

The Legend of Zelda: The Wind Waker FAQ/Walkthrough

by Mrhal88

Updated to v0.86 on Apr 21, 2003

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The Legend of Zelda: The Wind Waker
A FAQ/Walkthrough by insane clown
Version 0.86 Monday, April 21, 2003

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NOTE: This FAQ is bound to contain SPOILERS. If you don't want the game ruined for you, please stop reading here. There's also numerous spoilers from The Legend of Zelda: The Ocarina of Time. If you don't want either of these games to be spoiled for you, please stop reading. Thanks

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Guess who's back? Back again? Link is back! Tell Ganon! Hey, that rhymes!
Welcome to my FAQ/Walkthrough for The Legend of Zelda: The Wind Waker!
Arguably the most anticipated title for Gamecube, Wind Waker uses a new-age
form of animation called cel-shading. This concept, which upset some gamers,
but thrilled others, is used throughout the game to capture the finer aspects
of Link's quest. While it's not the most diverse Zelda game, dungeon-wise,
Wind Waker involves plot-twists and quests that will leave you shocked and
stunned. It could almost be regarded as a sequel to Ocarina of Time.
Without a doubt, the best game for Gamecube to date.

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0.5 (4/3/03): After a long hiatus from the world of FAQs, I begin my quest to
write this FAQ, and quickly remember that I myself haven't beaten the game
yet. Therefore, I'm not going to do all of the in-depth walkthrough yet, but

I will do the flow-chart of the game (as I know how it finishes; OK, I'm a cheater, you caught me. Actually, I read this month's Nintendo Power), and the beginning parts of the in-depth walkthrough. I should be able to get this done by *calculates* about 2005!

0.55 (4/5/03): Didn't have any time to play today, but I did start to archive enemies. Nothing here though. Look for those sometime soon, as well as the rest of the walkthrough.

0.7 (4/7/03): Still no progress (still right before the Earth Temple). Got the Tower of the Gods, second Forsaken Fortress, and some stuff after that done, and added a few enemies into its section. Also added a guide for the Deluxe Picto Box

0.75 (4/12/03): After a two-hour marathon, I finally beat the Earth Temple yesterday. Added that in, and fixed a little *ahem* formatting issue that I just realized today. Touched up a few other places. Hopefully, I'll beat the Wind Temple this weekend, and get that up sometime this week. 300 words short of 15,000, which would be a record for me.

0.8 (4/13/03): Beat the Wind Temple this morning. I'm putting that in. The Triforce Shards should come next weekend. I might be able to get the chart locations up this week, though. Also forgot to say in the last update that I added "The Wind Waker" section, with instructions on how to play, and a list of all the songs.

0.81 (4/19/03): Got my first triforce shard, but had to stop there because of a lack of rupees. By the end of the weekend, I should have another two or three. Anybody have any good ideas on where to get rupees? E-mail me with some ideas, and I'll throw it in here, and give you all the credit. Anyways, that triforce shard was added in, as well as a few enemies, and various other things.

0.85 (4/20/03): Two more triforce shards, and, thanks to the figurine guide in the NP guide, I now have a much longer enemy list.

0.86 (4/21/03): Another Triforce Shard. Out of order, but this is the one I needed to do, as, to get it, you can get LOTS of rupees. I recommend it. See the walkthrough. That's it, however, until later. Don't be surprised at a lack of updates this week, as I'll be in Florida from Thursday to Sunday.

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Now, I'm sure most of you have read marshmallow's guide for OOT (if you haven't, go check it out at GameFAQs; it's amazingly hilarious), and without a doubt the best FAQ I've ever read). This won't be matching his. However, if you send me some funny questions, I will put them in.

Q: Where are the chickens?

A: They drowned. No, I'm serious. Either that, or they evolved into pigs...

Q: How do I start the windmill?

A: Back of the lighthouse, there's a ladder that leads to a little alcove with a switch. Press it. The guy will give you a piece of heart.

Q: What happened to all the races from OOT?

A: Well, the Kokori are now the Koroks (the forest guys that look like

leaves), the Gorons are either extinct (minus a few who roam as salesmen), or sealed off in Death Mountain, and the Zoras are either partying underwater, or have evolved into the Rito. The Gerudos (minus Ganondorf) could have developed into pirates, but also could've drowned in the flood.

SEND MORE!

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Wind Waker's layout is very similar to that of Ocarina of Time, in where you have your sword and shield, and three programmable buttons (Y, Z, and X). It differs because there's two different action buttons (with the addition of the R button, when your sword is not out). Anyway, this is basically the screen

# of Hearts (health)	Action
Magic Meter (magic)	Items
	Small keys
Map/clock	# of rupees

On the map, if you press up on the control pad (depending on your location), you'll get either a map of the dungeon/area you're in, or your chart of the sea/your treasure charts. To get your clock to show, press right on the control pad while you're at sea. If you press left on the control pad, the map there will disappear. At sea, there is an arrow that will point in the direction you're going. Note that if it's to the right, it's WEST, not EAST. The red is always pointing north. I'm sure I've missed some stuff, so feel free to e-mail me anything I've missed.

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Typical for a Zelda game, but more advanced.

A: Action button. You will do whatever the button in the top-right corner says.

B: Sword. Swing your sword. Hold for a spin attack.

STARBURST/POPPING OUT A: Perform a special attack on an enemy, or receive very important information via the Pirate's Charm

Y, Z, X: Use the item that you have set to that button. To set an item, pause the game, highlight the item you want to use on the Item sub-screen, and press the button you want to use. On the three bags, press any button to open the bag, and then use the button you want to set the contents to on that item.

R: Action button. Use to crouch (if sword is put away), or to use your shield (if sword is out).

L: Use to target enemies, or look straight forward. Similar to the Z-targeting system used in OOT and Majora's Mask.

C-stick UP: Go into a first person view (only if there are eyes below your action/items area).

C-stick ANYWHERE ELSE: Go into free-camera mode. Use the c-stick to move the camera around, and press L to go back into fixed-camera mode.

Control stick: Move Link. When using certain items, use to aim.

Control pad: Use to control the map. Check the layout section to see what does what.

Start button: Pause the game and bring up the Quest and Item sub-screens. Save here.

That's the basic commands. For more advanced sword techniques, see Orca's section.

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From swords to bombs, get it all here! I'm probably missing some things, just e-mail me, and you'll get credit.

Hero's Sword/Shield: Found on Outset Island in the beginning, through a series of different tasks. See the walkthrough

Hero's Clothes: Given to you by your grandmother. A strangely familiar set of green clothes.

Telescope: Given to you by your sister, Aryll, as a birthday present. You only get it for one day though, so don't forget to give it back!

Bait Bag (and bait): Hold up to 8 pieces of all-purpose bait (helpful for getting fish and mice), and a few Hyoi Pears (good for luring sea gulls into your grasp).

Spoils Bag (and contents): Hold different charms and bracelets that you collect all over the Great Sea. Try using your grappling hook on enemies to find them

Joy Pendant: Teachers love these as gifts.

Boko Baba Seeds: The seed of a dangerous plant found only in the Forest.

Knight's Crest: Helpful in your training as a master swordsman

Golden Feather: The feather of a beautiful bird. Rito women LOVE these.

Skull Necklace: From six feet under straight to your neck!

Red/Green/Blue Chu Jelly: Useful for making potions. Blue is the rarest of all of the jellies, but makes the best potion.

Pirate's Charm: Tetra the pirate can communicate to you via this, as well as certain other people *cough*

Sail: What you use with the King of Red Lions to get around the sea quickly. Make sure you have the wind working with you, otherwise you're in for a LONG trip!

Tingle Tuner: With this, you can connect to the GBA and get useful hints from Tingle.

Picto Box: Take black-and-white photographs. You can hold up to three.

The Wind Waker: A baton you can use to conduct the notes of the wind. Left on the control pad will speed it up a little, right will speed it even more. Use the C-stick to play.

Delivery Bag: Ferry things to people and the mailboxes with this spiffy bag.

Bottles: Hold potions and fairies with this state-of-the-art glass bottle. Also useful for soup and water.

Grappling hook: By using little hooks coming out of the ceiling, swing from platform to platform.

Heart Container/Heart Piece: Heart containers add another heart to your life meter. 4 Heart pieces do this.

Deku Leaf: Use to create winds, and to soar above the ground. Catch an updraft to soar into the clouds.

Boomerang: Useful for stunning enemies. You can target up to 5 targets at once. That's convenient!

Bombs: Use them to blow stuff up. That simple. They won't take everything out, but they're pretty effective.

The Three Pearls: Named after the three founding goddesses of Earth, Din, Farore, and Nayru. When placed in the right spot, you can raise the infamous Tower of the Gods.

Hero's Bow: Your standard bow and arrow set. Later upgrades will allow you to carry magic arrows.

The MASTER SWORD: Yes, the Master Sword. The same one that Link used. However, it's lost its magic! Shucks!

Skull Hammer: The Megaton Hammer from OOT, only supersized. Takes a while to wind up, but very powerful.

Power Bracelets: Now you're all strong! You can lift big rocks now!

Iron Boots: You're feet are so heavy that the wind won't move you around anymore!

Hookshot: Like the grappling hook, except for a lot better. A lot more variety as to what you can hook on to, and you can also pull enemies to you.

takes deep breath

The 8 Triforce Charts, and their corresponding shards: Find the Triforce Charts around the Sea, then go to Tingle and pay him 398 Rupees (each) for him to decipher them. Once you find all eight, you're ready to face off against that bad last-boss dude. *cough*RIPOFF*cough*

Light Arrow: The light at the end of the tunnel. The only tool that brings down that bosses' defenses, and makes him vulnerable to the Master Sword.

Treasure Charts: Found around The Great Sea, these point you in the direction of treasure on the bottom of the ocean floor

Once again, I'm sure I've missed something, so notify me if I have, and you'll get credit.

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Your team of top-notch detectives will help you through your quest. Use them wisely. As usual, I've probably forgotten somebody. You know the drill.

[INSERT-YOUR-NAME-HERE]: Yes, I know I've been calling him Link, but technically, he's whatever you want him to be. The protagonist, this guy is one tough cookie.

Aryll: Your loving sister. She gives you the telescope.

Grandma: Your loving Grandmother. Once you leave, she gets depressed. Go back to her with a fairy, and she'll give you some good soup.

Orca: The master swordsman. Be like the grasshopper and strike quickly.

Tetra: The pirate leader, who has all her mates whipped, badly.

The rest of the pirate crew: These guys aren't really important. They're just there.

The King of Red Lions: Your trusty, talking boat. The man behind the bow, is, actually *cough cough* *dies*

Quill: The postman. He helps you in various spots

Medli: A Rito girl. She helps you in the Earth Temple.

The Great Deku Tree: He's the Great Deku Tree. Unclear whether it's the same one as from OOT, but it sure seems like it. The Kokori are now little leaves.

Makar: A little *insert those guys actual name here*. You have to rescue him in the Forbidden Woods. He also helps you in the Wind Temple.

Jabun: The water spirit. He's hiding in a cave behind Outset.

The REAL King of Red Lions: Someone from the OOT world who was never actually in OOT. The King of Red Lions reveals himself to you, but your meeting is short-lived.

Tetra (form two): Tetra is transformed into another character from the OOT world (although not the same one), and it is vital that she be protected.

