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If you're wondering what the code is to the right of each section name, it is used to help you quickly get to the section you want without having to scan through the entire guide. What you do is press the CTRL button along with the F button and a small box will appear. Enter the code of your choice into the text box and click "Find Next" or press the Enter key. If you happen to end up in the Table of Contents again, click "Find Next" again or press the Enter key again.

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***** I. Introduction                               Code: [ITDT] **
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This is one game I can truly say I completely enjoyed. The only thing I had against it was its very low difficulty, but that didn't stop the rest of the game from being so incredible. And after playing such an amazing game, I could think of no other way to relive it other than write a walkthrough for it. I hope this walkthrough answers each and every question you could possibly have about this game. Whether you're looking for help on where to go next, or need some aid to find that last piece of heart, this guide will answer your questions. Whatever you do, I hope this guide helps you enjoy The Legend of Zelda: The Wind Waker even more.

On a side note, many people will notice that I have also written a separate Side Quest FAQ for this game. On GameFAQs, the amount of KB of your posted FAQs are shown in your contributor profile. In addition, if you submit over 1.5 MB of FAQs, given that they are posted, you are added to the "Most Prolific FAQ Contributors" list. If I were to simply copy and paste all my Side Quest FAQ information onto this walkthrough, I would basically be receiving "cheap KB". Because I'm an honest person and don't want to be a cheap fool, I have rewritten or reformatted the majority of the side quest information in this guide.

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***** II. Version History                           Code: [VSHS] **
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\*\* Version 1.0: 04/20/03 - 05/29/03

This is the very first version of the guide and

hopefully will be the last. Only minor changes will be made from now on, such as fixing typos or correcting incorrect information. But the guide is complete. I'll need a very good reason to add a new section to the guide.

\*\* Version 2.0: 06/09/03 - 06/09/03

I fixed a few errors throughout the FAQ. I also added a few more questions to the FAQ section to reduce the amount of emails I get. Finally, I updated the ASCII art for the FAQ. Now it looks more like the official logo! Other than all this, there haven't been any major additions. The FAQ has all it will ever need.

\*\* Version 3.0: 06/16/03 - 06/16/03

I made a few corrections in the walkthrough to make things a bit more clear. I also added a few more questions and answers to the FAQ section.

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\*\*\*\*\* III. The Story Code: [THST] \*\*

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Long ago, there was a kingdom that secretly housed a golden power. As prosperous as the land was, a man of great evil discovered and took the golden power to use for his own evil uses. With its amazing power, the figure of hate was able to shed darkness upon the entire kingdom. It was the beginning...

...the beginning of a legend. A young boy in green appeared seamlessly from nowhere. With the blade of evil's bane, the young lad summoned the power to seal away the dark figure and restored light to the kingdom. The Hero of Time, which the young boy was named, had traveled through time to save the land.

From generation to generation, this tale was passed down until it was dubbed a legend. Then a wind fell, unveiling the dark figure's return to unleash darkness upon the kingdom once more. Having no other choice, the kingdom's people could only hope that the Hero of Time would return to once again save their precious land. But there was no hero in sight, and the people could do nothing more than appeal to the gods. Fate had taken its toll. But what became of this prosperous kingdom? Not a soul can breathe the answer to such a question.

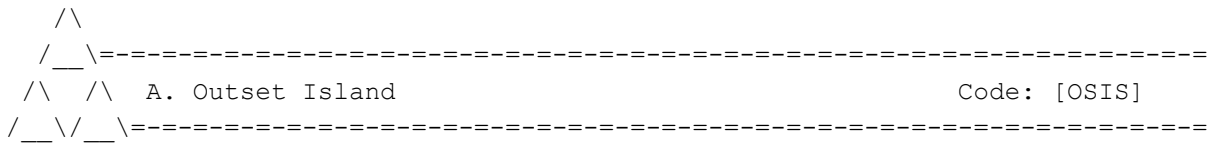
Although the kingdom became nothing more than a memory -- a legend -- a certain island had grown accustomed to dressing young boys in green when they reached the age of twelve. They learned the ways of battle, but one could only hope that at least one young lad would learn the ways of courage; the ways of the Hero of Time.

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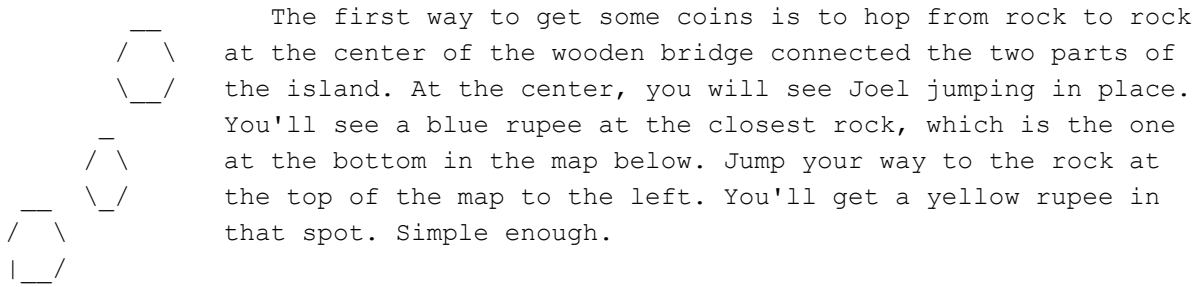
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\*\*\*\*\* IV. Walkthrough Code: [WATH] \*\*

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Your sister, Aryll, seems to be looking for you. After waking you up, she will tell you to go meet grandma at her house. It seems like she has been waiting because it is your birthday! Climb down the ladder and walk over to the house. If you wish, you can make some quick cash pretty easily. Just read the next two paragraphs. If you just want to continue through the game, then skip the next two paragraphs.



As for the second place to get some money, you'll need to find and catch the three pigs. You put the three pigs in a small pen with the large woman in it. Look for Zill, the kid with the snot hanging from his nose. Then go up the path and you'll see the pan. One pig is by the only house on the first half of the island. The first half of the island is the half you started on. The spotted pig is here. The black pig is near the tall grass on the second part of the island. Look for a man low to the ground near some grass. He'll be facing the pig, which is on a dirt patch near the rock. The final pig is a bit near Zill, the kid with the snot hanging from his nose. Just stand by him and you'll see the pig somewhere near. When you have put all of the pigs in the pen, speak to the woman in the pan and she'll give you sixty rupees.

Head into grandma's house and climb the ladder. She will speak to you and then give you the Hero's Clothes. After a few more words of grandma, the camera will focus on the shield on the wall. Remember its location! After grandma speaks a bit more, look for your sister.

Head to "Aryll's Lookout", which is the high wooden platform on the first part of the island where you started. After speaking a bit, Aryll will let you borrow her telescope for the day. Treasure it dearly!

Look at the red postbox near grandma's house and you'll see the postman. Kind of weird-looking, he is. Oh jeez! What's that in the sky?! Look directly up into the sky! What a huge bird. And it's holding a small girl! Oh, looks like the pirates got it taken care of. Oh dear, she fell into the woods! Go and help her now. You'll need to climb down the ladder and follow the other dirt path that leads higher into the first part of the island. That's the left path. But you'll need to go back and get something to cut those trees down. Head to Orca's house, which is on the way to Grandma's house. It's the house in front of the house with the pig pen next to it. Go into the first floor.

Now it's time to learn how to use a sword. Use the B button to perform a horizontal slash at Orca. Do it a few times until he says to stop. Now to do a vertical slash. L-target Orca and press B to do a vertical slash. Once again, keep on doing it and he'll make you stop to move on. Next is the thrust! L-target Orca again and press B along with FORWARD on the joystick. Now it's time

for the spin attack. Use the B button to slash away at Orca, then hold down the B button. Move in range of Orca and spin away. To it once more to continue onto the parry. Look at the green circle in the upper right corner of the screen with the A in it. When it changes, press A to do a parry. Make sure you're L-targeted! Now for the last thing: the jump attack. L-target Orca and press A to jump at him, sword at hand. Do it again and you will get the Hero's Sword.

Now head to the trees you couldn't cut before up in the first part of the island. Follow the path until you come to a bridge. Keep in mind that you can go a little higher in the island. Anyway, go across the bridge and enter the dark entrance.

Walk directly forward and you'll see a small path that curves around the corner. Go up and the jump off the ledge. Head to the ledge to fight a blue bokoblin. After defeating it, do not climb up to the stop. Instead, crawl into the long tree trunk on the ground in the area to get a red rupee. Now you can climb onto the trunk and then hop onto the grass ledge. Walk forward and climb onto the long tree trunk and jump off it when you come to the end. Two bokoblins will come falling in. Fight them and then the girl will fall onto the ground. Her name is Tetra and she seems to be the captain of some pirates. Speaking of pirates, another one will appear and will follow Tetra out of the woods.

#### SPOILER WARNING

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Link will follow the two pirates out of the woods. Aryll will be at the other side of the bridge. Aryll and Link will exchange waves and smile. But the large bird comes from nowhere and takes Aryll! Link will unsheathe his sword and try to save her, but will almost fall off the ledge. Luckily, Tetra is quick enough to catch him before his fall.  
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Link will want to ride in Tetra's ship and save his sister, but Tetra doesn't want to. Quill will come into the conversation and point out that it really is Tetra's fault that Aryll was taken. Tetra will agree, but will tell Link to find something to use as a shield.

Head to grandma's house and climb the ladder. The shield will be gone, so go back down the ladder and speak to grandma. She will give you the Hero's Shield.

If you haven't already gotten it, now is a good time to get the bait bag. Head to the dock near grandma's house and enter the boat floating on the water. You can purchase the bait bag as well as all-purpose bait and hmoi pears. The bait has a few uses. One use involves getting the fish jumping out of the water to come close to you. That fish will give you a sea chart piece. There is obviously one in every square on the sea chart. The hmoi pear will let you take control of a seagull, which plays a larger role later in the game.

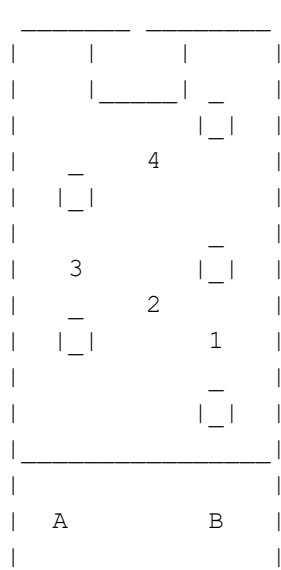
Head back to Tetra and speak to her. She'll make fun of you and then ask if you are ready or not. Answer yes and the pirate ship will set sail.

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/_\=====
/\ /\ B. Pirate Ship                               Code: [PRSP]
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As the ship sails, you will have to go below deck and speak to Niko. Open the door and then go down the stairs. Niko will automatically speak to you. Niko will explain how to press buttons and swing on ropes. If you missed it, then listen up. To press a button, you walk up to it, then just keep on walking toward it until you hop onto it. It'll pop down and presto! As for swinging, it's also pretty simple. You just run off the ledge toward to rope and you will automatically grab onto it. You use the joystick to swing. The more you swing, the further you can go. If you hold down R, the rope will stop swinging. While holding R, you can climb up or down the rope and you can also change your direction if you want to. Let go of R to swing and such. If you want to let go of the rope while you swing or not, just press A and you will land.



To the left is a basic layout of the room. The spot marked A is the reset button. If you press this button, the platforms will reset. You can press the button where B is to start the platforms. The numbers on the map to the left are the lamps in which you must swing to get from platform to platform. Although you are not supposed to, you can swing from rope 1 to 2, then 2 to 3 if you want to. It'll take less time. However, I do not recommend you swinging from rope 3 to 4 as you will most likely miss or not make it. Then you'll have to start over. You have a little less than one minute.

Successfully making it to Niko's location will gain you the Spoils Bag. As you make your way through the game, some monsters drop various items that have assorted purposes. You can keep these items in your spoils bag. There are eight different items you can put inside the spoils bag. The more you collect, the better.

After getting the spoils bag, Tetra will call you up, swabbie. Make your way up the stairs and out the door. Walk forward and Tetra will call you again. Walk around the wooden pole in front of you to see a ladder right next to it. Climb that ladder and then a scene will begin.

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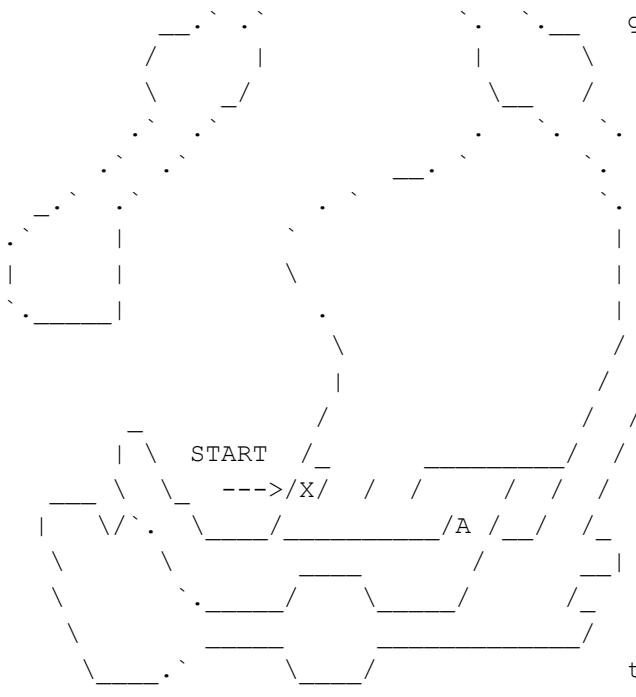
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/_\=====
/\ /\ C. Forsaken Fortress                         Code: [FSFT]
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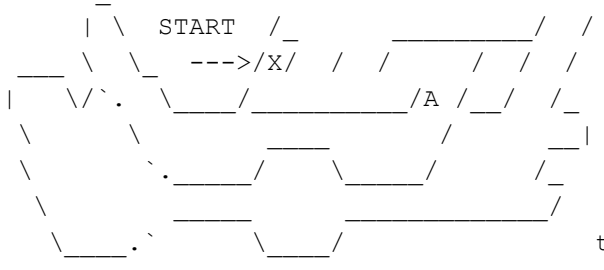
On the maps below, spots marked with a \* are where ropes are. You can use the ropes to swing across large gaps. Spots marked with a letter lead to a same letter. Look for the same letter to see where each of them lead. As for spots marked with an S, those are spots in which you must sidle to get across them.

As soon as you land, walk up the stairs until you come across a large opening. You will see three spot lights moving their way across the opening. You should get the map first, so immediately walk under one of the spotlights. That is, unless you want to get the two red rupees before you do. In that case, try to get them and then go under a spotlight. You will be captured and put into a jail cell. How to





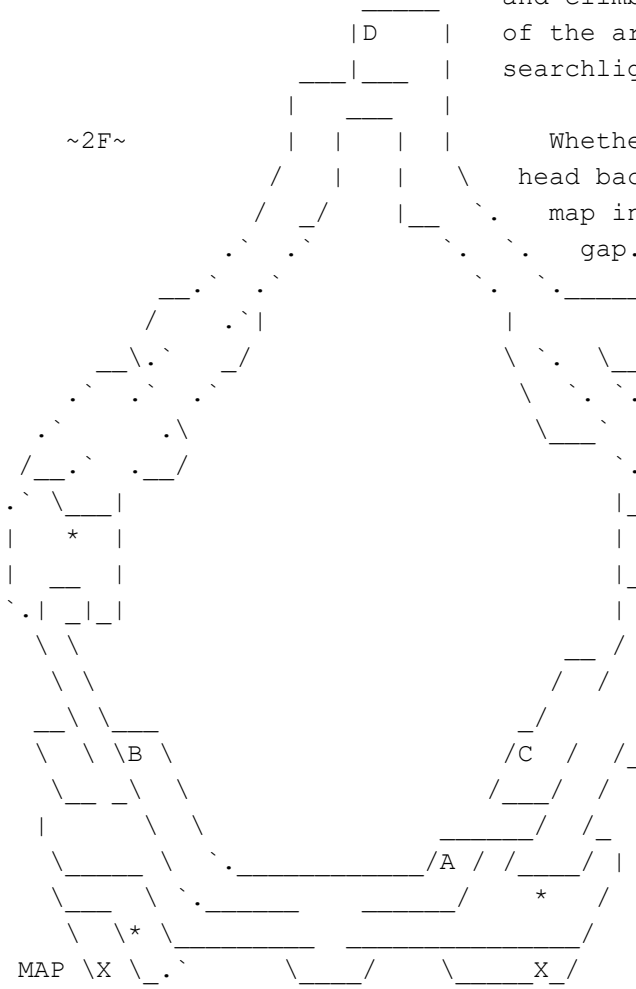
get out...simple. Climb onto the table and look for an empty bookshelf with a pot on top. Jump on top of the bookshelf and throw the pot somewhere. Crawl into the hole until you come to an opening and fall down. Walk down the path until it turns to wood and a treasure chest becomes visible. Open the chest to get the map.



If you want, you can get a piece of heart. If you don't want to get it, then skip this paragraph now. You can always come back later in the game to get the heart piece. Anyway, instead of using the rope to swing across the gap, fall down. You will see another jail cell. To the right of the cell door is

a group of barrels. Behind them is a switch. Press the switch and the jail cell will open. Inside is a treasure chest with a heart piece inside of it.

