

# The Legend of Zelda: The Wind Waker FAQ/Walkthrough

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The Legend of Zelda: The Wind Waker

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Introduction.

There once was a kingdom where the golden power of the gods was said to rest. This kingdom was Hyrule. It was a land blessed with green fields and gentle winds. But one day, an evil fiend known as Ganon invaded the kingdom in an attempt to find the golden power and claim Hyrule as his own. Just as Ganon's aim was near fulfillment, a young boy dressed in green appeared, as if from nowhere. He wielded the Master Sword that sparkled with the power to repel evil. With it he defeated Ganon, but not before the dark king plundered a piece of the golden treasure; a sacred artifact called the Triforce of Power. Years passed, and the kingdom of Hyrule lived on in peace. Then, Ganon returned from the shadows, ready to invade the kingdom once more. The people of Hyrule believed that the hero who defeated Ganon before would once again appear and prevail. To their despair, the hero did not come. The people had no choice but to appeal to the gods. They responded with a torrential downpour that would bury Hyrule beneath the sea forever, trapping Ganon inside. Ganon's power remained sealed for years as the people of Hyrule survived on the mountaintops that became islands in the Great Sea. But once again, darkness has fallen across the land. Ganon has resurfaced and is once again searching for the mythical Triforce. Everywhere across the Great Sea, young girls with pointy ears have gone missing, kidnapped by the shadow that dwells within the fortress in the far corner of the sea. Ganon hopes to find Princess Zelda, who long ago possessed the Triforce of Wisdom. Together with his Triforce of Power and the Triforce of Courage, Ganon would finally be able to assemble the three pieces that the power of the gods comprises of, and his evil ambition of becoming the king of darkness would finally be met. The land is near its doom, and only a hero that possesses great courage can find the strength to put an end to Ganon's plan once and for all.

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Walkthrough.

This section provides a detailed walkthrough of the game's primary quest. This game is filled with many side quests, so please note that the majority of them will not be fully discussed in this section. Refer to the Side Quests section for this. Throughout the guide, CAPITALIZED text will be used to identify

important items, weapons or new enemies. The walkthrough has been divided into these eleven chapters:

1. A New Legend.
2. Prison Break.
3. Dungeons and Dragons.
4. Kalle Demos.
5. The Quest for Nayru's Pearl.
6. The Blade of Evil's Bane.
7. Into the Crow's Nest.
8. Earth, Fire, Wind and Water.
9. Protectors of the Seal.
10. The Hero of Winds.
11. Hyrule's Golden Power.

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Chapter 1: A New Legend.

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On a small and peaceful isle called Outset Island, the young boy named Link is awakened by his sister Aryll on a watchtower. It's Link's birthday, and his grandmother is waiting to see him. Dressed in pajamas and armed with nothing he can call a weapon, Link begins his adventure.

After Link is roused by Aryll, walk around and find the ladder that allows you to descend down the watchtower. When you reach the docks, run towards Outset Island's beach and turn right. Continue down the beach, talking to people you pass if you wish, and then cross the bridge to the main portion of the island.

There are a few houses on this isle that you can enter, and visiting some of them may be worth the time. However, your goal is to reach your grandmother, who is inside the very last house in town. When you get inside, climb the ladder in front of you. Your grandmother will be waiting upstairs. She explains to Link that because it is his birthday, it is customary for boys his age to dress in green, just like the legendary hero did. Link reluctantly takes his new outfit, the Hero's Clothes. After a few more words, your grandmother will ask you to find your sister again, and then let you leave. Take note of the family crest hanging on the wall before you set out.

When you get back outside, run all the way back across Outset Island to the watchtower. Use the long ladder again to climb to the top, where Aryll is still standing amongst her posse of seagulls. After she sees you, she will add a few comments about your new outfit. As a birthday gift, she'll also give you her prized TELESCOPE. The Telescope is an important item that can be used just as anyone would use a telescope; to see things that are far away. Try it out and locate your house from your post. Link's sister will point out the postman, a birdlike being who looks very agitated about something in the sky. Follow his and Aryll's cues by pointing the Telescope upwards.

High above in the sky, an enormous colorful bird flies over Outset Island, and in its massive clutches is what appears to be a young girl with blonde hair; not unlike Aryll. As the titanic bird soars overhead, cannons from a pursuing pirate vessel whiz by it, until finally the bird is struck. It drops its unconscious quarry over a thick patch of forest above one of the island's rocky cliffs. With a sense of urgency in her voice, Aryll states that the poor girl needs help, but the forest is too dangerous for Link if he doesn't have anything to defend himself with. If you want to stand any chance against the evils that lurk in the dark forest, you'll need a blade. Luckily, there

happens to be a master swordsman on Outset Island who just might be able to help.

Climb down the watchtower one more time and make your way over to the main part of the island, where most of the houses are located. This time, you should be headed towards the very first house after the wooden bridge. Don't be surprised if a bald man with a large head interrupts your errand from the house's upstairs balcony. Simply humor him or ignore him, and then enter the building through the front door.

This is the home of Orca, a retired swordsman who trains with many different kinds of weapons, including an array of formidable-looking harpoons. You will find Orca training in the back of his room. Talk to him, and he will offer you assistance. Even though Link doesn't tell him the specifics, Orca can sense trouble. He will try to train you to use a sword so that you can face whatever trouble has occurred. After the two combatants bow, the training begins. The first sword technique Orca will teach you is the horizontal swing. Follow his instructions carefully and execute the attack against him. If you mess it up, Orca will get angry and slam you backwards. Don't lock on to Orca or press any other button except the B Button. After a few hits with a horizontal swing, Orca will teach you how to perform a vertical slash. This is done in the same way a horizontal swing is, except you must be locked on to your target before you attack. A sword thrust is next. You must be moving towards the target while locked on to perform this attack, as opposed to being stationary for the previous techniques. After you practice sword thrusting, you'll be taught to do a spin attack. Charge the attack and then release to perform this whirling maneuver. Afterwards, you'll be taught to parry oncoming attacks. Parrying is a very cool and useful technique for countering enemy attacks. When an opponent is about to make an attack, the A Button symbol onscreen will shine and your blade will glow green. Press the A Button at this time to parry your opponent's attack in a swift, evasive maneuver. Finally, Orca teaches you a jump attack. Lock on, run towards him and press the A Button to slash at him. After your training is complete, Orca lets you keep your practice weapon, the HERO'S SWORD. Exit the building after he finishes talking to you.

With a sword in hand, you can go rescue the girl that fell from the giant bird's talons. Run all the way back to the dock that connects the watchtower to beach. You may notice a path that goes upwards behind the house here. Follow it until you reach a barrier of small trees behind a signpost. Using your sword, hack down the entire row and continue up the grassy trail. When you reach the summit of the rocky path, you'll find a wooden bridge that connects this cliff to the dark forest ahead. Cross the bridge carefully and then enter the cavern on the other side.

Link has entered the Forest of Fairies. The name doesn't sound very intimidating, but there is danger lurking in here. Link notices the blonde girl hanging unconsciously from a tree branch. She's unreachable from this angle, so you'll have to make your way around the small forest to get to her. Follow the path to your right that takes you out of the first small clearing, and into a new one.

Make sure you have your sword drawn when you step into the second clearing, because you're about to encounter a BOKOBLIN. Bokoblins are very common enemies and they come in several different varieties. Luckily, this one is unarmed, but he can still do damage with melee attacks. Lock on to the ugly beast and cut him down using your newly-learned sword techniques. The Bokoblin should be defeated after only a few swipes. After you finish him off, crawl into the long, hollow log along the ground to recover a chunky red rupee, worth twenty rupees. The Bokoblin may have left behind a green rupee as well, but they aren't as valuable. Now head to the back of the clearing and locate a

flat stump. Climb onto it, and then jump over to the ledge behind it.

A log ramp up ahead will take you to the next clearing, where you'll find the unconscious girl. Before you can reach her however, two large birds fly in, both carrying Bokoblins. The birds will deploy their passengers and then fly away. You still have to deal with the pair of Bokoblins, so be swift to defeat them before they gang up on you. Don't get too close to one while you fight the other if you can help it.

Once both of these enemies have been defeated, the girl will awaken. She struggles to free herself, but takes a nasty fall as the branch supporting her snaps. Upon seeing you, she makes an inquiry about your strange outfit, and then starts reminiscing about how she wound up hanging from a tree branch. Suddenly, a voice calls out from the forest entrance, confirming the young girl's name; Tetra. Gonzo, a pirate subordinate beneath Tetra, appears and tells her about the bird that kidnapped her and how it dropped Tetra on top of a mountain. Tetra runs off angrily with Gonzo, seeking revenge on the bird. Link, probably feeling left out after having rescued Tetra without any appraisal, runs after them.

Back outside, Tetra, Gonzo and Link begin to make their way back down to the island. Link sees Aryll on the other side of the bridge, waving happily as she sees that everyone is safe. As she begins to cross however, something massive shrouds the sun. The giant bird that kidnapped Tetra swoops down from the sky and plucks Aryll from the bridge! Link desperately tries to rescue her, but nearly end up falling off a cliff. He can only watch helplessly as the wicked bird disappears into the sky with his sister.

After the dreadful kidnapping, Link finds himself on the beach down below, standing in front of Tetra and a group of her fellow pirates. Link requests a ride from the pirates so that he can pursue the giant bird, but Tetra objects. Only when the birdlike postman appears do they finally let Link tag along. The postman explains that recently girls with pointed ears have gone missing throughout the Great Sea's isles. The bird must have mistaken Aryll for Tetra, as they both have blonde hair and pointed ears. Finally, he informs the group that the giant bird's nesting place is the Forsaken Fortress, an island surrounded with evil rumors. Tetra accepts to take Link along with them to the fortress, but only if he first finds something to defend himself with, like a shield.

Once the meeting is over, run back to your grandmother's house. When you enter, you'll find her next to the ladder that takes you upstairs. Ignore her for a minute, and climb the ladder to where the family crest hangs. To his surprise, Link finds that the shield within the family crest is gone. Head back downstairs; perhaps your grandmother has something to do with this. Indeed, she will present you with the HERO'S SHIELD once you talk to her. Your grandmother is very worried about both you and Aryll, but she reluctantly decides to let you go after her. Now that you have a shield for defense, go back outside.

You can leave anytime you like by returning to Tetra, but you may want to finish exploring the island for treasure before you go. If you crawl under the opening beneath your grandmother's porch, for example, you'll find a tunnel that leads to the basement. Open the treasure chest here to find an incredibly rare and valuable orange rupee, which alone is worth 100 rupees! If you look carefully enough, you can find more rupees hidden throughout the island (but with much smaller values). Try looking in the grass, inside people's homes, and on the rocks next to the wooden bridge. You can make more cash by talking to the plump woman that lives at the top of a path behind Orca's house. This woman, named Rose, is looking for a pet to keep in her newly-built corral. If

you bring her one of the wild pigs wandering around the island, she'll pay you twenty rupees apiece for them. There are three pigs on Outset Island; one is near Rose's house, the other is in a patch of grass near Orca's house, and the final one is all the way on the other side of the bridge, behind the lone house next to the watchtower. Pigs run away upon your approach, so you have to be sneaky to catch one. Crawl on your stomach or lay some bait (which you can buy from Beedle's shop), and then grab them. Once you have your sixty rupees from Rose, continue your hunt for treasure.

You'll want to stock up on bait from Beedle's shop before leaving too. Beedle resides inside the small boat parked next to the docks. You'll have to buy the BAIT BAG from him first if you want any of the other items. The Bait Bag carries All-Purpose Bait and Hyoui Pears. The latter is a strange fruit that you can use to control seagulls. You don't need to use one now, but you may as well use a seagull to pick up some of the out-of-reach treasures around the island, and so that you get the feel for controlling the seabirds (you will be required to later in the game). After you are satisfied with what you've collected, return to Tetra and you'll be on your way.

Saddened but determined, Link waves to his friends and family from the pirate ship as he embarks on his quest to rescue Aryll. Tetra tries to talk Link out of it one last time, but his mind is set. Since she doesn't want Link getting in the way of the pirate crew, Tetra advises him to go below deck, where he will remain until they've reached the Forsaken Fortress.

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Chapter 2: Prison Break.

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None of the pirates aboard the ship will warm up to you, so you'd better heed Tetra's advice and go below deck, where a pirate named Niko will look after you. Find the door into the cabin and take the stairway to the lower deck. This is where you'll meet Niko. Until Link showed up, Niko was the lowest rung in the order of commands, so he doesn't mind having someone else to take his lowly place. Now that you're his new 'swabbie', Niko will give you a new training exercise. Your goal is to learn how to swing from ropes, and he'll demonstrate by crossing over to a doorway on the other side of the ship. The platforms that will allow you to cross the chasm only stay raised for a certain amount of time, but if you fall you can use a ladder to get back up. Use the left floor switch to lower the platforms, and the right one to raise them again. You'll want to lower and raise them as soon as you can so that the timer resets and you have more time to make your way through the course (Niko's demonstration cut into the time that the platforms stay up).

Once you've raised the platforms again, jump ahead and grab the first lantern hanging from a rope. As Niko has instructed, build up momentum until you have enough to reach the next platform, and then let go. You only have about a minute to complete the exercise, so if you fall or run out of time, you'll need to reset the switches again and start over. A tick timer will activate when you start to run out of time, so listen carefully for it. Once you get the hang of swinging however, the course will be a piece of cake. Repeat the swinging process about four more times until you reach the doorway where Niko is waiting.

Niko is in disbelief that you've managed to complete the course so quickly (even if it took you hours to complete), and he'll reward you by letting you keep whatever is inside the treasure chest in the next room. It happens to be a Spoils Bag. This satchel is like a Bait Bag, but it is used to keep spoils

that are obtained after enemy battles. Once you've claimed your prize, Tetra's voice will call out to you, signaling the ship's arrival at the Forsaken Fortress. Dash through the training room and head upstairs.

Night has fallen over the Great Sea. Tetra will call you up to the crow's nest, so use the ladder to reach her. Tetra scolds you over the 'games' you have been playing with Niko, but she doesn't dwell on this for long. She turns her attention to the Forsaken Fortress looming in the distance. The fortress is heavily guarded, and the ship won't be able to get any closer than it already is. Link notices the massive bird that kidnapped Aryll, perched at the very top of the Forsaken Fortress, sleeping soundly. He also sees a large group of seagulls flocking around a lit window; that must be where Aryll is being kept. Unfortunately, since the ship can't approach the island any closer, Link must use stealth to get inside. Tetra decides that launching him in a barrel is the best way for Link to enter the fortress undetectable. Although apprehensive to the idea, Link soon finds himself strapped inside a barrel, ready to be catapulted through the air. Three, two, one...blast off!

Link flies through the air like a cannonball. Unfortunately, he lands short of his target, slamming into the fortress wall. The impact causes him to drop his sword, which falls a short distance down. Link tumbles into the water, just outside the Forsaken Fortress's main courtyard. Disgruntled and wet, he emerges from the water. Just then, Tetra's voice calls out to him. To Link's bemusement, Tetra is talking to him through the PIRATE'S CHARM she slipped into his clothing just before the catapult launch. This amulet allows her to see everything you're doing, and you can listen to her advice if you get stuck. Listen to Tetra's words so that you familiarize yourself on how to use the charm. Now, it's time to get down to business!

The Forsaken Fortress is overrun with enemies. Because you no longer have a sword, you will not be able to defend yourself. You must rely on the cover of night and your own resourcefulness to avoid encounters. Start by climbing the steps upwards to the main courtyard. You may want to grab one of the barrels on the steps, which you can use to hide in. As long as you don't move, enemies you find won't be able to detect you once you're inside a hidey-barrel. Put one on and sneak across the courtyard clearing. Two searchlights are sweeping the area, but they can be avoided if you walk around their search zone. If you want those two red rupees in the middle however, you'll have to brave their gaze. Only move when the searchlights aren't on you. When the light is about to pass over you, stay put until the coast is clear.

So what happens if you get caught? You get thrown in a jail cell. If you get caught, you'll have to find a way out. Like any holding cell, the door to yours will be locked; look for an alternate means of escape. (Jump onto the table, and then over to the shelf along the side wall. There is a hidden escape tunnel on top of the shelf, but you must first grab and throw the jar aside that is blocking its entrance. Once the path is clear, crawl through and escape your prison).

Anyway, try not to get caught. After you have the rupees you desire from the courtyard, continue climbing the steps near the first set. Ignore the door on the far side of the courtyard, and make sure you aren't moving when the searchlights sweep the steps. When you get to the top, you'll find yourself inside one of many similar walkways that connect the fortress's inner rooms. You may also notice a path that leads to a ladder just outside and to the right of the walkway. If you climb it, you'll find the controls to one of the searchlights, and a Bokoblin operating them. Tetra may chime in and instruct you to use your shield against the Bokoblin; doing so will block their Boko stick attacks and possibly unarm them. Once the Bokoblin has dropped its primeval weapon, grab it before its owner does, and then use it to pelt the

Bokoblin silly. Once it is defeated, the particular searchlight that it was controlling will no longer operate. Now head back down the path and enter the walkway at the top of the previous steps. Once you are in it, take a right and enter the door at the end. Unfortunately, you can't take Boko sticks with you into the inner rooms, so you will have to continue unarmed.

The next room, like every other indoor room in the Forsaken Fortress, has two levels. If you fall off into the lower level, you'll have a tough time getting back out, because each corridor that connects the lower rooms is patrolled by MOBLINS. These porcine thugs will throw you back into your cell if they catch you, and there is no way you can defeat one until you have a weapon. It is possible to sneak past them with the hollow barrels, but it is easier to stay on the top level of the fortress rather than having to deal with them.

Anyway, use the rope that hangs between the two ledges in this room to get to the other side. The corridor here leads to your prison cell; if you are caught, you will end up here after you escape. Take note of the treasure chest sitting at the end of the ledge too. Open it to find a Dungeon Map. Each major dungeon you explore has a map that shows you all of its rooms, including the ones you haven't been to yet. Also, they display your location and the location of the dungeon boss (however, the Forsaken Fortress does not have such a boss, so don't worry).

There is additional treasure in this room as well, but it is located on the bottom floor. Hop down from the ledge and search for a floor switch down here. It is located in one of the corners, amid a large group of barrels. Hopping on and activating this switch will open the cell door down here, and inside it is a chest that contains your first Piece of Heart. These items restore all of your health, and if you manage to collect four, your life energy meter will permanently increase by one heart. There are 44 Pieces of Heart hidden throughout the game. Anyway, head into the next hallway from here so that you get caught by a Moblin; this way you get thrown back into your prison cell and end up on the top level of the room after you escape.

From the ledge where you found the Dungeon Map, swing across the gap by rope and use the right-hand door on the other side. You will find yourself within another outdoor walkway. Exit through the opening along the left side of it to get to a balcony. There is another ladder along the wall that takes you up to the second searchlight. Defeat the Bokoblin manning this one just as you did before. It will be easier this time, because there is a jar in one of the corners that contains a few Boko sticks for you to use. Now you don't have to wait for the Bokoblin to attack before you can take its weapon. Keep an eye out for the butterfly-shaped Joy Pendants that the Bokoblins sometimes drop; they will prove valuable later on.

Return to the walkway below and take the door at the end of it, which you didn't use before. In this next room, turn right and open the chest at the end of the ledge, which contains a Compass. Like Dungeon Maps, each dungeon has a Compass that displays the location of all the dungeon's treasure chests. Upon initial investigation, you'll notice that there is only one chest left to open in the Forsaken Fortress. If you want to get it, return to the room where you found the Dungeon Map and use the west door to get to a walkway. Cross it to another door, and then jump down to ground level to find the chest sitting on one of the room's beds. Don't stray too far into the open however, because if you are detected by the statue above the large lower door (which connects to the main courtyard), it will fire laser beams from its eyes that will follow your movements. The chest contains a yellow rupee, which is worth ten rupees. You can use the bunk beds and the ladders in this room to get back to the top level, or you can get caught again to reach the Dungeon Map room. Either way, you'll want to head back to the room where you found the Compass.

Once there, swing across to the northern door and enter another walkway. As before, turn left when you find the opening so that you can ascend to the final searchlight outpost. Defeat the Bokoblin here to disable the last searchlight. Although you still have to avoid the Moblins, you will no longer have to fear getting caught by a searchlight. Return to the walkway below, and cross the next room by swinging across, just as you have been with the previous ones. Exit this useless room via the west door to another walkway. You can make a shortcut to the main courtyard from here by pushing a crate on the left balcony off the ledge. This crate will allow you to reach a ladder that takes you back up to the balcony, but is too high to reach from the courtyard otherwise. You can take this opportunity to get any rupees in the courtyard that you may have missed earlier, or the yellow one within the room with the laser-eyed pig statue. Anyway, climb back up the ladder and enter the final door to the northwestern room.

The platform around the edge of this room is being patrolled by two Moblins. There is no ignoring them this time; you'll have to get past them to get to the large wooden door in the back of the room, which takes you to the tower where your sister is being held. Luckily, if you entered from the north doorway, rather than the south one (by going all the way around the fortress), you'll only have to get past one, which is much easier. Grab the hidey-barrel next to you and proceed with caution. When you get to the walkway intersection, make sure the nearest Moblin has its back turned before you proceed. Also, watch out for RATS. These nasty vermin will run into you and blow your cover, so make sure you don't get too close to one. If a Moblin gets near you, stay put even if it starts sniffing your barrel. Eventually, its curiosity will wear off and it will turn to continue its patrol route. Anyway, once you've made it to the steps that lead up to the large door, throw off your barrel and exit.

Once you are outside again, climb the stairs until you find a hollow barrel. You will need this one to sneak past one final Moblin patrolling the area ahead. After you grab it, turn around and inch your way through the Moblin's territory. Remember not to move if the beast is facing you. The Moblin will turn to the right, so you can sneak by and make a left to continue up the path.

The bare path is devoid of any enemies, but there is still the danger of falling off after it turns to the right. The gap you must cross is too large for jumping; instead, you'll have to sidle across the narrow ledge on the right-hand side. Press yourself onto the wall and then carefully creep across the gap. If you're worried about falling, hop down to one of the lower ledges, near a searchlight. Like last time, you can push down a crate to make a convenient shortcut back to the sidling ledge. Anyway, you'll need to sidle past another ledge after you make it across the first one, but this one has two hearts that you can grab along the way. Turn the corner after you make it across.

It's the Hero's Sword! Your weapon has come to rest before a large wooden door that guards the main tower. However, it looks like something else has beaten you to it! The door is guarded fiercely by a shielded Bokoblin. This green fiend uses a large shield to block your attacks, and it also has a deadly machete-like weapon that it will try to use to hack you to pieces. The path you emerged from will be blocked off by a barrier of spikes, so you can't run away. Quickly run over to your sword as soon as the battle begins and turn to face the Bokoblin. With your sword, it shouldn't be too difficult to take down. Because it can block your attacks, you may find it easier to parry its sword strikes. You can also try to make the Bokoblin drop its sword so that you can toy around with it. After you destroy the shield Bokoblin, enter the



now-unlocked wooden door it was guarding.

Link has finally reached his sister's prison. Not only is Aryll being held captive, but a few other girls as well. Link approaches happily, but something overhead interrupts their reunion. The great bird that kidnapped the girls swoops in from the tower ceiling, and before Link can do anything, the bird viciously snaps at him, holding him in its beak. Aryll screams as the mighty bird flies off into the night with her brother. The bird circles the fortress's tower, stopping to hover in front of a mysterious, shadowy figure. With a simple gesture, the shadow commands his avian pet to toss the intruder out to sea....

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Chapter 3: Dungeons and Dragons.

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Link, unconscious from his encounter with the great bird of the Forsaken Fortress, awakens later to a voice calling his name. After some effort, Link opens his eyes fully and realizes he is floating on a small red boat, nowhere near the fortress or the pirate ship. He is also shocked to find that the unfamiliar voice is coming from the boat itself. The boat introduces itself as the King of Red Lions, adding that it is the world's only talking boat.

The King of Red Lions admires Link's determination to rescue Aryll, but tells him that with the small amount of power he possesses, such an attempt is foolhardy. The fortress is controlled by an evil, shadowy man named Ganon (or Ganondorf). In the past, Ganon invaded Hyrule and tried to seize the mythical Triforce so that the gods would grant him any wish. He was stopped, however, by the Hero of Time, and Hyrule was seemingly washed away beneath the sea for all eternity. A magical seal was placed on Ganon's power, but somehow the king of evil was able to break free and return to the world above. The only way Link can save his sister is by defeating Ganon once and for all. Unfortunately, the power to overcome him is sealed away beneath the sea, and Link must overcome many trials and tribulations before he can obtain it.

While it is urgent that Link and the King of Red Lions set out on their new quest as soon as possible, you won't be able to go anywhere because the King lacks a sail. You must search the island you are in (Windfall Island) for a merchant who can sell you one. Windfall Island is small, but it is buzzing with activity. In almost every corner of this town there is something that will ultimately aid you in your quest. You won't be able to accomplish everything there is to do here right now, but feel free to explore it as much as possible.

From the rocky alcove that you first find yourself in, exit and turn to the left to find a green meadow at the edge of town. Three pigs can be seen sniffing around the place, but nobody is here to give you rupees for their exchange this time. The building on the hill on your right is a bomb shop, but the bombs sold here are outrageously priced, so you won't be able to afford any yet. Walk through the meadow and locate the archway that marks the town's entrance, just next to the red postbox and the docks. The path that leads into town will take you past a few important buildings, such as Doc Bandam's potion shop, the auction shop and Zunari's outdoor market. Zunari is the man in the Eskimo parka located at the back of the path, just before it turns to the left. Speak to him and he will offer to sell you 'that' (the unspecified object of his introductory tale) for 80 rupees. Your gamble will pay off when 'that' turns out to be a SAIL. You can use it to sail across the Great Sea with the King of Red Lions!

Before you leave, consider getting another Piece of Heart and two Treasure Charts (special maps that mark the location of hidden treasure in the Great Sea) from Salvatore's Squid-Hunt mini-game, or freeing the disturbed man named Tingle from the Windfall jail. This, as well as Salvatore's building, is located in the uppermost portion of town. You'll definitely want to set Tingle free, because he will not only give you the TINGLE TUNER and Tingle's Chart, but he will also help you out later in the game, but only if you've freed him first. The Tingle Tuner is only useful if you have the appropriate connections, but you can use it to get helpful hints from Tingle in certain locations, as well as a multitude of other services. Tingle's Map simply points out the location of Tingle Island relative to Windfall Island, as well as two rupee wallet upgrades, which you should check into later. To set the little guy free, head to the uppermost part of Windfall Island and take a path from the main clearing that leads behind the brick Pictograph store. Enter the door in the back of the building and find a switch in the corner that will open Tingle's jail cell. After he thanks you and gives you his items, try getting the PICTO BOX from the small maze behind his cell (you'll need to move the large crate out of the way first, because it's blocking the maze's entrance). You can use this to take black-and-white pictographs.

After you are finished sightseeing and taking advantageous detours, return to the waiting King of Red Lions and set sail for the open ocean. The King will tell you how to use your Sail and your Sea Chart to navigate the waters. He's even gone so far as to mark your next destination on your Sea Chart; Dragon Roost Island. This is where you will obtain a sacred item that you will need to unlock the power that can defeat Ganon. Luckily for you, the wind will be blowing from the west, so you will have no trouble sailing to Dragon Roost Island, located two sea quadrants east of Windfall Island. Along the way, you will pass Pawprint Isle. You may want to stop here to get a Piece of Heart and a Treasure Chart.

The King of Red Lions will approach the towering isle known as Dragon Roost Island, which is shrouded in a disk of swirling, dark clouds. Dragon Roost Island is the home of a dragon spirit named Valoo. With the help of the native birdlike Rito, you will have to speak with Valoo to obtain the sacred item known as Din's Pearl, which is said to have been passed down by the goddess herself.