There are other characters, and I'll get to them eventually, but these are the main (good) characters.

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NOTE: Mini-bosses are not included here, unless they appear as regular enemies later in the game (which most do, but oh well).

NOTE: I got this list from the Official Nintendo Guide to the game. I probably added a few others, but I got most of it there.

BOKOBLIN:

Your standard enemy. These pop up in many places, including dungeons. Not very hard to defeat. Use your sword (or your shield, if you don't have one). They come in a few forms, including the tiny ones.

MOBLIN:

The big guard dude in the Forbidden Fortress, as well as a few other dungeons. There's a girl on Windfall in love with one. Block their attacks with your shield/evasive maneuvers, and strike when able.

KEESE:

I figured I'd do these now. These creatures come straight from Hell. They're so annoying. Kill them with arrows.

DARKNUT:

Those really big guys with lots of armor. They become more and more frequent as the game goes on. Their armor is impenetrable, so you have to take it from the back. Do a Parry Attack (see below) to knock off their armor, then slash away. There is also a bigger form of this one, but it's the same strategy; just takes longer.

MAGTAIL (formerly listed as Mothula, my mistake): Those guys that slither around and attack you with their pincers. Not very fun to fight. To kill them, once their pincers open, attack them. When they roll into a ball, slash away.

CHUCHU: Little jelly dudes that are really annoying. Their jelly can be used to make potions. Bring their jelly to the Potion Shop on Windfall. There are five variations of the ChuChu; Red, Yellow, Green, Blue, and Dark. Red, Green, and Blue can all be killed with your sword or boomerang. Yellow is electrified, so you need to hit it with your boomerang first. The Dark ones need to have light put onto them. Once they're hardened, throw them to kill them.

RATS: Little rat dudes that climb out of walls and try to steal your rupees. Be careful of them. Try to L-Target them and kill them with your sword, but they're very hard to catch.

MOTHULA: Moth-like things with wings that fly around you and attack you. Use your boomerang or sword to kill them.

KARGOROK: The birds. Not very hard at all. Just slash them when they get close enough to you.

PEAHAT: Freaky little things that fly around and are invulnerable to sword slashes while they are flying. Use your Deku Leaf or Boomerang to get their

wings off, then slash them up.

BOKO BABA: The Deku Baba of the old Zelda games. Just slash until they're gone. Shield when they attack you, as it's very easy to get hit.

MARTH: The harmless little creatures that stick to you and slow you down. Just use a sword-spin to get them off of you, and slash them to kill them.

BUBBLE: There's Red and Blue Bubbles, which are basically skulls engulfed in flames. You can't kill them while they're engulfed, so you need to get them out of their flames. A Deku Leaf blow or a shot from the Hookshot should do.

ARMOS/ARMOS KNIGHT: The living Armos statues are hard. The little ones just need a slash on their back to go boom, but the bigger ones need to swallow a bomb. Be careful, as they dance around before they blow up.

POE: The ghost dudes. They need to be hardened by light before they can be attacked.

REDEAD: These guys suck. If you wait too long to attack them, they'll freeze you, and jump on to you, sucking you dry. Hit them with your boomerang to stun them, then slash away. Alternatively, shine light on them, then cut them up.

OCTOROK: These guys reside in water, and shoot rocks at you. Use your shield on their rock attack to kill them off.

GYORG: The shark dude that attacks you while out at sea. Just use your cannon on them.

PHANTOM GANON: The typical. He'll shoot balls of light at you. Use your sword to hit them back at him (repeat if necessary). When he's down, slash him up. Repeat until he's gone.

STALFOS: These guys are not your typical Stalfos of old. Use your boomerang to stun them, then slash at them quickly. Once they've broken apart, target the head, and hit IT with your boomerang. Once it's stunned, hit it with your sword. Repeat and he should be gone.

WIZZROBE: Comes in two forms; red and blue. Both will shoot fire at you, then disappear. Look around, and L-target him. Once you have him in your sights, shoot arrows at him to kill him off. If you're close enough, slash away.

There's more, and I'll get to them, eventually...

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Orca, the old dude rolling into a wall on Outset, will teach you the ways of the sword if you bug him enough. Most of these require you to have your sword out, and your shield down

- B: Horizontal swing
- L+B: Vertical Attack
- L+UP+B: Lunge
- L+A: Jump attack
- L+*starburst*A: Parry attack

If you bring him enough Knight's Crests, he'll teach you the Hurricane Spin Attack. As I am yet to achieve this, I can't tell you about it. When I get it, I will. Oh yes, and don't forget to roll (Control Stick+A)!

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Official story, from the opening sequence:

Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains and peace. But one day, a man of great evil found the golden power and took it for himself. With its strength at his command, he spread darkness throughout the kingdom. But then, when all hope had died and the hour of doom seemed at hand, a young boy clothed in green appeared as if from nowhere. Wielding the blade of evil's bane, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend. But then, a day came when a fell wind began to blow across the kingdom. The great evil that all thought had been forever sealed away by the hero once again crept forth from the depths of the earth, eager to resume its dark designs. The people believed that the Hero of Time would again come to save them, but the hero did not appear. Faced by an onslaught of evil, the people could do nothing but appeal to the gods. In the last hour, as doom drew nigh, they left their future in the hands of fate. What became of that kingdom? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind's breath. On a certain island, it became customary to garb young boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wish only for the youths to know courage like the hero of legend...

takes a deep breath

The island mentioned is Outset Island, your home. The Hero of Time (obviously, for whoever played OOT) is Link (from that game). But, that doesn't ever tell you what HAPPENED to Hyrule.

The game starts on your birthday, when you are to be given your traditional green clothes. You have fallen asleep in your lookout post, and your sister has come to find out. Thus starts the adventure...

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I'll just run through and say what you have to do, and where, while not trying to spoil too much. And awaaay we go!

NOTE: I know that this was done in the Official Guide, but don't think I stole the idea from there. I actually got the idea when I saw a mini-one from the latest Nintendo Power, but then I saw the guide had an entire one (After I had already started on this one).

OUTSET ISLAND:

Get the telescope from Aryll

Get the Hero's Clothes from Grandma.

Look at Quill with the telescope, see Tetra fall
Go to Orca, get Hero's Sword.
Go to woods, defeat Bokoblins, rescue Tetra.
See Grandma to get shield
Board pirate ship.

PIRATE SHIP:

Talk to Niko
Complete Ropes Course, get spoils bag
Get shot out of the catapult.

FORSAKEN FORTRESS:

Avoid guards and searchlights
Kill searchlights
Ascend tower to jail chamber
Attempt to rescue Aryll.

WINDFALL ISLAND:

Wake up, talk to King of Red Dragons
Purchase sail from Zunari for 80 rupees
Get Tingle Tuner from Tingle in jail

DRAGON ROOST ISLAND:

Get the Wind Waker from the King of Red Dragons
Talk to Quill and get delivery bag
Talk to Komali
Meet Medli outside, get bottle
Enter Dragon Roost Cavern

DRAGON ROOST CAVERN:

Get Grappling Hook
Defeat Ghoma
Get Din's Pearl

FOREST HAVEN:

Talk to Great Deku Tree
Get Deku Leaf
Enter Forbidden Woods

FORBIDDEN WOODS:

Get Boomerang
Defeat Kalle Demos
Get Farore's Pearl

GREATFISH ISLE:

Talk to Quill

WINDFALL ISLAND:

Watch pirates steal bombs
Get on the pirate ship
Talk to Niko, beat ropes course, get bombs

OUTSET ISLAND:

Get Elixir Soup
Bomb cavern behind island
Talk to Jabun
Get Nayru's Pearl

SOUTHERN/EASTERN/NORTHERN TRIANGLE ISLANDS:

Place pearls

Arise the Tower of the Gods

TOWER OF THE GODS:

Get Hero's Bow
Defeat Gohdan
Ring the bell

HYRULE CASTLE:

Arrange blocks into Triforce shape
Go to basement
Get the (omgomgomg) MASTER SWORD *cries*
Defeat EVERY SINGLE ENEMY
Escape

FORSAKEN FORTRESS II:

Defeat Phantom Ganon
Get Skull Hammer
Re-ascend the tower
Rescue Aryll
Climb to the top of the tower
Defeat the Helmaroc King
Confront Ganondorf *cue evil music*

HYRULE CASTLE:

Take Tetra to the basement
Watch as the story unfolds

GREAT SEA:

Find a cyclone, and kill the dude inside to learn the Ballad of Gales.
Warp to Mother & Child Isle

MOTHER & CHILD ISLE:

Get Fire and Ice Arrows
Warp near Fire Mountain

FIRE MOUNTAIN:

Ascend mountain
Get Power Bracelets
Set sail for Headstone

HEADSTONE ISLAND

Learn the Earth's God Lyric
Set sail for Dragon Roost Island

DRAGON ROOST ISLAND:

Find Medli
Talk to her
Play her the Earth's God Lyric
Go back to Headstone Island
Enter the Earth Temple

EARTH TEMPLE:

Get Mirror Shield
Defeat Jalhalla
Get powered up a little

ICE RING ISLE:

Find and capture the Iron Boots
Head for Gale Isle

GALE ISLE:

Learn the Wind God's Aria
Head for the Forest Haven

FOREST HAVEN:

Find Makar
Play Makar the Wind God's Aria
Head for Gale Isle

WIND TEMPLE:

Get the Hookshot
Defeat Molgera
Get all powered up

VARIOUS ISLANDS:

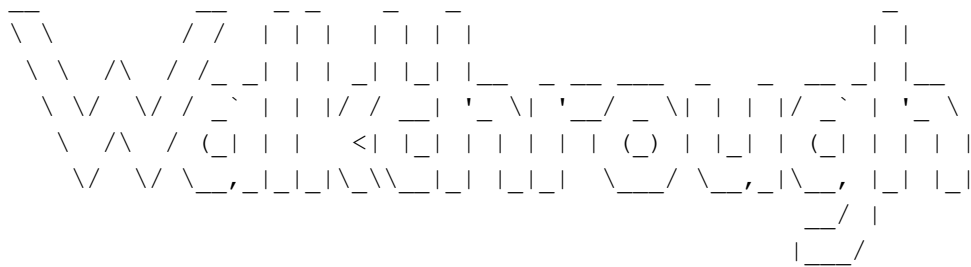
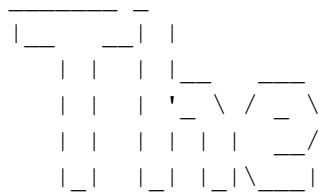
Get the Triforce Charts, get them deciphered, and then get the Triforce Shards.
Once all eight are collected, head for Hyrule Castle.
Prepare for Ganon's Tower

GANON'S TOWER:

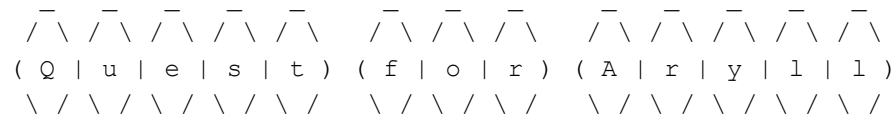
Get the Light Arrows
Defeat Ganondorf
Commence tears

AFTER THE GAME:

Find all the figurines



Dun dun dun... HERE WE GO!