Now, head to the room where you got the map and use the rope to get across the gap. When you are on the section with the two doors, head to the door on the left. It has three jars a bit to the right of it. When you go through the door, you will be at an outdoor hallway. Go through the opening to the left and climb the ladder. When you get to the top of the area, fight the bokoblin guarding the searchlight.



Whether you got the heart piece or not, head back to the treasure chest you got the map in. Use the rope to swing across the gap. Go through the right door and walk down the outdoor hallway until there is an opening to the left. Go to the left, and then take the left path that goes uphill a bit. Begin to walk as far as you can until you come to a ladder that you can climb. There is another ladder in sight, but you can't climb that one now. Anyway, climb the ladder and take out the bokoblin near the search light. Use your shield to hit until he drops his stick. Then use the stick against him. Or you can take a pot filled with sticks and throw it to get a stick of your own.

Now you will need to go back to the outdoor hallway. Instead of going back into the door you came from, go through the door at the end of the hallway. Look for a chest behind two barrels and

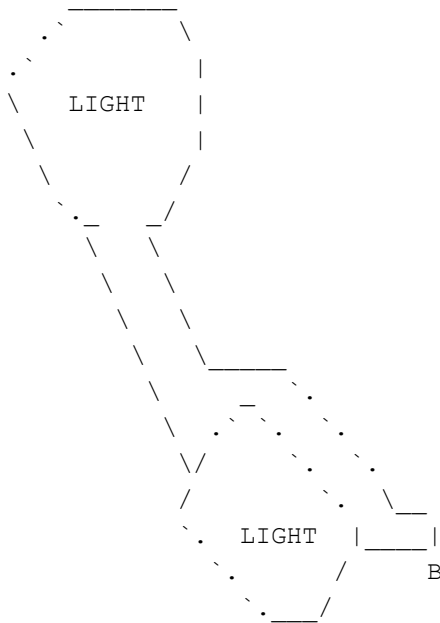


/ /...../ open it. You will get the compass.

--/ JAIL /

/ \_\_\_\_\_/ Now swing across the gap and enter the door. When you see an opening, go to the left and go up the ramp. This is marked as C on the map above. It leads to the C on the map below. Climb the ladder and defeat the bokoblin guarding the searchlight.

~3F~



Now you need to go back down the ladder and down the ramp in which you came. Go to the outdoor hallway and enter the door at the opposite end of the hallway from the door you went through a while back. Moving along, go through the door and head to D on the map. You will need to swing across another gap to get further.

While approaching D, you will need to use some of your stealthy skills and hide in a barrel as you make your way past the guard. Walk up the stairs and into the large door. Now climb the stairs and get into the barrel. You need to make your way past the guard. Where you want to go is to the left. Depending on how quick you were in climbing up the stairs to this point, you may have to wait a bit for the guard to walk past you. When he does, walk to

the path to the left. You can ditch the barrel once once you get to a safe distance from the guard. Run up the ramp and then sidle across the narrow ledge.

After you make it across that ledge, walk around the corner and sidle across another narrow ledge. When you make it across, walk through the path and past a line of small holes in the ground. Link will see his sword lying on the ground, and celebrate. Then spikes will emerge from the holes to block Link's exit and alert the sleeping guide. Grab your sword and fight! When the fight is over, open the large door and proceed inside.

SPOILER WARNING

Link will walk into the room and notice his sister, Aryll. Likewise, she will notice him. The two girls behind her will turn around and look at Link. Link is happy to see his sister, but will soon be confronted by the large bird that kidnapped Aryll. The bird will grab Link and carry him to a man. This man is obviously the leader of Forsaken Fortress. The man orders the bird to throw Link into the sea. The bird does so.

When Link comes to, he will be introduced to the King of Red Lions. He is none other than the red boat depicted on the case for The Wind Waker. He will mention how he has been watching you during your Forsaken Fortress trip. He

will also explain who the man you saw was. He is none other than Ganon. Yes, the very same Ganon sealed away by the gods.

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/\_\===== Code: [WFIS]  
/\ /\ D. Windfall Island  
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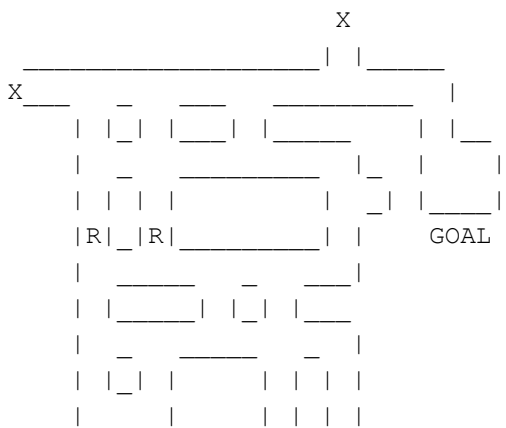
After meeting the King of Red Lions, Link must find a sail so he can make use of his new boat. To get to town, walk around the shore to the left and climb the hill. Before you can get too far, a cutscene will introduce you to the island you are on: Windfall. After the cutscene, make your way to town. Before you enter the town, speak to the poor old man standing in front of the tree. You wont get anything for it now, but perhaps later you will.

Head into town and walk past the stairway with the man sitting on it and a fancy red door next to it. Once you are past it, look ahead for a man in blue with a large poofy white hood. This is Zunari and he will play a larger role in some side quests later in the game. Anyway, speak to him. If you have eighty rupees, you can buy his sail from him. Just make sure you speak to him in front of his counter.

Now that you have the sail, there are a couple things you may want to do. If you have played The Legend of Zelda - Majora's Mask, then you definitely know who Tingle is. Well you're going to need him later in the game, so it's best to find him now. And if you have a Game Boy Advanced you want to take advantage of, then you most definitely want to get Tingle's Tingle Tuner. To get to Tingle, continue higher in town until you come across a bricked house with a camera above its door. This is Lenzo's house. You need to get behind it, so

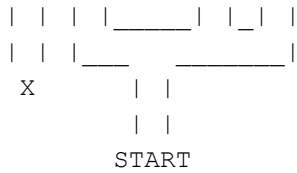
walk through the opening to the left of the house. Walk around the building until you see a wooden door. Enter the door and you will see Tingle in the jail cell. To free him, press the button behind the tree jars in the corner of the room. When you free him..."Tingle Tingle Kooloo Limpah! Become an item!" Presto! You got the Tingle Tuner! Now you can call Tingle using your GameBoy Advanced and the proper cable. Also, you wont have to do this later in the game when you need Tingle. He will also give you his chart.

There is another item you can get while you are in the jail cell. First, get the blue rupee under the table inside the cell. Five rupees isn't a lot, but it's better than nothing. Anyway, move the block out of the way and crawl into the small hole. Follow the map below to get to the Picto Box item.



When you enter the tunnel, be sure you watch out for areas marked with an X. They mean there is a mouse there. If you crawl up to a mouse, they will laugh at you and pull a string. You will fall through the wooden floor below you and land outside in the water. You'll have to walk back to the jail cell and start all over again.

Note the two R's labeled on the map. they mean there is a blue rupee there. You can get three blue rupees all together,



but the third one is on the way to the picto box. You can't skip that one.

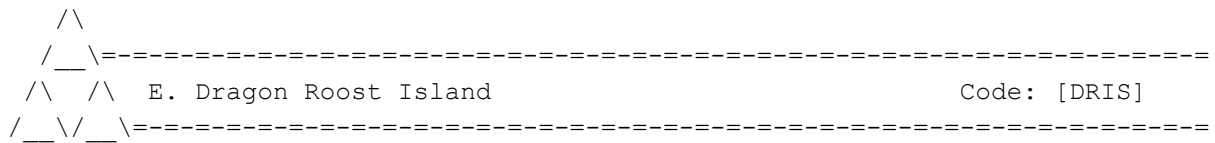
When you reach the end, you will come across a treasure chest. Open it up to get the picto box.

If you got the picto box, head back into the hole and crawl into the of the spots marked with an X. The mouse will laugh at you and drop you right in front of the King of Red Lions. If you didn't get the picto box, then head to the place where you met the King of Red Lions.

#### How To Sail

He will teach you how to sail. If you weren't paying attention, then I will explain it for you. To get onto the boat while you are in the water, you must press the A button while you float next to the boat. Then to use the sail, you must equip it to either the X, Y or Z buttons. Use it like any other item equipped on those buttons. The arrow that appears behind the King of Red Lions indicates the direction of the wind. You use the joystick to change the direction you are sailing. To remove the sail, press the A button. There are some things he doesn't tell you. If you aren't moving while you are in the boat, you can press and hold down the R button to cruise. The boat will move very slowly whether or not there is wind. Also, while you are in motion, you can press the R button to jump. If you use it correctly, you can use this to make sharp turns.

After an explanation on how to sail, climb onto the King of Red Lions Equip and use the sail. Sail to the east, heading to Dragon Roost Island. You can look at the Sea Chart by pressing up on the d-pad.



When you draw close to Dragon Roost Island, the King of Red Lions will tell you a little bit about the island. At the top is Valoo, the spirit of the skies. He is a large red dragon god. You must climb to the top and speak to him in order to receive Din's Pearl, an item you will need to continue through the game. Before you go, the King of Red Lions will give you magical baton called the Wind Waker.

#### How To Use The Wind Waker

You will be asked to play two different songs. First, there are three different rhythms for you two choose from: 3-time, 4-time and 6-time. To play in 3-time, leave the joystick as it is. for 4-time, move the joystick to the left. And for 6-time, move the joystick to the right. Now to play the Wind Waker: note the line if dots at the top of the screen when the Wind Waker is in use. You should see a dot going left and right and repeating as such. Also note that when it hits the center of the line, a note is played. There are five different notes: up, down, left, right and center. The first song the King of Red Lions asks you to play is up, down, right. You must use the C-stick to choose a note. To do a center note, do not move the C-stick in any direction. To play a song, make sure the C-stick is in the direction of the note you want to play before the moving dot reaches the center of the line at the top of the screen.

After the explanation on how to use the Wind Waker, why not learn a song to play? From where the King of Red Lions is docked, walk forward into a cavern that leads directly to the other side of the island. There are two rocks in front of the cavern as well as some boards of wood on the ground. Walk through it and you should see a small shrine. Swim up to it and examine the stone on the left that isn't broken. There are notes carved upon it. They are as follows: up, left, right. Use your Wind Waker and you will be taught how to play the Wind's Requiem! Now you can change the direction of the wind.

Now get back to where the King of Red Lions is and face the island. Head to the left and you will see two rocks. The larger one that is in the path is the one you must destroy. Use the bomb flowers on the ground nearby to blast the rock away.

After that, head up the path until you come across a rock. Now you may encounter the wrong rock. There is one on the path while there is another right next to the bomb flower. You don't have to, but you can destroy the one by the bomb flower if you wish. But the one you must destroy is the one on the dirt path.

Now run up the path until you see a bomb flower next to a sign. If you continue up the path, you will notice a large rock. What you need to do is take the bomb flower by the sign and use it to bomb the rock at the top of the path. You'll have to be quick or the bomb will explode in your hands. If you don't really mind losing a quarter of a heart, just pick up the bomb and stand next to the rock. Although this will cause you minimal damage, it will save you a bit of frustration if you happen to do poorly at these type of things.

Now sidle across the narrow ledge and grab the blue rupee. Then drop down to the next level with bomb flower on it. Pick up the bomb flower and chuck it at the rock with the two blocks on top of it. So you don't have to do this every time you want to get into the island, jump down to the level where the blocks fell. Pull one of the blocks out. Now you can easily climb your way to the main section of the island.

Run up the path and you will meet up with Quill. Pleased to see you, he will be amazed that you got this far without wings. He will tell you to speak to the chieftain of the Rito tribe. Do just that and head inside the village area of the island.

After a conversation with the chieftain, you will receive the Delivery Bag from Quill. Now you must go meet with Medli to attain a letter to give to the chieftain's son, Prince Komali. Head to the second floor and enter the first door you see. It will have a guard standing next to it. When you are inside, speak to the girl standing in the center of the room. After speaking to her, Medli will give you Father's Letter.

To get the Prince Komali, head back down to the first floor and enter the door with no guard standing next to it. However, do not enter the door with the light shining in, because that one will lead you outside. Anyway, head to the unguarded door and make your way down the hallway. Enter the door.

Go into the menu and equip Father's Letter to either the X, Y or Z button. Stand in front of Komali and show him the letter by pressing the button in which you have equipped with the letter. After the conversation with him, speak to him again. After the second conversation, leave the room and head to the guarded entrance on the same floor. Walk to the broken bridge and jump down. Speak to Medli who is standing there. At the end of the conversation, say yes to her question.

Now you need to change the direction of the wind. If you didn't get the Wind's Requiem, read the paragraph right under the "How To Use The Wind Waker" paragraph above. When you have it, play it and change the direction of the wind to north. Now pick up Medli and walk to the small rock in the ground near the side of the broken bridge you jumped off of. Stand on the rock and throw Medli toward the opposite side of the bridge. If you got the wind to blow north, she will fly to the right spot with no problem.

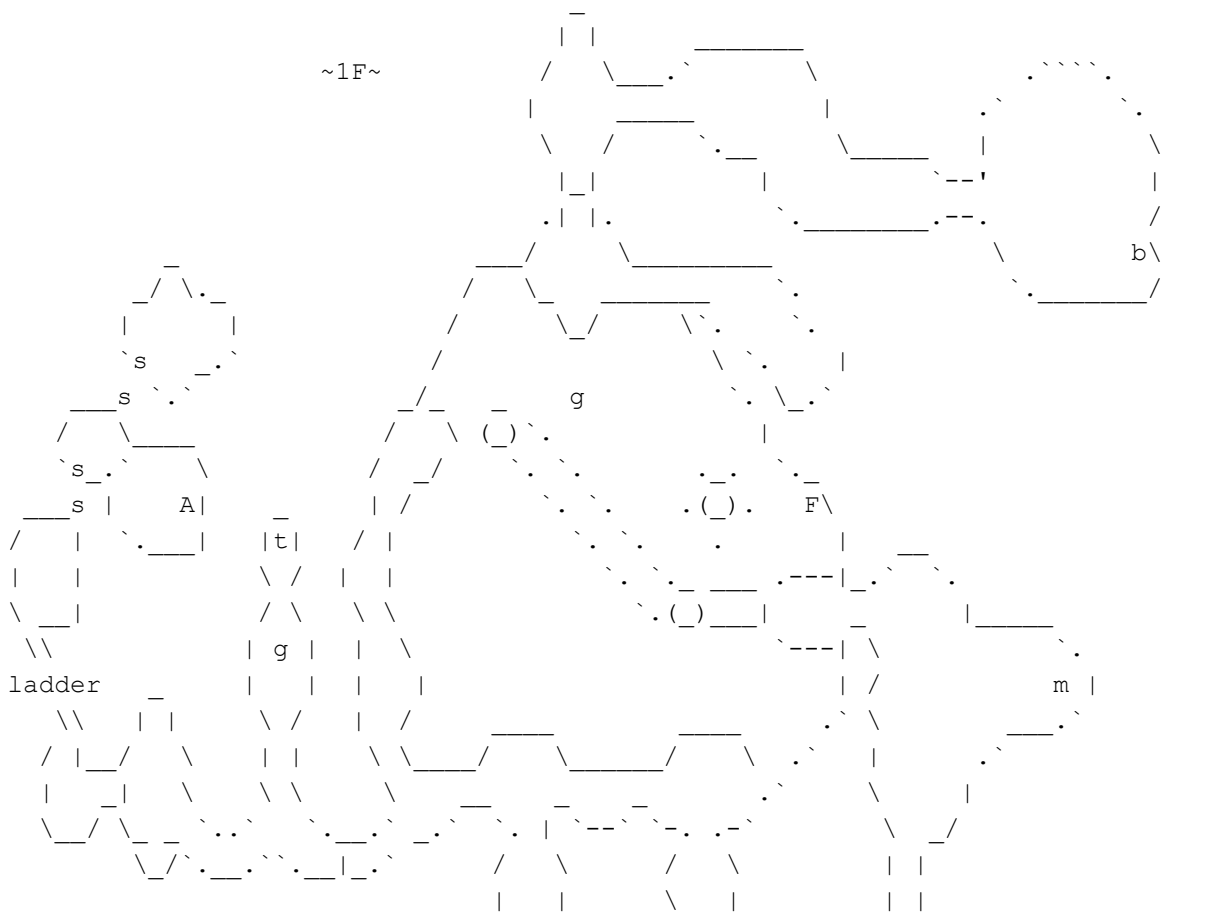
After helping Medli, she will give you a bottle. Now what? Step into the water with the rock at the center and equip the bottle. Scoop up some water and climb on the side of the bridge where you jumped off. You can climb on the part of the bridge that is hanging off of the ledge. Walk to the entrance of this place, but don't go inside. You should notice some flower buds on the ground. These are actually dried up bomb flowers. Walk up to one of them and pour the water from the bottle onto it. You don't have to water them all. You don't get anything special for doing that. Now pick up a bomb and throw it onto the rock covering the spring. When the rock is gone, the area will flood with water. Swim across to the side you threw Medli at.

Walk up the path a bit and you will come across three bomb flowers and a lava pit. See the two statues in the lava pit? Each of them is holding a green pot. What you need to do is throw a bomb flower into each of the pots so you can make your way across the pit. Don't try only bombing one and trying to jump across the second. It wont work and you will burn Link's bottom. Then you'll have to walk all the way back here. When both statues have fallen, walk across and enter the dark entrance. This is the entrance to the dungeon known as Dragon Roost Cavern.