As you set foot on Dragon Roost Island, the King of Red Lions will halt you to give you an item called the WIND WAKER. This magical baton was used in ancient times to call upon the gods through music. The King will teach you how to use the Wind Waker in three-fourths time and four-fourths time. Follow his instructions carefully, and note that the instrument can also be used in six-fourths time. Once you learn specific songs for the Wind Waker, you will be able to summon the power of the gods to aid you in your quest.

Dragon Roost Island wasn't designed for those without the power of flight, so you'll have to do a fair amount of rock climbing to get up to the Rito settlement up above you. After you finish speaking with the King of Red Lions, head towards the left, where you should see a shallow pool of water and a trail blocked off by large, cracked boulders. If you want a few rupees and some health, wade through the center of the pool and grab the hidden pickups.

To advance, you'll have to clear the path of its obstacles. The only way to get rid of the large boulders is by blowing them up with explosives. Don't worry about not having bombs of your own yet; there are a few bomb flowers next to the pool of water that are just as effective. Simply walk up to one, pick it up, and then set it down or throw it wherever you want it to be. Move quickly though, because once a bomb flower is picked, you have less than five

seconds before it blows up in your face with considerable force. Attacking a bomb flower is also a stupid idea (they've even posted a sign warning you against it), because if you do, the unstable plant will blow up in an even shorter amount of time than normal. Bomb flowers grow back almost instantly after they are detonated, so you don't have to worry about running out of explosives if you mess up.

When the first rock is cleared from the dirt path, walk up to another rock and blow it up using the nearest patch of bomb flowers. The path behind this rock simply takes you back down to the pond, but if you continue on the dirt path, you will get to a signpost that points you towards the mail center on Dragon Roost Island. Unfortunately, the wooden bridge that connects the path to the mail center has been destroyed, but there is a way around. Grab the bomb flower next to the signpost, and then quickly get onto the gray path just above the dirt one. Throw the bomb flower at the rock blocking the path up here, and hope that it doesn't bounce away before it explodes. With the path cleared, climb the small ledges and then sidle across the gap that the bridge once spanned across.

On the other side, you will find a blue rupee. Grab it, and then drop down to the ledge directly beneath you, which contains a lone bomb flower. Make sure you don't jump too far out, or else you'll miss the ledge and have to start over from the beginning of the dirt path. Using the bomb flower, blow up the final cracked boulder sitting beneath two cubic blocks ahead of you. When the boulder is destroyed, the blocks will fall into place, allowing you to reach the path to the mail center. Before you continue, drop down to where the cubic blocks are now sitting and pull the bottom one out from beneath the first one. You will now be able to climb on top of them and get to the mail center much easier.

Head under the stone archway to find a familiar face. It's none other than Quill, the Rito postman who stuck up for you on Outset Island. Quill seems impressed at the progress Link has made, even though he didn't manage to free Aryll from Ganon's clutches. Quill then flies off to notify the rest of the Rito tribe of your arrival. Follow the path to the Rito mail center entrance.

When Link enters the mail center, he finds Quill standing next to the Rito chieftain, who is in conversation with another Rito. It seems that the sky spirit Valoo is angry, but nobody seems to know the cause. The chieftain turns to Link and offers his service to him, but only after the crisis with Valoo has been settled. Valoo's sacred scales are used by the Rito tribe to grow their wings when they come of age. Without the scale, they would remain wingless. The Rito haven't been able to approach Valoo since he became enraged, so their very way of life is threatened unless they can find a way to calm the sky spirit down. In the meantime, the chieftain decides to let Link visit his young son Komali, who has become very depressed because he is unable to approach Valoo for a scale. Quill suggests that perhaps Link can cheer him up. Before Link can visit Komali however, the chieftain asks him to deliver a note that a girl named Medli is holding for him, in one of the mail center's upper rooms. Before Quill flies off, he gives Link the DELIVERY BAG, which is used to carry notes and other mailing items.

Once you finish talking to Quill and the Rito chieftain, turn and locate the ramp that winds upwards around the edge of the mail center. There are several Rito in the upper level that you can talk to, including the chief mail sorter Koboli, who is sitting behind the mailing counter. He'll let you sort letters for rupees, and you can even get a Piece of Heart from his assistant once you advance in the mail-sorting trials. Also, chat with the guard (named Hoskit) standing next to the chieftain's room (the first room on your left if you're walking up the ramp). He too will give you treasure, if you give him a gift

for his girlfriend. Remember to come back when you have the item his girlfriend desires. The door to the right of him takes you outside to the flight docks, where you can meet a few more Rito. After you've befriended the locals, enter the door Hoskit was standing next to.

In this small chamber you will find Medli, a young Rito girl. Medli is studying to become Valoo's attendant; she can even understand some of the Hylian words that Valoo speaks. Medli gives Link the note from the chieftain for Komali. She warns him that the situation with Valoo has made Komali ill-tempered, so Link shouldn't take offense to his manner. In any case, Medli will also ask Link a favor; to meet with her at the entrance to Dragon Roost Cavern. A secret date perhaps? Anyway, exit after you are done talking to Medli and return to the bottom floor of the mail center.

Prince Komali's room is at the end of a dark corridor, directly across from the entrance to the mail center. Don't mistake it for the other doorway down here (guarded by a Rito), which leads to Dragon Roost Cavern. Anyway, you'll find young Komali sitting in his bed, holding an odd orange sphere. This must be Din's Pearl, the item that the King of Red Lions asked you to attain. First there's Komali's letter however. Show it to him and listen as he reads it aloud. Komali doesn't sound too impressed with his father's encouragement, and he continues to act rather rudely to Link, especially after he asks about Din's Pearl. Komali isn't about to give it to some 'do-nothing', so perhaps Link can kill two birds with a single stone by solving the issue with Valoo. After your meeting with Komali, exit his room; he won't offer you any more help.

Now you must find Medli, who is waiting for you at the entrance to Dragon Roost Cavern. To get there, head through the doorway to the left of the mail center entrance. You will emerge in a hot, dry cavern within the mountain. Take note of the wilted plants near the entrance to this arid chamber, and then drop down into the pit where Medli is standing.

Medli will tell Link about a spring that once flowed from this chamber. When the enraged Valoo shook the mountain, he caused a large boulder to fall into the pool of water, plugging the spring. The boulder also destroyed the bridge that connected to Dragon Roost Cavern, so there is no way to get into the mountain. Medli will also apologize to Link about Komali's behavior. His deceased grandmother, and Medli's former mentor, was once Valoo's attendant, and it was said that only she had the ability to calm Valoo down. Medli wants to attempt calming him herself by climbing up to a shrine located at the top of Dragon Roost Cavern. She will need Link's assistance however, because the ledge leading to the cavern is too high up to reach.

In order to get Medli up onto the ledge across from the chamber's entrance, you'll have to pick her up and throw her. However, this will be difficult to do, mainly because of the harsh wind blowing around the chamber that will toss Medli around if it's blowing in the wrong direction. This wind changes direction every few seconds, so you will have to wait until it blows towards the far ledge before you throw Medli. Pick her up and then carry her onto the small rock formation jutting out from the cavern floor. Even if the wind is blowing in the right direction, Medli will only reach the ledge if you throw her from this small outcrop. Wait until the wind is blowing towards the ledge, and then throw Medli forwards. Using her wings, she will be able to glide up to the ledge and continue on her mission. If you mess up, you can retry, but you'll have to wait for Medli to shake off her minor concussion from impacting the cavern wall. As thanks, Medli will leave you with an Empty Bottle (one of four in the game). You can use it to store potions and other liquids or items.

Getting Medli to the entrance of Dragon Roost Cavern was easy, but you'll need

to work out another plan if you want to get there yourself. The large boulder blocking the spring can be destroyed with explosives, but the only ones in this chamber are the wilted bomb flowers near the entrance from which you emerged. You won't be able to use them unless you find a way to revive them. What do plants need in order to survive? Water, of course. Use your new bottle to scoop up some of the water that surrounds the large boulder, and then climb back up to the entrance using the collapsed bridge as a ladder. Walk over to the bomb flower patch, and then sprinkle them with your water. You only need to revive one plant, but feel free to save them all if you're the environmental type. Once you have your explosives back, pick one up and throw it over the ledge, towards the cracked boulder. Hopefully it will land on top of the boulder and not in the water. You can try to time yourself so that the bomb explodes in midair before it falls into the water (the explosives take five seconds to blow up after they are picked), or you can try to make one land directly on top of the boulder. Once the obstruction is demolished, water will gush in from the unblocked spring, filling up the chamber. Now you will be able to swim across to the entrance of Dragon Roost Cavern.

A few more obstacles bar your path to the cavern entrance, but once again the local bomb flowers will aid you. After you get across the spring, you will find a pool of lava. There is no way you can jump across the pool, and bombing the lava with the nearby bomb flowers won't help either. You must make platforms by throwing an active bomb flower into the jars that the statues on either side of the pool hold. First throw one into the jar of the right-hand statue. If you succeed, the explosion will cause the statue to tip over into the lava, effectively creating a platform for you to use. Now you must do the same with the second statue. This one is trickier to knock over, since it is too far from the lava pool's shore to reach. You have to pick up a bomb flower and then rush it across to the first platform, where you'll be able to throw it into the second jar. Hurry though, or the bomb flower will blow up in your face. Once the second statue has fallen, use it to jump across to the other side of the lava pool. Continue up the steps to the cavern entrance.

Dragon Roost Cavern is an extensive network of lava-filled dungeons within Dragon Roost Island's volcano. Although it is much larger than the Forsaken Fortress, you don't have to explore it without your weapons, and any foul creature waiting to attack you here will have to answer to your Hero's Sword. The entrance to the cavern is a dimly-lit chamber, blocked in part by a set of dragon statues. These three statues conceal a passage, and they can be moved so that you can enter the second half of the room. Grab onto the leftmost statue and pull it outwards, away from the wall. Now get behind it and pull the middle statue to the left, so that the passage through the wall is exposed. The right-hand statue is stationary, but you don't have to move it anyway.

When you enter the next half of the room, be prepared to face a duo of Bokoblins. Hop down from the entrance and take them out one by one. These Bokoblins will use burning Boko sticks against you, but they still aren't much of a threat. After they are out of your way, check out the rest of the room. In the back you will see a locked door, held fast by chains. You must find a key (somewhere in this room) that will unlock it. You may notice a pair of unlit torches near the back, left-hand side of the room, as well as a single burning torch to the right of the locked door. To shed light on this puzzle, grab one of the Bokoblins' discarded Boko sticks (or one from one of the clay pots in the room) and run over to the burning torch. If the stick is still burning, then you don't need to do this, but you can use the lit torch to relight the stick if the flame goes out. Take the burning Boko stick over to the two unlit torches and light them both. This action will cause a treasure chest to reveal itself in between the two torches. It contains a small key, which you can use to open the locked door. The final item of interest in this

room is the warp cauldron on a stony ledge to the left of the main clearing. When you uncover more of these cauldrons deeper in the dungeon, you can enter them to warp from one cauldron to the next, allowing you to skip large portions of the dungeon if you have to save and quit/restart. Anyway, break any jars if you want cash or hearts, and then enter the door in the back of the room.

The passage that follows is fairly uninteresting, but you can get more satisfaction out of breaking things along the wall. To exit through the far end of the passage, use your sword to hack through the damaged wooden boards. The hub of Dragon Roost Cavern, a huge chamber filled with lava, is just ahead. Most dungeons you will explore have a room similar to this one, with many doors leading to different corners of the cavern. Anyway, if you smash up the skulls lying near the entrance, you may find a blue rupee, among other things. The path to your left takes you to a door, but it's locked so you'll have to find another small key to enter it. Instead, continue past the door and follow the wooden path until you reach a gap. Jump over it, but try not to fall into the lava, or you'll be forced to restart the room. Following the first gap is a larger one that you can't jump across. Instead, hop down onto the small platform below and pull the cubic block out from the wall, so that you can use it to climb back up to the next part of the path. Keep moving until you reach the wooden bridge. You will have to clear a short jump across a lava gap first though. A large pillar of flame will periodically erupt from the gap, forcing you to time your leap. If you get burned, you'll be knocked backwards with lasting damage. Anyway, cross the wooden bridge, but watch out for KEESE. Keese are bats that like to swarm intruders in large numbers. There aren't that many here, so a few slashes with your sword should eliminate them when they get close. When you make it to the other side of the bridge, pick one of the bomb flowers growing on this rock formation and toss it near the large boulder blocking the door ahead, just past another small bridge. After the explosion, enter the doorway.

The next chamber is much smaller than the previous one, but once again a pool of lava forces you to get creative. This time you have to use the water-filled jars lying around to create temporary platforms in the lava pool. Pick one up and throw it into the lava. The water inside will solidify the lava, forming a rock platform that you can use to get across the infernal pool. This platform isn't going to last forever though, so don't spend all day trying to get across. If, in your destructive jar-smashing craze, you accidentally smash all of the water jars, simply turn around and enter the previous cavern, and then reenter this one to reset the jar count. Use the platforms to get to one of the two alcoves ahead; either the one to your left or the one directly across from you (you'll need to make two platforms in order to explore both). The left alcove contains a chest with the Dragon Roost Cavern Dungeon Map inside. When you make it to the far alcove, watch out for the CHUCHU. ChuChus are slimy creatures that come in many different varieties. The red forms found in this dungeon are relatively weak, so a slash or two should kill one. ChuChus are valued for the Chu Jelly they leave behind; don't forget to sample the spoils. Climb the ladder after you kill the ChuChu and enter a new room.

When you enter the next room, a Bokoblin will smash through the wooden boards covering the alcove ahead. It's using a mighty machete, so don't waste time in defeating it. The small alcove from where the Bokoblin emerged is a dead end, but there are more wooden boards to your right that lead to the rest of the room. The only problem is that these aren't damaged, so you can't break through them with a simple sword slash. You need a bigger blade to break through the barrier. Find the Bokoblin's machete and pick it up. Use it to tear down the wooden obstacle. In the next portion of the room, climb up onto the small ledge to your left with the machete still in hand, and use it to kill the pair of ChuChus before they pounce. Again, use the machete to break

through the wooden boards behind the ChuChus. Beyond lies a treasure chest containing a small key. Return to the main part of the chamber and exit through the unused passage.

You'll find yourself back inside the main lava chamber. Turn left and look at the wooden plank blocked off by a large boulder. The only nearby explosives that you can use to dismantle the boulder are the bomb flowers growing on the wall, but you certainly can't pick them. You can either stand on the plank and swipe at the flowers (which will trigger an explosion) or you can take a safer approach by throwing rocks at them. There are rocks located near the door you just entered through. When the flowers explode, they will destroy the boulder and allow you to cross the wooden plank. You will reach the cavern's entrance afterwards. Follow the trail again until you reach the locked door that you weren't able to open last time.

The next room is important, because it contains a valuable treasure that you can't get without the item you'll soon acquire in the Dragon Roost Cavern. Try to remember to come back when you get it so that you can cross the lava-filled gap to the right of the entrance. As you progress into the room, red ChuChus will drop in from the ceiling and attack; kill them with ease. When you enter the main chamber (with two torches on either side of a sealed door), a Bokoblin will attack you from a compartment on your left. Kill it and then take its Boko stick. The stick won't break through the wooden boards that are to the right of the sealed door, but you can light it on fire using the torches. Take the ignited stick over to the wooden boards and set them on fire. The boards will burn away, leaving the alcove exposed. Step on the floor switch inside it to unseal the door, and then head through it.

After you go through the door, you will find yourself on a ledge, outside the cavern and out in the open. Turn right and cross the bridge, but be prepared to take care of the Bokoblin guarding the other side of it. The ladder behind it will allow you to reach another ledge, but as before, you'll probably have to wait for a jet of flame that shoots out from a hole in the wall before passing. You may also hear a strange whining coming from something at the top of the ledge. This sound is being made by a waiting KARGAROC. These colorful birds sometimes airlift Bokoblins or Moblins into battle (as you witnessed in the Forest of Fairies), but they are perfectly capable of defending themselves too. Kargarocs attack by hovering over you before pecking at you. A few slashes will kill one, but you have to wait for it to come close. Later, when you have better projectile weapons, you'll be able to make short work of these nuisances. Kargarocs often leave behind Golden Feathers. You should try collecting twenty of them for Hoskit, the guard back in the Rito mail center.

Anyway, after you defeat the bird, sidle across the wooden ledge, but watch out for the flames again. The door on the other side is blocked by a boulder. To its left is another wooden ledge, but you won't be able to sidle across this one because it is too thin. Instead, grab onto it by hanging off it, and then carefully move across it by your fingertips. After you pull yourself back up on the other side, climb the steps until you find a lone bomb flower. Pick it and then throw it at the boulder below. When the door is exposed, hop down to it and enter.

You're back inside again, but nothing will jump out at you...yet. Climb up to the back of this small chamber. A stack of ten cubic blocks prevents you from making any progress. Of course, as you know, you can move these blocks in a certain way so that you can get past them. Start by pulling the three blocks that are initially on the bottom out from under the rest of them. This will open up a path above the tenth block on the very top of the stack, and it will also allow you to climb up to the top block. Head through the opening in the wall.

There are a few Rats scurrying around in this next chamber. The King of Red Lions, who apparently has the ability to use your Pirate's Charm, will suggest throwing out some bait. If you have any All-Purpose Bait from Beedle, set some near the mouse hole in the wall. The Rat that consumes it will actually try to sell you some of his stash! Additionally, feeding the Rats causes them to quit attacking you, which is always a good thing. Anyway pull the cubic block out from the wall on your left and use it to climb up to the ledge above. The chest on your right (after you climb up to the ledge) contains the Compass for this dungeon. If you use it, you can see that there is another chest within this room. Behind you, on the opposite ledge, is a chest sealed behind a barrier of wooden boards. Take one of the Boko sticks from the jar along the wall and use the nearby torch to set it ablaze. Now throw it across the room at the wooden boards that seal the chest. After they burn away, hop down and climb the ladder up to the chest, which contains the key to the locked north door.

After getting back outside, turn right and leap across the steps that lead up to a ledge. There is another locked door along the wall, and its key is in the Kargaroc nest at the end of the ledge. Unfortunately, the nest also has an actual Kargaroc in it, so you'll need to get it out of the way. You can defeat it easily by throwing a jar at it. After you have the key, enter the door.

The next cavern is kind of dark and spooky, so you may want to grab a Boko stick from the nearby set of jars and light it using the torch so that you can see better. You'll need the stick anyway to proceed. When you reach the second torch, several Keese will ambush you. You can use the Boko stick to kill them. There is also a chest along the back wall that, when opened, will reveal a Joy Pendant. Use the burning Boko stick to burn down the wooden boards blocking the passage ahead. The door at the end of this passage is sealed, so unseal it by lighting the two torches next to it.

You'll now reemerge inside the main lava chamber. From this entryway, you're much higher up than you were before. To the left of the entrance you'll see another warp cauldron. This one is sealed off by a small boulder, so use the bomb flower to the right of the entrance to blow it apart. If you save and restart, you will find yourself at the entrance of Dragon Roost Cavern, but these cauldrons will let you skip right to this point. Now cross the wooden bridge and enter the unguarded doorway on the other side.

When you enter the next room, both the entrance and the exit up above will seal. You can't get out until you kill every single Bokoblin in the room. The first one is standing in the middle, ready to attack you. The rest of them are hiding inside some of the many jars along the wall. Break the two large groups in the back, as one of them is bound to hide a Bokoblin. Another one sits inside the jar on the shelf to the left of the entrance, but you can't break it unless you roll into the wall beneath it or throw a Boko stick at it from the table in the middle of the room. Before you run upstairs via the ladder in the back, use a Boko stick to light both of the torches to the right of the entrance. This will cause a chest to appear, which contains a Treasure Chart! Now climb upstairs and break more jars if you want a Joy Pendant, and then exit.

The familiar sight of lava meets you in the next chamber, but it's accompanied by an unfamiliar foe; a MAGTAIL. This fiery centipede has huge jaws that give it a formidable pinching attack and in turn protect the creature's vulnerable eye from damage. The best way to kill a Magtail is by parrying its attack, but this one is crawling on a platform too small for a successful parry. You can try, but you'll most likely end up falling into the lava. Alternatively, you can pick up one of the water jars from the main shore and toss it at the



Magtail. The chilly splash will cause the Magtail to roll into a defensive position (which it also does anyway if you hit it with your sword enough). Once the Magtail has rolled up into a ball, jump over to it and slash it with your sword. Just don't throw it into the lava, or the Magtail will revive itself with full strength. After the platform is clear, jump back and grab another water jar, and then take it back to the Magtail's platform. Up ahead, in the lava, a geyser of fire will erupt every few seconds. When the geyser is subdued, throw the jar on top of it. After the lava solidifies into a platform, jump on and wait for the geyser to rocket you up to the second level. Once it does, jump onto the wooden ledge and find the exit.

Just past the door is the entryway to the boss's lair. Don't worry about fighting whatever it is yet though, because you need a special key to unlock the door to its room anyway. Simply ignore everything on the other side of the lava pool on your right. Instead, turn your attention to the bomb flower just below the step, also to your right. You'll need it to blow up two boulders in the back of the room. One reveals another warp cauldron, and another exposes the exit door.

Fresh air again. Turn to the right and run up the staircase that winds around the cliff. Be quick, because the steps will fall away into oblivion almost as soon as you set foot on them. When you make it to the top, head through the gate. This is the shrine that Medli referred to, and sure enough, you'll see the raging red dragon named Valoo causing a ruckus in the background. More importantly, you will be spotted by a pair of shielded Bokoblins that have captured Medli. Swipe at them with your sword and attack quickly before they have time to put up their shields. After you defeat them both, a Kargaroc will fly overhead and dump a Moblin into battle.

You've never actually had to fight a Moblin before, and doing so can be tough. Even later in the game, Moblins are challenging adversaries. They take a long time to go down and the spears they carry have a wide reach. Keep your shield out as you and the Moblin circle each other. The Moblin's swinging spear attack can knock you backwards several feet, but if you parry it, you can damage the Moblin instead. Sometimes, the Moblin will jab at you with the point of its spear. It's almost impossible to foresee or parry this underhanded attack, so stay alert. If you manage to knock the Moblin's spear out of its hands, don't make the mistake of thinking it is unable to defend itself. The brutish beast will unleash a devastating punch that is even more powerful than any of its spear attacks. Let it reclaim its spear so that you don't get hurt too badly. Slash at it repeatedly and try to get behind it so that it can't block your sword with the spear handle. After the Moblin is defeated, Medli will be set free.

Medli has somehow discovered the cause of Valoo's anger. Something is tormenting his tail, which hangs down into the room below his perch. She has a strange suspicion that it has something to do with the creatures that captured her. Medli decides to return to the Rito tribe and inform them of her new discovery. Additionally, she will give you a special item that the Rito once used to get around before they evolved wings; the GRAPPLING HOOK! The Grappling Hook is incredibly handy. It lets you swing across gaps by attaching the hook to an overhanging beam, allowing you to reach areas you wouldn't be able to otherwise. Furthermore, the hook can be used on enemies. If you're locked on to an enemy, you can throw the Grappling Hook at them to steal their spoils! Use this method on ChuChus, Bokoblins or Kargarocs to get as many of their spoils as you need. Lastly, the Grappling Hook works as a salvage crane while you are out at sea. You can use it to haul treasure chests from the sea floor after you find their location.

To escape the shrine, follow Medli's instructions and climb onto the ledge to

the left of the prison cell. Now use your Grappling Hook to target the overhanging beam ahead of the ledge (look for the yellow targeting icon). After you attach yourself to it, swing across as if you were on a regular rope. When you reach the escape ledge ahead, repeat the swinging process a few more times to clear the gaps in the path (use the ladder to get out if you fall). At the end of the path, cut down the wooden boards blocking your exit.

When you jump down from the escape path, you will be in front of the door leading to the boss's room. Even though you can now reach the room by grappling, you still won't be able to open the boss's door without a key. So, instead of running inside again, look outwards from the doorway and then turn left. You will see a beam sticking out from the side of the cliff that you can use to grapple across the gap beneath it. After you swing across three gaps, you will find another door on your left. Enter it.

Once you're inside the volcano again, walk across the wooden bridge carefully. There is a Bokoblin guarding it, and fighting it can be risky on the bridge. After you defeat it and cross the bridge, another Bokoblin will spring out at you from one of the jars on the other side. Defeating both Bokoblins will cause a treasure chest to appear below the bridge. The path across the bridge leads to a dead end, however. You must find a way to drop down to the lower level without falling into the scalding lava. Take the Boko stick that the second Bokoblin had, and then light it on fire with the torch. Now use it to burn the vertical ropes holding the bridge together. You can also sever them with your sword, but it's less precise that way, and it's easier to mess up. Once the ropes are destroyed, stand in the middle of the bridge and it will break. You should land on a strip of solid ground, with lava on either side. Walk to the west end of the path to grab the chest's prize, a Joy Pendant. On a side note, if you ever need to get back up to the top level, use the water jars near the east door down here and the lava geyser to shoot yourself back up. Anyway, turn and use the door after you have the treasure.

The door will put you back inside the main magma chamber, but once again, from a different perspective. To your right you'll find a strange cage, the bottom of which is connected only by three thin ropes. Every few seconds, a large tower of lava will erupt from below and push up on the cage. The door to proceed is at the bottom of this pillar of flame, and the bottom of the cage will serve as your ride to get there. In order to detach it from the rest of the cage, you have to cut all three supporting ropes simultaneously. This can only be done with a spin attack. If you try anything else, the platform will become unbalanced and you'll tumble into the lava. You should also wait to perform the spin attack until the lava pushes up on the platform. Once the ropes are cut, the lava geyser will fall again. When you reach the bottom, find the doorway in the wall and jump over to it before the geyser erupts again.

Jump across the two platforms in the next small cavern and then climb a ladder to get to a sealed doorway. To unseal it, you have to use the Grappling Hook to pull down on the lever hanging from the ceiling. Look out towards the center of the chamber and grab onto the beam hanging down. When you swing from the lever, your weight will pull it down, unsealing the door. Swing back to the ledge and enter the door.

In the next chamber, use the Grappling Hook to swing across the lava gap. The other side is a dead end, so turn around and hook yourself onto the beam again. This time, turn yourself to face east, where the fiery path continues. Swing over to the first ledge, and then make your way past three chain-suspended platforms. Swing across one last lava gap, and then use the door at the end.

This chamber holds the key to the boss's lair. Your prize is inside the ornate treasure chest in the back, but the ring of fire that surrounds it prevents you from getting anywhere near it. The switch on the floor to its right will extinguish the flames, but only if the switch remains pressed down. You won't be able to open the chest quick enough after you step off the switch, so you're going to have to find something else to hold it down while you pry open the chest. A Magtail will work. When you see one emerge from the lava pools, try luring it closer to the chest. Now hack at it when its jaws are open until it rolls into its ball-like defensive position. Don't parry the Magtail's strike, or you'll kill it, and you'll have to lure another one out of the lava. When the Magtail is rolled up, pick it up and carry it over to the floor switch. Set it down so that the flames around the treasure chest go out, and then quickly open it before the Magtail awakens. Inside is the Dragon Roost Cavern Big Key.

To get back to the boss room, you can backtrack to it or you can save, quit and then restart from the beginning of the dungeon so that you can use the warp cauldrons to reach the boss's entrance quickly. If you choose to backtrack for some reason, avoid the FIRE KEESE that now patrol your routes (they are variants of Keese that cause burn damage on contact). If you start from the beginning of Dragon Roost Cavern, you can also use the Grappling Hook to get that Treasure Chart on the first floor (use the Compass to find it). Anyway, when you find the boss's entrance, grapple across the lava pool and climb the steps. Watch out for the lone Magtail, and take the time to open the two chests on either side of the staircase for a yellow rupee and a Knight's Crest (try to collect at least ten of these). You'll also uncover a Fairy or two by breaking the jars at the top of the stairs. If you touch one, you'll heal automatically. Better yet, you can catch one with your Empty Bottle, and when you run out of health and faint, the Fairy will automatically revive you! When you're ready, enter the foreboding boss door.