OUTSET ISLAND:

Happy birthday! After the introductory scene, you awake at the lookout post, to your sister. Once you gain control, walk around, get a feel for your surroundings, then when you're ready, head to your grandmother's house (Farthest to the right, near the shore). Talk to her to get your Hero's Clothes, then go back to the lookout tower. Your sister will give you her telescope. Look through it when she says, and look at Quill, the mailman, above the mailbox. Look and see what he's looking at, and watch that big bird (The Helmaroc King) drop the girl she's holding into the forest. You

gotta do something!

Head to Orca (the lower room in that double-decker house), and complete his training to get the sword. Head to the far right of the island (from Orca's, facing the sea), and follow the path up the mountain. Cut down any trees in your way. Jump across the bridge, and walk into the forest. Walk around until you encounter some Bokoblins. In total, there will be three. Kill them with your sword. After they're all gone, you'll watch a cutscene, then go back out to the bridge.

Watch the cutscene, and say a prayer for Aryll. Go back to Grandma's house to get the shield, then board the pirate ship.

PIRATE SHIP:

Head down under the deck until you find Niko in an empty room. Talk to him, and he'll start up the Ropes Course for you. Jump onto one of the lanterns hanging, and swing from one to the other until you get across. When you make it, Niko will give you the Spoils Bag. Head back onto the deck when you're called for, and get ready. Watch the funny cutscene, and get ready to encounter the...

FORSAKEN FORTRESS:

So, when you hit the wall, you drop your sword, and fall down to the bottom. On the first platform, avoid the lights at ALL costs, otherwise you'll get imprisoned. Oh, the Pirate's Charm. When you hear a glow, press A to let Tetra talk to you. She'll give you some good hints. Now, get to the door.

Go right in the first room, through the door, past the tunnel, and into the next room. Look left, and there should be a ladder. Go up it, and jump across the beds to the platform. Open the chest to get the Compass. Now, head through the door.

Now, I can't exactly direct you to go, but you must take out all three searchlights. On each walkway outside will be two openings on the side. There will be ladders going up from these. From here, use your shield on the guard at the searchlight, and when he drops his weapon, pick it up and kill him with it. The searchlight will automatically be shot into the air. Do this for all three, then head into a circular room with stairs in it.

Use a barrel to get past the guards (don't move when they're looking), then go through the door. Up the stairs, and grab the barrel that's there. Hide from the guard that comes around the corner (you can follow him back, but be careful, because he'll look again). Once he goes off to the right, climb the stairs. Go up, and sidle (hold A) across the thin ledge. Do this again at the next one. Keep going, and you'll find your sword! Unfortunately, it's a trap. Kill the bokoblin that attacks you, and walk through the door. Watch the ensuing cutscene.

Right when you're about to rescue your sister, that pesky Helmaroc King shows up, and whisks you away.

WINDFALL ISLAND:

You awaken at Windfall Island, inside a boat. Not just any boat, but a TALKING boat, which calls itself the King of Red Lions. He'll tell you what you have to do. While he may not mention this directly (I forget, actually), you're now on the...

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Walk up the hill, and explore Windfall. Your main goal here is to buy a sail from Zunari (the guy dressed like an Eskimo), but there's other stuff to do as well. Head to the jail (across from the gravestone), and talk to Tingle. Step on a switch in the corner to free Tingle from prison. He'll give you the Tingle Tuner, which you can use with the GBA to help you on your journey. Now, go into his cell, and look for a hole. There's a certain path you have to take. Go the following way:

Right, Left, Straight, Right, Left, Straight, Left, Right, Right, Straight, Right.

Pick up the Picto Box in the treasure chest there, and then go back in, and either follow the path back to get back to jail, or go left than right to end up back by the King of Red Lions. You can also pick up a few pieces of hearts here, but nothing you can't do later. Once you get the sail, the Tingle Tuner, and the Picto Box, head back to the King of Red Lions.

He'll mark a spot on your sea chart (press up while at sea). Head East (arrow on the screen pointing left), and head for Dragon Roost Island.

DRAGON ROOST ISLAND:

Before you go on your way, the King of Red Lions will give you the Wind Waker. If you want to learn a song right off the bat, walk up through the beach, and through a small tunnel to a platform at sea. Use the Wind Waker in front of the non-broken rock to learn the Wind's Requiem. It will allow you to change the direction of the wind.

Now, to get to the Rito Village, you need to take advantage of the bomb flowers. Go left and up, and bomb the rocks in your way. Sidle across the edge, and jump down. Bomb the stone holding up two blocks, and go across the new bridge into Rito country.

Talk to the Rito Chieftain to learn about Valoo, the guardian dragon who has been mad lately, for some unknown reason. His son, who's a grade A wimp, also needs help. Agree to help him, and he'll give you the nifty delivery bag.

Go upstairs, and find Medli, a Rito girl. She'll let you try out your delivery bag by giving you a letter from Komali's father to him. Bring it to the Prince.

Medli will also mention that she wants you to meet her later. Go outside into the courtyard, and talk to her. Either wait for the wind to blow the right way, or use the Wind Waker to make the wind blow north (I think North, if not, then check), Grab her, and get up on the rock and toss her. She should make it. She'll toss you down a bottle. These Rito sure have some nifty inventions!

To make it up there with her, fill the bottle with what little water you can find, then go back up and water the little shrubs near where you entered. They will magically turn into bomb flowers! Toss one at the boulder, and it'll blow, filling the pond back up. Swim across. To get over the lava pool, toss bomb flowers into the statues' jars. Jump over, and enter Dragon Roost Cavern

DRAGON ROOST CAVERN:

The first true dungeon. A fire theme is ever-present here. Let's go!

First room, move the blocks around to get through to the next room. There,

take out the Bokoblins, and grab their stick (their weapon, you perv :-p). Light it with the torch, then light the other torches. Grab the small key, and go through the door. Onward. Next room, there's a boarded-up entrance. Cut it down with your sword. Note that for some later ones, you might need flames or bombs, because of their thickness.

In the main chamber, walk left. When you see a block, pull it out. Jump onto it, and continue going. When you reach the bridge, cross it (Take out the Keese first, they're too annoying). You'll see a boulder blocking your path. Mr. Boulder, meet Mr. Bomb Flower. Move onward.

You'll see some jars on the right side of this room. They're filled with water. Toss them into the lava to create a temporary platform. Use it to get across the room, where you'll find the dungeon map. Exit through the door on your left (from the map). In this room, kill the Bokoblin, and take its big sword. Cut down the wooden boards, then move on. In here, break the next set of boards you see, and grab the key. Exit through the door on your left.

Back in the main chamber. Go left, but there's a boulder there. Pick up the rocks on the ground, and throw them at the bomb flowers, making them (and the boulder) explode. Continue walking. You'll end up back where you originally entered the room. Go straight, and go through the keyed door. In the next room, kill the Bokoblin, and use its stick (and a nearby torch) to take out the wooden boards. Step on the switch, and go through the newly unlocked doors.

You'll end up back outside. There's a ladder nearby, but there's fire shooting out of the mountain right in your path. Wait for it to stop, then climb to the top. When sidling across this edge, be careful of the flames shooting. Hang on the ledge here, and shimmy across it. Climb up once your past, then keep going. Throw the bomb flowers at the boulder to make it go KABLOOMY, and head back inside.

Lotsa blocks. Pull out the center one, push it to the side. Pull out another one, and use the stairway to get up to the next door. You'll find some Boko sticks in this next room. Light them on fire, then toss it across the room onto the boards on both sides. Open both chests to find the Compass and another small key. Head outside across the room.

Back outside, head up to the nest where the bird is, and scare it away. Grab the small key from inside of the nest, then either kill the bird, or run to the next door. This next room gives me the shivers. It's all dark, except for a spotlight on you. Using whatever you can, light all the unlit torches in the room, and burn down the boards. There's a joy pendant in there too, grab that. Head outside, and across the bridge, into the next room.

Bars shutting behind you \neq good. You have to kill all the enemies in the room. Only one of them appears to be there, though. Kill it, then smash all the jars. You'll find two more. Kill them. There's another Joy Pendant in here. Go through the door that's up the ladder. In the next room, you'll see more water-filled jars. You also might notice a freaky creature on one of the platforms out in the lava. That's a magtail, and they're a pain in my butt. Toss a jar to make it so you can get to that platform where the magtail is, then toss a jar of water at it. Slash it until it's dead, then create a few more platforms. At the end, there's a lava spout. When it's down, throw a jar on it, and hop aboard for the ride. Head through the door at the top.

Blow up all the boulders in the next room, and go back outside. Run AFAYC up

the staircase, as it's collapsing behind you. At the top, go through the door, and fend off the baddies. You'll see Medli imprisoned. After you kill the bad guys, she'll give you a Grappling Hook that will help you greatly along your journey. Use it on the pole hanging out of the wall, and swing across. Keep swinging until you get back to where you entered this area (before the stairs). Don't go through the door. Instead, look left of the door, and use the grappling points to swing down to a new door. Kill all the enemies in the next room, then cut or burn all of the supports for the bridge, and plummet down. Grab the Joy Pendant in the chest at one end, and go through the door at the other. Walk into the center of the platform that's hanging, and use a spin attack to cut all of the ropes simultaneously. After you've hit the ground, jump off this platform that rises and falls, and jump onto a platform on the side. Go up the stairs, and face away from the door there. Look up, and use the grappling hook on the hook there to open the door.

Grapple onto the hook here, and hold R to stop while hanging. Reposition yourself so you can get onto the platform on the right, and then press up and down to start going again. Go through the door. There's another magtail here. Once it's about to hit you (when it opens up), use your grappling hook on it to make it curl into a ball. Place the ball on a switch, and grab the Boss Key within. Now, go ALL the way back, past the shooting platform, to the room where you cut the bridge. There's a lava spout in a corner there, use it to get back up, and then go back through that door. Go back up the mountain using your grappling hook, and go through the door. Use your grappling hook to get across, and pick up any fairies (keep in a bottle; will revive you when you die) that you need from the jars around the door. There's also a few Joy Pendants in here. When you're ready, walk through that door.

BOSS BATTLE: GOHMA

At the beginning of the fight, you'll see why Valoo has been so ill-tempered lately; the evil Gohma is harassing its tail! You can see the dragon's tail hanging down. Latch onto the tail with the grappling hook, and swing across the room. You might get hit by Gohma in the process, but don't worry about it, there's jars scattered around the room. Let go after a little while, and a big rock will fall on Gohma. Repeat three times, and Gohma will shed its skin, making it vulnerable. Use the grappling hook on the creature's eye, and hit it with your sword when it's down. Rinse, lather, and repeat until victory. Watch the ensuing cutscene, and you'll end up receiving DIN'S PEARL. That means only two left!

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Head back to your ship, and play the Wind Waker, making the wind blow south. Set sail for the Forest Haven. Before long, Fishman, a man-fish, will stop you. He'll fill in your sea chart. There's one of these guys in each square of the map. When you see a fish underwater, or see a fish jumping around, drop some all-purpose bait, and he'll talk to you. He'll also play a fun little mini-game with you, once you get the bow.

Anyways, once you get to the Forest Haven, night will have fallen. Jump across the platforms, and use your grappling hook where the jump is too far. If you see an Octorok, aim your shield at it, and let the rock it shoots at you hit it, killing it. Keep going until you get to the entrance of the...