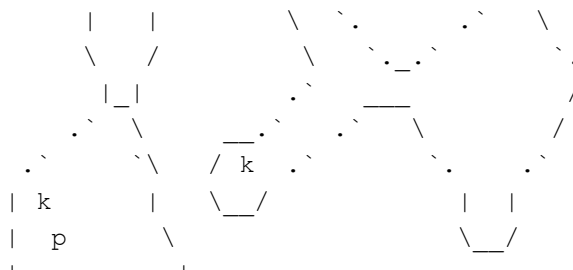
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/_\=====
/\ /\ F. Dragon Roost Cavern Code: [DRCV]
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- k - small key
- b - big key
- m - map
- c - compass
- g - grappling point
- s - sidle point
- p - warp pot



When you enter the cavern, there will be three blocks at the end of the room. Pull the leftmost one forward and pull the middle one to the left where the first one was. Then proceed to the next room.

|START|

In the next room, two bokoblins wait for you. Each of them is armed with a burning boko stick. Defeat them and take a burning boko stick to the two unlit torches and light them. If the fire goes out on the boko stick, head to the lit torch and light the stick. When both of the unlit torches are lit, a treasure chest will appear. Inside is a small key. Use the small key to open the locked door.

~2F~

In the next room, you must grab one of the large pots to the left. When you have one, throw it at the boarded entrance. You can then proceed further.

Walk along the wooded path to the left until there is a large gap that you cannot jump over. Walk off the path onto the ledge with the block on it and pull the block out of the wall. When it is pulled out, climb onto the block and hop onto the next part of the wooded path.

|A|

Run to the long wood bridge and walk across it. When you arrive at some bomb flowers, use them to blow up the large rock. Enter the door to get further.

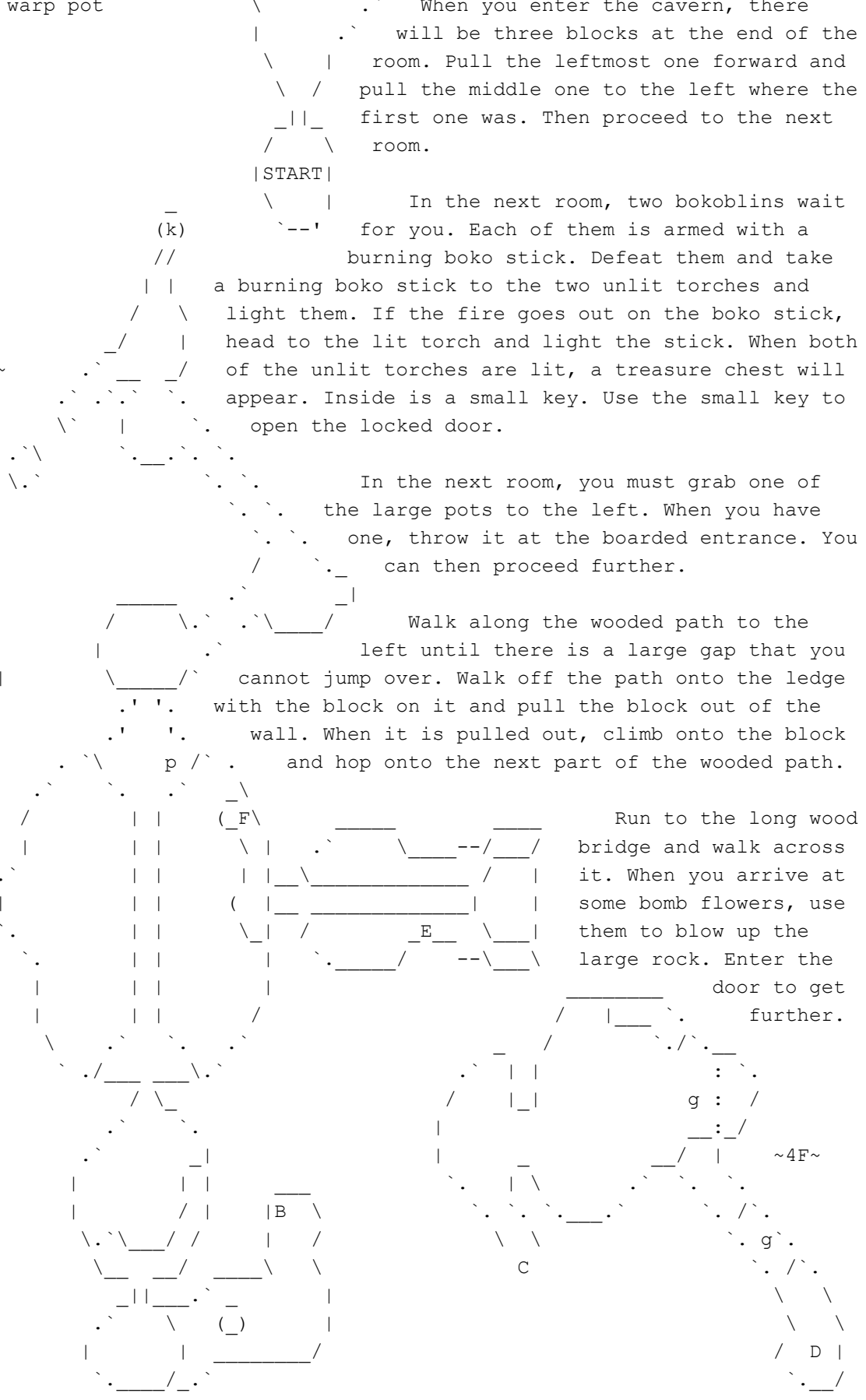
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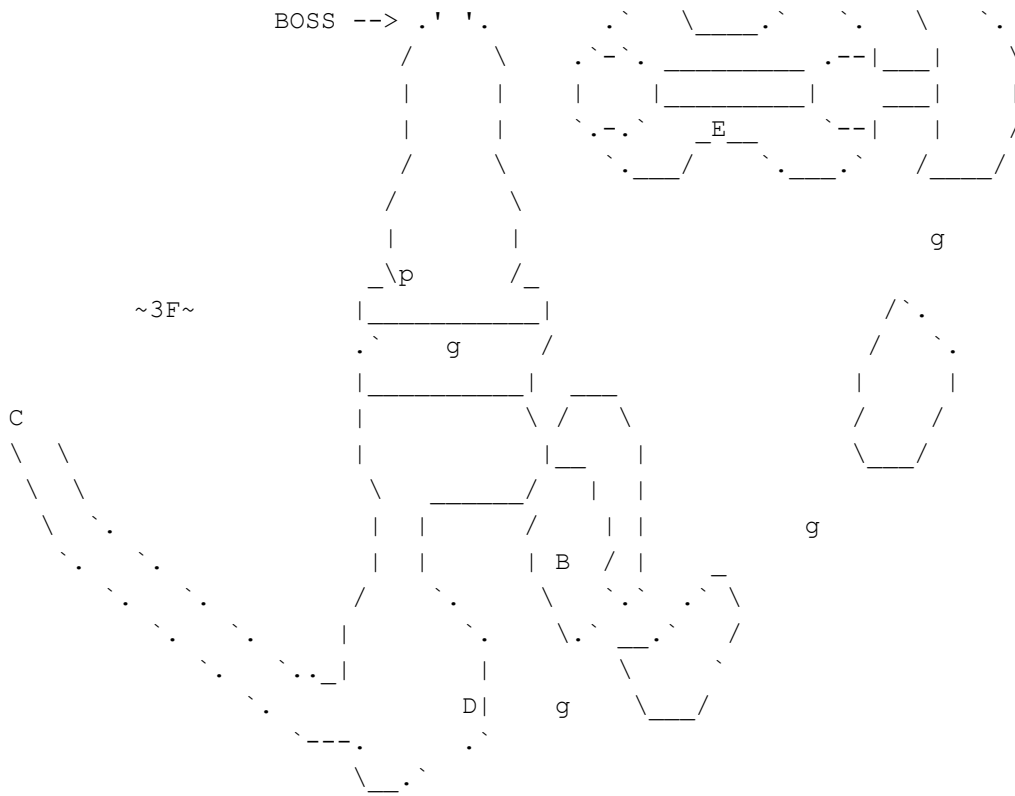
|B|

C

( )

|D|





When you enter the next room, you will see a lava pit and two places you can go. If you look at the leftmost place, you will notice a treasure chest. Inside that treasure chest is the map. To get to it, pick up the large jars and throw them into the lava. They are filled with water so when the jar breaks and touches the lava, the lava will cool and form a small path. You may have to use two jars if you didn't throw the first jar far enough.

When you have gotten the map, pick up a large jar and throw it towards the other ledge you can go to. Don't throw it toward the area you came from! When the water cools the lava, jump on the hardened lava to make it across. If your aim is off, you may have to throw another jar to secure a safe path.

When you arrive safely on the ledge, stand a distance from the ladder. A red chuchu waits for you above, but if you are close enough it will come towards you. A safe distance will stop the chuchu from landing on top of you. You can kill the red chuchu if you'd like to receive a red chu jelly. Of course, there is always the possibility you may get a rupee or nothing at all. Either way, proceed up the ladder and through the door.

In this room, there are two boarded exits. Head to the leftmost one, but be aware. A bokoblin will break through it and attack you. Defeat it and grab its weapon. Use its weapon to break through the other boarded exit walk through. You will then notice two paths. To the left is a ledge and a boarded opening. Throw the bokoblin's weapon at the boarded opening to break through the boards. Open the chest to receive a small key, then head to the other path in the room. Go through the door.

When you go through the door, you will be on a ledge within the large room you were in earlier in the dungeon. This is the same room with the long bridge. Move to the right and grab one of the rocks on the ground. Then go to the left to see a large rock. Next to the rock are two bomb flowers on the wall. Throw the rock at the bomb flowers to cause them to explode, destroying the rock. If you run out of rocks, you can always go through the door and then return here for the rocks to reappear.

When the rock has been destroyed, walk across the boards and onto the wooded path. Keep on walking until you pass some skulls on the ground and see a locked

door ahead. Use the small key you received earlier to open the door.

After walking through the door, you will be at a long passage. Make your way to the end. Watch out for red chuchus that will fall from the ceiling. When they are disposed of, head to the end of the passage to come across two boarded openings. Approach the leftmost one for a bokoblin to break through the boards and attack. Defeat it and grab its boko stick. Head to the torch in the room to light the boko stick, then use the burning boko stick to light the other boarded opening on fire. Step on the switch and the bars in front of the door will disappear. Enter the door.

Outside, grab one of the pots near the door you just came through. Then walk across the bridge. A bokoblin awaits your arrival at the end, so throw the pot at it to push it back. This will make fighting it a bit easier and you won't have to worry about falling off the bridge. Before you climb up the ladder, take a good look at what's behind it. On the mountain wall is an opening. Flames shoot out of it and into the ladder every twelve seconds. As you climb the ladder, make sure you do not get hit by the flames or they will send you flying off the ladder.

When you reach the top, watch out for the kargorok. It's best to defeat it so it doesn't annoy you as you proceed. Then sidle across the narrow ledge that is in front of the flaming opening in the mountain wall. Like the one by the ladder, it will shoot out flames every so often. Avoid the flames or you will be sent falling to your doom. When you are safely across, run around the rock to come to another narrow ledge. The rightmost part isn't too narrow so climb onto it. Then walk off, but don't let go. Instead, hang on to the end and move to the left. When the wooden ledge becomes less narrow, climb back onto it and proceed to the left.

Climb onto the small ledge and then climb onto another ledge with a bomb flower upon it. Pick up the bomb flower and run across the wooded platform. Throw the bomb at the large rock. When it has been destroyed, a new door will become accessible. Jump off the wooden platform to land in front of the door. Enter the door.

Inside, a large stack of blocks stand tall before you. Pull the bottom block of the middle and right stacks forward until they fall down. Then climb onto the top and throw the entrance.

Watch out for the mice! Like in Forsaken Fortress, the mice will steal your hard-earned rupees from you. If you bought the bait bag and purchased some all-purpose bait to put in it, equip some and put it in front of the small hole in the wall where the mice seem to be coming through. If you want, you can buy a red or blue potion from the mouse that eats the bait. Feeding the mouse will cause the mice to stop stealing your rupees.

Whether you fed the mouse or not, head to the left and pull out the block in the wall. Climb upon it and then onto the ledge with a couple of pots on it. Then look to the right to see a treasure chest. Walk up it and open it to receive the compass. Now head back to the ledge with the pots on it and break the one with the boko sticks in it. Grab a stick and light it on fire with the torch near the treasure chest. Then throw the burning boko stick across the room toward the boarded opening. It will light the board on fire and reveal the treasure chest. Inside that chest is a small key.

Return to the ledge where you broke the pot to get the boko stick. Use the small key you just got to open the door and walk in. When you are outside, walk to the right and up the stairs. At the top of the stairs, look to the left to see a nest with a kargorok in it. Pick up the pot next to the locked door and



walk up to the kargorok. Throw the jar at the kargorok to kill it. Take the small key that is in its nest and use the key to unlock the locked door.

In this dark room, break a pot containing a pair of boko sticks. Then grab the boko stick and light it on fire. Run down the dark hallway to the next room on the map. Walk out for the keese in the room. They will attack you as soon as you approach them. Light the torch and open the chest in the room to get a joy pendant. Of course, the joy pendant is completely optional. Anyway, with a burning boko stick in hand, walk up to the boarded entrance and light the boards on fire. When it stops burning, walk through it and proceed down the dark hallway. In the next large room, light the two torches to make the barred door accessible.

In this next room, you are once again in that large room with the long bridge you crossed earlier in the dungeon. Before you proceed across the long bridge of this level, look to the left. You will see a warp pot with a rock upon it. Now look to the right to see a bomb flower. Pick up the bomb flower and drop it next to the warp out. When the bomb explodes, the warp put will be accessible. Now is a good time to save your game. You can turn your game off if you want because you can easily warp back to this room through the warp pot in the second room of the dungeon.

When you're ready to continue, run across the long bridge and enter the door with the two torches on either side of it. When you enter the room, the door will bar shut behind you. To continue, you must defeat the three bokoblins in the room. One is in plain site so defeat that one first. The next two are hiding in pots. In the map, head to the right side of the room and destroy the pots on the wooden shelf to unveil another bokoblin. Defeat it and head to the upper right-hand corner of the room. Roll into the wall for the jars on the shelf above to fall down and reveal the last bokoblin's hiding place. Defeat it for the doors to open.

There is a treasure chart hidden in this room. Look for a lit torch next to an unlit torch. Grab the boko stick one of the bokoblins dropped and light it on fire with the lit torch. Then use the burning boko stick to light the unlit torch on fire to reveal a treasure chest. Open the chest to receive Treasure Chart 39.

Whether you got the treasure chart or not, climb the ladder in the lower left-hand corner of the room. If you want a joy pendant, then walk past the door and run into the wall below the jar on the shelf. When it falls down, a joy pendant will appear. Grab the joy pendant and then walk through the door.

In this next room, there is a small platform with a magtail on it. Past that is a lava spout. What you must do is take a jar and throw it at the magtail. It wont kill it, but it'll get it out of the way for a few seconds. Then grab another jar and jump onto the platform. Throw the jar at the spot of the lava spout before it erupts. Jump on it and when it erupts, it will send you to the next level. Jump onto the wooded path and walk through the door.

In this next room, there is a lava pit at the center. Do not worry about it at the moment. At the other side is the boss door, but you lack the proper key to open its lock. Instead, look for three skulls near the door you just came through. The skulls surround a bomb flower. Pick up the bomb flower and chuck it at the closest rock. When the rock has been destroyed, a third warp put will appear. Now is another good time to save and take a break if you wish because you can easily return to this room from the beginning of the dungeon. Just make sure that if you do start from the first warp put, you will teleport to the second one. Jump back into the second warp pot to be teleported to the third one. Anyway, pick up another bomb flower and throw it at the furthest rock to

clear an entrance. Walk through the newly accessible door.

Upon arriving outside, the camera will show you the very angry Valoo. Now head to the right and climb the stairway. Be careful because as you run up the stairway, the stairs will fall behind you. If you aren't quick enough, you will fall yourself. When you get to the top, you will see Medli and the gate behind you will close. You must fight a set of enemies to proceed in the dungeon. First you must fight two bokoblins. That's the easy part. Next comes the tougher but more fun part. You finally get to take on a moblin. They are those pig-like creatures that guarded the Forsaken Fortress. Now you get to show them who's boss! It's a good idea to take advantage of the pots in the area. The moblin's weapon has a long range and will deal some significant damage if you get it. Chuck a pot at the moblin to make it fall over and drop its weapon. When it gets up, slash at it some more until it falls over again. You don't want it to get its weapon back.

When the moblin has been defeated, the gate in front of Medli will open. Speak to her to find out that some creature is doing horrible things to the great Valoo's tail. Medli will then give you the grappling hook, an item the Rito used before they got wings. When you can control Link again, walk up the small set of stairs and climb onto the ledge. Look above and you'll see Medli standing on a bar.

