubbles. Tetra, the pirates, and you will set sail from Outset, at the mercy of the wind. Aryll will wave goodbye.

The section for Heart Pieces and such.

5.1 - Heart Pieces

On Windfall Island, you can play a game like Battleship where you have to find and shoot all of the squids. If you can do this with only 24 cannonballs, you'll get a Piece of Heart.

-

Check your mailbox after the Forbidden Woods. You should receive a Piece of Heart from the chieftain Rito.

-

Go to Dragon Roost Island's Mail Center. Go to the top floor and tell them you're looking to help. Sort 15, then 20, then 25 letters. You'll get a bunch of Rupees, then leave. Come back and talk to the guy. Sort 25 letters again, then he'll have you take a letter to the mailbox. Do so, then let about a day pass. Check the mailbox for a Piece of Heart.

-

Go to Bomb Island (E6), and climb to the top. Blow up the rock and drop down. In here, defeat an enemy so it curls up, then place it on the switch and go through the door. In here, go off to the left and step on the switch to deactivate two fires. On the central platform, kill an enemy so it curls up, then throw it into the center of the farther platform on the right. Do the same for the platform to the left, and a chest will be revealed. You'll get a Piece of Heart.

-

If you complete all 50 floors of the Savage Labyrinth (check section 4.81), you'll get a Piece of Heart.

-

Catch all four Killer Bees (see section 4.81) and they'll give you a Piece of Heart.

-

Buy one from Beedle for 950 Rupees. Look on Beedle's chart for the Beedle wearing a helmet.

-

Plant 16 Flowers in Windfall, then talk to the man on the bench near Zunari's shop. To plant a flower, stand next to a flower holder, then use the flower.

-

Go to Star Island (A2). Bomb the rocks until you find the hole, then drop in. Defeat all the enemies to get a Piece of Heart.

-

Go to Spectacle Island (B3) in the daytime and talk to the person there. Pay 50 Rupees to play the cannon game. Sink all five barrels with ten cannonballs to get a Piece of Heart.

-

Go to Pawprint Isle and climb up to the dome. Cut the grass around it to find a hole, then crawl in. Fall in the hole inside, then go forward, then right. Go forward to a treasure chest with a Piece of Heart.

-

One is up for auction on Windfall Island every once in a while.

-

Beat Orca's third challenge (hit him 500 times before getting hit 3 times) to get a Piece of Heart.

-

After getting the Deluxe Picto Box, talk to the girl in orange on Windfall, then take a pictograph of her. Show it to the guy who walks around, then wait a day. Go to the cafe and talk to the girl. She'll give you a Piece of Heart.

-

Talk to the Great Deku Tree about the island Koroks and he'll show where they are on your map. Get some Forest Water from anywhere in his chamber, then water all eight trees on the eight locations. The tree will grow huge and sprout a Piece of Heart.

-

Go to Windfall Island after defeating the Helmaroc King and go to the upper level of the auction house. Talk to Maggie to get the letter, then put it in a mailbox. Go back to see a fight between the postman and Maggie's father, then go to the cafe and talk to the postman. You'll get another letter; give it to Maggie and she'll give you a Piece of Heart.

-

Go to Windfall Island and make the wind blow north. Go to the windmill and walk around the left side to find a ladder; go up and press the switch. Make it night then go in the windmill and climb the stairs, then go out the next door. Go forward and get on a compartment in the wheel, then, when you're at the top, shoot the spinning black thing. Go back and talk to the man near the last door; he'll give you a Piece of Heart.

-

After getting the above heart piece, go to the Bomb Shop ledge and point the wind south. Use the Deku Leaf to float down to a treasure chest with a Piece of Heart.

-

In Forsaken Fortress, on the lower level of the room where you get the

dungeon map, move some barrels to reveal a switch that opens a door. Go in and grab a Piece of Heart.

-

Give 20 Golden Feathers to the guard in the Mail Center that's standing outside where Medli was in the beginning. He'll give you 100 Rupees. Wait a day or so, then check a mailbox for a Piece of Heart.