FOREST HAVEN:

Walk through the river until you reach the Great Deku Tree. Chuchu's will pop out of it. Roll into the tree to get them off, then kill all of them. Watch the ensuing cutscene, and find out about poor little Makar, who's lost in the Forbidden Woods. He'll pop out a Deku Leaf for you. Use the Baba Buds (the little flowers in the ground) to shoot yourself from bud to bud. When you reach a resting point, use your grappling hook to get to the next one. Once you end up at the top, grab the Deku Leaf. By this, you'll also gain access to your magic meter, as gliding will use your magic. Glide across to the arrow of grass, and cut it down to get some more magic. Exit through the door.

When outside, make the wind blow southwest, then glide to the first platform. Refill your magic meter, then make the wind go northwest, and wait for the cyclone to come around. Time it right, and the cyclone will push you up and give you enough air to reach the entrance to...

FORBIDDEN WOODS:

The second dungeon. Harder than Dragon Roost Cavern, IMO. You'll notice that a lot of doors have vines blocking your way. You'll have to figure out some way to get rid of these.

In the first room, grab the big nut from the pedestal on the left (you might need to hit it with your sword), then grab it and run up to the door. Throw it at the vines to get rid of them, then go through. In the next room, shoot from the Baba Buds, and glide with your Deku Leaf to make your way up and across the room. When you've made it, head through the door.

The next room has a moving platform, but no way of moving it. Using your Deku Leaf, hit the propeller to the left of your starting point. Once the platform gets to you, hop on it and repeat the process to get across the room. Kill all the Boko Babas in the next room, until one turns into a Baba Bud. Using it, leap up. Hop on the platform here, and ride across using the Deku Leaf. Grab the Deku Nut over here, and SET IT (using R) down on the platform, then go back across, and toss the Deku Nut at the vines to open them. When the thorns pop up in the next room (watch out for them), use the Deku Leaf to blow the nut backwards, then go around the thorns and grab them. Grab it, toss at vines, continue.

In this, the main chamber, go right and use the grappling hook to get across. Jump on the platform, and when it meets with the next one, hop on that. Jump off at the other side, and grab the nut. Jump across the platform to the tree in the middle, go right around to the other side, and jump onto another platform. You know the drill. When the vines have been dispatched, continue.

The little black dudes in here (not being racist, folks :-p) are harmless; they'll just slow you down. Do a spin attack if too many get on you. Continue on to the next room, gliding across the gap with the Deku Leaf (if you need it, I forget). In the next room, there's a maze. I can't accurately represent it here, so you'll have to figure it out by yourself. In this room, you'll find the compass and a small key behind some wooden boards. Bomb these using nearby bomb flowers. Head back to the main chamber.

Head left around the tree here, and go through the door here. Ride across the moving platform, and head in the next door. The next room has nuts hanging from the ceiling. There's a Baba Bud in here, somewhere. You might have to kill a Boko Baba to find it, I forget. Use it to shoot up, then glide across to another platform. Go through the door on the left (I think),

and be prepared

Mothula will appear. L-target the moth, and use your Deku Leaf on it. Then hack it to pieces with your sword. Repeat to kill, then grab the boomerang in the new chest. Head up to the top, and get the two crystals on the ceiling with your new boomerang, and head back out. In the next room, there's a door with two vines on it across the room. Hit them both with your boomerang, and head through that door. Next room, clear the vines with your boomerang, then glide to the other side. In the next room, hop onto the platform in the middle (you might need your Deku leaf to glide to it), and cut down the vines holding it up with your boomerang. Fall down to the basement. Head through the door down here.

There's a flower hanging here; cut it down. Hop onto it, then use the Deku Leaf to propel yourself through the water. Be alert for Octoroks, and make sure you're heading in the right direction. At the end, climb up, and use the bomb flower to break the boards. Continue. In the next room, climb to the top of the room, and target all five crystals. You have to be standing in the right spot, otherwise it won't work. Unfortunately, I don't know where this spot is, I just used guess-and-check. Once all five are hit in one run, grab the Boss Key, kill all the enemies, and get out of there via the Grappling Hook.

Back in the room where you entered the basement, use it on a propeller nearby to create an updraft, then hop into it with the Deku Leaf to catch it. Hop off at the first platform. One of the doors up here has two vines on it. Chop them off with the boomerang, and go through. Wingless Mothulas attack you in here. Kill them both via any means necessary, grab the joy pendant, and go into the next room. Stock up on fairies in this room, and continue on to...

BOSS BATTLE: KALLE DEMOS:

Kalle Demos is one of the hardest bosses in the game, IMO. In the beginning it'll hold itself to the ceiling and attack you. Use your boomerang to take out all the tentacles holding it up (5 at a time; it may take a while). When it falls down, run into its center and attack the middle flower. After he's recovered himself, he'll close up on you and spit you out. Repeat until a victory. When you beat him, grab the heart container and head into the warp, which will take you to the Deku Tree with Makar. Watch the cutscene, where you receive FARORE'S PEARL, and get ready to continue your journey!

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GREATFISH ISLE:

The King of Red Lions will mark Greatfish Isle on your map. Head there. When you get there, there'll be nothing, except for Quill. Talk to him, then head for Windfall, under his advice.

WINDFALL ISLAND:

Go to the Bomb Shop (up towards the left, away from town), but don't go in. Go around back (sidle across the ledge), and climb up the vines. Up there, there's a little hole. Crawl in, and watch the cutscene.

Pay close attention to what the password is, as it's completely random, from what I've noticed. Head back to the Pirate Ship, and hop on board from land. Go to the door, and give the password as you heard it (case-sensitive). Head

down to where you did the ropes course before, and catch up with Niko. He'll have you do another easy ropes course (going from lantern to lantern). Once you make it, he'll give you some bombs. Head back home to Outset.

OUTSET ISLAND:

For now, we're just gonna get the pearl. Head around back, until you're stuck in a whirlpool. Use your bombs on the boat, and take out the wall that looks funny. Once it's all destroyed, go inside, and talk to Jabun, the water spirit. He will give you NAYRU'S PEARL, without having to do a dungeon.

CONGRATULATIONS! YOU GOT ALL THREE PEARLS!

The King of Red Lions will mark three spots on your map. Place a pearl at each one of these spots, and watch the Tower of the Gods arise. Enter.

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In the Tower of the Gods, you prove yourself to the Gods that you are worthy of holding the Master Sword. Many challenges will help you. Get ready for a fight, though, as this is the most challenging dungeon in the game.

TOWER OF THE GODS:

Oh, you're gonna love this one. Your boat, the King of Red Lions, helps you out in the main room of this dungeon. Seeing as how the wind won't do you any good inside, hold R to cruise around. Let's go!

In the main chamber here, you'll notice that the water goes up and down. From the entrance, go right, and follow the wall to the end. When the water goes down, hop onto the platform and jump in the door. The water in the next room also goes up and down. Hop on a box, and when the water goes up, throw a bomb at one of the cracks in the wall. There's three of them. Inside one of them is the Dungeon Map, another a Joy Pendant, and some rupees in the third. Return to the main chamber, and sail to the other corner of the room, on the right side.

Hop onto the platform here with a locked door (no key, just locked), and grab a nearby statue. Place on the pink switch, and enter the room. Drop down, and grab a box. Place it on the pink switch. When the water goes up, cross the bridge, and grab the statue. Head back across, and go through the door. Outside, head left, and in the little pavilion there, drop the statue.

Head into the newly opened area with the boat, then go through the door. This room is a living nightmare. In the pit down there, you have to arrange the boxes to create a bridge from one side to the other. Once you do, grab a Boko stick from the jars around the room, and light it. Hop across, and light the torches over there. Doing this will reward you with a small key. Back into the main chamber.

Sail to the other side of the waterfall, where you'll see a cracked wall. What do you do with a cracked wall? You bomb it! Use your cannon on the wall to take it down, then swim across (you lose your boat from this point

on. Go up the stairs, and into the room. Just kill the Red Flaming Skull (Bubble, as I believe they're called in Zelda terminology) with the Deku Leaf/sword, grab the compass, and head back out. Down and across to the other door here. In the next room, kill all the Chuchu's, and collect their various rewards. Run up the stairs that appeared, grab the statue, then head back outside. Run up the stairs back to the other door, and place the statue in the pavilion-type thing to stop the waterfall. Head up there, and hop in. This is it for the boat for good (in this temple, you still have him, of course). Go down the hallway, and enter the next door.

This Beamos-type thing in the next room is very difficult. You have to time a bomb so perfectly that it will blow up as soon as it's near the top of the statue; otherwise it won't blow. Once you manage to destroy it, grab two of the statues around, and place them on two of the pink switches. Step on the third one yourself to continue. Ride up the platforms, and into this next main room. Go through the right door (the one glowing), into the next room. Jump onto the platform and ride across. In this room, go up and over the light stairs, and go to the statue. When close enough to it, press R, and it will jump down and follow you. There's a bridge under the Light Bridge. Follow it VERY slowly to the end. Once you're at the end, and not under the Light Bridge anymore, pick it up, head out of this room, out of the next room, back into that main chamber. A short cutscene will show the statue hopping to its place. Go to the stone on the platform in the middle of the room, and play your Wind Waker to learn a new song; The Command Melody. This one's pretty cool; it lets you control statues like the one you just placed!

Head through the door that's now glowing pink. Kill all the Bubbles in the room, and cross the gap using the (you guessed it) grappling hook. Head through the door. In the next room, grapple across. There's another statue here. Call it with R, then go stand on the switch. A light bridge will appear. Play your new Command Melody to take control of the statue. Cross the bridge, then return to Link. Grapple back across, then pick up the statue, and leave the room. As it's hard to get the statue across with no platform, you'll have to place him on the switch on the left of the door you just came through. This will open that door in the side alcove. Hop over there with the Hook, and hop in.

If you played OOT, this battle will be similar. This guy is called a Darknut, but he's eerily similar to the Iron Knights from OOT. L-target, and parry attack him to knock his armor off, then hit him a lot. When he drops his sword, either pick it up and use it against him, or stand in between him and it and hack at him until he's history. As a reward for defeating this guy, you'll get the HERO'S BOW! Exit back into the previous room. Now, with the arrow, you can shoot that Eye Switch over there. Doing this will cause some platforms to come out of the wall. Remember the statue you left? Grapple over to him, then hop across the platforms while carrying him, then go through the door. He'll hop to his spot, and you'll be able to continue more. Head through the next door that's glowing pink.

Drop down into this pit here, beneath the two platforms, and swim over to the door here. Enter. There's two eye-switches in this room. Navigate around the moving platforms, shooting the statues, until you get to the top of the room, where a key is waiting for you. Glide back using the Deku Leaf, and head back into that room with the scales. Climb up the ladder back to your starting position. There's many statues over here. Toss two of them onto either scale (as long as they're both on one, it doesn't matter), then jump onto the other one, and across onto the other side, and the next room.

There's some laser beams blocking access to the next statue here. You can glide over with the Deku Leaf. Call the statue down here, and play the

Command Melody to take control. Guide him through the beams, and onto the pink switch. Go back to Link, and walk to the statue, pick it up, and head back into the room with the scales. Before you can do much in the next room, a funky dude will show up, and want to stop your progress. Just shoot some arrows at him. He'll disappear a few times, but just keep doing it. Now that he's gone, go back across the gap, and put three statues on one of the scales. Jump across, grab the statue, and go back across, in to the main room. After the cutscene, jump into the pool of light to get beamed up to the next area!