#### How To Use The Grappling Hook

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Using the grappling hook is very simple. Just equip it to the X, Y or Z button. Then press the button it is equipped to and you will see a small red dot appear at the center of the screen. This is where you should aim. When you see a bar similar to the one Medli is standing on, aim the red dot at the bar. A small yellow starburst will appear. Now press the button again to throw the grappling hook. It will automatically latch onto the bar and you will be able to swing on it like you did on those ropes in the pirate ship or in Forsaken Fortress. If you hold R, you can press up on the joystick and climb onto the bar the grappling hook is latched onto.

The grappling hook has two other purposes. You can use it on enemies to steal items from them. Also, while you are at sea you can use the grappling hook to fish out treasure from the sea floor.

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Using the grappling hook, latch onto the bar Medli is standing on. Swing across and press A to swing to the other side. When you land, walk down the path a bit. You will see a ladder going down, but disregard it. That is only there in case you fall. Now use the grappling hook again to swing across the gap. You will encounter a boarded opening, but this time you can use your sword to break through it. When you break through, jump off the ledge to land below.

When you land, look to the left. You will see a couple of bars you can use to latch on using the grappling hook. Swing across each of the three gaps. When you land after the third swing, walk down the path a bit and enter the door to the left.

In this room, you should take down the two bokoblins so they don't push you off the bridge and into the lava. When they are disposed of, walk onto the bridge and cut off the ropes holding the bridge. When you cut a one rope on each edge of the bridge, walk a bit and the bridge will break. Do not worry. You will fall onto a rock path. If you killed the two bokoblins, a treasure chest appear. Go to it and open it to attain a joy pendant. Now head across the path and into the door.

Look to the right. You will see a small compartment. Enter it and stand in the middle of all the ropes. You will have to perform a spin attack to cut down all the ropes at the same time. If you don't cut them all down at the same time, the platform will tilt and you will fall off and into the lava below. When the platform falls into the lava, head to an opening in the wall in the upper right-hand corner of the map.

After entering this new room, hop onto each of the wooden platforms and then onto the ledge. Climb the ladder and you will find a barred door. To open the door, you must use the grappling hook to latch onto the bar. Where is the bar? Head to the opening in the ledge where you can look down into the huge lava pit. Look up and you will see a red bar. Use the grappling hook to latch onto it. After one complete swing, the bar will move down a bit and the bars in front of the door will disappear. Hold down the R button to stop swinging and turn around, aiming at the ledge with the door. Swing a couple times before you let go. Enter the door.

#### Tingle Statue Spot

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If you have a GameBoy Advance and a cable to connect your GameBoy Advance to your GameCube, as well as the Tingle Tuner, hook it up now. When you have the Tingle Tuner operational, move the cursor on the GameBoy Advance to the ledge across the lava. You will see a small red icon with a question mark on it. Use a Tingle Bomb to bomb the spot and a treasure chest will appear. Use the bar on the ceiling to swing across the lava pit and open the chest. Inside is the Dragon Tingle Statue! If you collect all the statues, you can get 500 rupees from Tingle.

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Anyway, look onto the ceiling to see a bar in which you can latch onto using the grappling hook. You need to get to the ledge at the right from the door you came through. If you're standing where the Tingle Statue was, then the ledge is to your left. Either way, swing over there with the grappling hook. You may have to hold down the R button and change your direction if you didn't latch on at the right angle.

When you have gotten to the ledge, walk to the next room and hop onto each of the three wooden platforms. When you get to the third one, hook onto the bar on the ceiling with the grappling hook and swing across to the ledge. Enter the door.

In the next room, you must get the Big Key from the treasure chest. But the chest is surrounded by flames. When you step on the switch, the flames will go away. But alas, it is not that simple. When you step off the switch, the flames return. You need something to put on the switch. There is a magtail in the room. Make sure you aren't facing any lava pits when you attack it, because it will roll into the pit when you stun it. So walk up to it and it will open its claws. A couple slashes in the face will stun it, causing it to roll into a ball. Pick it up and drop it on the switch using the R button. When the flames are gone, quickly open the chest to receive the Big Key.

Now it's time to get to the boss. There are two ways you can get to the boss. The first way is so save, then restart your game and use the warp pots to teleport to the room with the boss door in it. The other way is to backtrack.

If you're not going to backtrack, skip this paragraph. If you are, pay attention. You need to go back to the large platform you had to cut the three ropes on at the same time. When you get there, rid the platform back up and enter the room where you had to cut the bridge's support ropes to get to the path below. When you are in that room, take out the two fire keese flying

around. They're really mess you up if you don't. When they're taken care of, pick up one of the water-filled jars next to the door you just came through. Run across the path to the other side of the room and look to the right for a lava spout to shoot up every few seconds. Throw the jar where the lava spout shoots up, then stand on the solidified lava to be elevated to the floor above. Jump onto the ledge and go through the door. Then swing across the three gaps again using the grappling hook and enter the door to the right when you swing over the third gap.

In this room, you need to cross the lava pit. Simply use the grappling hook to latch onto the bar on the ceiling and swing across. Now is definitely a good time to save. On the other side, there are two treasure chests. The one on the left holds a yellow rupee while the one on the right holds a Hero's Crest. If you collect ten hero's crests and bring them to Orca back on Outset Island, he will teach you a handy spin attack. Orca is the man you got your sword from.

Moving on, if you want to save a fairy for the upcoming boss battle, equip your bottle. Make sure it's empty, and break open the right pot closest to the boss door. When you have the fairy in your bottle, remove the bottle to make sure you don't accidentally use it. The fairy will automatically heal you if you run out of hearts.

Now proceed to the boss door and use the Big Key to open the door. Enter it to begin the boss battle.

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(@)                               Boss No. 1: Gohma                               (@)
| |-----| |
| |   As far as attacks go, this guy has two of them. He will either attack | |
| | you with his fire breath or grab at you with his claws. Occasionally, the | |
| | claws will begin to follow you and pop up around you. Then they will   | |
| | begin waving around, which can get annoying.                             | |
| |                                                                           | |
| |   Keep in mind that there are pots around the area which hold hearts.   | |
| | should be enough here to defeat this fairly easy boss.                  | |
| |                                                                           | |
| |   The first thing you want to do for this battle is to do for this fight| |
| | is to equip the grappling hook and aim for Valoo's tail, which hangs from| |
| | the top of the area. Swing across and try to land somewhere safe. Valoo  | |
| | will drop the ceiling onto Gohma. Do this two additional times for the  | |
| | armor on Gohma to crack, making him vulnerable.                         | |
| |                                                                           | |
| |   Once he is vulnerable, L-target his eye with the grappling hook and   | |
| | pull it in. Then hack and slash at it with your sword until it returns to| |
| | his body. Keep on doing this between his attacks until he is defeated.  | |
| |-----| |
(@)                               (@)
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When the battle is over, grab the heart container and head into the small spiral in the center of the room. After a short cutscene, you will be warped to the shore of Dragon Roost Island. You will have a short conversation with Medli and Prince Komali. Then Komali will give you the Din's Pearl. Then the Great Valoo himself will speak a few words of wisdom. Of course, you can't read what he says. Here is a translation:

"O Hero! Thank you!  
O Hero! Use the wind god's wind!"

It's fairly simple to understand his language. First, beat the game once and after the credits, choose to save your game. When you start a new game, a few things will be different. One thing is understanding words spoken in other

languages.

Anyway, after the conversation with Medli and Komali, head to the King of Red Lions. He will speak a bit about the monsters in Dragon Roost Cavern, and then say you must sail to the south. Do just that. Use the Wind Waker to play the Wind's Requiem and set the wind to the south. Climb onto your boat and set sail. You must head to the place marked on your sea chart. Just make sure the wind is blowing to the south, or you wont be able to board the King of Red Lions.

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  /\
 /__\-----
 /\  /\  G. Forest Haven                      Code: [FRHV]
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When you get close to the Forest Haven, the King of Red Lions will stop and speak. When you arrive at shore, climb up the ledges. Then run up the path. Watch out for the deku babas. If you get too close, they'll eat you. So slash at them four times. Three times will just make them bounce around. After the third slash, they'll be stunned and you can slash at their branch, killing them. When the path ends, look up to see a bar.

Equip your grappling hook and latch onto the bar. You'll probably have to change your direction so hold down the R button and move to the direction to the closest land. If you fall into any of the water, you'll get pulled down with the current and will have to start all over. Swing across and jump onto the grassy platform covered with bushes. Watch out for a deku baba, as it will attack once you land on the ground. Defeat it if you like, and jump to the next part. Watch out for the octorok. Deflect its rock with your shield to kill it. Then climb onto the ledge and latch onto the next bar using the grappling hook. Swing into the circle of water. Don't worry, the water is shallow so you wont be pulled back by the water current and have to start all over. When you land, enter the hole in the side of the wall.

Once inside, follow the water current upstream until you come across a lilly pad floating on the water. When you approach it, a bunch of chuchus will appear on the tree's face. Face?! Yes, the face of the tree. That tree is the Great Deku Tree. Now roll into the tree and the chuchus will fall down. Defeat them all. If you aren't quick enough, the remaining ones will go back onto the tree's face. When they are gone, the Deku Tree will speak some words in another language. Here is what he says:

"That garb you wear...  
Could you be the legendary hero?"

"Has the king at long last found the  
Hero of Time?"

"What is the matter? Do you not understand  
the ancient Hylian tongue?"

After that, he'll begin to speak in a basic language you can understand. After a conversation, you will be introduced to the Koroks, the spirits of the forest. After a small words from the Great Deku Tree, Linder will appear with terrible news. Linder is one of the Koroks. It seems Makar has fallen in the Forbidden Forest. Makar is also another Korok.

The Great Deku Tree will present the task of saving Makar. He will make the Deku Leaf appear, but you'll have to somehow get all the way to the branch it is on. It is pretty high up, but getting to it is pretty easy. Look for a deku

baba bud on the ground. Deku baba buds are the things that usually have the deku babas in them, but some don't. There is one on the ground to the Deku Tree's right. Close to the bud is a tall, thin tree-like object with a deku baba on top of it. You need to use the deku baba on the ground to fly into the air and into the next deku baba bud. Keep on jumping from bud to bud. After the third jump, get ready for the fourth one that is NOT to a deku baba bud. To the right, you will see a long narrow green tree-like thing identical to all the other ones. You don't want to aim for that. Instead, aim for the tree directly in front of you when you landed in the last bud. You must jump on top of it.

On top of the tree, there is a Korok standing there. You don't need to speak to him if you don't want to. Just look up to see a bar in which you may latch onto using the grappling hook. Use it to swing to the next deku baba bud. You may have to hold down the R button and adjust your direction while you hang on the rope. Continue on up bud after bud until none remain and you must jump onto the tree branch with the glowing object upon it. Grab the item which is none other than the deku leaf.

#### How To Use The Deku Leaf

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The deku leaf has two uses. The first is while you are standing on the ground. Equip the deku leaf to one of the X, Y or Z buttons. When press the button it is equipped to cause a small wind current. This can be used to blow certain switches that required a draft to move them. You can also use it to blow certain round objects (no pun intended...) throughout the world.

The second use is to float across large gaps you normally could not cross. If you are indoors like in a dungeon or cave, you don't need to worry about which direction the wind is blowing. However, if you are outside, you will need to make sure the wind is blowing in the correct direction or you may end up too low to reach your target. Keep in mind that while you use the deku leaf in this manner, magic is reduced. When you run out of magic, you cannot use either functions of the deku leaf.

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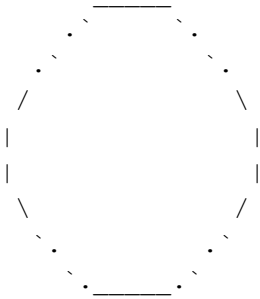
Anyway, after getting the deku leaf a Korok will call you over to meet with him. Look downward for a large ledge with an arrow shaped out of bushes. Use the deku leaf to float over to that ledge. Speak to the Korok if you feel like you must. Cut down some of the bushes to refill some of your lost magic, then proceed into the large exit.

After a very short cutscene showing you the surroundings, head up to the tip of the cliff. Use the Wind Waker to make the wind blow southwest. Look southwest for a small island with a few bushes upon it. Use the deku leaf to float across to that small island. Watch out for the cyclone circling the island. If you are caught in it, it will send you high into the air and may make it difficult to find the spot you must land at.

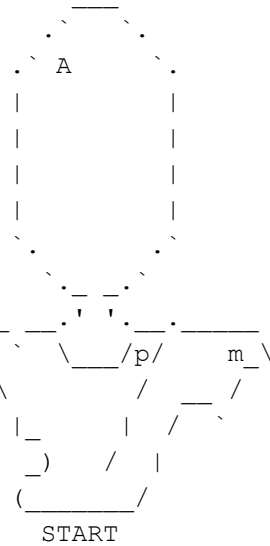
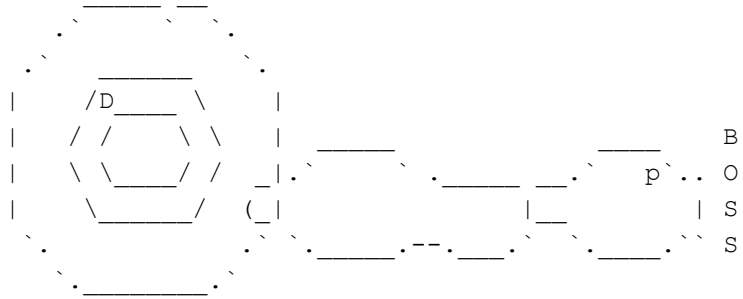
When you land, cut down a few bushes to refill your magic meter. Now look northwest of where you are standing to see a large island. That is the one and only Forbidden Forest. If it is at night, you will see a bunch of torches lighting up the spot you must land at. If it is daytime, look for a ledge. Either way, set the wind to blow northwest. Now you need to make sure you use the cyclone to your advantage. You need to float into it so it will shoot you high into the air. That is the only way to successfully make it to the ledge. So do just that with the deku leaf and fly over to the ledge. Watch out for the peahats hovering around the area. If they hit you, you will fall and will have to start from the small island again. Luckily you won't have to start all over again. When you land, enter the entrance to the Forbidden Forest.

On the map below, capital letters show entrances to different floors (with exception to "F"). When you find a capital letter, look elsewhere on the map for the same letter to find the connection between floors.

~1F~



~2F~

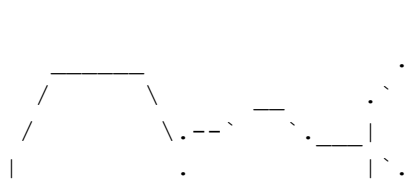


- k - small key
- b - big key
- m - map
- c - compass
- g - grappling point
- s - sidle point
- p - warp pot

Start off by following the path to the right, going up a but until you come to a chest. Inside is the dungeon map. Watch out for the green chuchus. There are a few of them around the that treasure chest.

After getting the map, head back to the point where the path split into two. This time, take the left path instead of the right path. You'll come to a door that has vines growing over it. To the left of the ledge you are on is bunch of bushes. Past the bushes is a small circular opening with a large nut at the center. Pick up the nut and throw it at the plant on the plant. If your aim is good, the plant will die and the vines will disappear as well. Make sure you do not take your time because that nut will disappear after a set amount of time. Walk through the door.

~3F~



If your magic is low, hop into the deku baba bud a few times for your magic meter to be restored. Anyway, if you look up you will see a few ledges on the opposite side of the room. You need to use the deku baba buds to get there. Hop into the one in front of you to get high into the air. Then use the deku leaf to float to a bud a bit to the right from the one you were at. Of course, it is higher than the last one. Make sure you avoid the large

\ \_\_\_\_\_ / | spiked vines sticking out of the  
\_.' \\_\_\_\_\_/ | wall.  
k / /c \ g .`  
\. | | |

-----  
~4F~ | | up and to the left. Make sure you aim  
 | ( ) directly at it and fly towards it. If  
 | | you take too much time getting to it,  
 | | you will most likely be too low to  
 | | land and will have to return to  
 | | B` the closest bud.

| | If you can manage to land in  
 | | the right bud, use it to get to  
 | | the ledge with the door on it.  
 | | After landing, look in the bushes  
 | | for a bomb flower. Pick it up and  
 | | quickly drop it in front of the  
 | | door to destroy the plant and its  
 | | vines. Walk into the doorway.