-

Go to the Flight Control Platform with a full, doubled Magic Meter and enter the contest. Use your Deku Leaf to get across to the other side of the course, using the updrafts to stay afloat. If you make it, you'll get a Piece of Heart.

-

Give 20 Skull Necklaces to Maggie's father to get a Piece of Heart.

-

Trading Sequence #2 (section 5.3) leads to a Piece of Heart.

-

In the Spectacle Island area, go toward the seagulls to fight a giant squid. Defeat it to make a treasure spot appear; fish out the Piece of Heart.

-

In the Seven-Star Isles area, go toward the seagulls to fight a giant squid. Defeat it to make a treasure spot appear; fish out the Piece of Heart.

-

Treasure Chart 15 leads to a Piece of Heart.

-

Treasure Chart 23 leads to a Piece of Heart.

-

Treasure Chart 30 leads to a Piece of Heart.

-

Treasure Chart 31 leads to a Piece of Heart.

-

Treasure Chart 33 leads to a Piece of Heart.

-

Treasure Chart 38 leads to a Piece of Heart.

5.2 - Bottles

5.21 - Where To Get Them

You can get a total of four bottles. You can't avoid getting the first; here are the other three.

1. Buy from Beedle for 500. Look on Beedle's Chart for the Beedle wearing a helmet.
2. In Windfall, after you save your sister, make it night, then go towards the eskimo's shop. Talk to the girl on the way, then follow her, hiding behind obstacles along the way. When she tries to crack the safe, talk to her, and keep choosing the top option. She'll give you a bottle.
3. Fifth line from the top, sixth line from the left. There's a raft attached to a submarine. Go inside and defeat the enemies to get the last bottle.

5.22 - What To Put In Them

Lots of things!

Blue Potion - Restores health and magic. Obtained for free at the Potion Shop in Windfall after bringing 15 Blue Chu Jellies to the guy who works there, and for 5 Blue Chu Jellies after; can also be purchased. Also, bringing 4 Boko Baba Seeds to Hollo in Forest Haven scores you a Blue Potion.

Elixir Soup - Restores all health and magic, and doubles attack power until you take damage. 2 servings per bottle. Obtained from Grandma after healing her with a fairy.

Fairy - Restores 10 hearts when used or when all health is lost. Obtained in any fairy fountain, and at the beginning of the Savage Labyrinth.

Forest Firefly - Give it to Lenzo as part of the Deluxe Picto Box sequence. Obtained in the Deku Tree's chamber in Forest Haven; look for the color changing light.

Forest Water - Pour it on all eight withered Korok trees to get a Piece of Heart. Obtained in the Deku Tree's chamber in Forest Haven; any water in there is Forest Water.

Green Potion - Restores magic. Obtained for free at the Potion Shop in Windfall after bringing 15 Green Chu Jellies to the guy who works there, and for 5 Green Chu Jellies after; can also be purchased.

Red Potion - Restores health. Obtained at the Potion Shop on Windfall by bringing 5 Red Chu Jellies to the guy who works there; can also be purchased.

Water - Pour it on dry, withered plants to make them blossom. Obtained anywhere with water.

5.3 - Trading Sequences

Sequence 1: Magic Armor (Total cost 55 Rupees)

1. Get a Town Flower from Zunari.
2. Go to Bomb Island and trade your Town Flower to the Goron for a Sea Flower.
3. Flower.
4. Go to Greatfish Isle and trade your Sea Flower for an Exotic Flower.
5. Return to Zunari and receive the Magic Armor.

Sequence 2: Piece of Heart (Total cost 620 Rupees)

1. Get an Exotic Flower from Zunari.
2. Go to Bomb Island and trade your Exotic Flower for a Sickle Moon Flag.
3. Go to Mother and Child Isles and trade your Sickle Moon Flag for a Big Catch Flag.
4. Go to Bomb Island and trade your Big Catch Flag for a Fountain Idol.
5. Go to Mother and Child Isles and trade your Fountain Idol for a Big Sale Flag.
6. Go to Bomb Island and trade your Big Sale Flag for a Hero's Flag.
7. Go to Greatfish Isle and trade your Hero's Flag for a Postman Statue.
8. Go to Mother and Child Isles and trade your Postman Statue for a Shop Guru Statue.
9. Go to Greatfish Isle and trade your shop Guru Statue for a Piece of Heart.