The cavernous magma chamber beneath Valoo is home to an enormous fire-breathing Magtail known as GOHMA. The wicked Gohma has been terrorizing Valoo's tail, which hangs down from the dungeon ceiling. The solution to everyone's problems seems to be all the same; defeat Gohma. This creature looks intimidating, but that's only because it's the first true boss you've had to fight. With a carefully-planned out strategy, it will be easy to emerge victorious in this battle against the gargantuan beast. Gohma is covered in hard bio-armor that protects it from all attacks. To be able to damage the boss, you have to find a way to crack and destroy its outer shell, so that its softer insides are exposed. The key to doing this, as with all other boss battles you will have to fight, is by using the item you acquired in the dungeon, in this case the Grappling Hook. Use the hook to latch onto Valoo's swaying tail, hanging above Gohma's head. Be careful though, because Gohma has a variety of vicious attacks. It can breathe a blaze of fire at you from its mouth, giving you only a few seconds to retaliate. You'll be able to tell when Gohma is about to spit flames because its mouth will glow with charging energy. In addition to fire, Gohma can also use its mighty claws as weapons. If it slams them into the ground, take the opportunity to latch onto Valoo's tail while the boss distracts itself trying to pry its claws out of the ground. Once you manage to hook onto Valoo and start swinging, you can let go. If anything, try to land on one of the wooden ledges that surround the upper area so that you can grab some hearts to replenish your health. It will also be easier to grapple onto Valoo's tail again from these ledges without Gohma interfering. Regardless of where you land, swinging from Valoo's tail will cause the slab of rock around it to fall on Gohma. The impact will crack its exoskeleton. While beaten, Gohma won't take any damage; you have to repeat the process about two more times before the shell finally crumbles away. Each time the rock slab lands on Gohma, you'll get a few seconds to rest before the irritated boss rises up from the lava and replaces the slab. After the shell

falls off, Gohma will look somewhat smaller, but more like an oversized Magtail. Nevertheless, its attacks will become more vicious now that its vulnerability has been exposed. All you have to do now is use the Grappling Hook to latch onto Gohma's single eye (lock on to the boss to target the eye) and then pull it in towards you so that you can attack it with your sword. Gohma will sometimes lower its eye to where you can hit it anyway, but it's quicker to use the Grappling Hook. After you slash at the eye enough times, Gohma will disintegrate into fiery embers, leaving behind a valuable Heart Container. Whole Heart Containers are only left behind after boss battles. They completely restore your health, and they increase your total life energy meter by one! Grab your prize, and then exit the chamber through the portal in the center of the solidified floor.

Valoo will let out a roar of relief and the Rito below will watch as the swirling storm clouds surrounding Dragon Roost Island and the harsh, fiery winds that blow through the cavern entrance are finally calmed.

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Chapter 4: Kalle Demos.

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Link returns to the shores of Dragon Roost Island, joined by Medli and Komali. Komali apologizes to Link for the mistrust he showed earlier, and rewards him by giving him his most prized possession, DIN'S PEARL. From up above, Valoo lets out a great roar, translated by Medli as cryptic clue for Link; to use the wind god's wind. With this Medli points towards Dragon Roost Island's Wind Shrine. Valoo and Komali both recognize Link for his heroism, and Komali sets off for the top of Dragon Roost Cavern in hopes of obtaining a pair of wings.

The wind that blows through the Great Sea cannot be changed unless you use the power of the Wind Waker to call upon the gods. Without this, you won't be able to get off Dragon Roost Island or reach your next destination. Your final mission on Dragon Roost Island (for now) is to learn the most important song for the Wind Waker, one that will allow you to control the wind. From the beach, look for a signpost that points towards the Wind Shrine, and then follow the tunnel through the mountain to get to another beach. Cross the shallow water here to reach a small island adorned with two monuments. This is the Wind Shrine, dedicated to the wind gods Zephos and Cyclos. The right-hand monument is broken, but the left one is inscribed with a set of symbols that represent the notes played by the Wind Waker. If you play it, the symbols will display themselves in front of you. Repeat the song that they play (up, left, right) to learn the Wind's Requiem.

Out of nowhere, Zephos the wind god will appear on his floating cloud. He explains that the song you just learned, the Wind's Requiem, can be used to manipulate the wind. The wind can be a good thing, but it can also be a bad thing. As an example, Zephos mentions his brother Cyclos, who uses his power to create cyclones to punish people at sea (all simply because his monument is broken). As a final request before he flies off into the wind, Zephos asks Link to chastise Cyclos should he ever meet him at sea.

Return to the King of Red Lions and use the Wind's Requiem to change the wind's direction so that it blows south. This will take you to the location of the next sacred pear, the Forest Haven. Before you set out however, you will be stopped by a Fishman. A Fishman is a strange talking fish that can be seen leaping out of the water at just about every island on the Great Sea. If you see one, give it All-Purpose Bait and it will update your Sea Chart by painting that island on it. Some islands are already on your chart (Outset

Island, Forsaken Fortress, Windfall Island and Dragon Roost Island), but you should make it a habit to seek out the Fishmen on every other island to update your Sea Chart. Believe me; it will help immensely in the long run to know where to find a given island. Fishmen will also give you small tidbits of information when you talk to them, including where to find valuable treasures.

Anyway, get ready to set sail for the Forest Haven. Along the way, you will sail past Fire Mountain, Eastern Triangle Island and Bomb Island. There is nothing to do in any of these locations yet (except getting their charts from the local Fishmen of course); however you can get another Empty Bottle by going inside the small, wooden submarine in the water south of Bomb Island. Eventually you will reach the Forest Haven, home to an earth spirit known as the Great Deku Tree, who will give you Farore's Pearl. The King of Red Lions fears that Ganon's forces may have already reached the island before them as they had on Dragon Roost Island, so use caution.

The Forest Haven is essentially a giant tree hollow. A spring inside the haven flows out through a river and into the ocean. The path to the Forest Haven's inside will take you alongside this river, but not without toil. Start by climbing the set of steps next to the red postbox. After the third step, you will encounter a BOKO BABA. This man-eating plant can be taken out with a sword combo. If you get too close to it without attacking, it will try to swallow you. A Boko Baba's spoil is a Boko Baba Seed, which contains certain magical properties. After killing the first Boko Baba, climb up the path to the right and kill two more. Turn upwards and climb a step, but watch out for a fourth Boko Baba plant. To get from this ledge to the small outcrop above the waterfall ahead, you must use the Grappling Hook to swing by the overhanging branch.

When you make it to the small, grassy island, get ready to confront an OCTOROK in the river ahead. Octoroks attack by firing small, rounded rocks at you from afar. They disappear beneath the waves if you try and get close to them, so the best way to defeat one is by using your shield to deflect its projectile back at it. Since the rocks it shoots move in a slow and straight trajectory, this isn't difficult. While at sea, you may also encounter oceanic Octoroks, which have a slightly different look. They differ from freshwater Octoroks in that they fire explosive projectiles in an arched trajectory. Anyway, after you defeat the Octorok, jump across the water to another grassy island on the left side of the river. Whatever you do, try not to fall into the water because the current will drag you all the way down to the bottom of the waterfall. On this patch of land, kill the Boko Baba plant and then turn to jump over to another small island near where the Octorok appeared. Finally, jump over to a larger patch of earth, but stop to kill another Octorok in the river up ahead. After it is defeated, use the Grappling Hook to swing over to the calm pool of water, where there is no current. The Forest Haven's entrance is to your right.

When you get inside the Forest Haven, continue trudging through the river. The two tiny waterfalls that you'll come across can be climbed easily. The large tree in the center of the Forest Haven is none other than the Great Deku Tree. When you get in front of him, the Great Deku Tree will awaken, but his face will be covered by several red and green ChuChus. The ChuChus will cling to his face unless you perform a rolling attack into the Great Deku Tree's trunk. When you do this, the ChuChus will fall and you can begin fighting them. Go after the green ChuChus first, because they take longer to kill. Also, they are invulnerable while they are in pure glob form, so you must wait for them to take shape before attacking. If you don't defeat all of the ChuChus quick enough, the survivors will disappear and then reappear on the Great Deku Tree's face. Simply knock them down again and kill them.

After the ChuChus are destroyed, the Great Deku Tree will begin speaking in Hylian. Upon realizing that Link cannot understand a word of it, the tree apologizes, explaining that Link's green clothing reminded him of an age gone by. The Great Deku Tree will introduce himself as the guardian of the Forest Haven, and he will decide to reward Link for riding him of the ChuChu infestation by giving him Farore's Pearl. Before he will do so however, the Deku Tree will call out eight of his Korok children. The Koroks are small plantlike forest spirits whose faces are concealed by differently-shaped leaves. Once a year, the Koroks perform a special ceremony that causes the Great Deku Tree to produce seeds. Since the ceremony must be performed soon before the day ends, the Great Deku Tree will postpone giving Link Farore's Pearl until it is completed. Unfortunately, just as it is about to begin, one of the Koroks named Linder appears and tells the Great Deku Tree that a terrible fate has befallen another young Korok child named Makar. The careless Makar has fallen into the Forbidden Woods, a dark and dangerous forest next to the Forest Haven. When he hears this, the Great Deku Tree turns to Link and asks him to rescue Makar from the vile dark forest. Only then will the ceremony begin, and only then will Link receive Farore's Pearl.

In order to reach the Forbidden Woods, the Great Deku Tree bestows upon you a leaf that is used to glide through the air. This leaf will appear in one of the Deku Tree's upper branches, so you'll have to climb up there and get it. The Koroks will spread themselves out across the forest floor, ready to offer you assistance. To the Great Deku Tree's right you will find an odd purplish flower bud next to one of the Koroks. This is a Baba Bud. If you jump into one, it will shoot you upwards. Use the first Baba Bud to launch yourself forward to another Baba Bud, which is higher up because of the tall, thin stalk that supports it. You can turn yourself while the bud is charging to alter the direction of your launch. After getting shot from the first Baba Bud to the next, shoot yourself to two more Baba Buds, both higher up than the previous ones. The fourth bud will launch you to a branch covered in leaves that you can use as a platform. You'll know it because of the Korok with the elongated leaf-mask that sits on it.

From the leaf platform, use the Grappling Hook to swing from one of the Deku Tree's overhanging branches. Swing over to the Baba Bud up ahead, and then launch yourself through four more buds. Try not to mess up; it's a very long way down. Using the last one, you'll be able to reach the branch that the DEKU LEAF sits on. The Deku Leaf is a magical leaf that allows you to glide through the air. Using it spends magical power however, so keep an eye out for how much you have left (a new meter will appear just below the life energy meter). On the ground, the Deku Leaf can blow out gusts of wind that can stun enemies. While no magic power is spent from doing this, you can't blow gusts of wind if you have no magic power left. Anyway after you have the Deku Leaf, a Korok with a five-lobed leaf-mask will call you over to a ledge down below marked with a green arrow, which you can glide down to with your new item. The opening next to the Korok will take you back outside.

The ledge outside overlooks the Forbidden Woods island. The dark forest is too far away to reach even with the Deku Leaf, so you'll have to use the smaller island southwest of your location as a pit stop. Be aware though that when you are outside, the Deku Leaf will be affected by which way the wind is blowing. You won't go very far if you're trying to float against the wind. That being said, play the Wind Waker to make sure the wind is blowing southwest. You can now use the Deku Leaf to glide over to the smaller island. If you need to refill your magic meter, chop down the grass to find magic pickups.

When you reach the island, mow the grass again to refill your magic power. Now play the Wind's Requiem to make the wind blow northwest. Because the entrance to the Forbidden Woods is too high up for you to reach, you must take

advantage of the updraft blowing around the small island to reach it. The swirling updraft will blow you skyward if you glide through it, so you'll be able to reach the entrance to the Forbidden Woods. Wait until the updraft is about to pass by, and then jump out to catch the wind. If you succeed, you'll be able to sail smoothly to the Forbidden Wood's entrance. On the way, avoid the trio of PEAHATS that will harass you. If you get hit by them, or if you don't make it to the Forbidden Woods for some other reason, you'll have to restart from the midpoint island. To kill a Peahat once you reach the torch-lit ledge, stun it with the Deku Leaf's gusts and then kill it once its propeller has been removed. A Peahat is invulnerable if it still has its propeller. Walk through the opening on the ledge to enter the Forbidden Woods.

The Forbidden Woods is a long and grueling dungeon, and its size and isolation gives its travelers an eerie sense of solitude. While the scenery shift from Dragon Roost Cavern is quite dramatic, it shares the same basics as any other cave; a mini-boss that guards a new item, and a larger boss at the end that must be defeated with that item. There is a lot of grass in the first room, and many green ChuChus. They can be a pain to deal with, especially in such great numbers. It is best if you thoroughly scour the room's every corner for concealed ChuChus before you try to do anything else. Remember to use the Deku Leaf or the Grappling Hook to stun them when they are in their puddle-like form. There is a path on the right side of the room that takes you up to a treasure chest. Already you'll be able to obtain the Dungeon Map from it. Also, there is the first in a small series of warp cauldrons below the ledge to the right of the door in the back of the room. This door is your exit from this room. However, like many doors and chests that you will find in the Forbidden Woods, it is blocked by a strange vine-like flower. The vines that hold the door shut can be broken, but they regroup almost instantly. You must destroy the central flower itself in order to destroy the entire plant. The only problem is that the flower will shut itself when you get too close, rendering it impervious to attack. The solution is to hit it from afar by throwing something at it. In the room's left corner, you'll find a Deku nut that can be picked and carried. Deku nuts disintegrate slowly after they are picked, but they grow back afterwards. Stand in front of the door with the Deku nut in hand, but far enough away so that the vine flower's blue core is exposed. Now toss the nut and hope that it hits the flower. When it is finally destroyed, proceed through the door.

The second room is enormous. Start by dropping down to the very bottom. Use the Deku Leaf to fall gently so that you don't take damage, and avoid contact with the thick, thorny vines waving around on the walls. The forest floor is home to a few Boko Babas. The plants often mimic Baba Buds, and they will even turn into Baba Buds after they are defeated sometimes. Boko Babas are also the primary source of Boko sticks and you will usually find one left behind after the plant is defeated. In the back of the room, you will see a former Korok dwelling. Inside this hollow tree structure is a treasure chest sealed by a vine flower. The quickest way to destroy the flower is by defeating one of the Boko Babas first, and then using a burning Boko stick on the flower. Even if the vine flower is closed, the burning stick will still destroy it instantly. Use one of the torches next to the Korok dwelling as a flame source. Open the chest to get a Knight's Crest. Also while you're down here, use the Deku Leaf to blow away the piles of leaves lying around. You may uncover stuff like rupees, or even a Fairy. To escape the forest floor, use the Baba Bud on the stump near the front of the room.

The first Baba Bud will let you reach a second Baba Bud just east of it. Use this one to reach another Baba Bud on the other side of the first one, but much higher up. The launch alone will not get you to the Baba Bud, so you must use the Deku Leaf to sail the rest of the way there. Fortunately, the magical properties of a Baba Bud refill your magic meter in small portions when you

enter them, so you don't need to worry about running out. Use this Baba Bud to get to the one on top of the Korok dwelling, and then go to the one in between the two thorny vines on the east wall from there. Directly across from this one is the final Baba Bud, which will launch you to a ledge on the north side of the room. This ledge contains another Baba Bud, but using it is of little point unless you have the new item that you will acquire soon. The door on the ledge is held fast by a vine flower, and to get rid of it you can use the explosive bomb flower in the grass. Green ChuChus will attack you when you get close to the bomb flower, but you can wipe them all out quickly by triggering an explosion next to them. Once you've blown up the vine flower, exit through the door.

The next chamber is nothing more than a bottomless pit, containing a cable platform that you can use to get across. The platform is operated by the wind-powered lever on the wall to your left. Blow it with the Deku Leaf to make the cable platform come to you. Once you jump on, blow the second wind lever in the upper right corner with the Deku Leaf to send the cable platform across the gap. Jump off the platform and use the door ahead.

In the next room, two Peahats will attack you. Use the Deku Leaf to stun them before you kill them with your sword. Peahats sometimes drop Golden Feathers, but you might want to grapple them to make sure you get one. There are also three Boko Baba plants in the back of the room. As with the Peahats, the Deku Leaf can be used to stun the Boko Babas and expose their vulnerable stems. The rightmost Boko Baba will convert into a Baba Bud after you defeat it, and you'll need to use it to reach the room's upper story. If you want five rupees first though, climb onto the ledge in the back left corner of the room. Also, you can find a chest with a red rupee in it by using the Baba Bud and the Deku Leaf to float to a small alcove in the large tree in the back of the room. Afterwards, hop into the Baba Bud to launch yourself to another ledge that contains another Baba Bud. Use this one to get to a door sealed by a vine flower. The easiest way to get rid of it is by grabbing the Deku nut in the alcove on the opposite side of the room. Use the Deku Leaf to hail the cable car that will take you to it and back. Exit once you are finished.

The door at the end of the next passage is also blocked by a vine flower, but luckily the Deku nut you'll need to destroy it is just ahead. Unfortunately, as soon as you get near it, a ring of thorny vines will burst from the ground to block it off from all sides. The solution to this puzzle is simple; blow the nut along the ground with the Deku Leaf so that it is no longer trapped inside the circle of thorns. Then pick it up and destroy the vine flower as usual.

The next room is larger than any other in the Forbidden Woods. It is the main hub, extending into all five floors of the dungeon and containing a total of six doors. As soon as you enter, turn to the right and follow the ledge up to a grapple point. Use the Grappling Hook to swing across the gap by the overhanging limb on the wall, to another ledge up ahead. From here you can jump onto the moving plantlike structure sticking out of the wall. This flat vine moves from side to side in a snakelike motion. Use it to move across to another flat vine, and then again to a ledge with a locked door on it. The Deku nut on this ledge is needed to open the west door, blocked as usual by a vine flower. Pick it up and then carry it across to the enormous flowerlike organism hanging from the ceiling (grab a few rupees inside it if you wish), and then jump to the ledge with the west door. After you destroy the vine flower, ignore the door for a moment and instead jump ahead to a pair of vertically-moving flat vines on the wall. The vines will take you to a simple, seemingly empty ledge. Use the Deku Leaf to blow the pile of leaves away and expose the second warp cauldron. Now jump/float/ride back down to the west door and enter it.



The grassy passage ahead has a trench about halfway through with a treasure chest in it, which in turn contains a yellow rupee. By the time you reach it however, you will have most likely grabbed the attention of several dozen MORTHS. Morths are the spiky larvae of another creature that you will encounter soon. They are harmless, but by sticking to you they can hinder your movement. One or two of them clinging to you won't make much of a difference, but a large group of them can really slow you down. To shake them off, roll while you walk, or use a spin attack to destroy them. After you get rid of them, enter the door at the end of the passage.

The final chamber along this passage seems empty at first, but as soon as you walk in you will be stopped by a barricade of thorny vines that emerge from the ground. The vines form a maze all around the room that you must navigate carefully. If you go too fast, there is a good chance that you will run into a wall of harmful vines. Make an S-formation around the first set of vines on your left so that you end up next to a bomb flower. Use the bomb flower to blow up the wooden planks up ahead. There are two sets, but you'll only be able to get close to one of them because of the wall of vines. Still, you can throw a bomb flower at the farther set and blow up the wooden planks so that you can get whatever is in the alcove when you find another way around. The first alcove contains the long-awaited Compass. Now work your way back to the entrance and through the rest of the maze, which continues to the right of the door. As you make your way through the treacherous labyrinth of harmful vines, you may find a pile of leaves that cover several green rupees, along the north wall. When you finally reach the second treasure chest, open it to get the small key that will open the locked door in the large hub room. Now use the Baba Bud near the chest to launch yourself into the air, where you can safely sail over all the vines and to the exit. There are also a few jars sitting on top of the platforms that can be broken open for health, magic and a Joy Pendant.

As you make your way back, be prepared to fight a few green ChuChus as well as the renewed swarm of Morths in the connecting passage. In the hub room, jump from the first platform over to the enormous hanging flower, and then again to the locked north door. Use your new key to go inside.

This next room is filled with water, and the only way across is by using the cable platform and its dual set of wind-powered levers along the wall. There are two Peahats in this room too, and they can get incredibly annoying due to their immunity in this room. Killing them is hard because if you stun them with the Deku Leaf, they will simply be blown into the water where you can't reach them. They'll bob in the water until their propellers grow back and they continue their attack. If you fall in the water, use the ladder near the entrance to escape. Blow the wind lever once to bring the platform over. After you get on it, blow the same lever again to move halfway through the room, where you can hit the second lever to move the rest of the way through. Exit the room before the Peahats return.

Soon after you enter the next chamber, you will be spotted by an agile and deadly MOTHULA. Mothulas are the adult version of Morths and they are far more dangerous. Their pincer attacks are quick and sudden, so keep moving to stay out of danger and use your shield when you can't avoid it. If the Mothula points its rear end at you, it is about to eject a fresh swarm of Morths. The good news is that Mothulas don't have a lot of stamina, and a few hits will be enough to kill one. If you manage to parry its attack, you can kill it in a single hit. The bad news is that there is an even deadlier type of Mothula that you'll have to defeat in the very near future....

After defeating the Mothula, you'll still have two Boko Babas to deal with on

the ground and a few Peahats up above once you make your way up to the second level. The Boko Babas both convert into Baba Buds after they expire, and there is an additional bud deeper in the room that you can use as well to get up to the upper level. This level is made up of foliage platforms that grow from the room's trees. Kill the Peahat, and then jump over to the Baba Bud growing up here. It will send you up to the third and final story, where three more Peahats can be found. Now use the one of two doors that isn't blocked by a pair of vine flowers.

As Link enters the next room, the door will seal behind him and a strange dust will fall from above. Link looks up to see the beautiful but deadly mini-boss of the Forbidden Woods, the winged Mothula! Winged Mothulas are even more of a terror than their wingless forms, because they can soar through the air with their four powerful wings. Also, the winged Mothula can only be damaged once it is grounded, and to do that you must hack off all four of its wings. Like wingless adults, this Mothula can eject a large swarm of Morths to distract you while it flies overhead. Its pincer attacks are also a thing to be feared, though they aren't as quick and sudden as its wingless kin. The most distinctive attack that the winged Mothula has is its rocket-powered charge. With a burst of fire, the Mothula will swoop down on you and strike, releasing Morths as it goes. This attack is difficult to counter, so keep your distance from the Mothula. Because the Mothula will be flying around the room, it will be hard to get close enough to attack it with your sword without getting hurt yourself. The easiest way to remove its wings is by stunning it with the Deku Leaf. Once stunned, the Mothula will drift slowly towards the ground. Take this opportunity to attack it. Remember to cut down the grass around you for hearts if your health gets low, and use a spin attack every once in a while to shake the Morths off you when they accumulate. If you need cover, hide behind one of the large trees in the room. After the Mothula's wings have been removed, attack and defeat it as if it were a regular wingless Mothula. It will take longer to kill than a normal wingless adult, but its attack patterns and movements will be the same. Just make sure you kill it as soon as you can, because it will grow its wings back eventually if you don't.

After you triumph over the Mothula, a chamber will open in the back of the room, containing a large treasure chest. Inside it is the amazing BOOMERANG. The Boomerang is your first true projectile weapon, and it's one of the best items in the game. Manually, it can be used to strike up to five different targets. It is the game's most efficient way to stun enemies, leaving them open for attack and making things like ChuChus and Peahats so much easier to kill. Because of this, the Boomerang remains a useful item even late in the game. You will need to use the Boomerang to get out of the room, since the only door out won't unseal even after you kill the Mothula or open the large chest. Above the door there are two diamond-shaped switches that you must target at the same time with the Boomerang. Hitting them both in one shot will unseal the exit. Before you leave with your new prize, shatter the Mothula's remaining treasure sphere for rupees, hearts and a Golden Feather.

Peahats and Boko Babas won't stand a chance against the Boomerang, since you can lock on to your targets and dispatch them quickly with your new weapon. In fact, Boko Babas will be killed in only a single hit! Destroy any Peahats in the previous room before looking for the Grappling Hook point in the northwest corner. After you hook onto it, climb up the rope and stand on top of the beam. By doing this you can grapple onto another beam further up. Instead of climbing this one however, simply use it to swing to the ledge below it. Now jump over to the flat vine moving up in down in front of the ledge. When it hoists you up to the second flat vine, jump to it and use it to get to another ledge. Cut down the trees that block the treasure chest, and then open it to get a Joy Pendant. Now glide back down to the previous level of the room. Apart from the winged Mothula's room, there is another door in the room's

third story. It is blocked by two vine flowers however, so use the Boomerang to target them both and destroy them. Once the door is free, use it to get to the water-filled room.

There aren't any Peahats in the upper level of this room, but there is a large amount of hanging pods that you have to get rid of before you sail over to the other side with the Deku Leaf. Use the Boomerang to cut down five at a time until a path is clear. When you float over to the opposite ledge, open the chest on your left for another Joy Pendant and use the unblocked door.

This door will put you at the very top of the main hub room. Ahead of you, you'll be able to see five blue vines that the enormous flower hangs from. Take out the Boomerang and target all five of them. When they are cut at the same time, the massive plant will fall to the forest floor and crash through it, revealing the dungeon's basement through the gaping hole. Before you jump down though, sail down to the warp cauldron to return to the first room of the dungeon, and then walk to the second room.

When you enter, you should see a Baba Bud in front of this previously-explored room. Use it and the Deku Leaf to reach the other buds that will take you to the opposite grassy ledge. The Baba Bud here will launch you up to a new Baba Bud on the west wall. Launch yourself straight over the thorny vine waving around and glide to the ledge with yet another Baba Bud. The ledge contains a chest, but it's sealed by a vine flower. Only with the Boomerang can you destroy it and acquire another Treasure Chart. You can use the Baba Bud on the ledge to reach the opposite ledge, but you'll have to watch out for a live Boko Baba when you get to it. Rummage the nearby branches and jars for rupees and a Joy Pendant, but avoid the green ChuChus. After you are satisfied with what you have, return to the hub chamber and drop down to the basement. Try to fall through the opening so that the large flower cushions your fall. When you reach the basement, ignore the Baba Bud and the wind lever and use the door instead.

Walk forward and use the Boomerang to kill a Peahat and several Morths sitting on the islands in the water ahead. The room forks into two directions, but the only path you can take is to the right. Jump across the pond via the islands and then hurry through the grass. Several tentacle-like plants lurk in the grass, and while they aren't dangerous, the creepy plants can grab onto your head and prevent you from moving, draining your magic power as well. You can cut them down, but they grow back in a matter of seconds. You'll also want to avoid the green ChuChus. Use the door at the end after you get through the enemies.

When you reach the next room, you'll see another large flower hanging from four vines ahead. Before you cut it down, use the flower as a platform to reach the opposite ledge. Open the chest here for a yellow rupee. Now turn around and cut down the flower's four vines with the Boomerang. The bottom of this room is filled mainly with water. Watch out for the Octorok shooting stones at you from the west tunnel. If you need to get back up to the entrance for some reason, use the ladder on the north side of the room. On one shore you will see a bomb flower, while on the opposite one there is a door blocked by wooden boards. Jump over to the bomb flower and then quickly carry it across the large flower so that you can blow up the wooden boards. The room beyond the door is optional, but it contains a Treasure Chart so enter it anyway.