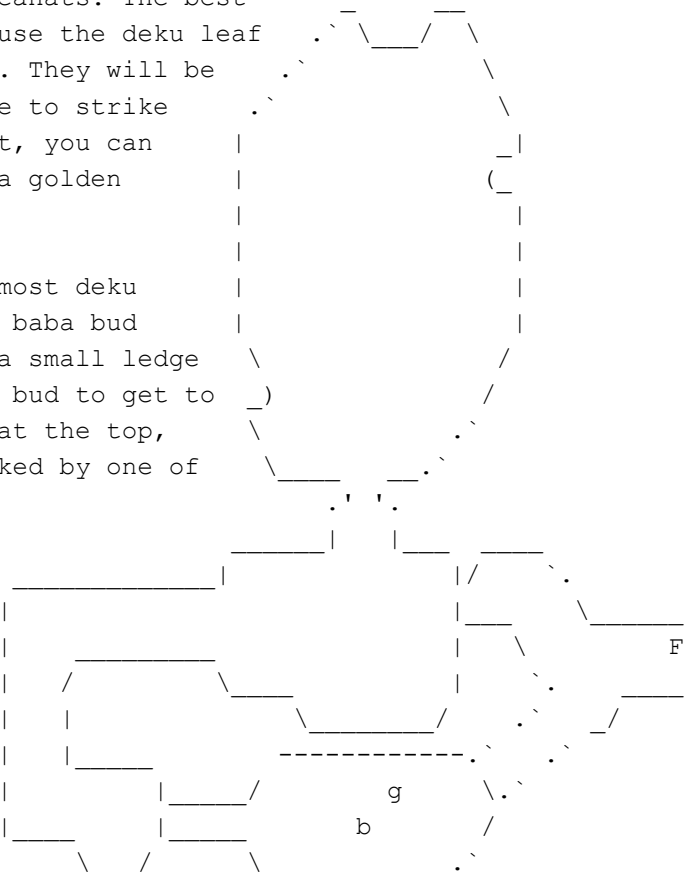
| | When you arrive in the next  
 | | E | room, immediately look to the left  
 | | for a propeller. Use the deku leaf  
 | | to blow a draft of air at it and  
 | | cause it to spin. This will cause  
 | | the platform in the room to slide over  
 | | to you. Hop onto it and use the deku leaf  
 | | to spin the propeller in the upper right  
 | | hand corner of the room. When the platform  
 | | comes to a stop, hop onto the ledge and enter  
 | | the door.

~B1~

In this room, watch out for peahats. The best way to take them down now is to use the deku leaf to send a draft of air their way. They will be stunned and this is a good chance to strike them with your sword. If you want, you can use the grappling hook to steal a golden feather from them.

Moving on, defeat a the rightmost deku baba. When it disappears, a deku baba bud will appear. Use it to hop onto a small ledge with another bud on it. Use that bud to get to the next ledge. When you arrive at the top, you will notice the door is blocked by one of those plants with the vines.

Look in the upper left-hand corner of the room to see one of those propellers. Use the deku leaf to turn it and a platform will slide over to you. Hop onto the platform and face the door with the plant. Use the deku leaf to blast a gust of air at the door and the





platform will move across the room.

\\_\_\_\_\_.

When the platform stops, hop onto the ledge and break the boards blocking the hole. Pick up the nut and quickly return to the platform.

You need to be quick now. Drop the nut on the platform on the side closest to the door with the plant on it. Then face the spot you got the nut from and use the deku leaf to get the platform moving across the room again. Wait for the platform to come to a complete stop or you will most likely fall. Jump onto the ledge and chuck the nut at the plant. This will destroy it and allow you to continue. If you want to get an easy twenty rupees, don't enter the door and read the next paragraph. However, if you wish to move on and skip the twenty rupees, then enter the door and skip the following paragraph.

If you choose to get twenty rupees, walk off the ledge as if you were trying to jump to the platform. Make sure Link hangs on to the end of the ledge. Not press L to get the camera behind Link if it isn't already and right after you let go, push up on the joystick. You will grab onto the ledge of a small cavern. Open the treasure chest to receive twenty rupees, then jump off and use the deku baba buds again to return to the top. Enter the door.

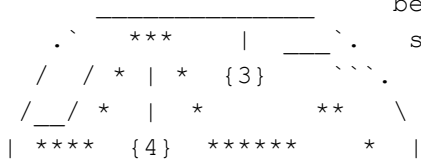
This next room is very simple. You need to throw the nut at the plant on the door to continue. But alas! It's not that easy. When you get too close to the nut, large spiked vines appear from the ground and block your path. You can run around all you want searching for a way through, but you will never find one. Instead, use the deku leaf to blow the nut out of the danger zone. Then pick it up, throw it at the plant, and enter the door.

Move to the right and climb up the ledge. Then when you can walk no further, look up to see a bar. Use your grappling hook to swing across and land on the next ledge. Look ahead and you will see two moving platforms. Wait for the first one to move toward you and jump onto it. Then after it moves closer to the second one, jump onto the second one. Then wait for that one to move to the next ledge and jump off.

On this ledge there is a locked door and a nut. If you look in the center of the room, you will see a large hanging object with a bunch of rupees inside of it. Look a bit to the right to see a ledge with two torches and a door on it. That door has a plant on it, and you must take the nut over to that ledge and throw it at the plant. So pick up the nut and hop onto the large hanging object. Run around the ledge and hop onto the ledge with the two torches. Quickly throw the nut at the plant and enter the door.

In this room, you will be introduced to the morths. They are small creatures that will stick onto you. Do not worry for they do not deal any amount of damage. Instead, as their numbers stuck onto you increase, you will move slower. To get them off you, either roll around or perform a spin attack. As you walk across the room, go down the into the crevice at the middle of the room and open the chest containing a yellow rupee. Now climb back up and make your way to the door at the opposite end of the room. Enter it.

Do not rush across the room because you will most likely run into spiked vines before you can stop and lose a quarter of a heart. Look at the map shown below. This entire room is one big maze where the spiked vines play the roll of the walls. On the map below, I have marked the paths in which you can take using asterisks (\*). First, you want to take the southern path. The place labeled "e"



```

| * ---- ` .   _----- * |   is the entrance you just came from. You want to
| ***** `./1 \  **** * e   get to the bomb flower which is marked "f". Now
|----- * \_/ * -----|   pick up the bomb flower and drop it in front of
|      * _/      ***** |   the boards labeled "a" and "b". You will have
|      * {2}----- * /    to throw the bomb over some spiked vines in
|      b /          * /    order to blow up "b". Before returning to the
|. ` .`` . |          . `   entrance, get the compass from the chest behind
|. ` .`` . |.a ._____f`  "a". Then return to the entrance and take the
| |          northern path. When you get to "b", open the chest to
|_|         receive a small key. Now hop into the deku baba bud to
           return to the entrance. If you want a joy pendant, land on
the deku baba bud that is on top of the rock pillar. Then use it to get to the
top of the highest pillar with a jar on top of it. Break the jar to get a joy
pendant. Then return to the entrance and exit the room.

```

Run down the long room with the morths and enter the door at the opposite end of the room. Once you have returned to the big room with the large hanging object in the middle, make your way back to the ledge with the locked door and unlock it with the small key you just received. Enter the door.

Look to the right and you will see a propeller. Use the deku leaf to make it spin causing the platform to slide over to you. Jump on it and face the door you just came through. Use the deku leaf to cause a gust that moves the platform in the opposite direction. When the platform stops at the ledge on the other side of the room, jump off and enter the door.

Upon entering the room, look for a deku baba bud. Two of them still have deku babas in them, but when you defeat them you can use the bud afterward. Either one of the buds is fine. Use one to shoot into the air and land on top of the trees. Then head to the deku baba bud in the lower left-hand corner of the map and hop into it. When it shoots you into the air, move to the next level on top of the tree branches. Watch out for a couple of peahats hovering in the area.

On this floor there are two doors: one with two flowers on it and one with nothing on it. Enter the one with nothing inside of it. When you enter the next room, wooden bars will block the door you just came through. You will have to fight a large butterfly-like creature. Use the deku leaf to shoot gusts of wind at the creature to stun it and get a chance to hack at it a few times. Watch out for it's morth-shooting ability. It'll occasionally shoot morths at you which can become annoying when you need to get to the creature quickly. Just keep using the deku leaf to stun it. When its wings all fall off of it, it will begin to walk on the ground. It'll basically do the same thing as before. Use the same strategy to defeat it. When the creature has been disposed of, head to the upper left-hand corner of the room and open the chest to receive the boomerang.

#### How To Use The Boomerang

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First, go into the menu and equip the boomerang to either the X, Y or Z

button. To use it, hold down the button you have the boomerang equipped to, and aim at something. You can focus your aim on a maximum of five things. When a yellow starburst appears around the object or enemy you targeted, then they are locked on. The yellow starburst is identical to that of the one when you use the grappling hook and target a bar to latch on.

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Now that you have the boomerang, taking down some enemies will be much

easier. For example, you can now take down deku babas in one strike with the boomerang. And with two strikes, you can take down a peahat. Now you don't have to stun them with the deku leaf and run up to them to kill them.

Anyway, look above the exit to this room. You will notice two white switches. Use the boomerang to target and strike both of them in one throw. If you do it correctly, the wooden bars in front of the door will disappear and you can continue through the dungeon. Enter the door.

Head to the door with the two plants on it and target both of the flowers with the boomerang. Throw it and the plants will be dead. Go through the door.

In this room, use the boomerang to cut down all the vines. You have to aim at the stems, not the nuts hanging from them. When you have a path cleared, use the deku leaf to fly to the ledge across the room. Open the treasure chest to receive a joy pendant, then enter the door.

Now you must cut the blue cords that hold the large object. Aim the boomerang at all five of the cords and then let go. If you miss one or more of them, the ones that you cut off will re-attach to the ceiling. When the object falls, you will gain access to the basement floor.

Now jump down into the basement floor. Be careful and press up on the joystick as you fall. This way, when you land you'll roll and avoid taking any damage. Although if you land on the flower you may not have to roll. Enter the door on the left side of the map.

In the next room, make your way to the door in the upper left-hand corner on the map. Watch out for the two blue claw creatures. If they grab a hold of you, they will suck away your magic. You can cut them to get them off you, but they will grow back in seconds.

In this room, you should hop on the flower and onto the ledge on the other side of the room. Open the chest to get a yellow rupee. Then aim at the four green cords holding up the flower, using the boomerang. Cut all four of them down, then fall onto the bottom floor and stand on top of the flower. If you want to get a treasure chart, then proceed to the next paragraph. However, if you wish to continue through the dungeon without getting the treasure chart, then skip the following paragraph.

In the room with the flower you cut down, look for a bomb flower. Then look for a boarded entrance. Pick up the bomb flower, then jump onto the flower and throw the bomb onto the ledge with the boarded entrance. When the boards are gone, enter the door. At the center of the room is a hollow tree stump with a treasure chest inside. You can crawl in there if you like, but the flower on the treasure chest prevents you from opening it. And since the stump is small, you can't get far enough for the flower to open up and become vulnerable to your boomerang. Head to the deku baba bud in the upper left-hand corner on the map. When you are shot into the air, aim for the ledge that is on the top of the map. You will need to use the deku leaf to float there. Once there, look for a propeller close by and use the deku leaf to spin it. Make sure you don't aim for the further one. There is one fairly close to the ledge in which you are standing. When the platform reaches you, jump onto it and face the ledge that you were just standing on. Use the deku leaf to blow you across the room where the bomb flower lies. Pick up the bomb flower and quickly jump onto the platform. Throw the bomb into the stump. If you killed the plant, the camera will focus right above the stump for a moment. Go into the stump and get the treasure chart from the chest.

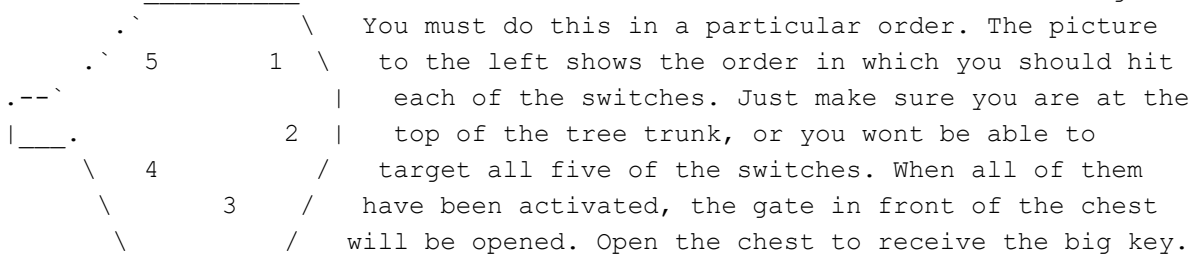
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In the lower right-hand corner of the room, look for a red dot with a question mark on it on your GameBoy Advance. Examine it with the A button on the GameBoy Advance, then use a Tingle Bomb to make the treasure chest appear on the ledge. If it doesn't appear, look at the ledge with Link, then bomb the spot again. When the treasure chest appears, open it to receive the Forbidden Tingle Statue.

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If you left the room to get the treasure chest, the flower will be back at the top of the room. You will need to climb the ladder in the water to get to the top and cut it back down. Whether you had to cut it down again or not, stand on the flower and use the deku leaf to cause gusts of air to push you down stream. Watch out for the octorok. A simple deflection of its rock with your shield will do the trick. When you get to the corner of the water, watch out for two more octoroks. When you make it to the end, hop on land and enter the door. Do not try getting here without the flower. Swimming will do you no good because even if you make it to the end, the land is too high for you to climb on!

Anyway, once you enter this new room, spiked vines will block your escape. Near the right side of the room is a large hollow tree stump. Inside is a treasure chest. To open the gate in front of the chest, you must strike all five of the switches in one throw of the boomerang.



You must do this in a particular order. The picture to the left shows the order in which you should hit each of the switches. Just make sure you are at the top of the tree trunk, or you wont be able to target all five of the switches. When all of them have been activated, the gate in front of the chest will be opened. Open the chest to receive the big key.

After receiving the big key, you will have to fight two moblins. Successfully defeat both of them to open the gate in the top door.

Climb back to the top of the hollow tree trunk and look on the ceiling for a bar to latch onto with the grappling hook. The door is on the upper right hand corner of the map. Use the grappling hook to swing up there, then enter the door.

Jump over the ledge and you will be back at the room where the two paths split. Return to the big room with the large object you had to cut down in order to get down here. On the map, it is the circular room on the right of the B1 floor. When you are there, you must return to the second floor. To do this, stand next to the deku baba bud. Then use the deku leaf to spin the propeller to form a updraft where the blue flower is. Jump into the bud and when you shoot out, hover over the updraft using the deku leaf. This will send you flying up to the second floor.

Now look for a door on the right side of the room. It has two plants on it that stop you from entering the door. Use the boomerang to take both of them down, then enter the door.

Run down the path, taking down the two mothulas that lack wings. When both of them are dead, the spiked vines will disappear from both of the doors in the room. Not only that, but a treasure chest will appear. Open the treasure chest to receive a joy pendant. Then head through the door on the right side of the map.

In this last room, break the jar open that has the two boko sticks inside.

Grab one of them and light it on fire. Walk to the warp pot in the upper right-hand corner of the room. Burn the board on top of it so you may use this warp pot if you need to turn off your GameCube. This way you can quickly return to this room. Now open the boss door using the big key and proceed inside to fight the boss.

(@) Boss No. 2: Kalle Demos (@)