This next room has some beam-shooting statues. However, I think you can now take them out with arrows. Just make sure you're far enough away. There's three pink circles here, and two statues. You do the math. Go grab the Boss Key from the chest you just got access to, and be prepared for the NIGHT OF THE LIVING ARMOS! Hit them with arrows, then use your sword on their backside to kill them. Be careful, because as with all Armos statues in Zelda-land, they'll blow up, and try and take you down with them. After they're gone, head through the door. You'll be outside now, near some stairs. There's a lot of beam statues here, but there's a trick. The blue ones only shoot straight, so you can get right up to them and shoot them with arrows. With the red ones, you have to stand back, and get them. Head through the door here. Stock up on items here, because this next boss will take some extra health.

BOSS BATTLE: GOHDAN

Gohdan is like Bongo Bongo from OOT. He has two hands, a body, and a whole lotta power. You'll see a cutscene with the Gods, telling you this is basically your final battle to prove yourself. Gohdan will come out of the wall. Shoot his hands with arrows (L-target, naturally). Once they're both down, Gohdan will see the light, and open his eyes. Shoot the eyes repeatedly, until they both go out. If they disappear, be careful, he's about to attack. Once they're out, he'll fall to the ground, drooling like an idiot. Toss a bomb in his mouth, and watch him light up. Repeat until cooked as desired.

After the battle, grab the Heart Container, and hop into the light. You're now at the top of the world *cough* the top of the Tower of the Gods. There's a grappling hook switch right below the bell. Latch on, and ring it, and just watch the cutscene. This is where the game gets beautiful

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Yes, the Master Sword. After the cutscene with the light, you'll find yourself in a deja-vu moment. Yes, you are, in fact, at HYRULE CASTLE! Everything's black-and white, and frozen. If you walk in, you'll notice tons of Moblins, Bokoblins, and Darknuts frozen in place. In the middle of the castle floor, there's some blocks, with a triforce in the middle. I can't explain how to do this, as the blocks are in very weird positions, and move at the weirdest angles, but you have to get the blocks to line up with the Triforce mark on the ground. After that, the statue of a very familiar face will open, and take you into the basement, which might be more well known as the TEMPLE OF TIME. Inside, on a pedestal in the middle of the room, is the legendary MASTER SWORD. Yes, the same Master Sword used in Ocarina of Time, this sword has defeated Ganondorf before, and it can again. If you look

around down there, you might get some deja-vu moments from many generations ago. When you pull the Master Sword, time starts flowing in Hyrule again, but that means the enemies upstairs are all alive and well. This is a battle, for you. There's lots of them, and you have to kill EVERY SINGLE ONE. Use your grappling hook on them before you smite them to get some treasure, but then strike them down. Once they're all done, head back the way you came in, back to the King of Red Lions, and back up to the Great Sea.

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Now that you have the Master Sword again, you can head back to the Forsaken Fortress, kill Ganondorf, and get your sister back, right? Sail back to the Forsaken Fortress

FORSAKEN FORTRESS:

Yeah, last time you had to be all stealth and stuff, but who needs that? That is SO not Link. Take out the front door with your cannon, then head inside to a familiar place. Walk up the stairs to find yourself on the platform you were on the first time you were there. Here, Phantom Ganon will show himself. This is the same battle from many of the other games. He'll throw energy at you, and you have to hit it back with your sword. Repeat until he gets hit, then run to him and strike him with your sword. Repeat until he's dead. Now you'll get the SKULL HAMMER! See the stairs that are blocked off by those prickly things? Smash them down with your new hammer (that's about twice your size), and walk up the stairs.

Now, just like last time, you should take out all the searchlights. Just find them all, I didn't note their exact positions. Besides that, you just go the same way as last time, except for no stealth. Use your Deku Leaf to glide across gaps where there used to be lanterns. Once you're at the top of the fortress, hit the switch with your hammer, and walk in. Now this scene here is just touching. You manage to rescue your sister, as well as the other two girls, and Tetra and the pirate crew help you. They take the girls, because you have some unexpected company. The Helmaroc King shows up again. The room is starting to flood. You need to run up the sides AFAYC. After about halfway, the King will try and take out the platforms you're on. Don't stop for ANYTHING, just keep going. Eventually, you'll reach the top, and get your battle on with...

BOSS BATTLE: THE HELMAROC KING

This punk that stole your sister doesn't know when to quit, does he? This nighttime battle takes place at the top of the Fortress. Despite his massive size and his ability to fly, this boss is quite simple. He'll fly around and try to hit you some. When he goes after you with his beak, get away from him, and he'll get stuck. Hit him with the hammer when this happens. Repeat until he loses his helmet. Now, he'll pick up a few more attacks. He'll try to force you into the spikes around the edges. There's one spot that doesn't have any spikes. Try to stay around there. He'll also swoop in and try to catch you. As a general rule, try to keep him in sight as much as you can, so you don't lose him. When he gets stuck again, use the sword on him. Soon, he'll just be tomorrow night's dinner.

After the battle, cross the bridge and go up to face GANONDORF! You'll soon find out that your Master Sword, the great sword that defeated him before, has lost its power! Tetra will also show up, and help you out. However, you're at his merciless grip, and you're soon held captive. However, before

he can make lunch meat out of you, Quill (I think) swoops in and rescues you. This next cutscene is absolutely beautiful.

You'll end up with Tetra back at Hyrule Castle. Go back into the castle, and down into the basement. In here, you'll see a cutscene that is too beautiful to describe, if you're an OOT fan. It explains what happened after OOT, what happened when Ganondorf came back, and why the world was flooded. It will also explain why the Triforce resonated back in your encounter with Ganondorf. Here's Zelda 101 for you people:

(This all happened in Ocarina of Time)The Triforce, when grasped by an evil power from the Sacred Realm, split into three parts. They could only be found when the three pieces were together, when they would appear on the Chosen One's hand. Ganondorf held the Triforce of Power. Princess Zelda held the Triforce of Wisdom, and Link held the Triforce of Courage. Because you are Link, and you're the Chosen One, you have the Triforce of Courage. However, it's been split into 8 shards by evil power (Somebody e-mail me what really happened there; I forget, that's just what I think I remember). Tetra had the Triforce of Wisdom (on a necklace), which would mean she is actually a descendant of the Hyrule Royal Family. Ganondorf, as always, has the Triforce of Power.

So, basically, in the cutscene, we find out what happened to Hyrule, why the world is flooded, and why Tetra and you met. You'll also find out who the voice behind the King of Red Lions is.

Yes, I did leave most details out of this on purpose, I don't want to spoil the game TOO badly. I might add it in eventually

Now, your mission is to recharge the Master Sword, so you can defeat Ganondorf, and restore order to the land. Tetra has to stay down at Hyrule Castle, so she can be protected from Ganondorf, who will be looking for her.

Now's a good time to do sidequests, get bottles, get upgrades, stuff like that. I'll return with more when you're done with that. Also, right here, you MUST get the Fire Arrows and Ice Arrows. Check the Sidequests section to figure out how to get them. After you have them, sail for Fire Mountain (one box south of Dragon Roost Island).

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FIRE MOUNTAIN:

Ok, so, at Fire Mountain, you have to do a relatively simple task. Take out an ice arrow, and aim for the top of the volcano here. Shoot it, and it will freeze over for five minutes. Swim to the island, and ascend to the top by jumping from platform to platform, and not screwing up. If you fall to the bottom, keep trying, because this is the hardest part.

At the top, jump down into the hole. Down here, there are Keese and Magtails (the dudes that roll up into a ball). Jump across the platforms first, then take out the enemies. Take the Keese out with your sword/arrows, and use whatever strategy you can against the Magtails (a grappling hook/sword combo worked for me, but I think you can use the Boomerang, too). Once all the enemies are destroyed, a chest will appear. Open it to get the POWER BRACELETS! Now you can lift big, heavy rocks! You're sure to pick up the chicks now!

Right near the chest, there is a head-shaped rock. Lift it, and toss it

aside, and walk back to the entrance here. Once outside, hop off the mountain onto your boat, and warp to Outset Island. Head one block east of here to wind up at...

HEADSTONE ISLAND:

At Headstone Island, there is really nothing. Find the beach, and go to the head-shaped rock at the base of the mountain. Lift, toss, walk in. There's a big rock in there. Play your Wind Waker in front of it to learn the EARTH GOD'S LYRIC. This is the same song that is played in the beginning, at the main screen. After you learn it, you'll see a cutscene with a sage from the Earth Temple, found here. Laruto will tell you to seek out the one that continues her bloodline; the one that carries the same harp that she has. If you can't figure out who it is, head to Dragon Roost Island. Medli has a hint for you...

DRAGON ROOST ISLAND:

Enter the Rito village, and head to the second floor. To the left of the mail-toss game, there's a door to the outside. Head outside, and walk right. Grapple across the gap, climb the ladder, then head out onto the cliff to talk to Medli. You'll notice that she has the same instrument that Laruto carried. After the cutscene, play her the Earth God's Lyric, and she will awaken as the Earth Temple sage. After a touching cutscene which shows Prince Komali looking for you, you'll be all ready to face the Earth Temple. Sail to Headstone Island. Hop out of the boat, and walk back into the cave. In front of the stone, play the Earth God's Lyric. Medli will play it on her harp, and the door will crumble. Enter the...

EARTH TEMPLE:

mutters something about this being hell

Anyways, there are a few things that you can use to your advantage here. You can play the Command Melody to take control of Medli. She can fly for a short period of time, and can also shine her harp (which acts as a mirror) onto places. You can also pick her up and jump off a platform, and she'll fly you across for a short period of time. Anyways, on to the dungeon!

NOTE: In this dungeon, it's essential to take Medli with you wherever you go, as you quite often need her to advance.

In the first room, pick Medli up (using A; R will call her to follow you) and jump off the platform, aiming for the door on the other side. Once you're over, land, pick her up again, and go through the door. Up the stairs and into the next room. In this room there are three Moblins. Leave Medli at the door, and kill them all (there's one on the stairs to the left of the door. After they're all gone, pick up Medli, and walk up the stairs on the left. At the top, you'll see two pillars. You need to fly to the one on the right. You should just be able to make it. Step on the switch. Now, play the Command Melody, and, as Medli, tap A and use the control stick to fly to the other pillar. Have her step on the switch here, then have her jump down to near the door. Switch back to Link, then jump down, pick her up, and head through the door.

Door locks behind you. Uh-oh. Fortunately, this room isn't too hard. There's a bunch of Chuchus in here. Kill them. You'll also see some Black ones that you haven't seen before. If you hit these guys with your sword, they won't die. There's a pocket of light in the room. Stand here. The Black Chuchus will come to get you. Once they hit the light, they will instantly solidify. Once they're all solid, pick them up and throw them. Once they're gone, play the Command Melody, and, as Medli, stand in the light. Shine her harp onto the treasure chest at the end of the room (using

A/aiming), and it will become solid. Go open it to get the Dungeon Map. All the doors should also be unlocked by now. Head out through the door that you didn't come in through (Left, if you're coming back from the treasure chest).