From the entrance jump from platform to platform until you get to the central island, killing Peahats and Boko Babas along the way. There is a treasure chest inside of the hollow tree in the middle, and you can enter it by crawling through a small tunnel in the back, but there is no way you'll be

able to destroy the vine flower that holds the chest shut once you are inside. There just isn't enough room to stand back far enough to hit the flower while it is opened. Instead, look for a platform with Morths directly behind the tunnel entrance. Kill its occupants and then jump over and defeat the Boko Baba plant on the next platform. It will transform into a Baba Bud; use it to reach the north ledge up above. From here, call the cable platform over by blowing the lever on your left with the Deku Leaf. The cable platform won't move afterwards though, so you'll have to ferry yourself across manually. Turn to face north and blow yourself across on the platform with gusts of Deku Leaf wind. When you reach the south ledge, pick the bomb flower growing there, turn and then toss it into the hollow tree down below. The explosion should kill the vine flower guarding the treasure chest. Hop down into the hollow tree and open it to receive a valuable Treasure Chart. Now exit the room.

Once again, defeat the Octorok and cut down the flower hanging from the ceiling in the previous room. Obtaining the optional Treasure Chart also taught you a valuable lesson; how to use the Deku Leaf as a propeller to push yourself across distances. You can do the same here by using the large flower as a raft. Face east and then ferry yourself through the river with gusts of wind. The river will turn to the left, and you'll have to fight two more Octoroks as well. Jump onto the ledge at the end, which is too high to reach from the water otherwise. Enter the door on your left before the ChuChus and magic-draining tentacles reach you.

As soon as you enter the dark room ahead, thick, thorny vines will block the entrance, trapping you inside. The Korok dwelling in the back of the room contains a treasure chest, but access is blocked by a wooden gate that won't lift itself until you hit five diamond-shaped switches in the room with one toss of the Boomerang. Use the spiral ramp around the Korok dwelling to get on top of it. Sweep the Boomerang around the room in a circle until it targets all five diamond-shaped switches around you. A large tree in the northwest corner will disrupt the Boomerang's path through the air, so you should probably begin and end the sweep with the switches that are on either side of the tree. Once the gate to the Korok dwelling is lifted, go inside and open the chest for the Big Key. Of course, you still need to find the boss's room.

As soon as you emerge from the dwelling with the Big Key, two Kargarocs will fly over head and drop two Moblins into the room to challenge you. While fighting two at a time is obviously harder than just one, the advantage to this is that the Moblins will often damage each other with their far-reaching spears. Also, this time you have the Boomerang to even the odds. You can use it to stun the Moblins, leaving them open for attack. After they are defeated, climb back onto the Korok dwelling and use the Grappling Hook to reach the new exit door (the thorny vines won't remove themselves from the entrance).

This is the room where you first encountered the grabbing tentacles. You will emerge from the southwestern entrance this time, so walk forward and jump off the first ledge. Defeat the ChuChus in the grass and make sure to kill the Morths from afar before making your way over to the east door.

To escape from the basement, stand on the patch of land in front of the door and send a gust of wind from the Deku Leaf to the wind lever on your left. This will create an updraft that will blow from the large flower you cut loose earlier. The updraft will only last for little more than ten seconds, so quickly jump into the Baba Bud next to you and use the Deku Leaf once you are airborne to float. When you glide into the updraft, it will push you up to the first floor. The path that leads to the boss's lair is beyond the unused east door up here blocked by a pair of vine flowers. With the Boomerang, destroy the vine flowers and enter the door.

This new passage will seal itself with thorny vines as soon as you set foot into it. Not long afterwards, you will be attacked by a pack of Mothulas. The Boomerang will make fighting them easier, but that's no guarantee that you won't get hurt. After defeating them both, the thorny vines will retract into the ground and a treasure chest will appear along the south wall. It only contains yet another Joy Pendant (don't worry, you will find use for them soon enough). Shake off the Morths and use the door at the end of the passage.

This is the final room before you face the Forbidden Woods' boss. There are around fifteen pods in this room that you can break, and it's a lot of fun doing so with the Boomerang. Watch out, because some of them conceal ChuChus or Morths, but others hide valuable items like Fairies, rupees and other refills. The third warp cauldron is also in this room. If you plan on using it, grab a Boko stick from the jar and light it on fire using one of the torches in front of the boss door. Use the burning stick to burn off the wooden covering on top of the cauldron. Save your game before you enter the boss's chamber.

Unexpectedly, Link finds not a boss inside this large chamber, but Makar! Suddenly however, a blue man-eating plant appears behind the young Korok and swallows him whole! With a wicked cackle, the plant hoists itself onto the ceiling with its many ropelike vines, flailing its dangerous tentacles about. The boss of the Forbidden Woods is named KALLE DEMOS. This giant flower possesses a host of vicious tentacles that do its bidding, and all the while the boss remains invincible while it is protected by its enormous magical petals. Offensively, Kalle Demos will slash, flail, whip and jab at you with its many tentacles, and the best way to avoid them is to keep moving at almost all times. Because they surround Kalle Demos on all sides, it is nearly impossible to get out of range of the savage flower. If you see the tentacles bury themselves underground, get ready to run. In mere moments they will begin to track you down beneath the undergrowth and burst from the ground when they reach you. Luckily, while you can't see the tentacles themselves, you can see the disturbances in the soil that they make while they move underground. Killing Kalle Demos will require the Boomerang. As long as the boss's petals remain closed, you won't be able to hurt its vulnerable head, so you must use the Boomerang to cut it down from the ceiling. The many vines that support Kalle Demos can be severed easily with this weapon. Try to target five at a time so that you get them all cut quicker and the amount of time you spend standing still is lessened. The vines also grow back if you don't sever them all soon enough, but once you do, Kalle Demos will fall to the ground and open its blue petals. Quickly run forward and begin hacking at the plant's head. Kalle Demos will only last a few seconds on the ground before it pulls itself up again with renewed vines. If its petals close with you still inside, you will suffer a lot of damage and be spit back out. However, it may be worth it to stay inside just to deal more damage to the boss's head. If you do, you may be able to kill Kalle Demos in only two rounds. After the plant replaces itself on the ceiling, simply repeat the same process as before with the Boomerang. It shouldn't take more than three rounds to destroy Kalle Demos. If you run low on health, cut down the grass around the edges of the room for hearts. After disuniting the boss's head once and for all, Makar will be regurgitated and you will be rewarded with another Heart Container! Makar will give his grateful appreciation, but insist that both he and Link return to the Forest Haven as soon as possible to complete the annual Korok ceremony. Use the magical portal that appears in the center of Kalle Demos's corpse to escape the Forbidden Woods.

Back in the Forest Haven, the Great Deku Tree forgives the young Makar for his mischief, and rewards Link for rescuing him with FARORE'S PEARL. Finally, the Koroks and the Great Deku Tree begin their annual ceremony. Makar begins by playing his violin, and the other Koroks join in chant. Eight magical Deku

seeds fall from the Deku Tree's canopy, and eight of the Koroks fly up to receive them. With a final farewell, they set off across the Great Sea to plant their seeds and begin new forests.

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Chapter 5: The Quest for Nayru's Pearl.

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After the Korok ceremony is over, feel free to begin any new endeavors in the Forest Haven. You can use the leafy platform that the Deku Leaf was on to reach a Baba Bud that will shoot you to a new ledge, from which you can head outside and open the Nintendo Gallery. Now you can begin collecting a bunch of cool figurines! You can also get a Treasure Chart by blasting yourself up to the highest ledge in the Forest Haven. There is more as well down on the forest floor. One of the two Koroks that remained in the Forest Haven after the ceremony is Hollo (the other being Makar), who can be found inside a cavern to the left of the Great Deku Tree. Hollo's talent is making potions out of Boko Baba Seeds. Present him with four at a time to get a bottle of Blue Potion, which restores all of your health and energy. You can also use an Empty Bottle to capture a luminous Forest Firefly in the haven, which you will need to get the DELUXE PICTO BOX from Lenzo on Windfall Island. Without it, you won't be able to collect any figurines for your Nintendo Gallery collection. Lastly, you can get a free Piece of Heart in the postbox outside, sent to you from the Rito chieftain as an apology for not thanking you back on Dragon Roost Island.

The next place that the King of Red Lions will mark for you on the Sea Chart is Greatfish Isle, which is located many sea quadrants northwest of the Forest Haven. You'll have to cover a lot of distance to get there, and you may end up passing such landmarks as Ice Ring Isle, the Private Oasis and Stone Watcher Island. While sailing through these waters, it isn't improbable that you'll run into two of the Great Sea's most common enemies; cannon boats and GYORGS. Cannon boats, commonly found patrolling reefs, are small pirate warships that can fire explosive cannonballs at you. You probably won't be able to stand up to one until you have cannons of your own on the King of Red Lions. Gyorgs are rarer, but just as annoying. These sharks will swim alongside and ahead of your boat in groups of up to five as you sail, before turning around and ramming you with their hard heads. If you try to stay put, the Gyorgs will simply circle your boat, taking turns to ram you off it. The Boomerang is an effective way to get rid of a Gyorg; two hits will kill one. SEAHATS and oceanic Octoroks are also common, especially around Southern and Northern Triangle Island. Seahats are ugly fishlike creatures that ram your boat to knock you off, just like Gyorgs. They share the same weakness as their terrestrial relatives, the Peahats, however; the Boomerang.

When at long last you begin to approach Greatfish Isle, a dark rain cloud will cover the sky and an endless downpour of rain will begin to fall. A disk of clouds will swirl over Greatfish Isle, similar to the one that was on Dragon Roost Island before you defeated Gohma. This can only mean that, once again, Ganon's forces have reached your destination before you have. Ganon's raid will become even more evident the closer you get to the island (or rather, what is left of it). What was once a sanctuary for the spirits of water is now a twisted convulsion of upturned earth and ruins. Greatfish Isle was the home of Jabun, the spirit who holds Nayru's Pearl. However, no sign of him remains.

After Link lands on Greatfish Isle, a voice will call his name. Quill the postman has been looking for Link, and it seems that he has information about Jabun's whereabouts. The water spirit managed to flee Greatfish Isle before it

was torn to pieces by Ganon, and he is now in the very place where Link's quest began; Outset Island. Even if Link were to return there however, he wouldn't be able to see Jabun because the spirit has hidden inside a cave and sealed its entrance with an enormous slab of stone. Quill mentions that even the pirates weren't able to get through, and that for some reason they are interested in seeking Jabun's treasure. Unfortunately, it was Quill who unsuspectingly tipped them off to where Jabun was hidden. Luckily, they weren't able to break through Jabun's defenses and were last seen on Windfall Island. After Quill departs, the King of Red Lions will advise you to return to Windfall Island to see what the pirates are up to.

There is nothing on Greatfish Isle left to do except obtaining a Piece of Heart. If you want it, swim out from the beach to a vaguely spiral-shaped island southeast of the main isle. Climb to the top of this island and play the Wind's Requiem, setting the wind to blow northwest. Using the Deku Leaf, glide over to a small alcove on the left side of the largest island, which is to the right of the one the King of Red Lions is docked at. Hidden on this ledge is a large treasure chest that contains the Piece of Heart. While you were on top of the spiral-shaped island, you may have also noticed one of the Koroks from the Forest Haven standing beside a withered forest tree. It seems that the curse brought unto the Great Sea by Ganon has affected the Deku Tree's seeds as well. You'll have to solve this dilemma later....

To reach Windfall Island from Greatfish Isle, sail directly northeast. The only island in your way is Tingle Island, where Tingle can now be found. Speaking of which, if you check your Tingle Map, you can see that there is an island northwest of Windfall Island that contains a Great Fairy. If you visit her, she will give you a valuable upgrade. Remember to check it out after your business on Windfall is completed.

As suspected, the pirate ship is docked in an alcove on Windfall Island, the very same one you met the King of Red Lions in, in fact. Since Tetra and her crew of pirates are probably up to no good, you definitely won't be able to get any information out of them if you confront them directly. You'll have to try something more subtle. As you may know, Windfall Island has a bomb shop at the top of the hill outside of town. Bombs seem like just the thing for forcibly getting through a slab of rock blocking the entrance to a cave. Unfortunately, if you try and enter the building, you'll be very rudely told to go away. You'll have to find another way inside. Go around the left side of the building to get to a thin ledge that you can sidle across. After you get across, climb to the top of the building using the ivy growing up the back side of the building. There is an opening up here that you can crawl through.

Link quietly crawls onto a balcony overlooking the unusual scene below. Cannon, the bomb maker, is bound and gagged, struggling in vain against his pirate captors. It seems that in retaliation to the ridiculous prices Cannon was charging for his bombs, the pirate crew decided to tie him up and steal the bombs instead. As Gonzo and Mako celebrate their achievement, Mako brings up Quill in conversation, congratulating Gonzo for pulling Jabun's information out of the unsuspecting postman so easily. Tetra is also present, and she seems eager to return to Outset Island as soon as possible. Gonzo on the other hand believes that the crew should stay overnight at Windfall Island so that they can party. Tetra dismisses this idea at first, but when she catches sight of Link listening in on their conversation, she suddenly changes her mind. Perhaps there is more to Tetra than Link doesn't know about. She announces to her crew that on first light tomorrow morning, they will set sail for Outset Island.

As the pirates make their way out the door with their explosive cargo, Mako asks Gonzo for the password into the ship. Pay attention to what the password

is, since you will have to recite it letter for letter in order to infiltrate the pirate ship. The password is random, but it's never anything that is too difficult to remember. After the pirates leave, jump down from the balcony and walk out the door (never mind Cannon, who will remain tied up until someone else finds him).

To get to the pirate ship, head for the cape on the north side of the island. Jump down from behind the stone monument to land on the pirate ship's deck. There doesn't seem to be anyone up here, so try using the door to the lower deck. Niko's voice will ask a random security question that fits the password that you just heard. Input the exact password to gain entrance. Niko is rather picky, so keep in mind that the password is case-sensitive. Once you get inside, head downstairs to Niko's training room.

Niko, who was left in charge of the ship while everyone else parties, is ever happy to see his old swabbie. Rumors among the pirates had it that Link was killed by the monstrous bird of the Forsaken Fortress. To celebrate Link's brief return, Niko will prepare another training lesson for him.

This lesson is harder than the first, but it shares the same basics of its predecessor. The lanterns hanging from the room will once again be used to swing over to the ledge on the opposite side. This time, there are no platforms, but stacks of crates instead. Because there are no platforms that lower once the time limit has been reached, there is instead a metal gate over the door to the back room that will close if you don't make it. You have to swing from rope to rope without falling off or landing on the crates (you won't be able to reach the ropes again from the crates). As before, use the ladder to escape the pit if you fail, and use the two floor switches near the entrance to reset the training session. Unfortunately, you can't cheat by using any of your items like the Grappling Hook or Deku Leaf, but you are allowed to skip ropes if you feel you can swing over to the one after it. Be careful not to let go of the ropes if the next one is swinging off to the side, and wait until it is in front of you. You get about a minute to complete the task, so listen for the timer if you start to lag behind.

After you accomplish the objective, Niko leaves you with a treasure chest that contains the BOMBS. Bombs are very useful, but very dangerous at the same time. They can be used in the exact same fashion as bomb flowers, except you don't have the restriction of not being able to pick where your bombs can be used. Bombs can blow up all sorts of things, such as jars and cracked boulders. They can also be used to stun or damage large groups of enemies like ChuChus. At sea, bombs can be used in the form of a large cannon that can fire explosive cannonballs at seagoing enemies like Octoroks, cannon boats and Seahats. You can only carry 30 to begin with though, so search for bomb pickups if your supply gets low.

Immediately after you claim your new weapons, Tetra's voice will issue from the Pirate's Charm. She seems upset that a little rat like Niko let Link take the bombs from the pirates, but she is also amazed that Link managed to survive his encounter in the Forsaken Fortress. Tetra assures Link that first thing tomorrow morning, the pirates set sail for Outset Island in search of Jabun's treasure. If Link manages to find him before then, he'll be able to get Nayru's Pearl. The race is on!

Exit the pirate ship the same way you came in, and then head into Windfall Island. Due to the weather, there isn't any activity outside compared to usual, but you can still find things to do. Visit the postbox for letters from Orca and Beedle. Orca will tell you to bring him ten Knight's Crests once you have them, but Beedle will offer something you can take advantage of right away. He'll now start selling bombs on his shop ships, so you can stock up on



supplies when you get low. He'll also send you Beedle's Chart, which lets you see where his shop ships are located in the Great Sea. You should also trade in your Chu Jellies for potions at Doc Bandam's shop. He will need fifteen samples of each color to start making the potion of that color. After you supply yourself with potions, return to the King of Red Lions and set the wind to blow northwest.

As pressing as the matter of Jabun is, you have time for a slight detour. Northwest of Windfall Island is a small islet called Northern Fairy Island. It is marked on Tingle's Chart, so you shouldn't have trouble finding it. Northern Fairy Island is one of five Fairy Islands in the Great Sea that are home to one of the game's seven Great Fairies. The Great Fairy on Northern Fairy Island lives inside the conch shell-shaped building on the island, called a Fairy Fountain. Just for visiting her, she will expand your capacity for carrying rupees. You will now be able to carry up to 1,000 rupees, rather than the pathetic 200 that you can currently hold. Also, you can use the many smaller Fairies in the fountain to restore your health. Back outside, you will find something just as valuable, but slightly more dangerous; a blue ChuChu. Blue ChuChus are extremely rare. There are only 23 in the entire game, and they supply you with Blue Chu Jelly once they are defeated. Blue Chu Jelly can be used at Doc Bandam's potion shop to make Blue Potion, but you'll need to find fifteen blue ChuChus first. Blue ChuChus only give their jelly once, so if you kill the same one over again during subsequent visits, it will merely give you a yellow rupee. Be careful when battling the blue ChuChu, since they have a field of electromagnetic energy that can give you quite a jolt if you attack them. Stun them with the Boomerang first, or just use the Grappling Hook to steal the jelly. As if that weren't enough, you can head north to find another submarine, which contains a Treasure Chart. After you are finished, play the Wind's Requiem to make the wind blow south towards Outset Island, which is all the way across the Great Sea.

There are many islands that you will pass en route to Outset Island, but none that warrant a detour just yet. As you near the end of your incredibly long journey, the King of Red Lions will come to the realization that a curse has fallen over the Great Sea. Ganon's curse has kept the world dark and stormy ever since your arrival on Greatfish Isle. It is almost as if time itself was frozen. This means that you won't have to worry about being beaten to Jabun by the pirates, since daylight isn't going to come. Link will now have time to visit his family and friends after being away for so long.

Sadly, Outset Island has taken a turn for the worst ever since you left. At night, it is no longer safe for the townspeople to go out because of the monsters that prowl the island. Red and green ChuChus are the most common of these invaders, but other new enemies can be found at the top of the path to the Forest of Fairies. Before you go there however, you should visit Orca. You won't have the ten Knight's Crests he wants yet, but you can get other valuables out of him by participating in his swordplay training sessions. The objective of his training is to see how many times you can hit him before he hits you three times. The higher you score, the better your prize will be. If you hit him 500 times or more, for example, you'll get a Piece of Heart!

You should also visit Link's grandmother. She has fallen ill and delirious, but you can cure her if you have a bottled Fairy. If you don't, you can get one in the Forest of Fairies. Once Link's grandmother has been healed, she will offer to serve you a helping of Link's favorite soup. Elixir Soup, as it is called, is a miracle potion that you can keep in an Empty Bottle. It heals you completely, restores all of your magic power, and it doubles the strength of your sword attacks until the first time you get hit! The best part about it is that you get two helpings per bottle, and you can return any time for refills!

After you stock up on Elixir Soup, head outside again. The only major difference on Outset Island that you should take note of is Rose's wild pig. Of the three you found for her earlier, only one remains, but it has grown to an enormous size. It is so big that you won't be able to pick it up without the right equipment. Anyway, walk to the east side of the island and follow the path near the watchtower towards the Forest of Fairies, defeating any ChuChus you may come across. As you climb the grassy path past the small row of trees, several MINIBLINS will attack you. Miniblins are demonic little creatures that are incredibly weak on their own, but quite annoying and sometimes overwhelming in a group. They come out of nowhere in great numbers, jabbing you with their tridents and annoying you with their distinctive rattles. Luckily, you can kill a Miniblin with only two swipes of the Hero's Sword. Once you reach the top of the path and shake off the last few Miniblins, climb up to the tomb-shaped outcrop on the ledge behind you. Since the bridge ahead is broken, the only way to get to the Forest of Fairies is by gliding across with the Deku Leaf from this outcrop. First though, you must make the wind blow west by playing the Wind Waker. Once you get across the gap, enter the Forest of Fairies.

As you did on your way to rescue Tetra, follow the path on the right through the forest. When you get to the second clearing, you'll have to defeat a Mothula that's prowling around. There are also a few Morths lurking inside the hollow log, but they won't bother you if you leave them alone. When you climb up to the ledge in the back, you'll see a large boulder on your right covered in cracks. The signpost next to it indicates that this is the site of a Fairy Fountain that has come to be known as the Fountain of the Fortune Goddess. Tingle's Map will also show that this Fairy Fountain contains the only other Great Fairy who will expand your rupee-carrying capacity. Use a bomb to blow up the rock and expose the pit beneath it. Fall through and speak to the Great Fairy inside the fountain for an upgrade. This fairy will allow you to carry up to 5,000 rupees! After you are finished, leave the fountain and head for the exit of the Forest of Fairies. If you choose to go back the way you came, you'll have to fight the Mothula again. If you continue through the forest to the third clearing, two Moblins and a large group of Morths will challenge you. After you reach the exit, head all the way back down to the King of Red Lions.

It's time to find Jabun once and for all, so that you can get your hands on the final sacred pearl and unlock the power that will defeat Ganon. After your errands on Outset Island are finished, hop on the King of Red Lions and sail to the back of the island's western side. Jabun's hideout is a small cave sealed by a large stone slab and protected by an enormous whirlpool. You may have seen this whirlpool from the top of Outset Island. Since you cannot approach Jabun's hideout without avoiding the whirlpool, you will have no choice but to cruise straight into it. As the tidal current sweeps you in a circle around and around, use the bomb cannon on your boat to launch explosives at the stone slab covering the cave entrance. The slab is cracked, and if you hit the weak points on it you will be able to break a piece of it off. The slab is made up of three pieces, so three direct hits will destroy it completely. When shooting, aim for the spot where the fracture marks intersect. The whirlpool will make it somewhat difficult to aim properly, so wait until the current brings you close to the island before you bombard it. The closer you get to the whirlpool's center, the faster it will spin you and the harder it will be to aim. If you don't destroy the stone slab in time, the whirlpool will suck you into its depths and you'll be forced to start over. After the stone slab is destroyed, the whirlpool will vanish and the entrance to Jabun's secret hideout will be uncovered.

The King of Red Lions will drift slowly into Jabun's cavern. At first, there

seems to be no sign of the water spirit. Then, a great fish rises out of the water and speaks the ancient Hylian language. Jabun is a great water spirit and the holder of the last sacred pearl. He and the King of Red Lions will have a brief conversation, and after it is finished, Jabun will release NAYRU'S PEARL. At last, the quest for the three sacred pearls of the goddesses is complete. The power that Nayru's Pearl possesses will break the curse that Ganon had set over the Great Sea, and sunrise will finally break over the horizon. With all three pearls, Link will be able to unlock a great power hidden beneath the sea. The King of Red Lions will mark the location of where the three pearls need to be placed in order for this power to be revealed on the Sea Chart.

The three pearls must be placed in the hands of guidepost statues found on each of the three Triangle Islands that form another triangle around a vast stretch of empty sea. The nearest Triangle Island to Outset Island is Southern Triangle Island, located only two sea quadrants northeast of Outset. The small island is guarded by a large group of Seahats, so approach it cautiously with the Boomerang or cannon at the ready. When you get onshore, climb to the top of the island and place Nayru's Pearl in the hands of the glowing guidepost statue.

Head northeast from here to get to Eastern Triangle Island. This island, like the other two Triangle Islands, is very small and easy to miss. You won't find any enemies guarding it, but you might have to avoid a few updrafts. If you run into them, they'll spin you around and point you in another direction. They're more of an annoyance than a danger. Once you reach Eastern Triangle Island, place Farore's Pearl in the ancient statue's hands.

The final Triangle Island is Northern Triangle Island, which is northwest of Eastern Triangle Island. As you approach it, you will see a giant cyclone tearing its way across the water's surface. Avoid it at all costs, and don't confuse it for the smaller and comparatively harmless updrafts. Large cyclones like this are controlled by the wind god, Cyclos. If you get too close, the angry Cyclos will suck you up into his vortex and whisk you across the Great Sea. There are also a few Octoroks on the other side of the island that should be avoided. Anyway, when you get to Northern Triangle Island, walk up to the guidepost statue and put Din's Pearl into its waiting hands.

When all three sacred pearls have been placed into the hands of the three ancient statues, each one will transform into a crystalline statue of the three goddesses, Din, Farore and Nayru. They will each emit beams of bright light that will connect them, forming a large triangle of light across the Great Sea. From within this triangle, the Triforce crest will appear, and a majestic tower will rise up from beneath the waves. Behold, the Tower of the Gods!

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Chapter 6: The Blade of Evil's Bane.

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The Tower of the Gods is a dungeon that was built as a test of strength and merit for those who seek the power hidden beneath the sea. You will be tested by adversaries that you have never before encountered, and challenged by puzzles like which you have never before had to solve. To enter the dungeon and begin your trials, sail through the tower's outer wall and into the entrance at its base.

The first chamber in the Tower of the Gods is filled with water. It pours in

from the mouth of the large statue ahead of the entrance, only to be emptied out into the Great Sea again. This causes the water level in the room to rise and fall repeatedly every ten seconds. Because the room is so large, you'll need to cruise along on the King of Red Lions to get from place to place. The first door you should go to is the one immediately to your right. You won't be able to see it if the water level has risen. Once the water has receded, step onto the covered ledge and enter the door.

Just because you are in a new room, that doesn't mean that you are safe from the fluctuating tides. A grate on the floor will allow the water to fill and empty into the room as usual. You will have to make this work to your advantage by using the boxes lying on the floor. While the water is out, move them around on the floor so that you can reach the ledges on the wall once the room has filled with water. Keep your Boomerang out, because you'll have to defeat a few yellow ChuChus that appear. You can't simply attack them, thanks to the electrical field that protects them if they aren't stunned. Yellow ChuChus don't have their own kind of Chu Jelly, but they do leave behind stores of Red and Green Chu Jelly. Some of the ledges along the side of the room are covered in stone slabs, so you'll have to place bombs near them to get inside. Although most of these ledges only contain jars with hearts or other pickups, the second one on the right side has a chest that contains the Dungeon Map for the Tower of the Gods. The farthest one on the opposite side has a Joy Pendant (and a yellow ChuChu guarding it), but to open it you'll have to place a bomb on the ledge preceding it, as close to the rock slab as you can. After you get everything and destroy all of the invading ChuChus, exit the room the same way you entered.

When you get back on the King of Red Lions, cruise to the northeast corner. The ledge back here can only be climbed onto when the water level is up. The door on it is sealed however, and to unseal it you must place something on the glowing floor switch next to it. Use one of the two gray statues nearby, known as Armos statues, to hold down the switch while you enter the door.

When you climb up the steps inside, another yellow ChuChu will appear. You can defeat it without stunning it if you are quick enough to attack before the ChuChu's electrical field activates. Anyway, the gap in the floor ahead will fill up with water through the grate on the floor, but even then the opposite ledge will be too high up to climb on. When the water level lowers again, jump into the pit and move one of the small crates on the floor onto the glowing switch. The switch will cause a bridge of mystical light to appear across the gap. Climb out via the ladder and wait for the water level to recede again. When the water is up, the floating crate will no longer be pressing the switch, so the light bridge will disappear. Once you cross to the other side, pick up the statue resting in the back of the room. When you hold it in your hands, both the statue and the exit will glow blue, indicating that you can only take the statue through the door if you are holding onto it. Cross the light bridge once more and exit with the statue in your hands.