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| |-----| |
| | This boss is remarkably easy. It has large blue cords that connect it | |
| | to the ceiling. Your goal is to use the boomerang to cut all of the blue | |
| | cords. After doing so, it will fall to the ground and the large pedals | |
| | will open, exposing its core. Slash at the core over and over. Two things | |
| | exist that you can do. After slashing it a few times, it decides to close | |
| | its pedals on you, damaging you a bit. You can either move back to avoid | |
| | this attack, or continue to hack and slash at it. Because this battle is | |
| | so easy, it may be best to just keep at it even if it does swallow you up | |
| | especially if you want to rush through this. Though it's not required to | |
| | do so if you don't want to do this, then start running after about the | |
| | third or fourth slash at it. | |
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| |
| | Like I said, this boss battle isn't very hard unless you rush at | |
| | cutting the blue cords. It is in the process of doing that when it will | |
| | usually attack you. With all this in mind, it shouldn't be a tough | |
| | battle. | |
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| |-----| |
(@) (@)
```

When the battle is over, grab the heart container and head into the small spiral in the center of the room. You will return to the Forest Haven and the Great Deku Tree will thank you by giving you Farore's Pearl!

After the ceremony, head back to the King of Red Lions. But before you speak to him, walk up to the wiggling post box. You will get a letter as well as a piece of heart. Now speak to the King of Red Lions and he will tell you to head northwest. Do just that. Make the wind blow northwest and set sail.

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 /__\=====
 /\ /\ I. Quest for Nayru's Pearl Code: [QFNP]
 /__\/__\=====
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When you are close to Greatfish Isle, the King of Red Lions will stop and speak. Then you will be brought to the isle automatically. The King of Red Lions is surprised at the isle's current condition. Then Quill come flying in and tell you that the great spirit Jabun was able to flee the isle.

Where could Jabun have fled to? The island you were born on. That's right, Outset Island. The pirates tried to get to Jabun, but he is protected by a barrier. Thus the pirates failed. They were last spotted on Windfall Island.

You may explore what's left of the isle, but there really isn't much you can access yet. So walk to the King of Red Lions and he will have a few words to say. Then use the Wind Waker to set the wind northeast and sail to Windfall Island.

The sea will be a rainy place for a while due to the curse set by the shadow at Forsaken Fortress.

When you arrive at Windfall Island, make your way to the bomb shop, which is the isolated building on the lower left-hand corner of the island. When you get

to the shop, walk to the left side and sidle across the narrow ledge. However, if you have a running start you can jump across. When you are at the back of the building, climb the vines and call into the small hole on the roof.

When you are inside, crawl a bit more and you will witness a conversation between the pirates. When they leave, exit the bomb shop. Don't worry about the shopkeeper. There's nothing you can do to help that greedy little punk. Instead, head to the grave at the end of the cliff. On the map, the cliff is the point in the island on the upper left-hand corner. When you arrive there, jump onto the pirate ship. Walk up to the door and insert the password. The question is random. If you last saved before you arrived on the island, don't bother going back and imputing the password. The question and password will change.

When you are inside the ship, go downstairs to meet up with Niko. He will be happy to see you. Like earlier in the game, you need to make it across the room onto the ledge where Niko will wait for you.

	To the left is a basic layout of the room. The spot
	marked A is the reset button. If you press this button,
	the platforms will reset. You can press the button where
6	B is to start the platforms. The numbers on the map to
4	the right are the lamps in which you must swing to get
#### 5	from stack to stack of boxes. This time around you have
#### 3	about a minute and thirty-five seconds before the gate
####	will close. Obviously, if you don't get to Niko in time
####   2	you will have to start all over.
3   1	There are really two ways you can go about doing this
	task. The first is to swing from rope to rope. This way
	is a bit risky because if you aren't quick enough you
	may just miss the door before the gate falls. If you're
A   B	good with swinging and changing direction on the rope,
	however, then this may be the way you should use.

The second way is to swing on rope one and land on the set of boxes on the right labeled as a bunch of #'s. Stand on the leftmost one of this stack of boxes and jump onto rope number 2. Just make sure you are standing on the corner of the highest box before you make the jump. When you are on rope 2, swing to rope 3. Keep in mind that rope 3 moves places so you will have to aim at one spot before it is actually there. When you safely get on 3, swing onto 4, then 5, and finally 6. Then swing onto the ledge and walk through the entrance. Niko will be surprised you made it so quickly. Open the treasure chest to get bombs.

#### How To Use Bombs

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Bombs have two functions. The first function is identical to how you use bomb flowers: A button to throw and R button to drop.

The second function of the bombs is basically to use them as cannonballs while you are on the King of Red Lions. Only when you are on the boat is this function available and you cannot use the bomb's first function while you are on the boat.

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After getting the bombs, return to the King of Red Lions. He will say a few words and then you can climb onto him. Now sail to Outset Island. While sailing

to Outset Island, watch out for a large cyclone directly south of Windfall Island on the sea chart. Try to avoid it because you can't yet take on Cyclos with your current items. If you do get caught in his cyclone, you will be warped to one of eight spots on the sea chart.

Once you arrive at Outset Island, the King of Red Lions will mention how the it has been night for a while because of the curse. Because of this, you wont have to worry about the pirates coming. Take this time to go to your house. Your grandma is sick, but a fairy will hear her up. If you have a fairy in a bottle, it would be wise to use it on her. If you don't have a fairy, then move on to the next paragraph. If you do a fairy, you may still want to read the next paragraph. In the process of getting a fairy to heal grandma, you will also get a rupee wallet upgrade.

Head to the forest where you saved Tetra early in the game. However, the bridge to get to the forest has been broken. You must use the Wind Waker to set the wind to the west. Then climb onto one of the wooden posts that held up the bridge. Use the deku leaf to float across to the other cliff and enter the forest. Inside, look for a large rock. Use a bomb to blow it up. Then go down the hole. Walk forward near the fountain and a Great Fairy will appear. She will give you a rupee wallet that allows you to carry 1000 rupees. That's more than you could ever carry in any other Zelda game! Start saving up some rupees. You're going to need a lot later in the game. Anyway. when the Great Fairy disappears, use an empty bottle to capture a fairy. Then return to your grandma. Stand right in front of her and use the fairy. Do not be alarmed as the fairy swirls around you. It will make its way to grandma. However, if you want to be sure, L-target grandma when you use the fairy.

After healing your grandma, she will give you some elixir soup, which restores both health and magic. In addition, it will double your attack until you take damage. If you didn't think that was enough, you can drink it twice before the bottle is empty. And it doesn't stop there. If you ever run out, just go back to grandma and she'll give you some more for free. Zelda veterans will probably find this cheap, and it is. But I guess that's life.

After receiving the soup, head outside. There are a couple things you may want to do before you go meet with Jabun. First, head to the postbox. It should be wiggling. If so, get the letter. For the next thing, you will need a GameBoy Advance. If you have one, read the "Hand-Me-Down Tingle Tuner Side Quest" section below. Of course, if you do not have the Tingle Tuner or even a GameBoy Advance, skip past the below section to continue through the game.

#### Hand-Me-Down Tingle Tuner Side Quest

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Getting the Hand-Me-Down Tingle Tuner is pretty easy. First, make sure you have the Tingle Tuner on and working. Now head to Outset Island and walk around on the beach near your house. Start walking toward the dock close to the three boats on the shore. As you walk up to them, Knuckle, Tingle's brother, will begin to speak to Tingle on your GameBoy Advance. He will ask you to find four places. If you can find them all, he will reward you. He will give you clues as to the location of each one.

For the "outdoor bath", head to the water in a wooden bath near your home. If you don't know what I mean, stand on the wooden ramp in front of the door to your house. Face the door and look a bit to the left. You will see the wooden bath with a small dirt path heading to it. When you get there, step in the water and Knuckle should say, "Hmph! Now let's test you further." If he doesn't say that, then keep scrolling through whatever messages he has sent you and you will eventually come across it.

As for the "ladder that no one uses", head to the dock connecting the island to the watch tower. This is on the opposite side of the island that the first place Knuckle had you look for was. Walk across the dock but do not go up the ladder. He is talking about the small ladder that goes into the water. Climb onto it and Knuckle will speak. Make sure you don't fall into the water.

When he mentions the "biggest rock at the top of the hill", climb up the hill as if you were heading to the forest at the top of the island. Instead of walking to the spot where the bridge once was, keep on heading upward a bit. Step on the largest rock here, which is the one furthest from the woods.

For the final location, walk up to where the bridge was earlier in the game. Then walk off the ledge to fall to the rocks below. The correct place directly below the ledge in which you walked off. If you noticed, there are large rocks sticking out of the water where rupees are. Of course, the rupees wont be there if you already got them. Anyway, you do not want to be on any of these rocks that are separated from the part of the island you walked off. It's a rock that is between a the island and a rock sticking up high, but are all connected. Hopefully that made some sense. Look at the picture below.

```

|_|      |##      You want to stand on the flat surface in-between the rocks.
|##\    /###     Hopefully this picture clarified any confusion of what I was
|##|   /####    explaining above.
|##|_ /#####
|#####          Anyway, when you have found all four locations, Knuckle
                  will give you the Hand-Me-Down Tuner. What it does is allows
you to purchase items in dungeons or while you are at sea. It's kind of
helpful if you're not very good at this game.
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+++++

Now it is time to meet with Jabun. Go to the King of Red Lions and he'll ask you if you're ready. Get in the boat and sail to the back of Outset Island. When you see a whirlpool in the water, sail up to it. Get your bombs ready and blast away at the large stone door. If you run out of bombs, then you will just have to sit there until you reach the center of the whirlpool. When you do reach the center of the whirlpool, you will be sucked below. The screen will turn black for a moment and you will be back near the whirlpool. Go get bombs if you need them. You can buy them from the Beedle Shop sailing in front of the island.

When you break the stone barrier, you will automatically be sent into the cavern. You will then meet with Jabun, a giant fish. The fish only speaks in Hylian so you wont be able to understand him. You will only be able to understand the King of Red Lions. Below, I provide the translation to Jabun's speech. However, it contains a major spoiler, so I will also put the conversation inside a Spoiler Box.

#### SPOILER WARNING

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Jabun: "Well met, Hyrule King!"

King of Red Lions: "Well met indeed, Jabun. I am pleased to see  
that you are safe..."

Jabun: "The events which we have long feared seem



to have been set into motion."

King of Red Lions: "Yes. It seems Ganon has returned. There can be no other explanation."

Jabun: "If you have sought me out...it must mean you have found the Hero of Time, does it not?"

King of Red Lions: "Unfortunately, that is not so."

Jabun: "Then for what purpose have you come to see me?"

King of Red Lions: "The one I have brought with me has no connection to the legendary one. And yet I sense great promise in the courage that this one possesses."

Jabun: "Promise?  
You suggest that I leave the fate of Hyrule up to mere chance?"

King of Red Lions: "I do. It is the only way."

Jabun: "I see. Then I suppose it is up to the gods to deem whether his courage is true. I give to you the guidepost to the gods."

Jabun gives Nayru's Pearl to Link.

Jabun: "This jewel should dispel the curse that Ganon has cast upon this land."

King of Red Lions: "So...that foul rain and endless night were indeed elements of a curse brought on us by Ganon! He must intend to cast this land into pure darkness for all time..."

Jabun: "Tell me, Hyrule King...  
Have you learned the whereabouts of the one who carries on the bloodline of the princess, Zelda?"

King of Red Lions: "...I believe I have."

Jabun: "That is well. You must protect Zelda. She cannot be permitted to fall into the hands of Ganon. I am counting on you!"

=====

After receiving Nayru's Pearl, Jabun and the King of Red Lions will speak a little more and then the King of Red Lions will take you outside. Now you must place all three pearls upon three statues in the sea. The King of Red Lions will mark the statues' locations on your sea chart. The places are also marked

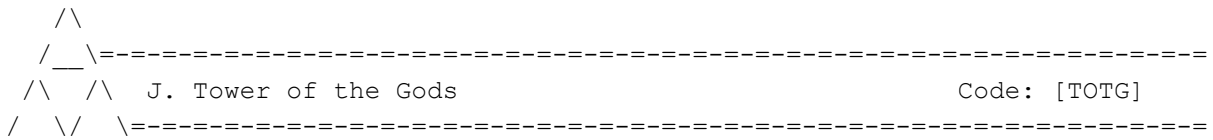
on the small map to the left.

- 1 2 3 4 5 6 7
- . . . . .
- A . . . . .
- B . . . . .
- C . . . .@. . . .
- D . . . . .@. . . .
- E . . . .@. . . .
- F . . . . .
- G . . . . .

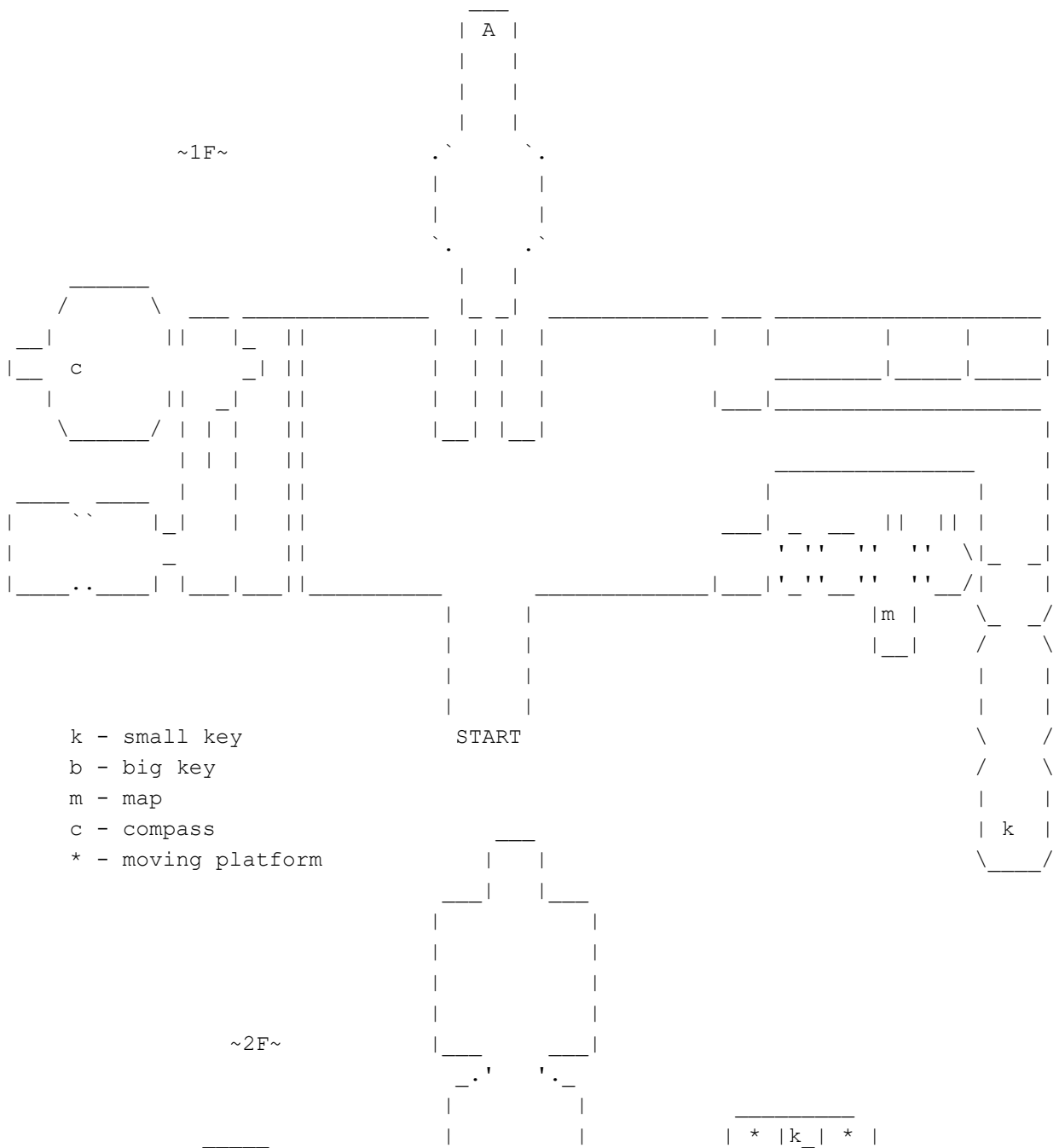
When you sail to one of the three islands, keep an eye out for a small tan statue on a small island. When you approach one of these statues, its eyes will begin to glow and Link will place a pearl onto it.

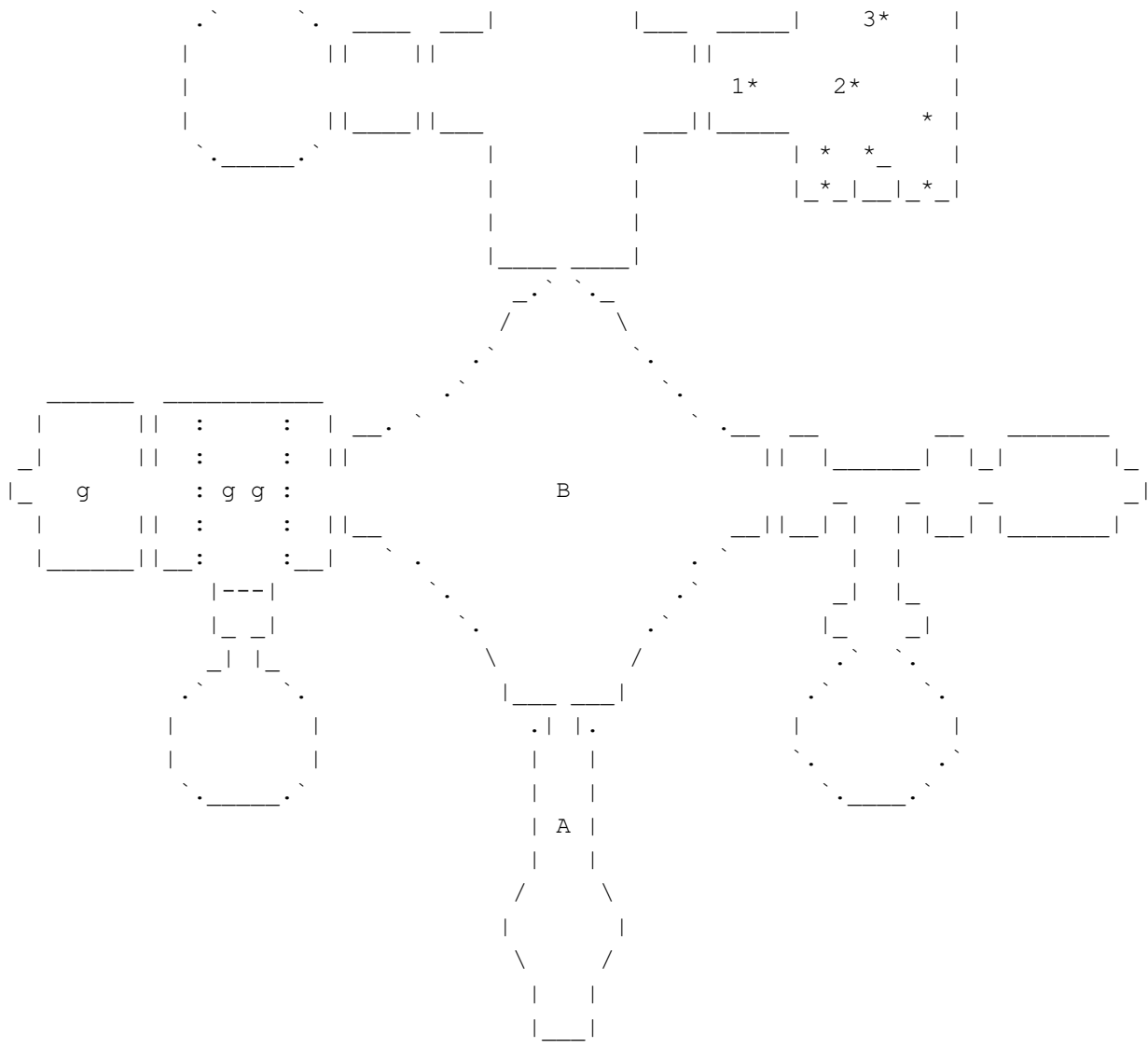
It does not matter in which order you place the pearls, as long as you place them all onto the statues.