In the next room, there's a creepy guy looking at you, and lots of smoke around him. If you go in the smoke, you'll become cursed for a few seconds, and you can't use any weapons. Switch to Medli, and stand in the pool of light on the right hand side of the room. Shine light into the smoke until you find a switch. While still shining at that spot, switch back to Link, hop into the smoke, and hit the switch with your hammer. A door will open. Take Medli, and continue. You'll face a few enemies in the next room. Kill them quickly, then run to the end of the room. Drop Medli off to the left side, and climb the ladder there. You'll see a block up here. Push it until it falls into place, where it will open a door in the roof, and allow sunlight to come through. Change to Medli, then go to the pool of light, and shine it onto the chest in the alcove at the end of the room. Back to Link, open it to find a key. On the way back, there will be a Floormaster. Don't let it take Medli (if it does, play the Command Melody, and fly her out of her cell; she'll be in previous room). Kill the Floormaster with arrows and your sword, and return to the previous room. Across the way, there's a door guarded by a key-lock. Open it up, and head on in.

There's more Chuchus in here. Take them all out. There's no light in here, so something MUST be missing! See the curtains on the wall? The one on the left wall covers a window. Shoot it with your fire arrow to let light pour in. A few Black Chuchus will come after you. Stand in the light until two of them are frozen, then set them on switches. Run up the stairs quickly (if Medli doesn't make it up, just play the Command Melody and have her fly up). On the left side, there's a block that you can push down to create a shortcut. Head through the door here.

Right in the beginning of the next room, there's a Floormaster. Take him out. There are three blocks in this room (currently, one of them is hidden). Push the one closest to the door as far as it will go. Light will enter the room. As Medli, shine light onto the statue on top of the other block. Now, see the little squiggly things on the walls? They are collapsible walls, and you'll be seeing a lot of them. Shine light on all of them (four in total) to discover the other block as well as a Warp Pot. Push the block that had the statue on it as far as it will go, then go to the newly uncovered block. Pull it out, then push it until it can't go anymore. Take Medli, and toss her up onto the platform here. Jump up, and open the chest here to get the Compass. Now, if you lose Medli, she will appear as a purple squiggle on your map. Now that the door is open up here, go through it.

The next room is slightly difficult. You'll find some Poes in here. These guys are much different than poes from previous games, as they're very hard to see. There's also some Moblins in here. Kill them off, and, as Medli, fly up to the platform where there is a shade of light. Shine the light on the Poes until they solidify, then quickly switch back to Link and slash them up with your sword. Once they're gone, a staircase will appear. Take Medli up the stairs here, and head in the door on the left. In here are some coffins on the wall. Walk in front of them to open them. Inside three of them are Redeads. Stand a good distance away, and hit it quickly with your boomerang. Then run up to it and slash it. They'll fall, but they won't disappear; don't worry, they will eventually. There are three of them here. One of the other two has 10 rupees; the last one has a Small Key. Return to the previous room, and go through the locked door here. Leave Medli outside, as she'll just get in the way in this battle.

The door will lock behind you when you enter. Walk down the stairs, and a

Stalfos will appear. This isn't your old Stalfos, this guy's a real doozy. L-target him, and throw your boomerang at his head to confuse him. Slash him as much as you can. If you get enough hits in, his head will come off. Target his head, and hit it with your boomerang, then slash at it. Repeat until THIS one's dead. After he's gone, two more will pop up. Kill them both using the same process. When they're gone, you'll get the super-nifty MIRROR SHIELD! Now you can reflect light without Medli's harp! Return to the previous room, where you left Medli. The Moblins have respawned, as well as some more Poes. Kill the Moblins, then have Medli fly back up to where she reflected the light earlier. Have her shine it down on the ground. Then, return to Link, and reflect the light she is shining onto the wall right underneath where Medli is. The wall will collapse. Take Medli and get going. Follow the path, and you'll end up back in the smoke room, with the freaky sun thing. Hop down with Medli.

There are two pools of light; one on each side of the sun. As Medli, stand in one of them and reflect light into the eye of the sun on that side, until it lights up and lets out a ring. Keep it shining there, and switch back to Link. Stand in the other pool of light, and shine light into the other eye. A staircase will appear. Head up, through the door, and up some more stairs. In this room here, with the bridge, there are two Blue Bubbles. The only way to get them to fall is by using ice arrows. Shoot them both down, then, with Medli, run across the bridge, and stand at the door. Play the Earth God's Lyric, and the door will crumble, allowing you to continue. Next room, there are some Redeads sitting there. Stand in the beam of light, and shine the light onto them to freeze them. Slice away. When they're gone, you'll notice two mirrors in the room. Shine light into them both until the statues on the other end melt. Then, there's a block at the front of the room with a statue on it. Melt the statue. Head through the door on your LEFT, if you're in the pool of light, facing the front.

In here, there's more smoke. There's also a Floormaster in the smoke. Use the Deku Leaf to disperse the smoke, then quickly hop in and kill the Floormaster. Then, pick Medli up, and fly across the smoke. On the other side, hit the switch with your hammer to light up the room. Push the mirror as far as it will go (Make sure you do this, cause you'll need it later). Fly back across the smoke, and back into the other room. Cross to the other door, and enter. There are lots more smoke in here, as well as many Floormasters. There's no way to clear all the smoke, so just run to the other side of the room, avoiding the Floormasters. On the other side, there's a chest with a key in it. The smoke will disperse, and you can make your way back to the other side. You don't have to kill the Floormasters, but it eases some stress. Head back into the main room. Push the block that had the statue on it forward, then hop up there (with Medli, of course), and go through the door.

In here, you'll find some various enemies. Kill them all. You'll notice that there's a grate on the other side, with the statue you pushed forward in that room. Now, there are three statues in here. There are rupees behind two of them, and a door behind the lone one. I don't exactly know HOW to do it, but it involves precision location, and bouncing light off of Medli to Link and to the final statue (which has the door behind it). Once the statue is down, head through the door. This next room has LOTS of coffins. There's some Redeads, a Stalfos (I think), and various other powerups. Get what you want, leave what you don't. Find the familiar stone (go right at the fork, then follow the path), and play the Earth God's Lyric to head through the door. Go down the stairs here. In here, there's a big pit. Look down, and slightly to the left. To the right of the vine wall, there should be some stairs with a door at the end. That's where you want to end up. If you fall, then; well, don't fall. Have Medli fly back up, and have Link climb

up. Once at the door, open it, and prepare for the Puzzle from Hell.

This room is VERY complicated. It involves a lot of cooperation, because you have to light up the Sun on the other side of the room. First, as Medli, fly across to the platform up there, and step on the switch. This will open a hole in the roof. Switch to Link. Hop down, and head right. There's a mirror near where the light is. Pull it into the light. Switch back to Medli. There's a raised platform to her right (facing away from the door that you came in on. From here, you can shine some light onto a statue to reveal another mirror. Before you do anything else, stay up here and shine some light into the little alcove behind you (while facing the statue you just burnt down). Then, as Link, go to where that light is, and shine light onto the wall there. Burn them all down, then pull the mirror back here out, and pull it as far as it will go. Also, pull the mirror behind the statue that just burnt down out as far as it will go. Now, still as Link, head to the other side. Remember the first mirror you pushed? On the other side of that middle platform is another mirror. Push it as far as it will go. Switch to Medli. On the other side, there's another raised platform. Get on it and melt the statue that's up against the central platform. When that's done, shine some light onto the ground (facing the same direction), and switch back to Link. As Link, use the light that Medli is shining to melt the wall to Medli's Northwest (if you came into the room facing North). The wall here will melt, and you can pull the statue out. Also, pull the statue out from behind the statue that Medli melted, and take it as far as it will go. Now, there will be two pools of light on either side of the sun switch at the other end of the room. It's the same thing as the other room; have Link stand in one, Medli in the other, and have them light it up. Go down the stairway, and into the room. Leave Medli in here; she'll be fine. Whew, that was hard.

There's just a bunch of enemies in the next room. A few Blue Bubbles (ice arrows), a Darknut (I think), a Stalfos (I think; I forget, though). Nothing too hard. Kill them all to get the BIG KEY! Head back into the previous room. Grab Medli, and head back into the room with the pit. Climb up the stairs, then fly Medli up to the next platform, and climb up there with Link. Go up to the top platform, and, holding Medli, fly across to the platform with the Big Key door behind it. You can't take Medli in here, but you can go in. Be prepared for a long battle.

BOSS BATTLE: JALHALLA

This is a long battle, but it's pretty fun. In here are a lot of Poes. They'll form up to create a big Poe. He'll blow fire at you, wind, and try to run into you. Roll away from him to avoid his attacks. There are pools of light around the room. Stand in them, L-target him, and let loose with the light. Once he solidifies, pick him up, and toss him into one of the spiked pillars around the edge of the room. He'll bounce up, land, and split into all the little Poes. Kill as many as you can. He'll eventually reform, and you'll start the process all over. Repeat until all the Poes are gone, and he'll be history. He'll run away like a coward, but end up in the light. Game, set, match.

After the battle, grab the Heart Container, and step into the lit Triforce in the center of the room. Medli will come in, and you'll put the Master Sword into the Triforce. You will then conduct her in a rousing rendition of the Earth God's Lyric (Laruto will also show up to join along). Medli will have to stay here and protect the temple more/pray, but you still have to continue! Your sword is only partially powered! There's still one more dungeon to take care of. To take care of it, you first need to set sail for Ice Ring Isle, located one square west of the Forest Haven. Before you go, restock on stuff you need.

ICE RING ISLE:

When you find the big floating piece of ice, shoot the top with a fire arrow to melt it. This is similar to the last situation at Fire Mountain. Hop off, and look for a pond with platforms on it. Run to the end of the platform you're on (keep going right), and jump across to the opening. Walk up the stairs and into the door. Inside, it's the same situation (almost). Kill all the Keese in here first, then hop on the bridge to the right of where you entered. Walk across, and get to the next platform. Once there, hop up to the platform on the left, and slide down, making sure you don't fall off. Once on the next platform, you'll find a chest containing the IRON BOOTS! These things are loud, heavy, and annoying. And they slow you down a lot. Use them only where you have to. Now, there's some way to get out, but I forget what it is, so we're just going to jump down off the platform into the water. There's a piece of land sticking out from one of the walls in here. Get on it, and look up. There's a grappling point here. Attach to it, then hold R. When you're stopped, hold Up to climb up it until you're at the top, and on the bar. There's another bar right near you. Repeat this. At the top of that one, you can get back onto the cliff, and you're right near the entrance. Hop on out, and return to your boat. Now, go to Gale Isle (one block north of Windfall Island).

GALE ISLE:

When you arrive, you'll see a similar situation to that of Headstone, except for you can't get to the entrance! Don your new Iron Boots, and walk up to the stone in front. Smash it to bits with your hammer, then enter. When you reach the stone, use your Wind Waker to learn the Wind God's Aria. After the cutscene, a Kokiri will appear, and he will tell you the same thing Larudo told you; he's a sage, find the one bearing the same instrument, etc. Now, who's a lot like the Kokiri? Head back to the Forest Haven.

FOREST HAVEN:

Instead of taking the normal path to reach the Great Deku Tree, take a left and reach a waterfall with musical notes coming out of it. There's a grappling point above you; use it to get inside the waterfall. Inside, you'll find Makar, playing his Cello. Play him the Wind God's Aria, and he will awaken as a sage. Same thing as before, watch the cutscene, and head back to Gale Isle. The King of Red Lions will tell you what to do, and you'll enter with Makar. In front of the stone, play the Wind God's Aria to open the door, and enter into the last main dungeon of the game; the...