In the main room, take the statue over to the tiled enclosure on your left. In the center of this enclosure is a slot shaped just like the bottom of the statue. If you drop the statue into the slot, it will glow brightly and the large metal gate blocking the east side of the room will open. Get back on the King of Red Lions and cruise over to the new area. There is a ledge on your right that, as before, can only be reached when the water level has risen. Also, the door on it cannot be used until it unseals. Place the two Armos statues on either side of the door onto the two floor switches next to them, and the door will unseal.

As soon as you enter this room, take note of the lit torches next to you and the unlit ones on the other side of the room. The Boko sticks in the jars

along the wall will be used to light the unlit torches and reveal a treasure chest between them. The only problem is getting the sticks across without touching the water that fills the pit every ten seconds. Before grabbing a stick, jump into the pit when the water is out and arrange the large crates so that they form a line across the floor. They don't need to be touching, but they do need to be spaced far enough apart so that you can jump from one to the next when the water fills the room. After you are finished, climb out of the water pit and smash a jar to get a Boko stick. After it is lit, make sure the pit is filled with water before you attempt to cross. If you mess up and get the Boko stick wet or you drop it into the pit, you'll have to grab a new stick. When you make it across with the burning Boko stick, light the two torches to trigger the appearance of the treasure chest. This chest contains a small key. After you get it, exit the room but watch out for the swarm of ChuChus that will drop in.

Get in your boat and cruise all the way to the west side of the room. According to your map, there should be two doors on this side, but all you can see is a wall. This wall however, is made up of three stone slabs that are susceptible to cannon fire. Use the boat's cannon to tear down the wall, revealing the doors behind it. When you climb past the ruined wall, swim over to the stairway that takes you up to the northwester door, but prepare to fight a yellow ChuChu.

The small chamber past the door contains a treasure chest, but a patrolling RED BUBBLE guards it. Bubbles are spirits that resemble floating skulls. There are two kinds of Bubbles; Red Bubbles and Blue Bubbles. Red Bubbles are cloaked in flames, so touching one isn't the best idea. You can still attack it with your sword and most of your other weapons, but the best way to defeat one is to stun it with the Deku Leaf first. This will extinguish its flames and cause it to drop to the ground like a regular skull. Kill it before it revives itself again. Blue Bubbles are much more dangerous, but you won't run into one for a while. The chest in here contains the Compass. It will reveal that there is another treasure chest behind the back wall, but you can't get it without a new item. Until then, you'll have to ponder what lies behind the gaze of the eye on the wall.

Return to the main room and grab a Boko stick from a jar along the wall. Use a torch to light it up, and then wait for the water level to recede. When it does, run down the steps and light the two torches on either side of the locked door. This will make a chest appear on the ledge next to the steps. It contains a Joy Pendant. Now, when the water level goes down again, run back down to the locked door and use the key you obtained earlier to open it.

Like before, there is a statue in this room that you will need to bring outside to set on the similarly-shaped slot, but it is on a ledge much too high up to reach. Concentrate first on killing the four ChuChus that ambush you when you enter. Bombs can stun or kill them all in one blow, but it can be tricky using them with the water filling the room periodically. After all of the ChuChus are defeated, a stairway of light will appear, allowing you to get to the statue above. Pick it up and carry it to the exit, but make sure you don't get swamped.

Run back up the steps in the other room before the water rises, and place the statue in its slot, just across from the northwest door. The statue will glow pink, and the mouth of the larger stature pouring water into the room will close. The water will stop pouring from it, coming in through sides instead. More importantly, a new pathway will be revealed beneath the mouth of the large statue. Swim over to the King of Red Lions and cruise over to the ledge that takes you to the pathway. The pathway cannot be reached unless the tide is up. At the end is a doorway that you must now enter.

The next room is circular in shape, and in its center is a laser statue that will fire a white-hot beam of energy at you from its 'eye' if you get too close. The statue can be avoided by running around it, but if you want to defeat it you'll have to sacrifice some health. Hold a bomb in your hands and run up to the statue. When it shoots you, the bomb will explode and the statue's eye will shatter. The eye will only expose itself if it is attacking, so don't bother throwing a bomb at the statue from a safe distance. You should also take care of the two Rats in the room with the Boomerang. To proceed in this room, you'll need to place something on each of the three glowing switches in the back. There are two Armos statues near the entrance that you can use, but you'll still need one other object to place on the third switch. Luckily, the switches don't need to be pressed continuously, so just step on the third switch after you put the Armos statues on the other two. This will cause the platform behind the switches to move up and down. Jump onto the first platform, but don't fall into the chasm beneath it. Let the platform carry you up to a second, and then a third platform. Use the final one to reach a ledge, where the exit door is found.

The somewhat circular hub of the Tower of the Gods is dominated by a large dais, flanked by three smaller plinths marked with strange symbols. The room branches out into three separate areas marked by doorways on the west, north and east side. Only the glowing east doorway is open; the other two will remain sealed for now.

Kill the yellow ChuChu in the next room and use the moving platform to reach the other side. Along the way, take note of the eye-shaped symbol on your right, and the inaccessible doorway above it. On the other side, kill more ChuChus and enter the doorway.

The next room has a strange glowing platform of light suspended over a pathway that takes you across the chasm. You can take either path to get to the other side. Here you will find a podium with a statue on it. Next to the podium you'll see a tablet that gives you instructions on what to do. After you call out to the guidepost statue, the pedestal it sits on will lower, and the statue will hop to your side. This sentient statue will be your brief 'partner' until you return it to its plinth in the main hub. You can keep track of it on your map if you have the Compass; it is displayed as a pink dot. You can pick the guidepost statue up and carry it around like an Armos statue, but you can also have it follow along behind you on its own. Since you won't be able to fit beneath the luminous platform while you have the statue in your hands, you'll have to make it follow you across the winding lower pathway. Don't let the statue fall; otherwise you will both have to start again from the other side of the room. After you reach the end of the pathway and get out from underneath the light platform, pick up the guidepost statue and jump across the gap to the doorway. Make sure you are still holding the statue when you pass through the doorway, or else it won't go through with you and you'll have to retrieve it again.

Be careful in the previous passage as you cross the gap. Thankfully, there aren't any ChuChus this time to bother you, so you don't have to set the statue down for any reason. When you reach the circular hub, the statue will hop by itself over to its plinth and begin to glow. With a flash of blinding light, a tablet will appear in the center of the central dais. The tablet is marked with symbols that resemble the ones you encountered on the Wind Shrine monument on Dragon Roost Island. Climb the steps to the dais and play the Wind Waker in front of it to trigger the sequence that is displayed on the tablet. Repeat this sequence (played in four-fourths time) to learn a song known as the Command Melody. The Command Melody, when played, allows you to assume control over Link's partners in a cooperative setting. This includes the

guidepost statues in the Tower of the Gods. Unfortunately, you can't control the statues once they have been returned to their plinths, so you'll have to wait before testing out your new tune. After you learn the Command Melody, the west door will unseal, and the guidepost statue will instruct you to find its kin that await you. Following this, the tablet on the central dais will disappear again. Enter the newly unsealed west doorway.

The next room splits off even further into two rooms, but both doorways are separated by the large chasm that takes up most of the floor. Before you do anything, defeat the two Bubbles floating around. Simply by stunning them with the Deku Leaf you can make them fall to their deaths. To get across to the opposite ledge, you'll need to use the Grappling Hook to attach yourself to the pair of beams above you. The door on your left is sealed, so don't bother reaching it. When you make it to the ledge across from the entrance, ignore the glowing floor switch and use the door.

In the next room, you'll once again need the Grappling Hook to clear the gap. On the other side you'll find another guidepost statue. Call it down from its pedestal, and then step on the glowing switch on the floor to your left. This will cause a bridge of light to materialize across the gap. The only problem is that both you and the statue need to get across, and the bridge will only last as long as there is something holding down the switch. To solve the dilemma, play the Command Melody on your Wind Waker. Link will go into a weird trance, and you will instead take control over the guidepost statue! You should've left Link on the floor switch before you played the Command Melody, so that the bridge will still be there for the guidepost statue to cross. As the statue, you won't be able to do much expect make short hops. After you make it across, revert back to Link and return to the entrance the same way you came over; using the Grappling Hook. Once both Link and the guidepost statue are on the other side, pick up the statue and carry it into the next room.

In the room with the sealed door, set the guidepost statue down onto the switch on your left. As long as it remains on the switch, the south door will stay unsealed. You won't be able to take the statue with you into the other room, but it will be waiting for you here when you return. To get to the west doorway, use the Grappling Hook again.

When you enter this room, the door behind you will seal shut, and one of the game's most powerful enemies will challenge you. The DARKNUT is the mini-boss that guards your next weapon. Darknuts are heavily-armored, powerful knights that resemble jackals. They are elite warriors that serve Ganon, and they are more than proficient in swordplay and martial arts. Darknuts carry mighty swords that are powerful enough to reduce stone pillars to rubble. Their metallic body armor and helmet are strong enough to repel all of your attacks. The only way to get attacks in on the Darknut is to find a way to forcibly take its armor off. The body armor is attached to the Darknut by red straps that connect at the back. If you manage to cut through these straps, the armor will fall off and the Darknut's body will be exposed. The problem with this is that the Darknut will almost always be facing you, so it will be hard to get a clear shot of its back. Not to mention, getting close to the Darknut is very dangerous unless you have your shield out in front of you. The easiest way to get to the straps in its back is to parry its attacks. When a Darknut's attacks are parried, the counterstrike will knock off either its helmet or its armor. Taking the Darknut's helmet off won't help much for sword attacks, but you can quickly nip at the warrior's armor straps while it is still in surprise. If you hit the armor straps the first time, you can start attacking the Darknut directly. The Darknut will use its huge sword against you, but if you manage to knock it out of its hands during a parry strike, it will fight you in hand-to-hand combat. Its melee strikes are harder to parry, so back

away from it and let it retrieve its sword. Alternatively, you can pick up its sword and use it against the Darknut. If you need health during this battle, let the Darknut destroy one of the pillars in the room, which will often release hearts. You can also destroy the pillars yourself by planting bombs at their base.

After the Darknut has been defeated, the exit will unseal and a treasure chest will appear in the center of the room. Inside is the HERO'S BOW. This is the best projectile weapon in Link's arsenal, perfect for taking out enemies from a distance or those that are airborne. The bow's arrows can be aimed manually for striking stationary targets, or they can be fired with precision when the target is locked on. Like bombs, you can only carry up to 30 arrows until you get upgrades. Before you leave, make sure to grab the Knight's Crest that is left behind by the Darknut. Darknut's are the best way to obtain the ten that you need before you can present them to Orca.

When you return to the previous room, you will see an eye-shaped symbol across from you. Use the Hero's Bow to fire a piercing arrow into the eye. The eye will shut and a pair of platforms will begin to move across the gap, allowing you to cross between the east and west ledges with the guidepost statue after you reach it. Before using the Grappling Hook to swing over to the west ledge (where the statue is waiting), fire a few more arrows at the floating Bubbles to kill them. When you get to the statue, pick it up and jump onto the moving platforms to reach the east door. As soon as you step foot on the ledge, one of the Armos statues along the wall will come to life an attack! ARMOS can only be defeated if you destroy the purple crystals on their backs. Attacking an Armos from behind is hard (but not impossible) unless you stun it first by hitting it in the eye with an arrow. Afterwards, a few chops to the back will destroy the crystal. Be careful though, because the Armos will then begin to whirl around out of control for a few seconds. If it hits you with the ring of spikes around its body, it will inflict damage. Armos are pretty easy to outmaneuver, as it's hard for them to change directions. Fighting this one is optional, so feel free to pass through the doorway with the guidepost statue if you aren't up to the battle.

The second guidepost statue will hop over to its plinth in the main hub, and the final, north door will unseal. Before you proceed, you can use the Hero's Bow to acquire two treasures that were previously inaccessible. First, use the east door to get to the passage that connects the main hub to the room where the first statue rested.

In addition to the ChuChus, an enemy called a WIZZROBE will attack you in this room. With the Hero's Bow, you can take out the ChuChus with unparalleled ease. The Wizzrobe is also vulnerable to arrow fire, but battling it is much trickier. Wizzrobes are eccentric mages that resemble robed toucans. They have the ability to teleport, levitate and cast magical balls of flame at their enemies. There are three different levels of power among Wizzrobes that determine how strong they are, and they are identified by their colors. Red-robed Wizzrobes are the most common. Another type, found on some of the platforms of the Great Sea, wear blue robes, and they share the same abilities as the red kind. The stronger yellow-robed Wizzrobes will only appear after you encounter yet another, entirely new species of Wizzrobe later on. To kill the Wizzrobe in this room, shoot it twice with the Hero's Bow. Try to hit it before it casts its fireballs. If the Wizzrobe teleports to another location, follow its distinctive sounds to locate it. After it is defeated, jump onto the platform moving across the gap in the room and shoot the eye symbol along the right wall. When you shoot it with an arrow as your platform passes by, another platform will extend from the wall, allowing you to reach the doorway above the eye as it moves up and down and side to side. Jump over to the new platform and enter the doorway.



This room contains a pair of frightening-looking statues on either side that will attack as soon as they spot you. ARMOS KNIGHTS are much larger versions of the smaller Armos. They aren't as imposing as they look, but they can still cause a lot of damage if you don't know how to kill one. Attacking an Armos Knight directly is useless, so lock on to one and stay at a reasonable distance from it. When the Armos Knight opens its gaping mouth, toss an active bomb into it. If you want, stun the Armos Knight first by hitting its eye with an arrow before you toss the bomb in. Now run, because the Armos Knight will start spinning out of control for a few seconds before it blows up, just like an Armos. If the knights touch you, their impaling spikes will cause a lot of damage. After both Armos Knights are destroyed, open the chest that appears for a small prize (a Joy Pendant). Now return to the room before this one.

Use the Deku Leaf to glide over to the west ledge, which leads to the hub. Before you can exit, the two Armos along the wall will attack you. Fight or avoid them, and then return all the way to the room where you got the Compass. You will have to cruise through the entrance room on the King of Red Lions to get there.

Remember the eye symbol in this room? If you pierce it with an arrow, a hidden compartment in the wall will open, and a chest will be revealed. Inside this chest is a Treasure Chart. Make sure you kill the Bubble in the room before you try to get the chest. After you have the Treasure Chart, the two Armos in the room will awaken and attack you. When fighting them, try to get them to stick close to one another, for it's possible to stun them both using only one arrow. Now that you have all of your treasure, return to the hub where the two guidepost statues have been placed and enter the north doorway.

There are three additional doors in the next room, but some of them can be tricky to reach. The pit in the middle of the room is filled with water, but unlike the rest of the tower, it won't rise or fall. Two circular platforms hang by chains into this pit, and depending on how much weight is on them, they will rise or fall like a balance scale. These platforms are necessary for reaching the back ledge, but the door there is locked so you'll have to find the small key first. Before you go after it, kill the two Keese in the room, and then jump onto the left-hand platform. Without anything else to balance out your weight on the other platform, the left one will lower. This is fine however, since you just need to be within bomb's reach of the cracked side wall. Unfortunately, there is no ledge to stand or place a bomb on, so you'll have to have careful timing to throw the bomb at the wall so that it explodes in midair before it plunges into the water. Wait to throw the bomb for when it begins to swell just before it explodes. After the wall is destroyed, jump to the ledge behind it and enter the door.

This room is optional, but you can secure another Treasure Chart by clearing it. The two Armos Knights on either side will remain docile until you find the chest that they are guarding. According to the Compass, the chest should be in the middle of the floor, but actuality tells you otherwise. Instead, you will see two crests. One depicts the wind, while the other depicts the Triforce. If you play the Wind's Requiem on the wind crest, the chest containing the Treasure Chart will appear on top of the Triforce crest. The bad news is you'll have to face the wrath of the two awakened Armos Knights. If you want to conserve energy, exit without fighting them.

From this ledge, you can see another doorway on the east side of the room. Swim across to it and enter. The large chamber beyond the door is filled with moving platforms, and it has no floor other than the ledge that you entered from and a few small ledges on the side. To begin with, use arrows to snipe out the two Red Bubbles in the room. Once the room is clear, jump out to the

platform nearest to the ledge moving up and down. Use the Deku Leaf to float slowly if you need to. When the moving platform drops as low as it can go, jump out towards another platform moving forward and backwards. From this platform, fire an arrow at the eye symbol on the platform north of it. You can use the platforms south of the last moving one to get to a set of jars on the south side, containing refills. Anyway, when you hit the eye symbol, the platform that it is on will begin moving up and down. Jump onto it and let it lift you up to a ledge with a treasure chest. Open it to receive the small key that will open the door in the previous room. The key is all you need from this room, but if you are for some reason desperate for another Joy Pendant, continue using the platforms. The one to the left of the ledge with the first chest on it will take you up to another platform moving horizontally. Jump onto it and then aim for another eye symbol on a platform across from you. The said platform will begin moving towards (and then away) from you. Jump onto it, and turn to face the west wall. The final eye symbol in the room is just above the doorway, and hitting it will cause the treasure chest containing the Joy Pendant to appear on the upper south ledge.

Return to the room with the balance scale-like platforms. Use the ladder in the water to climb back up to the south ledge. To get to the north side of the room, you'll have to jump on one of the balance scales while the other has more weight on it than yours does. The four Armos statues near the entrance can be used for this. They weigh about the same as Link, so they should be perfect for counterbalancing his weight. Toss two of them on one of the platforms so that the other is lifted upwards. Just one Armos statue will cause the scales to shift, but you need two if you want them to stay that way when you jump to the other one. Now jump over to the north ledge and unlock the door with your key.

This room is where the third and final guidepost statue rests. It lies behind a set of laser beams that is impossible to get through. The switch on the floor near them will turn them off, but only if something is placed on them continuously. Since you can't control the guidepost statues until you awaken them, you'll have to find some way over the lasers. Climb onto the stone podium in the center of the room and jump outwards, using the Deku Leaf to sail safely over the yellow lasers. Call the guidepost statue down from its pedestal. Once it is at your side, play the Command Melody to take control of it. Hop over to the glowing floor switch to turn off the lasers. Don't worry about the statue; the little guy is impervious to the lasers and can pass through them unharmed. With the lasers deactivated, switch back to Link and run across to where the guidepost statue is sitting. Pick it up and carry it back to the previous room.

A Wizzrobe will appear in the room with the balance scale platforms. Shoot it with arrows before it becomes a problem. Now you have to find a way back across the gap. The difference this time is that the guidepost statue accounts for the same amount of weight as Link does, so you'll need at least three Armos statues on one platform to outweigh the two of you. To start, throw the guidepost statue down to one of the platforms. Now climb out of the water to the other side by using the ladder. Place three of the four Armos statues on the other platform so that the one with the guidepost statue rises upwards. When you jump out to it, it should stay at the same height. Grab the guidepost statue and jump back to the south ledge.

When all three guidepost statues return to their plinths in the main hub, they will emit beams of light into the central dais, causing a magical portal to appear from it. This portal will transport you up to the third floor when you step into its light.

The only other door up here is sealed, but there is an ornate treasure chest

sitting in a corner on the opposite side. Experience should tell you that this type of chest contains the Big Key to the boss's chamber. The only thing preventing you from confirming this is a set of laser beams, not unlike the ones in the third guidepost statue's room. To shut off the lasers, you will need to activate the three floor switches in front of them. The switches must be held down at the same time, but not continuously. Use the two Armos statues near the sealed north door to hold down two of the switches, but be careful of the laser-emitting statues on either side of the room when transporting them. Step on the final switch to deactivate the yellow lasers for good. Run over to the chest and open it. Sure enough, the Big Key is inside. Unfortunately, opening the chest will also awaken the two Armos statues you used to reach it. Defeating them will cause the exit door to unseal.

Opening the door will take you to an elaborate staircase around the outside of the tower. Depending on what time of day it was when you entered the Tower of the Gods, you will be standing in either sunlight or moonlight. Almost immediately you will also hear the unmistakable cry of a Kargaroc. Walk up the set of steps in front of the entrance and kill the Kargaroc circling above with a single arrow. Before you can begin ascending the long staircase, you must get past a blue laser statue. Unlike the pink ones that rotate and fire tracking laser beams, blue statues stay fixed and fire their beams in a line across the floor. Although the laser will constantly adjust to block your progress past the statue's line of sight, this means that you can get close to the statue without getting hurt. Shoot its eye with an arrow to destroy it. As you climb further up, you will have to either destroy or avoid more laser statues of both colors. There is also another Kargaroc flying around near the top of the staircase, and two more pink laser statues past that. Just before the boss's door, break open the jars as usual for refills and Fairies. The final test of the gods awaits you when you open the door.

To be recognized as a true hero by the gods themselves, Link must face one final opponent. At first, the boss's chamber is vacant. Then, an immense figure begins to glow on the wall; the face and hands of a giant statue. The statue speaks, acclaiming Link for reaching the summit of the Tower of the Gods. Now, he must accept the challenge.

To pass the test of courage, you must defeat GOHDAN, THE GREAT ARBITER. The only weapons that you will need to do this are the Hero's Bow and the bombs. As Gohdan drifts overhead, target his disembodied hands and let fly with a pair of arrows. The red dots on Gohdan's palms are weak points, and striking them twice with arrows will neutralize them for the time being. After one hand falls, target the next one and attack it in the same fashion. With Gohdan's hands out of the way, you can go after his head. When both of the hands have been stunned, Gohdan's eyes will glow red. Target them and shoot them each with two more arrows, just as you did with Gohdan's palms. After piercing both of the boss's eyes, the head will fall to the ground with its mouth gaping wide open. Like the Armos Knights, Gohdan will suffer damage when you toss a bomb into his opened mouth. After the bomb is planted, wait for Gohdan to revitalize himself following the blast. His attacks will begin again, and the weak points on his palms will once again glow red. To defeat Gohdan for good, you must place a total of three bombs in his mouth after stunning his hands and hitting his eyes with arrows. However, Gohdan will attack you long before you finish stunning him the first time. His massive hands will swat, slap and punch you silly, but they can be stopped if you manage to hit them with arrows before their attacks connect. Gohdan's most fearsome weapon comes from his head. When his eyes stop glowing, a ball of energy will begin to charge from the boss's mouth. Moments later, a shower of fire will rain down upon you with frightening power and accuracy. Duck and roll as best as you can to avoid the attack. If you get hit, you will easily be sent flying across the room like a rag doll. Fortunately, Gohdan doesn't have any other attacks, so as long as

you learn to avoid his hellfire and the punishment that the hands deal, you should do well against him. You must avoid the edges of the room however, because the electrified floor in the outer trench will give you quite a shock if you touch it. If you fall in, or get knocked in by Gohdan's attacks, climb back out as quickly as you can. Gohdan's hands will sometimes try to push you into the electrified trench, so make sure you get out of their way if you think this is about to happen. Arrows and bombs are essential for beating Gohdan, so if you happen to run out of them, the boss will sneeze out refills from his nostrils. It is unlikely that you will need more bombs (you only need three after all), but you may need more arrows as the battle progresses.

When the third bomb has been placed in Gohdan's mouth, Link's trials will be complete. The pathway to the sacred land has been opened. Gohdan will replace himself on the wall and a Heart Container will fall from his nostrils. Step into the portal of light in the middle of the chamber after you collect the Heart Container.

Instead of taking you back to the King of Red Lions, the portal will transport you to the tower's rooftop. Climb the ladder to reach the bell tower above you. When rung, the ancient bell will open the path to Hyrule, the kingdom lost beneath the sea. To ring the bell, attach yourself to it with the Grappling Hook and start swinging. The bell's chime will cause a ring of light to appear in the water at the base of the Tower of the Gods. Link and the King of Red Lions sail into the ring, to be taken beneath the sea.

As Link descends deeper into the ocean, he discovers that he does not need to breathe. The King of Red Lions seemingly passes into another realm, one where time is frozen and the world appears to be but a distant memory. This is Hyrule Castle, where the power to defeat Ganon is said to rest.

You must enter the castle to discover what awaits you. There is no need to stay outside the castle, so run up the steps and pass through the large entrance at the end of the path. The main hall inside Hyrule Castle, like the rest of the kingdom, is locked in a frozen state. Storming Moblins and Darknuts stand poised like snapshots around the stone statue of the Hero of Time. The item you seek is in the castle's basement. Through the Pirate's Charm, the King of Red Lions will help you find its entrance by giving you a clue. You must search for the Triforce crest somewhere in this room. In the center of the hall, in front of the Hero of Time's statue, are a Triforce crest and three triangular blocks that make a perfect fit when moved onto the crest. These triangular blocks can be pushed and pulled by their corners in a pivoting motion. Move them around so that they fit onto the Triforce crest. When all three blocks have been moved into position, they will sink into the floor and the crest will begin to glow. The Hero of Time's statue will slide backwards to reveal the entrance to the castle's basement. Climb up to the entrance and use the staircase to go inside.

After climbing down a flight of steps, you will see a sword resting on a pedestal up ahead. This is the MASTER SWORD; the blade of evil's bane. This weapon was once wielded by the Hero of Time, and it was used to defeat Ganon in the past. Now, you must take the Master Sword from its place of rest and bring it to the world above so that you can do the same once again. After the Master Sword has been removed from its pedestal, five suits of armor around it lower their mighty swords into formation. Suddenly, as if though a seal has been lifted, Hyrule and its denizens spring to life once more. Run up the steps and return to the entrance hall.

When the Master Sword was removed from its resting place, the Darknuts and Moblins that were in the process of raiding Hyrule castle came to life again. Unfortunately, this means that you will have to defeat every single one of

them before you can leave. As soon as you exit the basement, the Hero of Time will seal its entrance shut and the first few enemies will advance towards you. This will be a tough battle, but you have the Master Sword to even the odds. This legendary weapon has twice the strength of the Hero's Sword, so even the mighty Moblins and Darknuts won't last long against it. In addition to the regular Darknuts, there are also some shielded DARKNUTS. Although the two types are identical in every way save for the large bucklers the new ones carry, they are treated as different enemies. Shielded Darknuts can block your attacks from the front, but if you parry them like you should, the vital areas beneath their armor will quickly be exposed. Because there are so many difficult enemies here to fight, make sure you take advantage of the treasure spheres they leave behind. They will usually supply you with enough refills to last you through the next enemy. This is also how you can pick up their spoils. Moblins leave behind Skull Necklaces, which will be handy later on when you return to Windfall Island. Darknuts (of either kind) drop Knight's Crests. There are seven Darknuts here, so if you collect all of their spoils, you should have enough for Orca when you return to Outset Isle. If you want to use the Grappling Hook to steal your opponents' spoils early, make sure they aren't wearing helmets (in the case of the Darknuts). Because of the room's size, it is likely that you won't have to fight more than three enemies at a time. They usually end up hurting each other anyway if they are all attacking you at once. After you defeat all of the Darknuts and Moblins on the bottom floor, head upstairs by climbing the staircase. Sweep through the balcony to finish off the remaining enemies.

When you finally defeat them all, the magical energy beams blocking the exits will deactivate. You are free to use the lower exit, but the bridge outside is barred by a strange, magical barrier that is impossible to break through. You must return to the King of Red Lions and enter the ring of light in the water to be transported back up to the Tower of the Gods.

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Chapter 7: Into the Crow's Nest.

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According to legend, the Master Sword has the power to repel evil, so it is the only weapon that can defeat Ganon. Now that it is in your possession, you can return to the Forsaken Fortress and free Aryll from Ganon's wicked grasp. The fortress is a long way away though, so your first priority will be finding a way to travel across the Great Sea in a much quicker and more efficient way. To do this, you'll have to seek out Cyclos, the angered wind god who travels across the sea in his mighty cyclones. Cyclos can be found in one of a few locations, but the best place to find him after you get out of the Tower of the Gods is Northern Triangle Island, which is only one sea quadrant northwest of the tower.