By this point you're much poorer and Zunari has a huge honking shop.

5.4 - Great Fairies

These are the optional fairies. You may have noticed I've put the double magic fairy in the walkthrough as well, because I feel it's really helpful.

- Bomb Bag Fairies -

Warp to F4, and sail to the island. Use a fire arrow on the wood, then go in and talk to the fairy.

Go to the island at C5, blow up the rock and go in.

- Quiver Fairies -

At D7, there is an island. On this island, hit the three switches to gain access to this Fairy.

At C1 is an island. Use your hammer on the switch to make the fire disappear, then drop down.

- Double Magic Fairy -

Go one square east of the temple entrance at the bottom of the map to G4. Look for the seagulls and go to them. You'll get caught in a vortex and a giant squid will appear. Use your bow or boomerang to hit the eyes. Once all the eyes have taken two hits, it will disappear and a fairy will appear in its place.

5.5 - Treasure Charts

#1

Location - Forbidden Woods. In the second room, with all the Baba Buds,

go up Baba Buds until you find a chest with a flower thing on it. Take out the plant with the Boomerang, then get the Treasure Chart.

#11

Location - Dragon Roost Cavern. The second time you exit the large main room (the giant lava pit), turn to the right and use the grappling hook to get to the other side. Slice through the wood, then grab the Chart.

#12

Location - Earth Temple. In the room with a ton of mirrors, instead of going through the door, go through the door behind the vine wall that was destroyed. Stand in the light and shine it on a coffin to reveal a Stalfos. Defeat it, then open another coffin and defeat the Stalfos, then repeat once more. Go up and get the Treasure Chart.

#15

Location - Forbidden Woods. Go to where you cut down the second flower. Cut it, jump down, get a bomb, blow up the barricade and go through the door. In here, climb up the platforms, defeating enemies, until you find a Baba Bud. Fly up to the platform, then use your leaf to bring a moving platform down. Get on, then go to the other side. Get a bomb and drop it in the hole to get a plant off of a chest. Drop down and get the Treasure Chart.

Reward - Piece of Heart.

#18

Location - Windfall Island. Periodically up for auction.

#30

Location - Tower of the Gods. In the room with the balanced platforms, step on the left, then bomb the wall and go in. Play the Wind's Requiem on the blue pad to make a chest appear, then destroy the statues by throwing a bomb in their mouths. Grab the chest to get the Treasure Chart.

Reward - Piece of Heart.

#31

Location - Windfall Island. Talk to the boy on the steps in the daytime a couple of times, and he'll tell you to take a pictograph of a perfectly round, pale thing. Take a picture of the full moon (play the Song of Passing until it's full) and give it to him to receive this chart.

#33

Location - Windfall Island. Take a color pictograph of the lady who thinks she's the prettiest woman on the island. Show it to her and she'll give you this Treasure Chart.

Reward - Piece of Heart.

#36

Location - Ice Ring Isle. Along the outer edge, there's a treasure chest frozen in a block of ice. Thaw it with a Fire Arrow, then open it to get the Treasure Chart.

#38

Location - Windfall Island. Periodically up for auction.

#39

Location - Dragon Roost Cavern. In the room with all the pots, get a stick from the higher platform, set it on fire and light the unlit

torch. A chest will appear with the chart.

Reward - 200 Rupees.

5.6 - Song Of Passing

To get the song of passing, go to Windfall Island after going to the Tower of the Gods. Near the big building to the right is a small man dancing. Talk to him a couple of times, then use your Wind Waker. You'll just conduct nothing for a couple of measures, then he'll do his dance, pointing directions. Conduct what he danced (> < \/) in 3/4 time - that's the Song of Passing. The song changes that time of day it is.

5.7 - Hurricane Spin

Once you have 10 Knight's Crests, show them to Orca on Outset Island. He'll teach you the Hurricane Spin. To perform it, hold up B and then release, then watch Link go insane with his sword. It uses Magic Power, though.