After placing all the pearls onto the statues, watch the interesting cutscene. After the King of Red Lions cruises on over to you and says a few words, head into the Tower of the Gods.

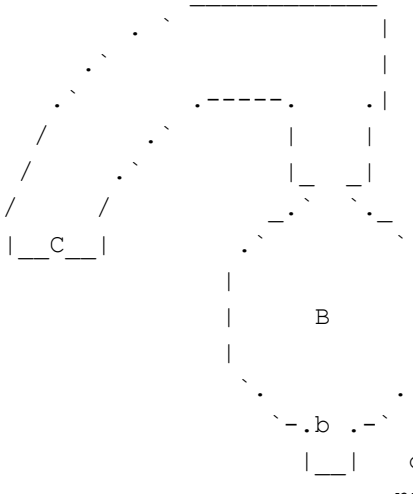


On the map below, the letters label various exits throughout the temple. When you find a letter, search for an identical letter to find where that particular exit leads to.





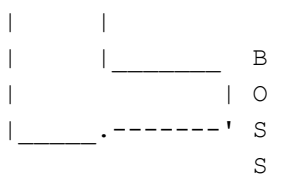
~3F~



In this first floor of the tower, the King of Red Lions will aid you in getting from place to place. Use the R button to slowly cruise to your destination. Also on this floor, the water will rise and then go down, repeating this pattern infinitely.

Move to the upper right-hand corner of the room. When the water has risen, climb onto the ledge. Head to the right and pick up the armos statue. Don't pick up the one to the left of the door. When you pick up the one right of the door, drop it onto the glowing pink circle to the right of the door. When the bars in front of the door disappear, enter the door.

/ C / ~4F~



In the next room, the water will rise and go down like the first room. Walk to the center of the room, watching out for the yellow chuchu. Use the boomerang to stun it and then attack it. Jump down to the center of the room, and wait for the water to go down. When it does, pick up a box and drop it onto the glowing pink circle. A magic

bridge will appear that will allow you to walk across the open gap. Climb onto the water. Before you can make it up, the water will rise taking the box up with it. The bridge will disappear, but do not fear. Continue to the top of the ladder. When the water goes down, the box will land upon the glowing pink circle again, causing the magic bridge to appear once again. Walk across it and pick up the statue at the end of the room. Don't attempt to cross the bridge

before it disappears, because you will fall no matter how much fast you run. When it is safe, cross the magic bridge and exit through the door that you came.

Back in the large room with the King of Red Lions, walk to the left and look for light blue tiles upon the floor with yellow tiles forming a cross in a square. At the center is a small hole in the ground. Drop the statue into that small hole and a gate will open. However, do not enter that gate. Instead, get the temple map by heading for the lower right-hand corner of the room. Don't go through the gate, though. When I say lower right-hand corner, I am referring to that corner of the room you are in. Not on the map. Make sure the water has lowered or you cannot enter the door behind the pillars. When the water has gone down, go into the platform and enter the door.

On the map of the room, you should see a large opening that stretches to the bottom of the map. Wait for the water to rise and then climb onto the narrow ledge and place a bomb on one side of the ledge. Then walk over to the other side to avoid getting blown away. When the bomb explodes, the cracked wall will break, allowing you to pass through. Open the chest at the end of the opening to receive the temple map.

If you want a joy pendant, then wait for the water to go down. Then move the block in the lower right-hand corner of the room over to the upper right-hand corner of the room. When the water has risen, climb onto the box and throw a bomb at the cracked wall. You will have to time it correctly. Wait for about five seconds before you throw the bomb. When the cracked wall breaks, jump into the opening and break the left jar to get a joy pendant.

Return to the large room where the King of Red Lions is. Hop onto the boat and cruise down the path of water that extends to the right side of the map. When you reach the end, climb onto the ledge when the water has risen. Then pick up and drop each of the two armos statues onto a glowing pink circle in order for the bars to disappear. When they do, enter the door.

In this room, you must move the boxes on the bottom to form a safe path so you may run across them with a burning boko stick and light the torches at the other end of the room. This can be a bit frustrating and time consuming just trying to get the boxes into a path. When you make a path, test it out first! If you fall, you can fix it. You have only four boko sticks in the room. If you waste them all, you will have to move all the boxes all over again. When you make it across, light the two torches for a treasure chest to appear. Inside is a small key. When you get the key, make your way back to the door. Watch out for yellow chuchus that will fall from the ceiling.

When you go through the door, return to the main area of the first floor. Head to the left of the map to find large cracked walls. While on the King of Red Lions, use your bombs as cannonballs to break the large walls. Then jump across the narrow ledge and climb the stairs. Enter the room in the upper left-hand corner of the room.

Inside this room you will find a red bubble floating around. Use the deku leaf to send a draft of air at it. When it is on the floor, give it a slash or two to end its life. Open the chest to receive the compass. Zelda veterans will most likely recognize the eye on the back wall. Ignore it for now, since you don't have the correct item to make use of the eye. This eye is optional, so if you do not want to get what is past the wall, you don't have to.

Exit the room and break the jar next to the wall and pick up a boko stick. Light it on fire and run down the stairs, given that the water is down. If the water is up, however, then do not go down until it is. When it is, then go down

and light the two torches next to the door. A treasure chest will appear. Open it to attain a joy pendant.

Now head back to that locked door and open it with the small key you got before. When inside, defeat all four of the yellow chuchus by using the boomerang to stun them and then slashing them with your sword to kill them. When all four of them have been defeated, climb up the magic stairs that will appear. Grab the statue and exit through the door in which you came.

After coming through the door, climb the stairs and place the statue onto

another yellow cross on the floor almost identical to the last one. The flow of water near the center of the first floor will come to a stop to reveal an exit. Return to the King of Red Lions and cruise over to this exit. When the water has risen, climb inside the exit and continue forward and enter the door.

Watch out for the beams at the center of the room. If you step in within the circle of the room, it will blast you with a powerful and annoying laser beam. However, there is a way to avoid the beams. Before you try going across the room, you need to keep in mind that you must carry the two armos statues across. Grab one and then walk right next to the wall as you make your way around the beams. If you are too close, you will be shot and will drop the statue. Place the two statues on two glowing pink circles on the floor, then step onto the remaining one yourself. The platforms will begin to move. Jump from platform to platform, trying not to fall. If you fall into the pit at the bottom, you will start from the door in which you came. Enter the door at the top.

#### Tingle Statue Spot

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If you have a GameBoy Advance and a cable to connect your GameBoy Advance to your GameCube, as well as the Tingle Tuner, hook it up now. When you have the Tingle Tuner operational, climb up the moving platforms until you get to the top. Look for a motionless platform and use a Tingle Bomb to blast the question mark in the red circle. Then go onto the platform with Link and use another Tingle Bomb. Chances are Link will get hit, but the treasure chest will appear. Inside is the Goddess Tingle Statue.

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In the next room, head to the door to the right on the map. The door has a glowing symbol upon it. Enter it and then cross the gap in the next room by hopping onto the moving platform and riding it across. Enter the next door.

Walk across the magic stairs and platform and hop over toward the right end of the room. Read the words written upon the blue slab, then press the R button. The platform will lower and a statue will animate and begin to follow you. Now you need to guide it across the room to the door. You can't carry it across, so have it follow you down the path. Don't worry about it falling over the edge. It won't happen. When the path is no longer under the magic platform, pick up the statue and go through the door.

Now you need to make it across the gap with the statue in your hands. If the statue falls down the pit, you will reappear near the door you came through. Luckily, the statue will be next to you. Anyway, ride the platform across the room. Enter the door with the statue in your hands. The statue will automatically walk to its proper platform and a large slab will appear at the center of the room. Walk up to it to learn the Command Melody.

The god will say a few words and the slab will disappear. Enter the door at the left of the room with the glowing purple symbol on it. Inside the next room, use the deku leaf to blow the two red bubbles down the pit. You may be too far but eventually they will come in range. Then use the grappling hook point on the ceiling to swing across the pit. You need to get to the door that is on the left side of the map. The other door is barred shut. Anyway, go through the door.

In this next room, use the grappling hook to swing across the large pit. Walk up to the statue on top of the platform and press R to call it. The platform will go down and the statue will begin to follow you. Now have Link step onto the glowing pink circle on the floor. When the magic bridge has appeared, use the Command Melody to take control of the statue. As the statue, hop across the bridge. Press the R button to return to Link and have him use the grappling hook to swing across the pit. Pick up the statue and proceed to the next room.

Now drop the statue on the glowing pink circle on the floor to remove the bars from the door at the bottom of the map. Then use the grappling hooks to swing to that ledge. You can also use the deku leaf to float across if you time it correctly. When you are on the ledge, enter the door.

You will have to fight a darknut now. L-target it and wait for the A button on the upper right-hand corner of the screen to change into a green starburst (no, not the candy -- the shape). When it does that, press the button to counter-attack the darknut. Just make sure you have your sword out or this wont happen! When its armor is gone, slash away at it. If you cut its helmet off, quickly get behind it and slash at its back until its armor falls off. When it is dead, a treasure chest will appear. Open it up to receive the Hero's Bow. Use the darknut's sword to break the pillars in the room. You may gain a few rupees.

#### How To Use The Hero's Bow

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Equip this weapon to either the X, Y or Z button. Then hold down the button to aim. Let go to shoot. If you have something L-targeted, the arrow controls are the same but the aiming will not be in first-person.

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Exit the room and shoot down the two bubbles floating around. Then shoot the eye on the wall with an arrow for two moving platforms to come out of the wall and begin moving back and forth. Make your way back to the statue and pick it up. Hop onto one moving platform and then onto the next. Enter the door and the statue will automatically move to its platform. The last door's bars will disappear. Enter through the door. Watch out for the keese in the next room.

Head down to the door on the right side of the map. In this room, you must get from one platform to another. On the dungeon map at the top of this section of the guide, I have numbered the platforms you must use. On platform three, use an arrow to shoot the eye. The platform will begin to move up and down. When it goes as high as it can, jump onto the ledge to receive a small key. Exit the room.

Hop into the water and climb the ladder. Pick up and throw two armos statues onto one of the scales. After that, hop onto the scale with no armos statues on it and jump onto the high ledge with the locked door on it. Open the door with the small key you just got.

Climb onto the block at the center of the room and use the deku leaf to float over the yellow beams. Press the R button to call down the statue and play the Command Melody to control it. Move it onto the glowing pink circle on the floor. Don't worry about the beams; you can hop through them. When the statue is on the glowing pink circle, the beams will disappear. Press the R button again to take control of Link and move to the statue. Carry it out of the room.

Drop the statue and head across the water to the ledge with the four armos statues on it. Throw three armos statues onto one scale, then use the other to hop across. Pick up the god statue and hop on the scale again. Then carry the statue through the door. The statue will, like the other two, hop to its platform on its own.

After a pink beam of light appears at the center of the room, walk into it to be teleported to the third floor of the temple.

On this floor, pick up and drop two armos statues onto two of the glowing pink circles on the floor near the yellow beams. When two of them are on, step on the third one for the beams to disappear. Open the chest to receive the Big Key.

When you get the big key, the two armos statues will come to life. You must defeat both of them. Try to get behind them and slash the magenta jewel on its back. Then give it another slash to cause the armos to rapidly bounce around and then explode. When both of the armos have been defeated, the bars in front of the only door will disappear. Enter the door.

You will now be outside. Climb the stairs, but watch out for the blue beamos! Unlike the pink ones, these beamos only aim right in front of them. So get close to them and shoot it in the eye with an arrow. Do this to each one until you get to the boss door. Unlock the door with the big key to fight the boss.

Walk up to the center of the room and the boss will say a few words in Hylia. Translated, they mean the following:

"You have done well to find your way  
to this place."

"Oh, chosen one..."

"Accept this final challenge..."

The boss will break out of the walls. Now the boss battle begins.

(@) Boss No. 3: Gohdan (@)

	-----	
	The boss has three targets: two hands and its head. What you want to	
	do first is hit each hand with two arrows so the head opens its eyes.	
	When its red eyes open, shoot them each eye twice. When the head falls to	
	the ground, throw a bomb into its mouth. Do this three times and the boss	
	will be defeated.	

| |  
	Though that is basically it, the boss does have a few attacks of its	
	own. When you hit a hand with two arrows, it will try to attack you. Be	
	careful and move away from the hand as soon as the second arrow hits it.	
	While the red eyes of the head are exposed, the head will occasionally	
	close them for a moment while it charges up an attack. It will then shoot	
	a line of energy balls at you. If they hit you, you will be sent flying.	

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| |To avoid this, just run around the boss. If you can avoid this, then you | |
| |have avoided the most powerful attack for this battle. Hurrah! | |
| |-----| |
| | (@) ( @)
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After the fight, the boss will begin to glow and say a few more words in Hylia. The following is a translation:

"The path can now be opened."

"Oh, the chosen one..."

"What will now come to pass is tied to your fate--to the path that you have chosen."

"Go forward with caution."

Now the boss will return to its place in the wall and a heart container will appear along with a portal. Grab the heart container and then enter the portal.

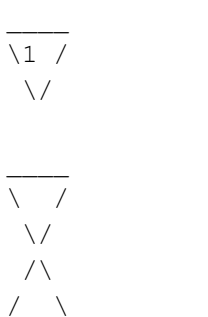
You will be teleported to the top of the tower. Climb the ladder before you and use the grappling hook to latch on the bar connected to the bell. The bell will sound and a short cutscene will begin.

#### SPOILER WARNING

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The King of Red Lions will say a few words before heading down into the ring of light that has just appeared. When Link reaches the bottom of the sea, he will be at a castle frozen in time. Everything here is in black and white, and not a thing moves. Where could you be?
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 /\
 /_ \=====
 /\ /\ K. Hyrule Castle Code: [HRCL]
 /_ \/_ \=====
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Run into the castle. You will be shown various areas of the inside. When you regain control of Link, run past the large statue of the Hero of Time. When you get close to a clearing, the King of Red Lions will speak through the gossip stone you got from Tetra early in the game. He will tell you about an entrance that has been blocked away. Now you must solve the puzzle in order to continue. The picture below shows how the floor looks like. Triangles marked with numbers



are the blocks you must move onto the Triforce on the ground.

Head to block one. Pull on the left side twice. Make sure you are pulling on the upper portion of that side, or the block will be moved the wrong way.