As soon as you see the giant tornado swirling around on the horizon, make a beeline towards it and have the Hero's Bow ready, well-stocked with a full quiver of arrows. When you catch up with the cyclone, Cyclos will appear from within it, mocking you for your lack of fear towards him. Normally, getting trapped within the vortex of a cyclone would mean you would have to wait helplessly before Cyclos sent you away to another part of the Great Sea. Now though, you have the Hero's Bow, and you can use it to fulfill the task that Zephus discharged you with. Aim carefully at Cyclos as he floats above you. You can't lock on to him, so you will need to use the Hero's Bow manually. Only three arrows will be needed to defeat Cyclos, but he can be hard to hit because of the powerful wind that blows around his cyclone. If you don't hit him three times soon enough, you will be sucked up into the cyclone and sent

away. If you do hit him three times, the cyclone will subside and Cyclos will congratulate you for your impressive aim. He will then give you another challenge by flying through the air in a distinctive pattern. The pattern that he moves in is the sequence that you must repeat with the Wind Waker. If you follow Cyclos's movements carefully and repeat the notes on your Wind Waker (in four-fourths time; down, right, left, up) you will learn the Ballad of Gales. This is a very useful song that allows you to instantly warp from anywhere on the Great Sea to one of the following locations: Outset Island, Southern Fairy Island, Forest Haven, Tower of the Gods, Greatfish Isle, Dragon Roost Island, Windfall Island, Tingle Island and Mother & Child Isles. Apart from the Wind's Requiem, this is the most useful song in the game. Now that Cyclos's cyclones are under your control, you'll no longer have to fear them as you sail across the Great Sea.

The Ballad of Gales will get you closer to the Forsaken Fortress much quicker than normal, but there are still a few detours that should be taken before you go there. To start with, play the new song and ride the cyclone to Outset Island. If you have at least ten Knight's Crests, go to Orca's house and present them to him. Orca will tell you the true meaning of the Knight's Crests. They are symbols of power, wisdom and courage, and those who have them are fit to learn a very special sword technique. As he did at the beginning of the game, Orca will train you on how to perform this new technique. By charging power when performing a spin attack, you can unleash a devastating Hurricane Spin. This cool attack will send you spinning like a hurricane for a few seconds, and anything that you run into will be in for serious pain. The Hurricane Spin is great for plowing through large groups of weak enemies like ChuChus and Miniblins. Be careful though, because using it consumes magic power. Also, after executing a Hurricane Spin without striking anything, Link will become dizzy for a few seconds, which could leave him vulnerable. Nevertheless, the Hurricane Spin is a great technique to have.

Magic power is becoming more and more important as you find more ways to spend it, so it is a good idea to find the Great Fairy that will give you even more of it. This way you'll be able to use the Deku Leaf for greater periods of time or use the Hurricane Spin more often. To get more magic power, get on the King of Red Lions again and set the wind to blow east.

The first island east of Outset Island is Headstone Island. It will play a more important role later in the game, but you can stop there now if you want to pick up a Piece of Heart with a seagull, or enter the nearby submarine to get a Treasure Chart. The next island over is Two-Eye Reef, one of six reef formations that looks like a die face from above. Like all reefs, you can get a Treasure Chart from it by destroying all of the cannon boats and wall-mounted cannons that reside inside its walls. If you're only after the magic power upgrade though, you don't need to enter the reef.

Use your Telescope to survey the horizon as you sail around the waters of Two-Eye Reef. Somewhere you'll see a flock of seagulls flying around in a circular formation. When you sail over to them, a whirlpool will appear in the water, and an enormous BIG OCTO will rise from its center. Big Octos are mini-bosses that lurk in certain islands. There are six Big Octos in the game, and all of them can be found by searching for the conspicuous ring of circling seagulls that gives them away. How difficult a Big Octo is to defeat depends on how many eyes it has. This is because you need to destroy each of the creature's eyes with the Boomerang before you can emerge victorious, and the more eyes the Big Octo has, the longer it will take to defeat. The Big Octo found near Two-Eye Reef only has four eyes; the smallest number of eyes these leviathans can have (some have eight eyes, while others have a whopping twelve). Sweep your Boomerang across the Big Octo's body to target all four of its eyes at once. Release, and then wait for the Boomerang to return to you as it strikes

all of the creature's eyes during its pass. It will take a few hits to destroy an eye. Normally they are yellow, but if you manage to destroy one, it turns black. If you hit one and it turns red, you'll have to keep hitting it. Big Octos look intimidating, but they don't really do anything to try and stop you, other than trap you inside the whirlpool. If you don't defeat the Big Octo in time, you'll be sucked into the mouth of the beast and spit back out towards the island. If you do defeat it, the Big Octo will sink back into the ocean and the whirlpool will disappear. Most Big Octos leave behind a light ring that marks the location of valuable treasure that you can pull up with the salvage crane. The one at Two-Eye Reef won't, but instead a Great Fairy will appear out of nowhere and thank you for freeing her from the Big Octo's grasp. As a reward, she'll double your magic power!

From Two-Eye Reef, hail a cyclone and warp to either Tingle Island or Windfall Island. These are the closest places to the Forsaken Fortress that you can travel to by cyclone, other than Mother & Child Isles. The reason you can't go there instead is because the cyclone will dump you inside the hollow Mother Isle, where it is impossible to reach the Great Sea again. This secret haven is home to the Queen of Fairies, and she has been waiting to see you. However, now is not the time for you to meet her, so you must return here after rescuing Aryll. Anyway, Tingle Island is probably closer to the fortress than Windfall, but there are more things that you can do in Windfall Island before you head out. For example, you can learn the Song of Passing by speaking to Tott, the odd dancing man in the jumpsuit found in front of the monument on the island's northern side. Play the Wind Waker next to him and he will perform a set of dance moves. Repeat his rhythm on the Wind Waker (right, left, down) to learn the Song of Passing, which changes day to night, or night to day. This is an optional song, but it is very useful for accomplishing some of the game's side quests.

If you travel from Tingle Island, you will not be without reward. You can battle a Big Octo north of the island for a Piece of Heart. Beware though, because this monster has twelve eyes. You can also take a slight detour to Rock Spire Isle (west of Tingle Island), where Beedle will sell you a Piece of Heart, Empty Bottle or Treasure Chart, if you have the money. Anyway, start sailing northwest when you're ready to go to the Forsaken Fortress.

The waters around the Forsaken Fortress are laden with explosive mine barrels that will knock you off your boat if you don't steer clear of them. As you approach the looming fortress, prepare your cannon. The Forsaken Fortress's outer gate can only be breached by force, but it is protected by wall-mounted cannons. Use the King of Red Lions' cannon to destroy the enemy cannons and the wooden gate. Sail past the fortress walls after the gateway is opened.

The King of Red Lions will dock next to the ledge that you landed on when you were first launched into the fortress by the pirates. Jump out of the boat and climb onto the ledge, and then make your way up the steps to the fortress's courtyard. Don't worry about the searchlights this time, since you aren't running around without a sword to defend yourself with. Run over to the large door on the opposite side of the courtyard. Before you can reach it, a menacing figure will come into view behind you. The shadowy horned figure will float into the sky, generating a ball of energy in his hands.

PHANTOM GANON is a dark spirit that was created by Ganon. He is powerful, but the Master Sword is more than a match against him. The mini-boss's only advantage is that he can drift through the air like a ghost, making him impossible to reach. Phantom Ganon will try to hit you with two main attacks. His most common attack is his ball of sparkling energy. After it charges in his hands for a few seconds, the ball will be thrown at you with devastating force. Sometimes, Phantom Ganon will also try to strike you with his powerful

sword. When he attempts this, he will appear next to you, giving you only a short time to get away. There are two ways to defeat Phantom Ganon. The easiest way is to rebound his energy ball at him. The ball is easy to deflect with the Master Sword, although an Empty Bottle can be used as well. When the ball is about to hit you, slash at it to send it flying back at its originator. Ever the wiser, Phantom Ganon will retaliate by smacking the ball back at you with his Phantom Blade. This will kick off a dangerous game of volleyball. If you lose and the ball hits you, you will have to begin again. After hitting the ball back and forth between yourself and Phantom Ganon, it will hit him and he will fall to the ground. Run up to him and slash at him with the Master Sword while he's reeling. It shouldn't take long to defeat him this way. There is a quicker way to beat Phantom Ganon, but you'll rarely be given the opportunity to try it. When the mini-boss tries to hit you with his sword, parry his attack. The hit will stun him, and you can continue to attack him while he is on the ground as normal.

After the duel, Phantom Ganon will let out a final sinister laugh before disappearing. Like all dungeon mini-bosses, Phantom Ganon will leave behind a treasure chest with a new item in it. Open the large chest that appears in the center of the courtyard to get the SKULL HAMMER. This unsightly bludgeoning weapon can be used to destroy or pound things into the ground. It is slow to use, but it can be quite powerful. Like a bomb, the Skull Hammer can be used to stun many weak enemies at once, like ChuChus. It can also be used to block attacks, like a shield.

Just like during your first ascension through the Forsaken Fortress, you should first try to disable the searchlights before proceeding to Aryll's cell. You won't get chucked in prison if they catch you, but you will be attacked by endless swarms of Miniblins or wall-mounted cannons. If you need magic refills, the Miniblins are a good source of pickups, but otherwise you should do your best to avoid them and the searchlights. Walk back to the steps that you entered the courtyard from and look for the nearby set of steps blocked off by three pegs. These pegs can be pounded into the ground with the Skull Hammer, but the thorns that cover them will hurt you if you get too close. After the pegs are out of your way, climb the steps without alerting the searchlights.

Climb to the top of the steps but stay outside the covered walkway. Continue walking up the path to your right until you reach the ladder that takes you up to the first searchlight. The Master Sword will make quick work of the Bokoblin operating the searchlight's controls. Once the lights are disabled, use the Deku Leaf to float over the right-hand ledge on the path below. The ladder to the second searchlight is on the other side of this ledge. Climb up to the Bokoblin's outpost and slay it. Only one searchlight remains now. Float down to the pathway below and use the northern door to get inside the Forsaken Fortress's interior.

A shielded Bokoblin can be found on the ledge in front of the chest that once contained the Compass. Kill it or knock it down to the lower levels. You have to reach the opposite ledge to get to the third searchlight, but the hanging lanterns are gone this time around. You must use the Deku Leaf to float across the gap. Use the Skull Hammer to smash the set of pegs that blocks the exit on the other side.

Use the left-hand opening in the covered walkway to reach the path that leads up to the final searchlight. Climb the ladder at the base of the outpost and kill the Bokoblin once you get to the top. When all three searchlights are out of service, your trip to the top of the Forsaken Fortress can go undisturbed by Miniblin swarms or cannon fire. Run back down to the walkway and continue moving counterclockwise through the fortress. The walkway just before the base



of the tower will be guarded by a laser-firing statue, so move quickly through it to avoid getting singed.

It would be wise not to fall to the lower level once you are inside the room with the two patrolling Moblins, beneath the tower where Aryll is being kept. If you do, you'll have to deal with several Bombchus (bomb-carrying Rats), an Octorok and a FLOOR MASTER. The Floor Master is especially dangerous. This creature resembles a wicked hand extending from a black portal in the floor. If the Floor Master grabs you, it will drag you into another realm and spit you back out inside the prison cell. To avoid this frustration and embarrassment, kill the Floor Master with arrows or the Master Sword, or simply avoid it altogether by staying on the upper balcony. Use the large wooden gate in the back of the room after you get past the Moblins. When fighting them, they'll throw their lanterns at you to distract you, but they shouldn't pose a serious obstacle.

Climb the steps outside and cut through the ranks of the Miniblins that attack. At the top of the steps, turn around and follow the left path when you reach the vertical drop ahead. Continue walking the path, mowing down any annoying Miniblins. At the end of the path, a set of thorny pegs will prevent you from moving further. Whack them with the Skull Hammer and keep moving. If you failed to disable all of the searchlights, you may have trouble sidling across the ledges up ahead because of the cannons. If you get knocked off the ledge, you'll have to start over again all the way from the beginning. After you sidle across both of the thin ledges, run up the steps to reach the wooden gate to Aryll's prison. The gate will only open if you smash the peg-like switch in front of it with the Skull Hammer.

Link approaches Aryll cautiously, hoping that the great bird that caught him the first time isn't nearby. Once again, Aryll and Link will be delighted to see each other, but their celebration will be short-lived. As Link tries to open the cell's door, Tetra and two of her pirate cronies appear behind Link, criticizing him for the way he never thinks before he acts. The pirates had to distract the giant bird just so that Link wouldn't end up in its clutches again. As the two pirate thugs work on getting the door open, Tetra notices Link's Master Sword, somehow recognizing it as the sword that the legendary hero once wielded. The cell door is finally pried open, and at long last, Aryll and the girls from Windfall Island are freed. Before Link can escape however, there is one more thing he has to do. The bird of the Forsaken Fortress will fly in at any moment, so Link must defeat it once and for all if they are to escape. Tetra and the pirates exit with the three girls, leaving Link alone in the tower just as the mighty bird flies in from above.

Water will start to pour in from the grating on the floor, and THE MONSTROUS HELMAROC KING, boss of the Forsaken Fortress and devoted servant of Ganon, will make its grand entrance. As the room begins to flood, start running up the spiral walkway that winds its way up the tower. The Helmaroc King will hover in the air next to you, doing everything in its power to stop you from reaching the top. It will jab at you with its powerful beak, destroying large sections of the wooden walkway as you run across it. As long as you keep running, you'll be fast enough to dodge the bird's vicious strikes. Bokoblins will spring out at you from jars as you climb higher and higher, but don't waste time fighting them. The Helmaroc King will prevent most of them from following you anyway as it destroys the wooden walkway. If you fall off or don't make it in time when the Helmaroc King strikes the floor beneath you, you will have to use the Grappling Hook to get back up. This will take much longer, since you'll need to wait for the rising water level to reach the stable sections of the walkway. When you finally reach the top of the tower, the Helmaroc King will land in front of you, putting its head down near the ground. Give it a good, hard whack with the Skull Hammer to send the Helmaroc

King tumbling into the water with a great splash. The bird is far from defeated, so climb onto the tower rooftop after it lands in the water.

The Monstrous Helmaroc King will fly up through the opening on the rooftop just before it seals itself shut. The giant bird will circle the arena like a hawk before swooping down upon you. When the Helmaroc King lands on the ground, get the Skull Hammer out and slowly back away from the boss as it struts towards you with its wings outstretched. When it reaches you, the Helmaroc King will viciously peck at you. Flip backwards to avoid the attack, but run up to the bird again when its beak gets stuck in the ground. Before the Helmaroc King frees itself, smash it in the head with the Skull Hammer. The blow will crack the Helmaroc King's mask, and the boss will take to the skies again. As the Helmaroc King flies overhead, it will try to graze you with its sharp talons by flying low over the arena. You can do nothing more than dodge it and wait for it to land on the ground again. The edges of the rooftop arena are lined with spikes, and the Helmaroc King will sometimes try to impale you in them by blowing powerful gusts of wind at you with its wings. Run forwards and do your best to endure the gale. Sometimes, while the boss is on the ground, it will stomp around if you are too close to its feet. Each time the Helmaroc King lands and gets its beak stuck in the ground, slam down on its masked head with the Skull Hammer. After four crushing blows, the mask will shatter like tableware, revealing the Helmaroc King's face. With the mask no longer protecting it, the Helmaroc King is vulnerable. This time, when it gets its beak stuck in the ground after it pecks at you, cut at it furiously with the Master Sword. You can also fire arrows at the boss while it struggles to get free from the ground.

After it is dealt enough punishment, the defeated Helmaroc King will flap weakly into the air, emitting feeble cries. With a final glorified screech, the Helmaroc King explodes in a shower of feathers and dark clouds. When the clouds settle, a Heart Container falls to the ground, and the path to Ganon's lair is opened. Grab the container, and then walk up the pathway to a large door, marked with skulls, feathers, swords and other strange artifacts. From this lair, Ganon commands his minions across the Great Sea. If the legends are true, then the Master Sword should have the power to destroy him for good. Open the door and step inside to find out.

Ganon is waiting inside, mildly impressed that Link managed to reach him. He introduces himself as Ganondorf, master of the Forsaken Fortress. With a sneer, Ganondorf tells Link that when he drew the Master Sword from its pedestal, he undid a powerful seal that restrained Ganondorf's power. While the Master Sword is indeed the blade of evil's bane, it also held the role of a key that kept Ganondorf in check. Now that this seal has been removed, Ganondorf's powers are back to full strength! That is why Ganondorf 'let' Link obtain the three pearls of the goddesses so easily; so that Link would unknowingly be led to break the magical seal. After Ganondorf finishes telling this to Link, Link suddenly makes a daring strike at him with the Master Sword. To Link's surprise, the Master Sword merely glances off Ganondorf, leaving him unfazed. Ganondorf retaliates by knocking Link across the floor, and then draws his own sword from his robes. He tells Link that he cannot be beaten with a sword that has lost the power to repel evil. The Master Sword is no longer infused with this power, so it useless against Ganondorf. Ganondorf raises his own sword against Link, but Tetra suddenly appears and intervenes, jumping on Ganondorf and distracting him. Link rises to his feet, but Ganondorf snatches Tetra up in his hands and holds her in the air by the throat. Suddenly, the Triforce mark on Ganondorf's hand begins glowing. The Triforce of Power he holds within him is resonating, which can only mean that Tetra holds another piece of the Triforce; the Triforce of Wisdom! At long last, Ganondorf's search for Princess Zelda is at an end. Tetra denies being a princess, but Ganondorf isn't fooled. Suddenly, Tetra is snatched away from

Ganondorf's clutches by none other than Prince Komali, leaving him with a blank look as he stares into his empty hand. Link is also snatched away from harm by Quill. As Quill and Komali take Link and Tetra to safety, Valoo appears outside of Ganondorf's window, blowing a wrathful jet of flame at him. Ganondorf's lair burns up in a blaze of fire as the five heroes escape the Forsaken Fortress.

At the base of the Tower of the Gods, Link finds himself on the King of Red Lions, with Tetra unconscious at his side. Komali assures Link that Aryll is safe as well, as she managed to escape with Tetra's crew. The King of Red Lions thanks Valoo for rescuing them, and after a brief conversation between them, Valoo and the Rito fly away into the night. Now, Link, Tetra and the King of Red Lions must reenter Hyrule immediately. The three drift into the ring of light and then disappear into the water.

Once in Hyrule, Tetra wakes up with minor pain. She is confused about where she is and what happened to Ganondorf. Tetra is interrupted by the Pirate's Charm. Strangely, it is the voice of the King of Red Lions speaking through it. The King tells Link to take Tetra to the castle's basement, where all will be explained. Tetra is a bit miffed about the voice using her stone without permission, but she agrees to be taken to the basement of the castle where Link found the Master Sword.

Run back into the castle while Tetra follows you. When you get inside, find the entrance to the basement and climb downstairs. Link and Tetra find a man inside the basement, dressed in red and wearing a large crown. This man is the King of Hyrule, known as Daphnes Nohansen Hyrule. It was he who used Pirate's Charm, and it was in fact he who made it. Even more surprisingly, the king reveals that he is the voice of the King of Red Lions! Through the boat and the Pirate's Charm, the King of Hyrule was able to communicate to Link and aid him during his quest. The King of Hyrule will begin telling Link and Tetra about Hyrule's past. Long ago, when Ganon took over the kingdom, he sought to acquire the sacred Triforce so that the gods would grant him anything he desired. Even after he was stopped by the Hero of Time, Ganon reemerged and continued his plight. Hyrule's only hope was to pray to the gods. In response, the gods flooded the kingdom and turned it into what is now the Great Sea. However, because destroying the kingdom would only satisfy Ganon's desire for destruction, the gods allowed certain individuals to survive on the mountaintops that would become the many islands across the Great Sea, so that they could continue to live as Link and Tetra's ancestors. After finishing the tale, the King of Hyrule beckons Tetra to his side. The necklace she wears is part of the Triforce of Wisdom, which when together with the Triforce of Courage and Power, completes the sacred Triforce. The king combines Tetra's piece with the piece he was holding, and the Triforce of Wisdom infuses itself within Tetra's body. With a flash of light, Tetra is transformed into Princess Zelda, the true heir of the royal family. Even Zelda was not aware of her own true identity. Unfortunately, now that Ganon has identified her, he will be searching endlessly for her. To protect Zelda, the king will keep her within the castle's basement while Link searches for the power that the Master Sword once had. Like a phantom, the King of Hyrule teleports through the basement, telling Link to join him up above. Zelda apologizes to Link for the trouble that she has caused for him and his sister, before the Hero of Time's statue seals her away in the basement.

After the statue seals off the basement's entrance, run back outside again to meet the King of Red Lions. The King suspects that the Master Sword has lost its powers because something has happened to the sages that infused it with them. These sages should be within two temples in Hyrule; the Earth Temple to the south and the Wind Temple to the north. The way to these temples is blocked by the magical barrier that prevented you from using the castle's

other exit, so you must seek their alternate entrances if you want to find out what happened to the sages and attempt to recover the Master Sword's power. These entrances will be marked on your Sea Chart when you return to the Great Sea. After the King of Red Lions finishes speaking, cruise into the ring of light to be taken back to the world above.

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## Chapter 8: Earth, Fire, Wind and Water.

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After reemerging from Hyrule, the light portal that connects it to the outside world will vanish. According to the King of Red Lions, the ring of light will only appear again if you present the gods with the Triforce of Courage. Long ago, the Triforce of Courage dwelt within the legendary Hero of Time. However, when the hero set off on another quest, he lost the Triforce of Courage, and the sacred treasure was split into eight shards and buried beneath the Great Sea. You will have to find and assemble all eight pieces of the Triforce of Courage if you want to reenter Hyrule after the Master Sword's power has been restored.

The entrance to the Wind Temple is directly north of Windfall, on a small island known as Gale Isle. The Earth Temple is west of Outset, on Headstone Island. Both of the temples are impossible to reach without special items found in Fire Mountain and Ice Ring Isle. However, you can't explore either of these locations until you have a special upgrade given to you by the Queen of Fairies. Play the Ballad of Gales and warp to Mother & Child Isles.

The Queen of Fairies will appear as soon as Link enters the Fairy Fountain within Mother Isle. Although she appears to be a young girl, the Queen of Fairies is much more powerful than the other Great Fairies. She has a certain interest in Link, and so she will give new power to the Hero's Bow he wields. The Great Fairy marionette in her hands transforms into two smaller Fairies, glowing blue and orange. Both Fairies enter Link's body, and the power of fire and ice is given to the Hero's Bow. FIRE ARROWS can ignite torches, melt ice and burn certain objects and enemies, while ICE ARROWS have the ability to freeze hot flames and enemies solid. To use them, you can cycle through these options while you have an arrow nocked. Fire and Ice Arrows spend magic power, so don't get carried away with them. After a bit more giggling and flirting, the Queen of Fairies will disappear. As with all other Fairy Fountains, you can return to this haven and use the Fairies to replenish lost energy.

To get the most out of your new weapons, make sure you have every upgrade possible before you attempt to conquer the Earth and Wind Temples. In addition to the magic and rupee upgrades, you can get two upgrades for bombs and arrows each from the Great Fairies on Western Fairy Island (two quadrants south of the Forsaken Fortress), Thorned Fairy Island (two quadrants east of Tower of the Gods), Eastern Fairy Island (north of the tower) and Southern Fairy Island (which you can warp to by playing the Ballad of Gales). These upgrades will permit you to hold 99 bombs or arrows! To get another magic-related item, return to Windfall Island and talk to Zunari, the man who sold you the Sail. He will give you a trading item that you can use to expand Zunari's item selection by trading it with one of the Traveling Merchants on Greatfish Isle, the exterior of Mother & Child Isles, and Bomb Island. If you acquire at least three different trading items, they will become available at Zunari's shop, and he will reward you for your efforts with the MAGIC ARMOR. This rare trinket negates all damage from enemy attacks! The catch is that it consumes a steady supply of magic power. While you're on Windfall Island, try to get as many Treasure Charts and Pieces of Hearts from the townspeople as possible.

Anyway, it's time to go check out the Earth Temple. The entrance on Headstone Island is blocked by an enormous stone head (hence the island's name). You can neither lift nor destroy the stone head, but the power to do so lies hidden within Fire Mountain. Fly to Dragon Roost Island, and then sail south to get to Fire Mountain. This island is an active volcano covered in flowing lava. You can approach it on your boat, but you can't step foot on it, and attempting to do so will only hurt you. To cool down the mountain, give the Ice Arrows a shot. Fire one at the pillar of flame spewing from the mouth of the volcano's crater. The icy blast will freeze the flame into a solid block of ice. You can now begin climbing to the top of the mountain, but you only have five minutes before the volcano warms up again. This gives you that much time to find the item within the mountain and get out before you get barbecued. Start climbing the stone steps up the side of the mountain. Keep your Hero's Bow out and ready so that you can deal with the pesky Kargaroc circling the mountain. When you get near the top of Fire Mountain, you'll have to sidle across a thin ledge to proceed. After you get past it, continue climbing until you reach the mountain's summit. Now jump in the volcanic crater.

The inside of Fire Mountain is very similar to Dragon Roost Cavern. Fire Keese will be the first to attack. Take them out with sword attacks or the Boomerang. Now walk forward and start crossing the lava by jumping on the floating platforms. The platforms will disappear soon after you land on them, so don't stop until you reach the other side. There are two Magtails here, so kill them with parry strikes. When both Magtails are killed, a treasure chest will appear on the platform underneath a large golden ring. This chest contains the POWER BRACELETS. Power Bracelets give Link extraordinary strength, allowing him to lift immensely heavy objects like large boulders. After you obtain them, the timer counting down the time you have left until Fire Mountain reheats will stop. To get out, turn and lift the large stone head next to the wall, similar to the one on Headstone Island. With the Power Bracelets, you can lift it over your head and toss it out of the way. The path behind it is a shortcut back to the exit portal. After you get out, jump down to the King of Red Lions and return to Headstone Island.

When you get to Headstone Island, sail around to the beach on the southern side and walk up to the large stone head at the top of the steps. Pick it up and toss it aside to expose the entrance to the Earth Temple. The inside of Headstone Island is nothing more than a small chamber. The temple entrance in the back is sealed off by another stone obstacle. Unfortunately, this tablet cannot be removed with the Power Bracelets. The tablet depicts several things, including the Triforce crest, a harp-like instrument and a set of symbols. These symbols are Wind Waker notes. Play the Wind Waker and repeat the six-fourths time song that is shown to learn the Earth God's Lyric.

After the Earth God's Lyric is played, the Triforce crest on the tablet will start glowing. Suddenly, a Zora spirit will appear out of nowhere, greeting Link as the hero chosen by the Master Sword. This spirit's name is Laruto, and she is the former sage of the Earth Temple. Long ago, Laruto prayed in the Earth Temple so that the Master Sword would retain the power to cast down evil. However, when Ganon discovered her, she was killed and the Master Sword's power was lost. There is only one way to bring back this power. Link must find another to take Laruto's place. This person must be a descendent of the sage who carries her bloodline, identified by the same sacred instrument that she plays. When returned to the Earth Temple, the new sage will be able to restore the power that the Master Sword once held. To awaken the new sage to their destiny, Link must play the Earth God's Lyric next to that person. When the sage plays the song here on his/her instrument, the entrance to the Earth Temple will be opened.

After Laruto vanishes, return outside to the King of Red Lions. You have to find the person who plays the same instrument as Laruto, a harp. If you can't think of who that might be, warp to Dragon Roost Island for a hint. As soon as you set foot on it, you should hear the faint notes of a harp being played somewhere up above. The sage must be somewhere in the mailing center or the flight docks. Climb up to the mailing center and use the ramp inside to get to the upper floor. Nobody in here seems to be playing a harp, so use the door to the flight docks instead.