5.8 - Deluxe Picto Box

After freeing Tingle from the Windfall Island jail, go into his cell and move the box. Crawl in to find yourself in a maze. In here, don't go onto any wooden paths, or you'll have to start over. At the end, you'll find the Picto Box. Now go to the Photo Shop. The man there, Lenzo, will let you look around his shop. Go upstairs into the room with the pictures and talk some more. Leave, come back and talk to Lenzo to become his assistant. You'll get three tasks.

Task 1: You need to take a pictograph of the man who is sending unwanted letters. Go to the end of the docks and wait for the man to come to the mailbox. When he gets there, snap a picture. (Hint: zoom in a tiny bit more than you think is good.) Go back to Lenzo and show it to him; if he likes it, you pass.

Task 2: Next, you must take a picture of the most scared man in Windfall when he has fear on his face. This man happens to be in the cafe, the only one there in the day. Knock some cups off the counter and he'll start shaking, so take a picture of him then. Give it to Lenzo to complete the task.

Task 3: Your final task is to take a picture of two people who glance at each other when they pass. Wait by the woman in orange, next to the stairs. When she looks at the passing man (the one who walks around a lot) and they look at each other, take a picture. Give it to Lenzo and your task is complete.

You'll get a Joy Pendant. Now, go to Forest Haven with an empty bottle. Go to the Deku Tree area and capture a Forest Firefly (the really bright one that changes colors). Bring it to Lenzo and he'll make your Picto Box into a Deluxe Picto Box.

5.9 - Hero's Charm

After getting the Cabana Deed, take 21 Joy Pendants to Mrs. Marie. She'll give you the Hero's Charm. This shows you how much health an

enemy has left.

6 - Spoils

This section explains how to get lots of each item quickly, and what to do with them once you have lots of them.

-

Blue Chu Jelly

Who Drops It - Blue ChuChus

How To Get Lots - Go to Tingle Island and stun the Blue ChuChu with your Boomerang, then get the jelly with your grappling hook. Play the Song of Passing and repeat.

What To Do With Them - Bring 15 to the Potion Shop on Windfall; he'll fill up a bottle with Blue Potion. After this, you can bring 5 in to get a free refill.

-

Boko Baba Seed

Who Drops It - Boko Babas

How To Get Lots - There's five Boko Babas outside Forest Haven. Keep entering and exiting the Deku Tree's chamber to make them reappear.

What To Do With Them - Bring 4 to the Potion Shop in Forest Haven (only other door on the ground floor). Hollo will fill up a bottle with Blue Potion.

-

Golden Feather

Who Drops It - Helmarocs

How To Get Lots - Go through Dragon Roost Cavern from the beginning. You'll face a Helmaroc in an outdoor area. Use your Grappling Hook to get the feather, then leave and come back. Repeat.

What To Do With Them - Give 20 to the guard outside of where Medli was in the beginning of the game. He'll give you 100 Rupees, and after a day or so you'll get a Piece of Heart in the mail.

-

Green Chu Jelly

Who Drops It - Green ChuChus

How To Get Lots - Go to Crescent Moon Island at night to face a whole bunch of ChuChus. Fill up on Jelly, then play the Song of Passing twice and repeat.

What To Do With Them - Bring 15 to the Potion Shop on Windfall to get a free helping of Green Potion; after this, being in 5 to get a refill.

-

Joy Pendant

Who Drops It - Goblins of any kind

How To Get Lots - Go to a skull platform out in the sea. Get some

pendants from the goblins, then play the Song of Passing and repeat.

What To Do With Them - Bring the one the Killer Bees show you to Mrs. Marie and you'll get some Rupees. Give her 20 more and she'll give you the Cabana Deed. Give her another 21 and you'll get the Hero's Charm.

-

Knight's Crest

Who Drops It - Darknuts

How To Get Lots - Easily the rarest of all spoils. Go into the Savage Labyrinth a few times and defeat some Darknuts on the later floors.

What To Do With Them - Bring 10 of them to Orca and he'll teach you a new sword technique, the Hurricane Spin.