Now the triangle should be upside down now, and



```
      /\  /\  /\
_____/__\__\__\
  /\  /
/3_\/
 \ 2/
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```

you on the left side of it. Walk to the upper part of the new right side and pull it three times.

The triangle shouldn't be upside down now and should be pointing up now, opposite of the location it was pointing. Head to the right part of the bottom of the triangle and pull it twice for it to stop on the triangle. The top triangle of the Triforce is now complete.

Now head to the lower part of the right side of block number two. Pull it three times and triangles three and two should be pointing in the same direction now.

Walk to the bottom part of the right side and pull it twice for it to land on the lower left triangle on the Triforce. Only one triangle remains.

Head to the left part of bottom of triangle three. Pull it four times and it should be touching the bottom left point of triangle two.

Now walk to the left part of the bottom of triangle three and pull it four times. Now it is touching the bottom right point of triangle two.

Walk to the bottom part of the right side and push it twice. When the block lands on the last triangle of the Triforce, all three blocks will go into the floor and begin to glow. The statue of the Hero of Time will move, revealing a secret passage. Head up to it and make your way down the stairs.

In this new room, you should see a pillar of light further into the room. Run to the light and the King of Red Lions will begin to speak through the gossip stone again. When he stops speaking, run up to the pillar of light. When you walk up to it, Link will pick it up. It is none other than the Master Sword.

The statues above you will lower their swords and a bright light will be conjured up. Having the color restored to it, Hyrule takes a more lively look. But not only Hyrule is alive once again. The creatures outside the secret area you are in will come to life as well.

If you have played Ocarina of Time, then I suggest you take the time to check out the stained glass windows in this room before you leave. If you can get a good look at them, you should notice that the pictures stained upon them are none other than portraits of the six sages. If you have played Zelda II: The Adventure of Link, the names of the six sages are also of towns found within Zelda II.

Now backtrack to the large room with the Triforce puzzle. In order to leave, you must defeat each and every enemy in the room. Now is a good time to stock up on Hero's Crests if you want to have Link learn a powerful spin attack. When all of the enemies are dead, the two laser fields in front of each exit will disappear. Head through the exit that is on top of the stairs.

Outside, hop onto the King of Red Lions and cruise over to the ring of light in the water. You will be transferred back to the surface of the Great Sea. Now that you have attained the Master Sword, head to Forsaken Fortress. With the power to repel evil within your new sword, you can now save your sister.

On your way to Forsaken Fortress, you may want to consider attempting to get the Ballad of Gales, a song that lets you teleport to various spots on the sea. To get it, head to Northern Triangle Island which is C4 on the sea chart. When you are there, look for a very large cyclone, If it isn't there, then it is at

Shark Island, which is F3 on the sea chart. But if the cyclone is at Northern Triangle Island, sail up to it. Cyclos will rise and you must shoot him three times with your arrows. It may be tough to hit him because of the cyclone around him, so you may want to consider just shooting them at him as fast as you can. This will most likely work. After the third strike, he will come up to you and say a few words. Then he will make a few motions. The order of which are down, right, left and up. These are the notes for the Ballad of Gales. Play them to learn the song.

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  /\
 /  \=====
/\  /\ L. Return to Forsaken Fortress           Code: [RTFF]
/_\/_\=====
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As you approach the fortress, sail to the left side of it and look for a large wooden door. When in range, shoot it down with bombs. Watch out for the cannons nearby that will shoot at you. After breaking the door down, sail in and the King of Red Lions will say a few words.

Head up the stairs and into the large clearing where the spot lights are focusing. Don't worry about walking into the spotlights because nothing will happen. Just run to the large wooden door and Phantom Ganon will appear. It is a pretty easy mini-boss. When it charges up a ball of energy and throws it at you, swing your sword before it hits you to deflect it back. He will deflect it back at you a few times, but eventually it will hit him. When he falls to the ground, slash it him. He will disappear after a few slashes. If he reappears behind you, just slash at him and you can avoid the whole ball of energy attack and just move right into slashing him. Repeat these tactics to defeat him. People who have played Ocarina of Time should recognize this battle tactic.

After he is defeated, two doors will be unlocked and a treasure chest will appear. Open the chest to receive the Skull Hammer.

#### How To Use The Skull Hammer

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If you have played Ocarina of Time, using the skull hammer is identical to using the megaton hammer. Even if you haven't played Ocarina of Time, using this item is very simple. Just equip it to X, Y or Z. Then press the button you equipped the hammer to in order to use it. You can smash enemies and various other things.  
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Completely ignore the door that opened near. Instead, look around for three spiked stubs in front of a stairway. Smash one of them with the skull hammer to walk across. Watch out for the miniblins that will follow you. Climb up the stairs and then walk up the ramp. Look for the large door that opened when you defeated Phantom Ganon. This door has a small ledge in front of it and two torches on either side of it. Use the deku leaf to get over there and then enter the door. Just make sure the wind is blowing west or northwest, or it'll be tougher to get onto the ledge.

When you land on the ledge, enter the door. The statue on the wall above you will try to bake you with its laser when you move in its range, so quickly run to the left ladder by the beds. Climb it, then climb onto the next ladder. Look across the room to see another wooden ledge, but that one will have a green bokoblin onto it as well as a five spiked stubs. Use the deku leaf to fly across and defeat the bokoblin. When it's gone, smash a spiked stub with the skull hammer and proceed through the door.

Outside, walk across the hall and enter the door. In this room, do not fall

over. Just run over to the stairs and enter the door at the top of them. When you're outside, climb the stairs to the top. You should recognize this area from the first time you were here. Luckily, you won't have to sneak past the moblin here. Just run up the ramp.

Slide across the first narrow ledge, then use the grappling hook to swing across the second one. When you're across, run up the stairs. Smash the switch in front of the large door using the skull hammer to unlock the door. Walk inside.

Inside, Link and Aryll will see each other again. But when Link tries to open the cell door, he is surprised by Tetra. Crazy Link -- always acting before he thinks! I swear! Anyway, it seems the kidnapped girls are safe. Aryll will give Link a nice warm smile, and Link will return the favor. But isn't there something Link still must take care of?

Tetra will leave, and the bird will appear. As soon as you regain control of Link, run to your right and run up the spiral ramp. In fact, roll your way up, or you'll be sorry. As you run up the ramp, try to get across the wooden sections as fast as possible. The bird will break them and you will fall. Then you will have to rely on your grappling hook and the rising water to get back on track.

When you get to the top, the bird will jump right in front of you. Give it a good whack in the face with the skull hammer, and the bird will fall into the water. Make your way to the top. When you do, the circle in the roof will close and the bird will reappear. Now it's time to fight the Helmarok King.

```
(@)                               Boss No. 4: Helmarok King                               (@)
| |-----| |
| |   The bird likes to try to peck at you, but if you are able to dodge it, | |
| | then it will get its beak stuck in the ground. To dodge it, wait for it | |
| | to move its head back a tad, which will be followed immediately by the | |
| | bird smashing its beak into you. So dodge it, then use the Skull Hammer | |
| | to damage its metal casing over its head. After a few more pounds at it, | |
| | the casing breaks and its face becomes visible.                               | |
| |                                                                              | |
| |   Simply continue above information, only instead of striking the bird's | |
| | head with the Skull Hammer, hack at it with your sword. As in all Zelda | |
| | games, repeat this until the boss has been defeated. A good thing to keep | |
| | in mind is that when the Helmarok King begins to flap its wings, causing | |
| | the air to push you back, it is a good time to shoot an arrow or two at | |
| | its face. Just make sure that its head casing has been destroyed before | |
| | this can work.                                                               | |
| |-----|
(@)                                                                              (@)
```

When the Helmarok King has been defeated, grab the heart container and run up the ramp. When you arrive through a large, decorated door, open it to proceed. Now it is time for some storyline.

#### SPOILER WARNING

When you enter the room, you will see the "shadow of Forsaken Fortress" standing near a window. It turns out that this shadow is none other than Ganondorf. Yes, the same Ganondorf you attempted to unleash supreme darkness

upon Hyrule in The Legend of Zelda: Ocarina of Time. But how could he have returned? Link will try to attack Ganondorf, but to no avail. It seems the Master Sword's power to repel evil is gone, making it nothing more than a normal sword against Ganondorf. Then, out of nowhere Tetra will appear and attack Ganondorf! But he quickly gains the upper hand. But right as he is about to seal Tetra's fate, the Triforce of Power begins to resonate. Could it be? ...Princess Zelda?

=====

A couple Ritos will come and save Tetra and Link. Then Valoo will set fire to Ganondorf's domain. It seems you are safe for a while. You will land into the King of Red Lions in front of the Tower of the Gods. The King of Red Lions and Valoo will have a short conversation. The conversation long with a translation of Valoo's words are as follows:

King of Red Lions: "Lord Valoo! You arrived not a moment too soon... We are deeply grateful."

Valoo: "Still...it is too soon for us to relax.  
Ganon cannot be destroyed by such a simple means as wrath and fire."

King of Red Lions: "I am aware of this."  
Yet I thought our first priority should be to separate these two from Ganon's grasp."

Valoo: "I see...and I agree.  
Very well, then! We are counting on you!"

Then, the King of Red Lions will move toward the ring of light in the water, which will transfer you to Hyrule.

```
  /\
 /__\=====
 /\  /\ M. Return to Hyrule Castle           Code: [RTHC]
 /__\/__\=====
```

Tetra will wake up and ask if Link is alright. Then she'll wonder about the place she is in. The King of Red Lions will begin to speak through the gossip stone. What? But aren't you ON the King of Red Lions? Now it is time to go inside Hyrule Castle and head back under the statue of the Hero of Time to get to the room where you got the Master Sword.

SPOILER WARNING

=====

When you get to the room where the Master Sword once was, you will meet a man dressed in red. Tetra will ask the man if he is the one using the gossip stones. He will reply by stating that the one she has is an enhanced version of the ones used by the Hylian Royal Family. In addition, he is the one who made it. Then he will say how where you are is Hyrule. But it doesn't end there. He is, in fact, the king of Hyrule: Daphnes Nohansen Hyrule.

He is not only the King of Hyrule, but he is also the King of Red Lions. Then he will point out that the necklace Tetra wears is a fragment of the Triforce of Wisdom. The last time they showed the actual Triforce of Wisdom (not the symbol on Zelda's hand, mind you), it was the original The Legend of Zelda.

Anyway, the King of Hyrule will take out the second piece of the Triforce of Wisdom. As the two pieces become one, it is almost identical to then opening of The Legend of Zelda: A Link to the Past, where the Triforce comes together. Then, Tetra's clothes will change and she will officially be Zelda.

=====

Now it is time to return the power to repel evil to the Master Sword. Exit the castle and walk up to the King of Red Lions. He will mention how you must venture to the Wind Temple to the north and the Earth Temple to the south. When he's done speaking, hop onto the boat and cruise to the ring of light to return to the surface of the Great Sea.

There is a handful of things you can do now. Before you can go to either of the temples, you must find the item to get you inside each temple as well as each temple's sage. But before you can do any of that, you have to find the Fire & Ice Arrows. However, before you can get the fire & ice arrows, you must first attain the Ballad of Gales song. If you don't have it, then read the paragraph below. If you already have it, simply skip the following paragraph and move on.

To get them, head to Northern Triangle Island which is C4 on the sea chart, or Shark Island, which is F3. Look for a giant cyclone in one of these areas. If it isn't at one place, the go to the other. Cyclos will rise and you must shoot him three times with your arrows. It may be tough to hit him because of the cyclone around him, so you may want to consider just shooting them at him as fast as you can. This will most likely work. After the third strike, he will come down to you and say a few words. Then he will make a few motions. The order of which are down, right, left and up. These are the notes for the Ballad of Gales. Play them to learn the song.

With the Ballad of Gales, play it and warp to Mother & Child Isles, which is B2 on the sea chart. When you land, you will already be inside the large island. Keep in mind that you can never use this area to teleport unless you want to go inside the large island. There is no way to teleport outside of it. Anyway, when you land, the Queen of Fairies will appear before you. She likes you, so she shall grant you new power to the bow you wield. Now you can use Fire & Ice Arrows! The fairy is glad to help you and hints that she has a crush on you. Too bad you're too busy for a girlfriend.

#### How To Use Fire & Ice Arrows

-----

Using Fire & Ice Arrows is identical to using normal arrows. But you may not know how to switch between the different types of arrows. Unlike Ocarina of Time and Majora's Mask, Wind Waker's Fire & Ice Arrows are not separate items in the menu. Instead, you use the R button while you have your bow out to shuffle through the different types of arrows. Keep in mind that you have to be in the first-person aiming screen or L-targeting an enemy while your bow is out in order to shuffle through the different types of arrows.

-----

Now that you have the Fire & Ice Arrows, you can now choose your path. You can either go to Fire Mountain to get the Power Bracelets and the Earth God's Lyric, or you can go to Ice Ring Isle and get the Iron Boots as well as the Wind God's Aria. If you decide to go with Fire Mountain, then continue reading. If you wish to go to Ice Ring Isle, then skip the following two sections (Fire Mountain and The Earth Temple) and go directly to the section following them.

```
  /\
  /_\=====
 /\  /\  N. Fire Mountain & the Earth God's Lyric          Code: [FMEL]
 /_\ /_\=====
```

To get to Fire Mountain, head to C6 on the sea chart. When you are there, look for a small island with a large flame shooting out of its top. Sail toward the island and shoot the flame at the top of the mountain using an ice arrow. This will cause the flame to stop and make the island safe for travel. You have five minutes to get inside the mountain, get the item, and exit before it becomes too hot inside for you to survive in. If time runs out, you will automatically be brought outside, whether you got the item or not. Now get onto the island and climb to the top. Once you are at the top, jump into the hole.

Watch out for fire keese inside. It may be wise to shoot them down with the arrows or the boomerang. Then run to the left side of the cave and hop onto the solidified lava fragments. Hop onto each one until you make it back to land. Now kill the two magtails. If you haven't figured out how, then wait for them to open their claws. Then slash at their eye once for them to roll into a ball. Now you can slash them until they die.

Once both magtails have been disposed of, a treasure chest will appear. Open it to receive the Power Bracelets. Using them is very simple. You do not have to equip and remove them. To use them, just walk up to a large rock and try to pick it up. With the power bracelets, you will be able to lift large rocks.

Now lift the large rock shaped like a head and run through the hole. Hop into the pillar of light to make it safely out of the mountain.

With the power bracelets upon your wrists, warp to Outset Island, then sail east to Headstone Island. Head to the south part of the island. When you reach the shore, hop off the King of Red Lions and run over to the large rock shaped like a head. Pick it up and throw it. Proceed inside and walk up to the large stone slab with the Wind Waker notes on it. Take out the Wind Waker to learn the Earth God's Lyric.

Lurato, the Zora sage, will appear and explain how Ganondorf took her life to preserve his plans. She will show you her instrument, the harp. You must find the person somewhere in the Great Sea that also uses a harp. That person is a sage, but has yet to be awoken. There is only one person with a harp...

Now warp to Dragon Roost Island and make your way inside. Run to the second floor and enter the second door (the one with no guard next to it). When you are outside, walk to the right until you come to a part of the boardwalk with no railing. Look above for a bar in which you can use your grappling hook to swing across. Do just that to get across.

When you have landed, walk to the left and climb a ledge. Then climb a ladder and run over to the end of the cliff where Medli is playing her harp. When you get close to her, she will notice you and say a few words. When she is done speaking, take out the Wind Waker. Play the Earth God's Lyric in front of her.

SPOILER WARNING

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After playing the Earth God's Lyric, Medli will begin to play it and then she will faint. Medli will meet Lurato and they will play the Earth God's Lyric together. Medli is the sage of the Earth Temple.

=====

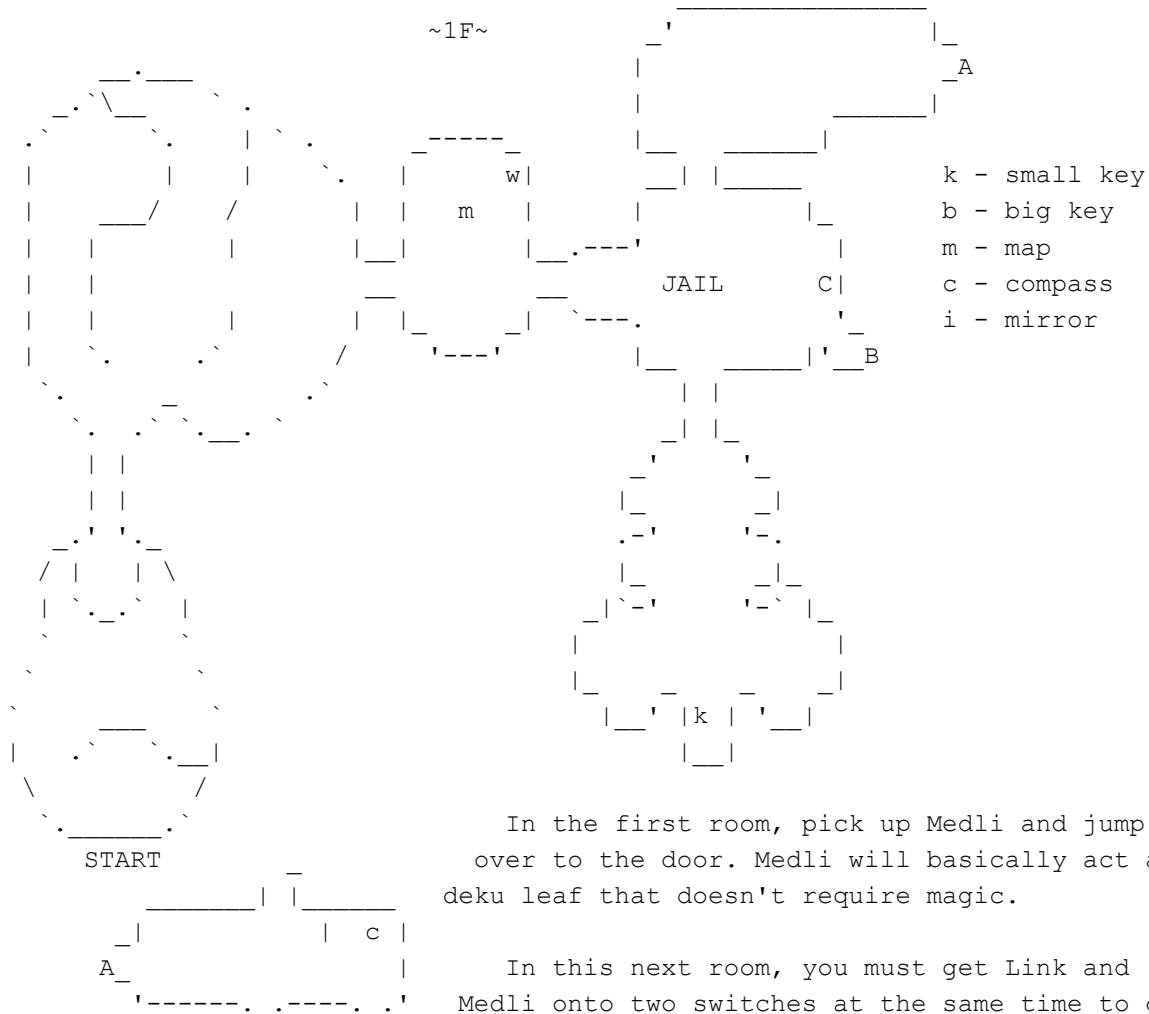
After the cutscene, you must return to Headstone Island, which is east of Outset Island. As you sail closer to the southern shore, the King of Red Lions will say a few words and then Link and Medli will walk into the cave.

Now run toward the stone slab and play the Earth God's Lyric. The stone slab will disappear and Link and Medli will walk inside.

```

/\
/_\=====
/\ /\ O. The Earth Temple                               Code: [TETM]
/_\/_\=====
  
```

On the map below, the letters label various exits throughout the temple. When you find a letter, search for an identical letter to find where that particular exit leads to.



```
        /w\   | |   the door. If you're going to defeat the three  
        \_/  __| |__   moblins in the room, drop Medli somewhere safe.  
      _ _ _ _ . ` . ` .      Whether you killed the moblins or not, have  
     | | | |   |   |   |   |   |   Medli over your head and run up the stairs  
     | - | |   |   |   |   |   |   on the left side of the room. You should  
    _____ | | | |   |   |   |   |   |   _____ see a switch on top of a  
B _____ |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
```

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