The flight docks are where the Rito postmen take off from to deliver mail across the Great Sea. You should start hearing the harp's notes again after you step outside. Turn right and walk to the end of the balcony. A grapple point ahead will allow you to reach the ledge across from you, but if the wind is set the right way you can simply glide across the gap with the Deku Leaf. When you reach the ledge, climb the steps and the short ladder up to the outcrop where the new sage is practicing her harp. It's Medli! Medli has no idea that she is the descendent of the former sage, so at first she will start talking about Komali and the various things he's done. When she resumes playing her harp, get the Wind Waker out. Medli will ask you to conduct for her, and you should know just what song to play. Switch to six-fourths time and conduct the Earth God's Lyric. After hearing the song, Medli will faint. In an almost dreamlike state, she will see Laruto appear before her. Laruto will play the Earth God's Lyric on her harp, and after she finishes, Medli does the same. The two sages play in unison until the Triforce crest and the Master Sword's images appear before them. Medli wakes up from her vision, aware now that she is the new sage of the Earth Temple. She decides to accompany Link back to Headstone Island, but the two must leave before anyone sees them.

Medli will ride on the King of Red Lions until you reach Headstone Island. Play the Ballad of Gales and warp to Outset Island, and then sail east to reach the island once more. When you arrive there, the King of Red Lions will tell Medli about the Earth Temple. It is home to the evil monster that Ganon commanded to kill Laruto long ago. The Earth Temple is dark and creepy, swarming with Ganon's minions. Medli must aid Link as he makes his way to the heart of the temple.

After the King finishes speaking, walk into the cavern where you learned the Earth God's Lyric. Medli will follow behind you as you walk. When you get to the tablet marked with the Earth God's Lyric symbols, play the song. Medli will begin playing her harp as well and the tablet will split open to reveal the Earth Temple's entrance.

Medli will be your partner during your journey through this dungeon, just as the guidepost statues were your brief partners when you were in the Tower of the Gods. You can call her to your side, pick her up, throw her, and even control her with the Command Melody! You and Medli will have to cooperate together in order to make it through the Earth Temple. It is filled with dangerous enemies and incredibly complex puzzles. Fortunately, these puzzles will get slightly easier after you find the new item within this dungeon. The first room's demonic-looking exit door rests on a ledge that is too high up to reach from the ground. To get to it, pick up Medli and then jump off the first ledge. While you carry her, Medli will flap her wings and fly a short distance with you. You can reach the exit door this way, but remember that you must be holding onto Medli if you want her to go through it with you.

The second room is fairly large, and you'll find three Moblins walking around. Leave Medli by the entrance while you take care of them. Now that you have Ice Arrows, you can freeze Moblins solid, and then shatter them with one good

whack from the Skull Hammer. The exit door to the east is sealed, but it can be unsealed if both of the switches near the top of the room are pressed simultaneously. Go back to where you left Medli and then carry her up the stairway along the western side of the room. When you reach the top, jump off the ledge and fly over to the large pillar ahead of you with Medli. Drop her when you reach it, and then step on the switch. Now, while the switch is being pressed, play the Command Melody to take control of Medli. Medli can fly around on her own, but she will get tired after a while. The blue meter that appears when she starts flying indicates how much longer she can fly. Fly over to the second pillar nearby to activate the second switch. When both switches are pressed at the same time, the exit on the east side will unseal. Fly down to it, and then switch back to Link so that he can join Medli. Once you're both there, pick Medli up and enter the next room.

The doors will seal in the next chamber, and several ChuChus will attack. As before, set Medli down near the entrance while you fight them. The red and green ones should be easy to kill, but the new purple ChuChus are tougher. Purple ChuChus are the most dangerous type of ChuChu. They can be stunned and attacked like other ChuChus, but they will simply dissolve into globules and then instantly reform whenever you attack them. Even bombs are useless against them. Purple ChuChus aren't without weakness however. They enjoy dark places, so naturally they are vulnerable to light. If you lure the ChuChus into the beam of light shining into the room, they will become petrified. In this state, they can be smashed to pieces with the Skull Hammer. The doors will unseal after all of the ChuChus have been destroyed. Medli's harp is also quite reflective, so you take control of her and stand in the light beam to reflect the light at whatever you point the harp at. You can petrify the ChuChus quicker this way, and you can use the light to uncover a hidden treasure chest in the back of the room. The transparent chest will only become visible if light reflected off of Medli's harp is shined onto it. The chest contains the Dungeon Map. You can also reflect the light towards the elephant statues along the south wall, which will dissolve and reveal pickups. Finally, before leaving, use a bomb or Fire Arrow to remove the wooden covering on top of the warp cauldron in the back corner, so that you can use it later.

The east exit will take you to the Earth Temple's hub, a large room filled with swirling purple fog. The accursed fog will momentarily prevent you from using your sword or any items, so don't touch it. If you do get afflicted, run over to the light beams near the front of the room to shake off the fog. You can make the fog disappear for a short time by shining reflected beams of light through it. The two light beams in the room can be used by Medli to do this. Take control of her with the Command Melody, and then stand in the right-hand beam of light. Use the harp to reflect light towards the fog ahead of you. There is a switch hidden in the dense fog that Link must hit with the Skull Hammer. With Medli, keep pointing light at the switch as you revert back to Link, so that she remains in position even as you control Link. Now run over to the switch and pound it in with the Skull Hammer. This will unseal the south door, which is just one of four unused doors in this room. Pick Medli up and carry her through the doorway.

Two large, gray coffins in the next chamber will open, and a Red Bubble will emerge from each of them. Kill them, and then take Medli to the other side of the room. At the far end of the chamber, you'll find another transparent treasure chest. Climb the ladder on your left to get to a balcony. Up here, grab onto the stone block and pull it backwards so that it uncovers a hole in the wall, from which a beam of light enters the room. Control Medli and use her harp to illuminate the treasure chest. This chest contains a small key, which you can use on the north door in the previous chamber. As soon as you grab it however, two Floor Masters will appear in this room. If the Floor Masters grab you, they will dump you in the previous room. They will also

attack Medli, and if they grab her, they will place her inside the birdcage back in the main chamber. If this happens, all you need to do is play the Command Melody, and then fly out of the cage through the top. Use arrows to kill the Floor Masters so that they don't snatch you or Medli. Note that there is a sealed door along the far west side of this room, but you can't get the prize within it until you have the new item from this dungeon.

Return to the hub chamber and use the key to open the north door. Red, green and purple ChuChus will appear as soon as you enter the new room, but this time the doors will stay unlocked. Defeat the red and green ChuChus before the purple ones get to you. The only way to kill one is with a light beam, but there doesn't seem to be one in here. Upon further investigation, you may notice small rays of light poking through the frayed curtain on the west wall. Shoot the curtain with a Fire Arrow to burn it down. Sure enough, a beam of light will shine through the hole behind it, giving you something to petrify the ChuChus with. After solidifying them, you aren't going to want to destroy them, because you need them to get out of here through the east door. Once a purple ChuChu is petrified, you can pick it up and carry it around like any other item. Set them both on the two switches next to the beam of light to make a stairway appear from the east ledge. Hurry and climb up to the ledge, not because of the fact that the ChuChus only remain petrified for a short time, but because of the additional purple ChuChus that will drop in as soon as the stairway is made. The east door is sealed, so move over to the cubic block sitting on the edge of the ledge and push it off. The block will land in a special slot down below that will unseal the east door. Grab Medli and exit.

Before doing anything in the next chamber, go fight the Floor Master moving around up ahead. This room has a rather tricky puzzle to solve, but it's actually one of the easier ones you'll find in this dungeon. Start by pushing the first cubic block along the channel on the floor and into the slot at the end. A hole will open up in the ceiling when you do this, letting a beam of light into the room. Play the Command Melody to control Medli, and stand in the light. Point the reflected beam towards the elephant statue sitting on top of another cubic block nearby. The statue will dissolve into dust, allowing Link to move the block beneath it. Before you switch back and push the block into its slot, have Medli shine the light onto the yellow symbols on the walls. The section of the wall that these symbols are on will also dissolve when light is shined onto them. The symbols on the north wall will reveal another cubic block that can be moved to its slot, while the south wall's symbols hide the second warp cauldron. Switch back to Link and move the two remaining cubic blocks to their respective slots along the floor channels. One will cause a treasure chest to appear on the east ledge, while the other will unseal the exit door and serve as a stepping stone to reach the ledge. You can throw Medli up to the ledge first before climbing up there yourself. Open the chest to get the Compass. Remember that the Compass will also display Medli's location in the dungeon, which can be useful if the two of you are separated for whatever reason (Floor Masters, saving and restarting, etcetera).

Climb up the steps in the next room and get ready to fight a few more Moblins, as well as a brand new enemy. POES are ghostlike entities that cannot be harmed in their usual state. Any attack will simply pass right through them. Like Moblins, Poes often carry lanterns that they will throw at you to burn and distract you. The easiest way to defeat a Poe is by shining light at it. Light will force a Poe to assume its vulnerable, corporeal form. Unfortunately, there is no light in this room that you can straightforwardly use, so you'll have to let the Poe get rid of itself. When the Poe lunges at you, it will possess you! While under the Poe's curse, your movement controls will be inversed, making it confusing to try to get around. After a while, Poe curses wear off and the Poe will disappear for good. If you ever fight Poes where there are more-accessible light beams, you can also exorcise them from



your body by walking into the light. After all of the enemies are gone, a stairway will appear along the south wall, taking you further into the room. Ignore the ladder and the elephant statues inside the first chamber and climb up to the second part of the room. The door on the very south end of the room is locked, but there is another door to the left of it. Medli doesn't need to accompany you into this next room, so keep her here so that she stays out of harm's way.

This chamber is small, but it contains a very dangerous enemy. Jump down from the balcony into the pit, where five gray coffins line the back wall. The coffin lids will fall open when you get close to them, revealing whatever is inside. From left to right, the second coffin contains a yellow rupee, while the first, third and fourth each contain a REDEAD. ReDeads are undoubtedly the game's creepiest enemies. These zombies will start to inch their way towards you as soon as they sense you. If you get spotted by a ReDead, it will let out a bone-chilling scream that will paralyze Link with fear. The ReDead will continue moving towards you, and if it catches you, it will begin biting you in the head. If you perform a jump attack towards the ReDead, you'll be able to strike it before its scream takes any affect on you, but the safest way to get rid of a ReDead is from afar with bombs. Four should be enough. Other weapons are fairly useless against them. Only fight a single ReDead at a time, or else you'll never get the chance to attack with multiple enemies screaming at you. Once a ReDead is defeated, its body will remain longer than other enemies, but don't worry about it coming back to life or anything. A ladder will appear along the ledge after the ReDeads are killed, allowing you to get back up to the entrance. The final coffin has a small key in it, which you can use to open the locked door in the previous room. When you return to it, enter the south door without Medli again.

This is the room where you will get the next new item. The door will seal, and a new terror will rise up from the ground ahead of you. This enemy is a STALFOS. These skeletal fiends are among the toughest enemies in the game to defeat; their strength and power even rivals that of the Darknuts. Stalfos carry giant, spiked maces around that they can use to smash you into pulp. Luckily, the heavy clubs make the Stalfos walk slowly, so you have plenty of time and room to prepare. Stalfos cannot be destroyed while their bones are assembled. You have to dismantle one before you can start attacking its skull. If you attack the Stalfos with your sword, it will take several hits before it breaks up. However, approaching a Stalfos is very dangerous, since they can swing their maces with unimaginable strength. Usually, when the Stalfos swings, it will start twirling as the momentum generated by the heavy mace spins it around in a deadly circle. To avoid getting near it, you can throw a bomb at it to blast it to pieces. The Stalfos won't always disassemble neatly into many pieces. Sometimes, its body will simply be split in half, and the legs and torso will run around independent of each other. The upper body will run away from you, but the legs will start kicking you. You can attack both pieces further until they each split into many pieces. After the Stalfos's bones fall to the ground, the skull will start bouncing around. You can slash at it until it is destroyed, or you can stun it with the Boomerang and follow up with a crushing Skull Hammer blow. Whatever you do, defeat it quickly before it reforms again. While a Stalfos is in pieces, you can pick up its mace and use it against its owner, but if you throw it or let go of it, the mace will float harmlessly back into the Stalfos's bony hands. Also, if a Stalfos is deprived of its weapon, it will rip off one of its arms and start swinging it around like a nunchuck! Unfortunately, the battle won't end after the first Stalfos is destroyed. Two more of them will appear from the coffins on either side of the room and attack at the same time! As with the ReDeads in the other chamber, you should only fight one Stalfos at a time. They are slow enough so that you can easily avoid one while you engage the other. The first Stalfos's mace should still be lying around, so you can pick it up and throw

it at the other Stalfos if you want. Defeat the two newcomers the same way you defeated the first one. Use bombs to dismantle them, and then crush their skulls with the Skull Hammer.

When all three of these frightening mini-bosses have been destroyed, a chest will appear in the back of the room. Climb the steps up to the chest and open it to receive the MIRROR SHIELD. This highly-polished piece of equipment works just like the Hero's Shield, but it can also be used in the same way as Medli's light-reflecting harp. A beam of light will appear from the ceiling of the chamber after you grab the Mirror Shield. When you step into it, raise your shield and point the reflected beam of light towards the solar crest above the exit. After a few seconds, the crest will start shining and the room will brighten considerably. With the exit door unsealed, return to the previous room, where Medli is waiting.

When you return to this room, you'll have to defeat the Poes and Moblins again. Now that you can use the light beams without Medli's help, you can climb up to the ledge on the western side of the lower chamber and reflect the beam of light up there towards the Poes so that they take on their solid forms. In this state, they'll flail around until they become ghostly again, so hurry up and defeat them. Kill the Moblins with the Ice Arrows and Skull Hammer. Afterwards, climb back up to the west ledge and use the light to dissolve the three elephant statues across from you. When they are out of the way, climb down and open the chest behind them for a Joy Pendant. When you face the west ledge, you may notice that there's a light symbol beneath it. It is impossible to shine light onto it from the ledge above, so you must work with Medli if you want to see what's behind the wall. Play the Command Melody to control Medli, and then fly up to the ledge where the light beam is. Use the harp to reflect light towards the ground. Keep pointing at the ground as you switch back to Link. Now, with Link, run over to the spot where Medli's light is shining, and use the Mirror Shield to reflect it back towards the symbol on the wall. That was clever, wasn't it? A secret passage will be exposed behind the south wall. Medli won't be able to get off the ledge even if you call her, so you'll have to climb the ladder to retrieve her. Walk down the passage until you reach a door. The light beam in this passage can be used to reveal minor treasure beneath the elephant statue, and it can also be used on the light symbol near the beginning of the passage (though you'll need both Link's shield and Medli's harp to reach it). The symbol conceals a trove of blue, yellow and red rupees. After collecting it all, use the door at the end of the passage.

Instead of taking you to a new room, this door will put you back inside the hub chamber. You will emerge from a ledge in the southeast corner. Fly down with Medli to the south door and enter it once again. Defeat the Bubbles and Floor Masters as you did before and play the Command Melody afterwards. As Medli, run or fly over to the switch next to the sealed door at the far end of the room. Because the switch needs to be pressed continuously in order for the door to remain unsealed, there is no way you can enter it with Medli. You'll need the Mirror Shield in this small chamber to reflect the light beam onto the symbols on the back wall. The exposed chest contains a Joy Pendant. After grabbing it, return to the previous room, fetch Medli, and then take her back to the hub.

You may notice that the eyes of the giant, demonic figure staring at you from the east wall are similar to the crest that you saw in the chamber where you got the Mirror Shield. These eyes are actually solar crests, but they both need to be activated simultaneously if you want the room to light up as the Stalfos's chamber did. This means that both Link and Medli will have to use their respective items to shine light from the two beams in the room onto the solar crests, and you'll need to use the Command Melody again to make Medli do

this. When the solar crests light up, the giant figure will start shining brightly like the sun and the room will be filled with light. The cursed fog will dissipate and a stairway will appear beneath the figure, leading to a new door down below. Grab Medli and head through the door.

Descend down the stairway in the next passage and quickly cross the bridge before the BLUE BUBBLES get to you. Blue Bubbles are nastier than Red Bubbles because they are shrouded in cursed fog. Touching one will disable your weapons temporarily, making it hard to fight back. Blue Bubbles are also more relentless than their red cousins, and they can detect you much sooner. As if that weren't bad enough, you can't kill them with sword attacks like a Red Bubble. You have to use the Deku Leaf to stun them and turn them into regular skulls. Also, make sure you don't fall off the bridge, or else you'll land in more cursed fog concealing a few Floor Masters. Use the ladder if you have to escape. After killing the Blue Bubbles, you can use the Deku Leaf to float over to a set of platforms along the east side of the room (the left side of the bridge). The hidden alcove back there contains several rupee-filled skulls, but watch out for the disguised Red Bubble amongst them. Anyway, after crossing the bridge, you'll come to another stone tablet similar to the one that blocked the Earth Temple's entrance. With Medli by your side, play the Earth God's Lyric to destroy the tablet and reveal the doorway behind it.

The next room is fairly large, and somewhat similar to the hub chamber. There are two ReDeads nearby, but fortunately you have more than enough room to fight them in this time. To play it safe, run into the beam of light and shine the light towards the ReDeads. The fiends hate light, and shining them with it will stun them for a few seconds, leaving them open for a sword combo strike. There are two scorpion mirrors on either side of the room that will reflect light that you shine at them towards whatever they are pointing to. In this case, reflecting the light off of them will cause the elephant statues blocking the east and west doors to disappear. You can reflect light directly onto the west door without the nearby mirror, but the pillar in between the light beam and the east door will block your reflected beam unless you use the other mirror. Enter the west door first. Medli won't need to accompany you into this chamber, so leave her behind for now.

Head down the stairs and turn right. The floor of this room is obscured by a thick layer of cursed fog. To make matters worse, the fog also conceals six Floor Masters. Normally, you could use the Deku Leaf to forge a path through the fog, but doing so in here would make you easy prey for a lurking Floor Master. The best thing to do is run as fast as you can through the room so that the Floor Masters don't have time to grab you. Try to avoid running directly through the center of the rows in between the columns, because that is where the enemies tend to hide. It also helps to roll as you run, because it will make you go faster and more difficult to capture. When you get to the other side, open the chest in the small alcove to get a key that opens a door in the room you left Medli in. After you grab the small key, the fog will vanish. The Floor Masters can be defeated now that the cursed fog is gone, and if you manage to defeat all six, another chest will appear near the front of the room (containing a Treasure Chart). Sometimes, the Floor Masters like to grab nearby objects such as skulls and throw them at you, so watch out. After you have everything you need from this room, return to the previous room. When you get there, enter the unlocked east door.

Like in the last fog-filled room, a few Floor Masters hide beneath the purple shroud of cursed fog within this passage. Luckily, you can defeat them without having to walk into the fog. Stand by the edge of the small ledge just before you step into the fog to lure out the nearest Floor Master. Shoot it a few times with arrows, and then run to the other side of the fog pit and repeat the procedure with the Floor Master on this end after the curse wears off. Now

climb up onto the ledge and smack the peg with the Skull Hammer to make a beam of light appear. The light is meant to be reflected through the grate behind the peg, but you'll have to move the nearby scorpion mirror first before that can happen. Push or pull the mirror forwards until it falls into its slot and the light from above shines onto it. The light will reflect into the room behind the grate. You can't enter it from this side (or defeat any of the enemies you see), so return to the previous room again, where Medli is waiting.

To reach the south door, you have to push the block on the floor towards the back of the room so that it comes to rest at the base of the ledge. You won't be able to move the block anywhere, however, until you get rid of the elephant statue perched on top of it. Shine some light onto it from the light beam, and then push the block back towards the ledge. To get Medli up there, throw her up or play the Command Melody to control her, and then fly up to the ledge.

The next room is where you were able to look into from the other side of the grate. The light from the scorpion mirror should be shining into this part of the room, so you can use it to subjugate the Poes in here. Also, take out the Bubbles with sword attacks. After defeating all six enemies, stand in the light beam and use the Mirror Shield to reflect light onto the statues along the south wall. After the statues dissolve, grab the pickups hidden in the alcoves behind them. The west wall also has an elephant statue against it, but you can't shine light onto it alone because the light beam is facing the same direction that you would have to stand in to reach it. Call Medli over and control her with the Wind Waker. Have her stand in the light and point her harp towards the east wall before switching back to Link. Now run over to where the light is being reflected and rebound it towards the elephant statue on the west side. The statue conceals a door. Grab Medli and head through.

The walls of this small passage are lined on both sides with gray coffins. Before you find out what's inside them, take out the Keese with the Boomerang. The passage splits off into two directions, but the one ahead is a dead end. Run and roll past the coffins quickly to avoid getting hit by them as they fall. If you take the path that goes west, watch out for the pair of ReDeads that come out of the coffins. At the end of this path, you'll find a chest with a red rupee inside it. Now run back to the other path and run through it. The coffins on this side conceal a deadly Stalfos. Luckily, there is only one this time. After defeating it, you'll find a tablet marked with the Earth God's Lyric symbols. Bring Medli in front of it and play the song so that she can open the path through the tablet.

After entering the next room, run down the flight of stairs lined with torches. At the bottom, you'll come to an enormous, seemingly-bottomless chamber. In fact, the chamber does have a bottom, but make sure you don't fall. If you do, the Floor Masters down below will have their way with you. If you need to escape, you can climb the vines growing up the south part of the wall. The boss's lair is visible from the chamber's entrance, but with no key to enter it, you have no choice but to descend down the long flight of stairs on your left. Before doing so however, take out a bomb and blow up the boulder covering the warp cauldron on your right. This will save you a lot of time if you have to start from the beginning. Anyway, run down the stairs until you reach a gap next to the thick vines growing on the wall. The stairway continues down below, so fly off the ledge with Medli to reach it. Again, make sure you don't fall into the foggy pit below. At the bottom of the stairway is a door that both you and Medli must enter.

The next chamber contains the longest and most challenging puzzle in the Earth Temple. Fortunately, there aren't any enemies in the room, so you can work on the puzzle undisturbed. The lower floor is filled with scorpion mirrors that

must be moved around in a certain way so that light can be used to activate the solar crests inside the eyes of the statue in the back of the room. First though, there must be light for the mirrors to reflect. As soon as you enter the room with Medli, play the Command Melody to take control of her mind. Now fly over to the top of the central structure in the room and press the switch on it. An opening will appear on the ceiling and a beam of light will shine through. Rejoin Link after the switch is pressed, and then switch back to his control. Now grab Medli and jump down to the right side of the chamber, where the beam of light is shining. The first thing you can do with it is illuminate the nearby transparent treasure chest so that you can get a purple rupee from it. Now pull the nearest scorpion mirror into the beam of light so that it reflects towards the north side of the room. The light won't hit anything, nor will it reflect towards anything else if you move any of the other mirrors around, but it will be shining directly over a small pedestal that either Link or Medli can stand on. Play the Command Melody and control Medli. Fly up onto the pedestal and face the alcove along the eastern side of the room. Use Medli's harp to shine the light towards the smaller pedestal inside the alcove marked with a harp symbol. Now switch back to Link and jump onto this small pedestal to receive Medli's light. Use the Mirror Shield to reflect it towards the four light symbols on the wall ahead of you. There is another scorpion mirror behind this wall, as well as a few jars containing a fair amount of rupees. Pull the scorpion mirror out and drag it along its channel until it reaches its slot next to the central structure. When this mirror is set, the light still will not shine towards any other direction. Stand in the beam of light again and reflect the light towards the elephant statue next to the last mirror you moved. When it dissolves, another mirror will be revealed behind it. Move this one so that it ends up shining the light towards the second mirror, which in turn will shine it to one last mirror. The light will shine through an opening in the central structure, but end up hitting nothing else. Take Medli over to the room's southwest corner. There is another transparent chest nearby, as well as a scorpion mirror that can be moved a short distance to intercept the light beam. Move the statue so that it shines the light towards the room's northwest side. As before, the light will shine over a pedestal that you can stand on to reach the light. Use it to open the transparent chest for Joy Pendant, and then shine it towards the elephant statue on this side of the central structure. Move the exposed scorpion mirror in a zigzag pattern into its slot. Once again, you're going to need to control Medli so that she can reflect light from the pedestal towards the smaller one next to it marked with a harp symbol. This way, Link can use his shield to reflect the light onto the four light symbols on the west wall that conceals the last scorpion mirror (and more rupees). You can also reflect light onto the lone light symbol a bit further south of the other four to find a secret passage to another room, but that section of the wall will dissolve anyway once the solar crests illuminate the entire room. Anyway, when the last scorpion mirror is placed into its slot, the light will shine back towards the chamber's center. The important part to note is that you can stand on the two cobra pedestals in front of the large solar crest statue to shine light towards it. Have Medli stand on one pedestal and shine her light towards one of the crests, and then have Link stand on the other pedestal and shine the light into the other crest. When the room brightens up, a path will appear beneath the statue, leading to a new door. Also, if you didn't open up that passage along the west wall or illuminate the transparent chests, the intense light that fills the room will expose them automatically. Finally, you can move on!

Both of the new doors should be entered without Medli, since she won't be needed anymore in this dungeon. If you have time for a Treasure Chart, enter the hidden passage along the west side of the room and use the door at the end. This small chamber contains three coffins lined up along the back wall, inside a pit. The coffins won't open unless light from the beam on the ledge

is shined onto them. Each coffin contains a Stalfos. Unless you're brave or reckless, it is a good idea to open one chest at a time and fight the Stalfos within it before climbing back out of the pit to open the next one, lest you don't fight two or three Stalfos at the same time. Remember to keep your distance from them and use bombs to blow them apart. After you defeat all three Stalfos, pull the cubic block out from the wall to get escape the pit and open the chest with the chart that appears on the ledge above. Now return to the mirror chamber and enter the other door, beneath the solar crest statue.

This room is where the key to the boss's chamber is kept. Unfortunately, you just can't grab it and walk out of here without having to face something mean and nasty. Or maybe three things. The key is guarded by a Darknut and two Blue Bubbles. You should try getting rid of the Bubbles before they or the Darknut notice you, by shooting all of the skulls lying on the ground with the Boomerang. You'll be able to tell which skulls are actually Bubbles because the Boomerang won't destroy them. However, after the regular skulls are gone, you can shoot the remaining Bubbles with arrows and defeat them before they even awaken. The Darknut will be more difficult to defeat. This one carries a buckler, so stun it with the Boomerang after you knock its helmet off. The battle will be very tough if you didn't defeat the Blue Bubbles first, since you won't last long against the Darknut if you can't attack it. After the enemies have been defeated, the exit will unseal and the gate in the back of the room will be lifted, so you'll be able to open the chest containing the Big Key.

Return to the mirror chamber and climb the ladder up to the south ledge. Medli should be standing near the door up here, but you don't need to bring her back if you don't want to. You have to climb across the network of vines in the previous chamber in order to get from the lower stairway to the upper one. When you get to the top, glide over to the boss's door by using the Deku Leaf. Remember to stock up on last-minute refills before you unlock the door.