-

Red Chu Jelly

Who Drops It - Red ChuChus

How To Get Lots - Go to Crescent Moon Island at night to face a whole bunch of ChuChus. Fill up on Jelly, then play the Song of Passing twice and repeat.

What To Do With Them - Bring 5 to the Potion Shop on Windfall to get a free bottleful of Red Potion.

-

Skull Necklace

Who Drops It - Moblins

How To Get Lots - Go into the second room of the Earth Temple and get the necklaces from the Moblins. Leave the temple, then come back. Repeat.

What To Do With Them - Give them to Maggie's father on Windfall to receive a Treasure Chart.

7 - Nintendo Gallery

The Nintendo Gallery is a nice big sidequest in which you use your Deluxe Picto Box (see section 5.7) to take pictures of various characters, then trade them in for figurines. Since there are some pictures you have to take that are one-time-only (i.e. Helmaroc King), the pictographs you take in your first game carry over to your second quest. Keep in mind that pretty much anyone or anything can have a figurine made out of it.

7.1 - Becoming A Member

First, you have to get the Deluxe Picto Box (see section 5.7). Then, get a Hyoi Pear and go to Forest Haven and into the Deku Tree area. Use the Baba Buds to go up to where you got the Deku Leaf, but instead of going towards the Forbidden Woods, float over to the bud in front of you. Get on the platform and go through. Here, have the wind face north, then float to the platform below. Talk to the guy next to the door, and he'll point out a switch. Use the pear to attract a seagull; have it go hit

the switch to open the door. Jump in and talk to the guy at the desk. Take a picture of him and show it to him. He'll pronounce you a member and tell you to come back tomorrow for your figurine.

7.2 - Figurines

coming soon

8 - Frequently Asked Questions

Q: I'm covered in those spiky black things! What do I do?

A: The easiest way is to use a spin attack with your sword. This will not only get them off, but kill most of them.

Q: How do I stop those sharks from ramming my boat constantly?

A: If you take your Wind Waker out right before you get hit, or the instant you get hit, you won't be thrown off the boat, and can quickly resume sailing.

Q: Those giant squids are impossible! How do you defeat them?

A: Using your Boomerang, lock onto five eyes at once, then throw. Repeat until he's gone.

Q: Where are the Killer Bees?

A: 1. Hiding in the tall tree next to the docks. Ram it.
2. Behind the Bomb Shop.
3. Behind the gravestone where the man danced the Song of Passing.
4. Go through the arch to the left of the school. Behind a bush to the left.

Q: I've learned the Wind God's Aria, so where's Makar?

A: You have to beat the Earth Temple, then he'll appear.

Q: What the devil is up with the Ghost Ship? It keeps disappearing!

A: You need the Ghost Ship Chart to enter the Ghost Ship (see section 4.81, chart #4). Then just sail into it.

Q: What's different in the second quest?

A: A few things. Mainly, you start out with the Deluxe Picto Box. Also, Link gets the Hero's New Clothes which only the honest can see (read: they're invisible), so he plays in his blue shirt through the entire game. Lastly, Aryll wears her skull dress, and you can understand Hylia.

Q: Can I borrow a section of your FAQ for mine?

A: Contact me, telling which section you'd like to use. If it's not a part of the walkthrough, I'll usually say yes. Remember to give me credit.

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ?

A: E-mail me concerning any of the above situations. I will post good questions and tips. However, I will not even read an e-mail with a tip for something in a section of the game I have not posted yet, as part of my New Year's Resolution. Remember to say where you found this FAQ.

9 - Thanks To...

The following for posting this guide on their websites:

GameFAQs

CheatCodes.com

Neoseeker.com

BDGamer.net

Nonsologiochi.com (and for translating it into Italian)

Cheats.de

Nintendo for making the game.

K-Mart for still having reserve tickets at 7pm on the 10th.

Ben for granting me a \$50 loan so I could buy this (I've almost got the money!)

Metroid OMNI 911, Bio Overlord, and teq10 of the GameFAQs boards for boss names.

kirbycrazy and Price Power of the GameFAQs boards for help with Skull Necklaces.

10 - Legal Info

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