WIND DUNGEON:

NOTE: Like the last dungeon, you'll want to keep Makar with you at all times. Don't let any of the Floormasters grab him. Take him wherever you go.

You'll automatically drop down the hole here. In the first room, there's just stairs and a door. Go through, and enter into the next room. There's a wind current blocking your path in here. Play the Command Melody to switch to Makar, and fly over the wind. Step on a switch here to kill the wind. Now, as Link, find a box with a spring on top of it. This is a Spring Block, and you'll be seeing these a lot in here. To use it, hop on the top, and don your Iron Boots. Take them off to be launched into the air. In this situation, soar to the platform that Makar is on with your Deku Leaf (after you've been launched, of course. Use it at the peak of your jump). When you're all set, head into the next room.

There's a wall blocking your progress here, but there's also a propeller. Fan it to open the door. Now, being careful of the switchblade, go to the end of the door. See the patches of ground, that kind of look like the bean patches from OOT? As Makar, stand here, and tap A to plant a tree that will

grow instantly. Plant them at both spots here to open the door. Next room, there's a lot of platforms, each with a tree patch on it. Plant a tree on each one. When the last one is planted, Makar will be surrounded by a bunch of Floormasters. There's nothing you can do to save him. He'll be taken, and you'll have to continue without him. You also can't get up there now, so you'll have to go through the door on your right.

Soon after you enter, you'll spot Makar, imprisoned. There's no way to get him out now, so don't bother trying anything. Head through the door across from where you entered (watch out for the Living Armos). In the next room, kill all the enemies on the top floor, then jump off the platform to the bottom floor. Kill the Floor Master down here (be careful, he might be right underneath you). Down here, spin the propeller to open the door, and hop back up via the Spring Block. Walk across your new bridge, and enter through the door on your right (you can't do anything about the Wind God block here, as you need Makar for it).

This next room requires a lot of gliding via the Deku Leaf. If you run low on magic, cut down grass. First, jump and glide through the updraft to land on the platform to the left of the grate. There is a switch here. Press it to open the grate up and form a little bridge. Once up and through, jump and glide through the next updraft, and go straight all the way to the last platform, where the Dungeon Map will be waiting for you. From here, jump down, and return back to right below where you started. Climb up the vine wall here, and you'll end up right back where you started. Now, head back to the same bridge that you just opened. Jump into the updraft, but this time glide to the right, through the hole here, and to the next updraft. Land on the bridge here. Glide through the last updraft, and land on the platform. Over here, a Wizzrobe will attack you. These guys are easy (for now). Either use arrows or your sword to take them out. Either way, they'll disappear for a few seconds after you hit them, so be prepared to look around for them. When he's gone, go through the door.

You'll find yourself on a platform above the room where Makar is. There's also a switch here, but jumping on it does no good. Pull out your Iron Boots, and then try. The floor that was there will now disappear. Jump off down there, and make a soft landing (hold Up, or use the Deku Leaf). Go through the only open door down here. In the next room, there's five patches of ground that look soft. On any one of them, put your iron boots on to make it collapse. Down below, kill all the enemies. There is a Spring Block down here, and a dark square near it (two up and one left, I believe). Push the Spring Block there. However, you can't get up onto it. Use the block that was near it to get up on it, and spring up. Up here, you'll find a Small Key. The spikes guarding the area will collapse, and you'll be able to escape easily. Back in the main chamber, head into the room that was locked.

The door will lock behind you in here. For the first time in the game, this actually DOES mean trouble. A Wizzrobe will attack you in here. A red one, to be specific. However, before he attacks you, he'll spawn two Darknuts and another Wizzrobe to distract you. Try and take at least one of the Darknuts out before you go after the Red Wizzrobe. Also, to defeat the Red Wizzrobe, you must use Fire Arrows instead of regular arrows. Just take out the enemies below, and the Wizzrobe above, and this battle will be done. As your reward, you'll get the HOOKSHOT! The hookshot is just like the Grappling Hook, except for about 10x better. It has a longer range, quicker fire, and can latch on to many things. It can also pull enemies to you, which is very useful. To get out of the room, hookshot to the platforms around the room, and keep going around until you reach a platform with a switch on it. Hit the switch with your hammer, and exit the room.

Back in this main chamber, you can now return to where Makar is. Hookshot from platform to platform. When you can go no further, look across from you, and spot a little alcove. Glide there, and open the chest there to get the Compass. On the right of the alcove (while looking out from it) is a platform, which you can continue on. Eventually, you'll end up back at Makar's chamber. The statue in front of it has a hookshot target on its head. However, it's too heavy to take down by yourself. As is the situation with everything else, use your Iron Boots. Stand off to the side, or stand very close, as I stood in the middle (near the edge) my first time and quickly ended up back at the bottom of the pit. Now that Makar is free, you just leave him there again (for now). Remember the door you FIRST entered the room from? The one that goes to the room that Makar got kidnapped in? Drop down a platform, and hookshot across. It's on a platform with two statues. Once there, take control of Makar, and fly him over. Take him back into the room.

A Wizzrobe will be waiting for you here. Take him out the usual way, and use the trees as hookshot targets to end up at the top. Have Makar fly up, and go through the door up here (without any Floormasters). There's Blue Bubbles in the next room. As you might recall, these guys need to be taken out using Ice arrows. You can also use your hookshot. Once all five are gone, take control of Makar, and have him go from platform to platform, planting trees. Then, hookshot across. Be careful on the last platform, as there is a Floormaster waiting there. Once all the trees are planted, go back to Link, and hookshot up. Kill the Floormaster, pick up Makar, and head through the door. In this next room, there's two switches. Place Makar on one, and stand on the other. The grate in the basement (where you got the hookshot) will open, as well as the grate in front of you. Before you head down there, head back to where the Living Armos statues were (to the left of Makar's cell). Go through this door. You've been here before. Hop down (being careful of the Floormaster), open the bridge, hop back up, cross the bridge. Now that you have Makar, you can play the Wind God's Aria here, and open the door. Behind it is a door. Enter.

The door will slam shut behind you. Drop Makar at the door. Now, there's going to be a lot of enemies in here. I forget exactly what, but I know there's three Darknuts. Just kill all the enemies in the room, and a door will rise, and the Boss Key will be revealed. Take it, and head back into the previous chamber, and the one before that (end up in the main chamber) (with Makar, of course). Now, taking careful aim, jump down onto one of the panels on the floor where you got the Hookshot (not the bottom, the one where the floor opened). There's a patch over here where some trees can be planted. After Makar plants the trees there, an updraft will start in the middle of the room. Hop in using your Deku Leaf (when it's just started), and soar to the top of the room. Remember the switch you pressed to open the grates down there? Across from it is the platform that you want to be on. Once you're up there, switch over to Makar, and have him fly up there. Once you're both up there, cut down the grass for arrows and magic, and head into the door. In here, six (yes, six) Armos statues will attack you. Just hit their vulnerable backside, and they will go crazy and try to blow you up (killing themselves in the process). Just steer clear of them after you've hit them. To stun them, hit them with an arrow. After they're all gone, grab the key from the chest, and head back into the previous room.

Now, taking not-so-careful aim, jump down (with Makar) to the bottom floor (below the grates that opened). Down here, there's a door that is locked. Go through it. There's another Red Wizzrobe in here. He won't spit real enemies at you, just those little dudes that stick to you. Sword spin to get them off of you. There's also some Stalfos in here. Kill them both. Once all the enemies are gone, hookshot up and around the room. At the top,

there's a switch that can be activated via stepping on it with your Iron boots. Once it's depressed, the locked door in this room will open, and you can enter. This next room is easy. Kill all the enemies on THIS side of the wind current, then, as Makar, fly to the other side. Plant a tree in the patch here (being careful of the Floormaster). The wind will disappear, allowing you to safely hookshot over. Kill the Floormaster, as well as the rest of the enemies over here, and go through the door over here.

This final main room has another puzzle similar to that of the last dungeon, but it is much easier. There are two huge fans blowing from the front of the room, tons of switchblades, three blocks, and a gap near the end of the room. Drop Makar at the entrance, so he won't get hurt. Start with the right-hand block. You're going to use it to trap the first two blades against the wall. Pull it left two spaces, so they have enough room, then push it forward, stopping right in front of the first blade. Here's a good spot to don your Iron Boots. When the first one is on the right side of the block, push it forward, trapping it. Now, keep pushing it forward, until you're right in front of the second blade. As soon as it's to the right of it, push it forward (but not too much, otherwise the first one will release). Now that they're both stuck, you have a clear passage up until the gap. Keeping the Iron boots on, push the middle block forward until it falls into the gap. Now, line up the final block with the one you just pushed into the gap. Push it across, and block the final switchblade. Push it into the wall. Now, head back and grab Makar, and run him across, and through the open doorway. Head down the stairs, and play the Wind God's Aria. Once the door collapses, you'll see the boss door. Before heading in, grab at least one fairy from one of the jars on either side of you, because you'll need it for this one. Leave Makar outside, and, when you're ready, enter.

BOSS BATTLE: MOLGERA

Molgera is scary. He's a big worm that pops out of a hole, eats you, spits you out, and spits little worms at you. Once the battle is underway, a slowly-moving whirlpool of sand will appear. Eventually, his head will pop out, exposing his tongue. Quickly L-target and hookshot his tongue. Once it gets to you, slash it up a little bit. Be quick about the hookshooting, as if you're not fast, he'll eat you, and that takes away a lot of health. Once you hit it, he will let out some little worms. You can L-target them and pull them up with your hookshot. He'll pop back up. Repeat. Eventually, he'll pop out of his cave, and fly around a little bit. Nothing to do here but avoid him. Keep slashing his tongue until he's gone. Once he's dead, grab the Heart Container, and step into the lit Triforce in the center of the room.

Makar will walk in, and, without a discussion, you put the Master Sword in the Triforce, and conduct him in the Wind God's Aria. The Sword begins to glow, and, once your song is done, it will be fully powered up. He will stay here, and you will hop into the light, returning to the King of Red Lions. He'll tell you that you need to collect the Eight shards of the Triforce of Courage to continue on to Hyrule. You will also find out that Ganondorf has deserted the Forsaken Fortress, and has not been seen since you last saw him. The King of Red Lions urges you to hurry, as he is fearful for Tetra's safety.

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Sometime by now, Tingle should have sent you a letter in the mail, containing the "IN-Credibile Chart", which you had to pay 201 rupees to get (and that's not the worst of your money problems). It will show you the location of 8 charts, scattered across the land. These 8 charts show you where the shards of the Triforce of Courage are. However, the charts, once you find them, can't be read. So, you must head for Tingle Island (one block southwest of Windfall Island), and pay him a whopping 398 rupees PER CHART to decipher them. Once deciphered, they will show up on your IN-Credibile Chart, and you can go get them. Use your IN-Credibile chart to figure out where they are, then use the Triforce Chart to figure out exactly where they are. They are all under the sea. Once you get the chart deciphered, it will show up as a big beam of light shining from under the sea. Grab it using your grappling hook, and it's yours. Once all eight are yours, head for the Tower of the Gods.

TRIFORCE SHARD ONE:

CHART LOCATION: Islet of Steel

SHARD LOCATION: Greatfish Isle

To get the chart, head for the Islet of Steel. Make sure you have bombs, as there are a lot of ships here. In particular, there's one that is blocking an entrance to something. Take it out with your cannon, then head inside. Head up the stairs, and stand on the platform that doesn't have the Triforce on it. Play the Wind's Requiem, and a chest will show up. Inside is the first Triforce Chart. Head for Tingle (C3; one southwest of Windfall), and climb up the ladder on the island there (the one that has a Tingle head on top) to find him. Pay him 398 rupees, and he'll decipher it for you. Now, head for Greatfish Isle (One north of the Islet of Steel). You'll find the shard on the northwest side of the island. Remember; look for the light shooting out. For reference, use your Triforce Chart. When you're close enough, it will show you on the chart, and you can guide yourself from there.

TRIFORCE SHARD TWO:

CHART LOCATION: Private Oasis

SHARD LOCATION: Gale Isle

First, to even begin with this one, you must get 20 Joy Pendants. You can find them in dungeons, or steal them from Bokoblins (use your grappling hook on them to get one). Once you have twenty, go see Mrs. Marie (the teacher) on Windfall Island. She'll tell you about the Killa Bees, a rascal group of kids. Go outside, and talk to them. They'll challenge you to a game of hide and seek. One's in a tree outside the town gates (roll into it to get him down), one's behind the bomb shop (edge of the island, out of town), one's behind a bush near the bridge overlooking the gate (not the gate itself, but right near there; to the left, if you're looking at it) and one's behind the gravestone at the edge of the island. Once you find them, chase them and capture them, and they'll give you a heart piece.

Now, talk to Mrs. Marie, and she'll express her love for Joy Pendants. Now, give her 20 (go get 20 if you don't have them), and she'll give you the Cabana Deed. Use this to get into her private house at the Private Oasis. Head there (it is one block northwest of the Forest Haven). Once there, hop up onto the island, and climb up to the door. Show the Cabana Deed to the "butler" at the door (it's in your Delivery Bag), and you'll be granted admittance. Head inside. Now, look up, and you'll see a grappling target. Grapple it to kill the fireplace, revealing a hole. Drop down, and you'll enter a maze.

There's lots of rupees down here, but there's also rats that will steal your rupees, so be careful. Ok, after you've dropped down, go right, then right again. Climb down the ladder here. Now, there's two holes that you can crawl through. Crawl through the one that's on the same wall as the ladder. Follow it until you can go left, then do so. Follow that until you reach a room. Crack open all the pots with your grappling hook for some rupees. Head back to the main path, and turn left. Go straight at the first fork, but go left at the second one to end up in another room with pots. Same thing here. Back to the main path, and another left. Follow it until the end, then climb the ladder.

Up here, there's two hammer switches. Hit the right one to make a path back to where you entered the maze, and hit the left one to continue. Climb down the ladder here. Face the ladder, and turn right. Climb down into that hole, and crawl to the end. In this room is an orange rupee (100 rupees!) Now, head back to where the ladder was, and go into the other hole. Follow it all the way, and you'll reach another ladder. Climb it. Next room has another hammer switch. Hit it to make a path back to the beginning. Drop down the hole here (don't mind the other switch behind bars, you'll get there). Now, be careful, as there's two ReDeads down here, and they're not very fun. Once they're gone (give them a second to disappear, they'll give you rupees), crack the two pots (no rupees ;_;) to reveal a tunnel. Go through, and follow it to the end. Climb up the ladder here.

Stand on the blue patch, and play the Wind's Requiem. A chest will appear containing the Triforce Chart! Now, hit the switch here with your hammer, and backtrack to the beginning. Hop out. Go outside, back to the boat, and head for Tingle Island. Have Tingle decipher it, then head for Gale Isle (where the Wind Temple was; one block north of Windfall Island). Use your Triforce Chart to find it (#2)

TRIFORCE SHARD THREE:

CHART LOACTION: Bird's Peak Rock

SHARD LOCATION: Stone Watcher Island

You'll need a Hyoui Pear for this one. Buy one from Beedle in any of his normal shops. You'll also need some arrows, but you should have plenty. Head for Bird's Peak Rock (one block northwest of the Forest Haven). Climb to the top of the small island here (grappling hook on the bar, then climb up it), and take out your bow. There's birds in the nests up there, and you need to kill them. It takes a good shot, so be careful. When they're all gone, use your Hyoui Pear to take control of a seagull. Fly up to all the nests, and touch the crystal inside each one. When all five are touched, the bars beneath you will open. Same routine here. Grab the chart, head for Tingle Island, and let him decipher it. The shard is at Stone Watcher Island. Use your chart to find it.

TRIFORCE SHARD FOUR:

CHART LOCATION: Outset Island (Savage Labyrinth)

SHARD LOCATION: Southern Triangle Island

Ok, before you get too confused, technically this ISN'T the fourth Triforce Shard, but I figure that, by now, you're low on rupees. The Labyrinth has TONS of rupees for you; you just need to fight for them. Basically, the concept here is that you drop down a hole, fight a bunch of enemies, and repeat. The enemies don't have any powerups on them, though, so you'll need to rely on your own materials. Every tenth floor is empty, and has jars with rupees and powerups, as well as a light back to the surface. There are 51 floors total; the 31st floor has the Triforce Chart, and the 51st floor has a Piece of Heart.

TO GET THERE: Assuming you have the Hookshot by now (which you should, assuming you're playing the game linearly), head to Outset, and go behind Grandma's house. There's a few platforms back here. Climb to the edge (where you can sidle across, but don't). Look up, and hookshot onto the tree. Now, lift the rock and drop down.

BEFORE YOU ENTER: You should have a jar of Elixir, and a Red/Green/Blue Potion. On the first floor, there's a jar with 3 fairies in it. Capture them in whatever spare bottles you have.

Now, I'm not going to give you a floor-by-floor analysis, but I will give you general tips.

NOTE: If you want an actual walkthrough for the Labyrinth, go to GameFAQs (www.gamefaqs.com) and get Shand2001's Savage Labyrinth walkthrough. It's very good, and provides a good floor-by-floor analysis.

First, the order you want to use your items in. If you have a potion (not an elixir, a potion), drink it when you're about to die (so you don't have to use a fairy yet). Then, use the fairies. This should be enough to get you to the end. If it isn't, just use the elixir. If you can help it, though, save the Elixir for the last floor (which is very difficult).

All the enemies you see in here are familiar faces. Use whatever strategies you used against them before in here. Only use arrows/bombs/magic when you have to. Otherwise, just use your sword and shield, to preserve reserves.

That's about all I can tell you. Like I said, every 10 floors there's some refreshments (in the form of rupees/hearts), as well as an easy exit. DON'T go into the light unless you want to leave. On the 31st floor, you'll get the Triforce Chart (stand on the blue patch, and play the Wind's Requiem). If you want to continue from here, stand in the LITTLE patch of light, and shine your mirror shield onto the statue.

As I said, the last floor is difficult. It has four Super-Mighty Darknuts (Lots of armor). Use your elixir (and Magic Armor, if you have it; get it via a trading sequence). Good luck!

Pick up EVERY SINGLE RUPEE. By the end, it should be enough to last you for most of the rest of the charts (I think it totals to well over 1000). Once you get the chart (and possibly the heart piece), head for Tingle, and let him decipher it. Then, go grab the shard. Use your chart to find it.

CHARTS FIVE THROUGH SEVEN COMING SOON

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All the sidequests will eventually be here.

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There's two ways to get the Deluxe Picto Box. You can either beat the game (as long as you have the Picto Box, this will work), or go through a sequence

with Lenzo. Talk to him enough, and he'll have you go take some photos for him. There's three you need to take, then you need to get something for him.

PICTURE ONE: There's a guy in Windfall during the day in red, that's always wondering if the Postman has come today. Whenever you enter the main area, he'll start walking (very slowly) from where he is to the mailbox at the town gates. When he eventually gets there, get a good angle and zoom, and snap a photo of him putting a letter in the mailbox. Take it to Lenzo, and hopefully he'll accept.

PICTURE TWO: In the café, during the day, there's that guy wearing that freaky shirt. Roll into a wall, and when he's freaking out, snap the photo. Take it to Lenzo, and he'll give you your next assignment.

PICTURE THREE: Stand on Lenzo's step. Look at the girl that's just standing there, wanting to be noticed. When the guy that walks around town comes around, he'll stop and look at her. Snap the photo of this, and head back to Lenzo.

After this, he'll give you a joy pendant. Exit and reenter, and talk to him, and he'll ask you to go get a firefly. Head to the Great Deku Tree, and look for a firefly (a light flying around with a circle of light on the ground underneath it). Grab one with a bottle, return to Lenzo, and he'll (finally) give you the Deluxe Picto Box.

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To get the Fire/Ice Arrows, you must first learn the Ballad of Gales. Remember how the guy who taught you the Wind's Requiem said he had a brother that tortured people with cyclones? After you have arrows, go find him. He'll send you into a cyclone, and if you don't act fast enough, he'll pick you up and whisk you across the sea. Shoot him with arrows (he's at the top of the cyclone) until he gives up. He'll teach you the song.

Now, play the song, and warp to Mother & Child Isle, at B2 (one diagonal down from the Forsaken Fortress). You'll end up in a confined area, and you'll see a cutscene. The fairy here will give you the Fire/Ice Arrows. To switch between them, take out your arrows, and press R.

More to come here sometime.

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Right now, I'm only putting the bottles here, but the rest will COME SOON

BOTTLE 1: Given to you by Medli

BOTTLE 2: Defeat every enemy in a submarine at E6 (looking at the chart like a Battleship game) to get the bottle.

Play this song while out at sea to warp to certain places. Shoot arrows at the guy in the cyclone around the Great Sea to learn it.

EARTH GOD'S LYRIC

(6/4) Down, Down, None, Right, Left, None

Use to awaken Medli as a sage; open certain doors in the Earth Temple.
Learned at the entrance to the Earth Temple on Headstone Island.

WIND GOD'S ARIA

(6/4) Up, Up, Down, Right, Left, Right

Use to awaken Makar as a sage; open certain doors in the Wind Temple.
Learned at the entrance to the Wind Temple on Gale Isle.

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With the Tingle Tuner, you can link to the GBA and get help in your journey.

COMING SOON

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CONTACT INFO:

You may feel free to e-mail me anytime at mrhal88@majorelec.com. Make sure you mention IN THE SUBJECT that you have a Wind Waker question/comment/suggestion. Just don't send me any flames. I don't like that, and you'll quickly end up blocked. But, besides that, and signing me up for SPAM (which I don't especially care about, as I have a nice spam filter now), feel free to e-mail me with any comments/questions/suggestions you have for me. This includes any grammatical errors you may find, as I looked through it and noticed there's a few of them lingering around.

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Any other sites found hosting this will be in trouble. And we don't want that, do we? Good, that's what I thought.

SPECIAL THANKS:

HUGE, BIG, AWESOME thanks goes to the Nintendo Power Guide, whose maps helped me in places that I forget. Also got the enemy list from their Figurine Guide.

CJayC, for being awesome. Seriously, I thank Jeff for hosting this, and all

of my other stinky FAQs.

The faqs.ign.com team, who posted this guide for me as my second guide there.

Nintendo, for making the greatest (Zelda) game I've ever seen

IN CONCLUSION:

In conclusion, Wind Waker is awesome, this guide isn't. You guys are awesome, I'm not. I'm just doing this stuff for you. Enjoy!

[Fin]

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