Link stumbles upon a bizarre and somewhat comical scene. Several dozen colorful Poes are flailing frantically in the bright light of this chamber, stopping when they notice Link. The room darkens and the Poes glide towards the center of the room, where they converge and form a large mask. Suddenly, a gigantic figure appears behind the mask. The oversized Poe laughs and brandishes his fiery lantern. Long ago, when Laruto prayed to maintain the power within the Master Sword, Ganon sent this terrible beastie to do away with her. This monstrosity is JALHALLA, PROTECTOR OF THE SEAL. Unlike other bosses, Jalhalla is a composite of many smaller enemies, so in a way he is only as strong as the group of Poes that he's made up of. The only things you need to defeat him are your sword and your shield, or rather, the Master Sword and the Mirror Shield. Like with a regular Poe, Jalhalla is normally immune to attacks because of his ghostly form. However, prolonged exposure to light will force Jalhalla to become solid and corporeal. Stand in the beams of light and pull up the Mirror Shield to reflect the light towards Jalhalla. After Jalhalla takes on his physical form, he will sit dazed on the floor. Run over to him and pick him up, utilizing the Power Bracelets. Now throw the boss like a bowling ball towards one of the spiked pillars around the edge of the arena. When Jalhalla strikes them, he'll pop and split off into the many Poes he is comprised of. As the Poes flail around, cut down as many as you can before they reform into Jalhalla again. The Hurricane Spin is the best way to get rid of the Poes quickly. Charge one up as soon as you throw Jalhalla, and then release the attack for a Poe slaughter-fest. Jalhalla won't get smaller or weaker as more of his Poes are defeated, but the battle will end when every last Poe has been finished off. Jalhalla has a few attacks that he will use to try to prevent you from shining him with light. He can suck in air with great enough force to draw you and the many skulls littered around towards him. Just

roll away from him while this is happening to avoid getting damaged. As soon as Jalhalla is done inhaling though, he'll blow all of his air out in a mighty gust of wind, pushing you backwards towards the spike-lined edges of the arena. Instead of rolling away from him this time, run and roll towards him. Jalhalla's lantern also provides some of his attacks. The flames he shoots from it can come out in a continuous stream, or they can be shaken out in blasts that are quicker and more powerful. If you keep your distance from the boss, most of his fire attacks won't affect you. Like his brethren, Jalhalla can also place a jinx on you that will screw up your movement controls. If Jalhalla turns purple and tries to body slam you, run away from him to avoid the curse. If you do get cursed, run into a beam of light to get cured instantly, or wait for it to wear off. Unlike a Poe, Jalhalla won't possess you when he attempts to curse you, so he won't need to sacrifice himself in order to do it. All of Jalhalla's attacks can be interrupted if you zap him with a beam of light, but this isn't always easy to do. His wind inhalation and expulsion attacks can pull or push you out from beneath the beams of light, making it difficult to strike him. Also, the beams sometimes disappear on their own, reappearing elsewhere in the room. You won't need any ammo refills for this fight, since all of your other weapons are useless against Jalhalla and the Poes. However, if you need health or magic for the Hurricane Spin, the skulls and the Poes will be your source of pickups. This fight is relatively easy, and when the last Poe is defeated, Jalhalla's mask will shatter and a Heart Container will take its stead.

Collect the Heart Container, and then step into the blue triangle that appears in the center of the room. Medli will run into the chamber and Link will place the Master Sword within the triangle. Together, Link and Medli play the Earth God's Lyric, soon accompanied by the spirit of Laruto. After the sacred song is finished, the Master Sword begins to draw in a strange energy. Link picks it up, and the Master Sword's hilt changes shape. The sword's former energy has finally been restored! However, there is but one step left to accomplish before it becomes the true Master Sword. Medli will remain in the Earth Temple to continue praying while Link travels to the Wind Temple to find its sage. Link steps into the glowing portal and is taken to the shores of Headstone Island.

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Chapter 9: Protectors of the Seal.

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Gale Isle is where the secret entrance to the Wind Temple lies. However, like Headstone Island, the entrance to the temple is inaccessible at first. A ferocious wind blowing from a statue in the back of Gale Isle's beach prevents you from walking into the cavern. The item that you must use to get through the windstorm is located on Ice Ring Isle, which is west of the Forest Haven. Play the Ballad of Gales to reach the haven, and then set sail for Ice Ring Isle.

Ice Ring Isle is shrouded in a veil of snow that keeps the island icy cold. If you so much as set foot on its shores, you'll freeze into a solid block of ice. To thaw out this island, you have to shoot the stream of frozen vapor coming from the dragon statue's mouth with a Fire Arrow. Just as the Ice Arrows helped you on Fire Mountain, the Fire Arrows will allow you to explore Ice Ring Isle. However, you only have five minutes again to find the treasure inside the island's cave before turning into a Popsicle.

Walk around the icy perimeter of the island so that you can get the treasures locked within blocks of ice. To melt the ice, you'll have to shoot the blocks

with Fire Arrows naturally. You can get a yellow rupee and a Treasure Chart this way. Make your way to the western side of the island, where you can climb up to the inner ledge using the steps. When you reach the upper walkway, start moving counterclockwise around the island. Be very careful as you make your way across the icy ledge. There are some areas where you will slide down the slippery slopes, while in other parts you have to carefully cross over thin but slick walkways. If you fall into the water, you have to use the steps near the western side to get back out. When you reach the end of the path, jump over to the icy platform floating in the water. The next platform moves, so be careful when jumping across. After reaching the third platform, jump over to the dragon statue and climb the steps to the cavern entrance in its mouth.

When you fall into the frozen cave inside the island, take the right path across a slippery walkway. When you get to the ledge that follows it, kill the Keese flying above you. Now climb up to the icy slide that will take you to the ledge where the treasure chest sits. It's possible to slide right off the slope when it curves to the left, so make sure to lean accordingly. If you end up falling into the water, you'll have to get out by climbing on the beams sticking out of the wall with the Grappling Hook. When you get to the treasure chest, open it to receive the IRON BOOTS. This footwear allows you to withstand powerful gusts of wind, like the one found on Gale Isle. After you have the boots, you won't have to worry about the island freezing over again. To get to the cavern's exit, walk across the thin ledge on the other side of the treasure chest. You'll need to put on the Iron Boots in order to make it past the whirlwind blowing from the cavern on the wall and to the exit. The boots make you walk painfully slow, but you won't get tossed around by the crazy wind. If you want, you can drop down into the hole inside the cavern, where you can get an orange rupee after defeating a few icebound enemies. After exiting the cave, return to Gale Isle.

Gale Isle's winds are insanely powerful, but they will have no effect on you once you put on the Iron Boots. Trudge across the beach and climb up the stone steps to where the statue blowing out the wind is sitting. With a whack of the Skull Hammer, the statue will break and the fierce wind will stop blowing. Enter the cavern behind the statue. The interior of this island is shaped just like that of Headstone Island. The tablet in the back of the cavern that blocks the entrance to the Wind Temple depicts a Triforce crest, Wind Waker symbols, and a violin. If you play these symbols with the Wind Waker as notes, you will learn another sacred song known as the Wind God's Aria.

The Wind God's Aria will awaken the former sage of the Wind Temple, a Kokiri spirit named Fado. Like Laruto, Fado was killed when Ganon discovered his location. If Link wishes to return the power to repel evil to the Master Sword's blade, he must seek out Fado's descendant. The new sage will be awakened to his destiny when the Wind God's Aria is played to him. Like Laruto, Fado carries an instrument that the new sage will also have. Fado vanishes after finishing his message to Link.

The new sage of the Wind Temple will be much easier to identify than the sage of the Earth Temple. While it wasn't blatantly obvious that Medli carried a harp before, the one who uses a violin already used it during Link's quest to perform a special ceremony. The new sage of the Wind Temple is Makar, the Korok that Link had to rescue from the Forbidden Woods. The Earth Temple's sage was found on the island that was closest to the place that contained the item that would help you get into the Earth Temple, and likewise, Makar is found on the island closest to where the Iron Boots were found; the Forest Haven. After you are out at sea again, warp to the Forest Haven once more.

Although identifying Makar as the new sage of the Wind Temple was much easier than identifying Medli, actually finding him will be harder. Makar normally



hangs out inside the Forest Haven, but you won't find him there now. As you start walking up the path to the Forest Haven, you'll start hearing a violin being played, just like Medli's harp could be heard on Dragon Roost Island. Makar must be somewhere outside. After you cut your way past the first four Boko Babas, you'll see musical notes coming out of the waterfall ahead. Use the Grappling Hook to attach yourself to the branch hanging over the gap. Instead of swinging across though, lower yourself while hanging onto the Grappling Hook's rope. After you get as far down as you can go, start swinging again. Your aim is to swing into the hidden cavern underneath the waterfall.

Makar is playing his violin at the end of the hidden cavern, practicing for next year's annual ceremony. He will be especially delighted when you start playing the Wind Waker in front of him. To awaken Makar to the knowledge that he is the new sage of the Wind Temple, you'll have to conduct the Wind God's Aria. After the song is played, Fado's spirit will appear in Makar's place. Link and Fado will begin performing the Wind God's Aria in front of an imaginary audience. Afterwards, Makar's revelation will come, and he will be made known to the fact that he is the new sage of the Wind Temple. Link must take him back to the Wind Temple now.

Take Makar back to Gale Isle as soon as you reach the King of Red Lions again. During the voyage, Makar will sit on the King's head. When you reach Gale Isle, the King of Red Lions will instruct Link and Makar to work together as a team to overcome the dangers of the Wind Temple. Makar will be your partner inside the Wind Temple, and you must rely on his abilities and the new item you obtain in this dungeon to make it through. After entering Gale Isle's cavern, walk up to the stone tablet with Makar. When you play the Wind God's Aria with your Wind Waker, Makar will repeat the song on his violin and the entrance to the Wind Temple will open.

The Wind Temple is much like the Earth Temple, but not as creepy. Like Medli, Makar can help you in many ways. He can be picked up, made to follow you, thrown so that he can fly a short distance, and controlled with the Command Melody. The only thing Makar can't do that Medli could is fly while carrying Link, since he is far smaller than him. While under the control of the Command Melody, Makar can fly on his own for short distances using the propeller leaf he carries. Additionally, he can plant seeds in designated patches of dirt that instantly grown into short, squat trees. Although this ability doesn't seem like much, the trees Makar plants can unlock certain puzzles and will become much more helpful after you have the new item from this dungeon. The first room is fairly simple, and nothing is stopping you from carrying Makar through the doorway ahead of the entrance portal.

After climbing down the steps in the next room, you'll notice a springboard near the ledge. You'll need this to get through the room, but first you should take care of the enemies in it. Jump into the pit and get ready to fight a Wizzrobe. Remember that Wizzrobes are weak to arrows; if you have magic to spare, shoot it with a Fire or Ice Arrow for a one-hit kill. There is another springboard down here that can be used to get back up to the ledge, as well as a pair of round dirt patches that Makar can use to plant his seeds. Play the Command Melody to control Makar. Scuttle over to the patches of dirt and plant a seed in each. Instantaneously, the trees will shoot out of the ground. When both trees are planted, a treasure chest containing an orange rupee will appear in between them. Now switch back to Link and run to the back of the room, past a thin corridor. You will be ambushed by a blast from the past; a Stalfos. Defeat this mighty enemy quickly, or try luring it into the open before attacking it. To the left of where it emerged, you'll find a warp cauldron that can be unsealed using a bomb or Fire Arrow. If you'd rather not spend ammo or magic, you can also smash the covering off with the Stalfos's mace. Anyway, to get out of the pit, jump on the springboard near the bottom

of the south ledge and put on the Iron Boots. The weight of the boots will depress the springboard, and when you take the boots off again, you'll be shot up into the air. To get to the northern ledge, where the exit is, you have to use the springboard on top of the south ledge to launch yourself into the air. While in midair, you have to use the Deku Leaf so that you can glide over to the ledge. This isn't that different from using Baba Buds. The only problem is that the powerful downdrafts coming from the room's ceiling will prevent you from gliding smoothly over to the ledge. To solve this problem, take control of Makar again. Run over to the spot where the Stalfos appeared, and fly up to the ledge. There is a switch up here that will turn off the downdrafts, allowing Link to make it to this ledge. After both he and Makar are safely on the ledge, climb down the steps and head through the exit door.

The next room contains a familiar wind lever, just like ones that you found in the Forbidden Woods. Blow the lever with a gust of wind from the Deku Leaf to make it spin. This will cause the gate behind it to open. Be careful of the two Armos that will attack you near the lever. Fortunately, the Master Sword can destroy the crystals on their back in one hit, but you may still need to stun the Armos with arrows to get a clear shot. The switches on the other side of the raised gate simply serve to lower and raise it from this side, so you can ignore them. Instead, turn your attention towards the deadly blade moving from side to side across the room. The blade is very dangerous, but you can run past it with careful timing. When you reach the far end of the room, set Makar down and play the Command Melody. As Makar, plant two seeds in the dirt patches on either side of the sealed exit door. After the trees are planted, the exit will unseal itself.

The pit in the next room can only be crossed by Makar at the moment. If you fall into the pit below, you can climb back out by using the vines on the wall. Just make sure you get out before the grabbing tentacles get to you and start draining your magic power. After taking control of Makar, fly up to the first ledge up ahead and plant a seed in the patch of dirt. Now fly over to the one on the left side of the room, a bit higher up, and do the same on it. Lastly, fly up to the highest ledge. Like the door in the southeast corner of the room, the one up here is sealed. However, when you plant the final tree in the patch of dirt, both doors will unseal. Suddenly though, four Floor Masters appear out of nowhere and grab Makar! They drag the poor little Korok into oblivion and dump him somewhere else within the Wind Temple. Sadly, there is nothing you can do to prevent this. You have to move on through the southeast door without your companion.

This enormous chamber is, as expected, the Wind Temple's hub. When you walk into the room, Makar will shout out to you. The young Korok is imprisoned behind a cage on your left, and the only exit out of it is blocked by a massive stone head. This stone is too heavy for even the Power Bracelets. You can do nothing for Makar just yet, so continue alone. Defeat the two Peahats in the room before they become an annoyance. Head towards the east side of the room, across from where you entered from. The door there is guarded by a pair of Armos Knights. Fight them if you wish, or simply run past them.

The next room is similar to the one that had the wind lever in it. This room also contains a wind lever, but it isn't as simple as the last one. Start by killing the pair of Peahats near the beginning of the room. Afterwards, run past the moving blade. You'll come to a ledge that drops off into the room's lower section. You can jump down from the ledge, or you can drop down from one of the two holes nearby. The hole covered in a layer of cracked rock can be broken through if you stand on the rock while wearing the Iron Boots. Watch out for the Floor Master prowling the area below. Floor Masters that grab you here will deposit you by the west entrance to the hub chamber. After defeating it, blow the wind lever with the Deku Leaf to close the gate above and create

a walkway across the gap. You'll need to get back up again, so use the nearby springboard to launch yourself through the hole up above. When you get to the top part of the room again, walk across the closed gate, but don't forget to open the chest on your left to get a Joy Pendant. Defeat two more Peahats and run past another moving blade, and then take the southeast exit (the eastern door is blocked by a stone slab similar to the one that covered the Wind Temple's entrance).

When you step inside the next room, make sure you have full magic power. This spacious chamber is essentially a large ravine that you must cross with the Deku Leaf. The lower level is safe to walk on, but you can't get through the room unless you stay on the top part. If you fall down below, return to the beginning of the room and climb back up. There is another reason you shouldn't go down there; grabbing vines. The vines will suck away your magic power if they get a hold of you, and you need it to get by. Anyway, float over to the updraft swirling up ahead to get pushed upwards. Now float down to the first ledge on your left. The switch here will open up a section of the gate up ahead when pressed, allowing you to get through it. Glide over to the level section of the gate and fight the Wizzrobe in the area up ahead. Make sure to restock on magic power before continuing. Now turn left and jump from the gate to the grassy ledge against the cliff. Continue jumping and gliding until you get to the ledge in the chamber's southeastern corner. The treasure chest here holds the Dungeon Map. Now float back to the ledge where the Wizzrobe appeared, using the updraft to your advantage. To get through the large gate separating you from the western path, you have to float through the opening on the left side. After you make it through, you'll have to make a tight turn in order to get to the updraft that will push you up to the next platform (the horizontal portion of the next gate). Use the littered skulls lying on the platform to get magic refills. Don't lose focus for too long though, or you'll get hit by a Wizzrobe's fireballs. This Wizzrobe will be too far away to lock on to, so you can either aim for it manually or you can wait until you reach the far ledge before fighting it. Just make sure you take out all of the Peahats to make the voyage go smoother. After you defeat the enemies, use the door on the west ledge.

This takes you right back to the hub. Whatever you do, don't jump off the ledge until you press the large switch here while wearing the Iron Boots, or else you'll have to go all the way around again. The switch will open up the floor, revealing more to this already spacious chamber. Before you jump down to the bottom, uncover the nearby warp cauldron for future use. It's a long way down, so make sure you deploy the Deku Leaf before you hit the bottom. There are two doors down at the bottom, but one is locked, so use the other.

The chest containing the small key into the other room is on the ledge near the back of this room, but a row of pointy spikes prevents you from getting up there. Fortunately, there are five covered holes in front of the spikes that you can smash through while wearing the Iron Boots. When you break through a hole, enemies will appear down below. What you have to fight depends on which hole you break through. From left to right, the holes will reveal the following enemies when broken through: five red ChuChus, nothing at all, two Floor Masters, three Armos, and five green ChuChus. There are spikes down below too, so fight carefully. To get out of the lower area, push or pull the two blocks around so that the one with the springboard on it is on top of the tile near the back of the room marked with a wind symbol. The other block must be placed next to it so that you can climb up to it. Use the springboard to launch yourself up through another hole next to the treasure chest. When the chest is opened, both the spikes up above and the ones down below will retract. You can leave if you wish, but if you want a Treasure Chart, you have to break through all five holes and fight every set of enemies before its chest appears. Good luck! Afterwards, run back to the previous chamber and

open the north door with the small key.

The only door to this chamber will seal as soon as you enter it, meaning only one thing; a mini-boss battle is about to occur. Out of nowhere, an orange-robed WIZZROBE wearing a golden headdress will appear in the center of the room, cackling like a loony. Seconds later, the mage will use its powers to summon two other enemies into battle before vanishing again. This mini-boss is the most powerful of all the Wizzrobe types, capable of summoning other enemies to do its bidding while it fights you. The first two enemies that the Wizzrobe summons are always a yellow-robed Wizzrobe and a Darknut. Yellow-robed Wizzrobes are variants of the weaker Wizzrobes, but they too have the ability to summon other enemies into battle. Even though only the orange-robed Wizzrobe is powerful enough to summon other Wizzrobes, the yellow-robed Wizzrobe can call out larger groups of creatures. When two Wizzrobes are on the loose, each summoning one thing after another, the battle can get incredibly chaotic. This makes the orange Wizzrobe the toughest mini-boss in the game. Luckily, this is the only time and place you will ever have to fight it (although the yellow-robed mages will continue appearing later on). Between the yellow and orange-robed Wizzrobes, you will have to face Darknuts, Moblins, Keese, Kargarocs, and Peahats. The orange-robed Wizzrobe will summon the stronger enemies (the Darknuts, Moblins and the yellow-robed Wizzrobe itself), while the yellow-robed Wizzrobe sticks to summoning larger groups of weaker enemies (the swarm of six Keese, the Kargarocs in groups of two, and the Peahats in groups of two or three). Fortunately, the mini-boss won't summon any other Wizzrobes after the first one. Also, both will only summon one enemy or set of enemies at a time, and only if none of their other respective creations are still fighting. Like the red-robed and seagoing blue-robed Wizzrobes, the yellow and orange-robed Wizzrobes can also shoot a triple fire blast attack and teleport around the room erratically. You can tell what kind of spell the Wizzrobes are about to cast by the way they move before performing it. When they twirl their wands around, a fireball attack is coming. When the Wizzrobes dance in a circle, they are about to summon. Naturally, you should get rid of the Wizzrobes first so that no more enemies are summoned into battle. This is easier said than done though. With so many enemies around, targeting the Wizzrobes (especially the mini-boss) can be nearly impossible. Even if you do finally get locked on to one, it may just teleport to a new location before you can shoot it. The yellow-robed Wizzrobe, slightly more resilient than its red cousins, can be defeated with two Fire/Ice Arrow blasts. The orange-robed Wizzrobe will take three hits before it goes down. The Boomerang is also helpful in this fight, since you can stun the other enemies around you and defeat them quickly with your sword. If you manage to lock on to the Wizzrobes, stun them with the Boomerang to keep them still while you fire arrows at them. If they're low enough to the ground, you can even hack at them with your Master Sword. The battle will become much easier after you defeat any one of the two Wizzrobes and all of its respective minions. The only way to get health or ammo during this fight is to break open the treasure spheres that the stronger enemies leave behind. After you finally kill both of the Wizzrobes, defeat every last enemy standing. Even with their masters gone, the other enemies must be killed off before the prize chest appears.

This chest contains the HOOKSHOT, a handy tool that can latch onto objects and pull you to them. It can attach itself to many things, including trees, treasure chests, enemies, pickups, and special targets designed specifically for its use. Offensively, the Hookshot can be used to reel smaller enemies in for a sword attack. This proves useful when battling such foes as Bubbles or Bokoblins. Use the Hookshot to pull yourself up to the north ledge by attaching it to the yellowish target above it. To unseal the exit door, pound the peg on the ledge into the ground with the Skull Hammer.

With the Hookshot, you must now make the long journey upwards back to the first floor to rescue Makar. Start by killing the two Peahats near the bottom of the shaft. You can reel them in close with the Hookshot and attack them, rather than having to hit them twice with the Boomerang or wasting arrows. Now hook yourself up to the northeast ledge by aiming for the circular target above it. Repeat this process moving counterclockwise and upwards, until you get to a ledge on the east side. Directly across from you, there should be a small alcove containing a treasure chest. Glide over to the alcove using the Deku Leaf, and pry open the chest to get the Compass. To get to the next ledge above you, use the springboard near the treasure chest to launch yourself up. From here you can resume using the Hookshot until you get to another springboard. Use it to get to the longer ledge near the first floor. The Peahats will probably notice you at this point, so be ready for them. To get from the elongated ledge to either the west doorway or the place where Makar is being held, pull yourself up by hooking the targets on the walls. Rescuing Makar will require more clever use of the Hookshot. The stone head blocking the entrance to his cage has a target on it, but hooking yourself onto it will do you no good. Instead, put on the Iron Boots, and then use the Hookshot. The weight of the Iron Boots will keep you grounded as the stone head is pulled outwards. Make sure you aren't directly beneath it when it falls over. After the stone head is out of the way, enter the cage and retrieve Makar. You can open the chest as well to get a Joy Pendant. Now, both you and Makar must reach the west doorway. You can get there by using the Hookshot as usual, but in order to get Makar up there, you'll have to control him with the Command Melody. Afterwards, return to the room where the Floor Masters grabbed Makar.

A yellow-robed Wizzrobe now lives in this room. The yellow-robed Wizzrobes you encounter now and in the future will be able to summon a greater variety of enemies than the one that accompanied the orange-robed mini-boss. Each individual yellow-robed Wizzrobe has its own predetermined set of enemies that it can summon. Some will even be able to call out former mini-bosses like Moblins and Stalfos (however, the orange-robed Wizzrobe alone retains the ability to summon other Wizzrobes). Usually though, they'll stick to summoning smaller and weaker things like ChuChus and Keese. The one in this room will only be able to summon Fire Keese and Red Bubbles. After defeating it, Makar will tell you that the Hookshot can latch onto the trees he planted. You can pull yourself up to the northernmost ledge, and then control Makar to have him fly up there as well. Use the door after you are both there.

The following room is almost identical to the last one. The key difference is that there are four Blue Bubbles flying through the air up here. You can use the Hookshot to take out the nearest one, but the far ones will have to wait until you get closer. Play the Command Melody to control Makar, and then fly up to the nearest ledge up ahead. Plant a seed in each of the mounds of dirt on the four ledges so that Link can pull himself up by hooking onto the trees. You'll probably have to pause before all of the trees are planted so that Link can defeat the Bubbles that will otherwise make it difficult for Makar to plant seeds. When planting the final tree, stay well away from the Floor Master on the top ledge. After both Makar and Link reach the top of the room, enter the door on the right.

This door places you in the top section of the hub chamber. The gate up ahead must be opened by pressing the two switches in front of it simultaneously. Set Makar down on one switch while you press the other. The gate will open, allowing you to go through. Additionally, a portion of the floor down in the basement will open as it did on the first floor, revealing a large fan underneath. Play the Command Melody again to control Makar. Under his control, fall down to the basement of the shaft. On the west side of the room, you'll see two patches of dirt that Makar can plant seeds in. After planting the two trees, the fan below him will activate. The giant fan will turn off and on

periodically, lasting in each phase for about ten seconds. When the fan is off, you can jump in between the openings in the floor and the fan's blades to get to a hidden doorway. When the fan is on, a giant updraft will blow up the shaft, but you won't be able to go beneath it. The door down below is locked, and you currently have no key to enter it. Leave Makar down at the bottom of the shaft and switch back to Link, who should still be by the second floor entrance (if not, use the Deku Leaf to ride the updraft back up). When the updraft starts up again, jump into it to be lifted even higher. From this altitude, you can get to any of the remaining ledges on the top floor. On the east ledge, there is a chest containing a Joy Pendant. The west ledge offers nothing, but the south ledge has another door. Enter it once you reach it.

As soon as you walk through the doorway, it will seal behind you, leaving you to fight the Armos inside the room. There are six of the statues this time, making it rather hazardous to move around. If you get them clustered together, it will be easy to take out multiple enemies with sword strikes, or stun them with arrows. After all six are destroyed, the exit will unseal and a gate in the back of the room will open. Get the small key from the treasure chest behind the gate before you return to the wind shaft.

The key you just got unlocks the path to the boss's lair, but there's no sense in going there just yet without the Big Key in your hands as well. Upon returning to the hub, you'll find Makar waiting in front of the north doorway on the top floor. If you accidentally went to the bottom looking for him, use the switch-powered elevator beneath the fan to get up to the ledge above the fan. Anyway, you're going to want to head down (or up) to the first floor, which is actually the middle level. Use the Deku Leaf to float to it if you're up above, but make sure the updraft doesn't catch you. Makar will also be affected by the updraft while he flies. When you get to the first floor, head inside the east doorway guarded by Armos Knights with Makar.

Head through this room the same way you did before. Just leave Makar on the top level so that he doesn't become victimized by the Floor Masters down below. After the gate forms a bridge across the gap and you launch yourself back up to the top level, bring Makar over to the stone tablet at the far end of the room. Play the Wind God's Aria in front of the tablet, with Makar nearby. Makar will repeat the song and the tablet will crack to reveal a new doorway. Feel free to leave Makar behind in this room when you enter it.

The Big Key is in this room, but three Darknuts guard it, including one wearing black armor and a buckler. This battle can be just as tough as the one against the Wizzrobe. It is hard to ignore the other Darknuts while you fight one, so stay on your toes and get ready to fight all three at the same time. Circling the Darknuts is the best way to get closest to the one you are locked on to. If you simply try to evade their attacks, there is a chance the Darknuts will end up hurting each other. This can really help you out, but it won't win the entire battle for you. After defeating all three Darknuts, open the chest sitting behind the opened gate. Claim the key, and then leave the room.

Now that you have both the small key to the door down at the bottom of the wind shaft and the key to the boss's chamber, return to the hub and drop down to the bottom with Makar. Use the small key to open the door down here, beneath the large fan. Remember to take Makar in with you this time.

The enemies in the Wind Temple just don't let up, do they? The new room unlocked with the small key contains not one, but two hulking Stalfos and a yellow-robed Wizzrobe! The Wizzrobe is only capable of summoning Morths, but these spiky irritants are the last thing you need when fighting three other dangerous enemies. Defeat the Stalfos first by blowing them up, stunning their

skulls, and then smashing them with the Skull Hammer. If there are any Morths around, leave one or two of them alive so that the Wizzrobe doesn't summon any more (since it won't until all of the previous enemies that it summoned are destroyed). Use Fire or Ice Arrows to kill the Wizzrobe as usual. After the enemies are gone, the east exit still won't unseal. Look up to see a set of platforms around the edge of the room. Above each platform is a Hookshot target. There are a few stone heads on the walls with targets as well. Make your way up to the top of the room with the Hookshot by using the targets and the stone heads. At the very top, on a ledge on the northwest side of the room, you'll find a switch that you can press while wearing the Iron Boots. This will unseal the east door below. However, if you want to uncover another treasure chest, you'll have to stick around a bit longer. If you pull all of the stone heads off of the wall by using the Hookshot while wearing the Iron Boots, Bokoblins will emerge from behind them. There are four stone heads, but only two of them hide Bokoblins. After defeating them (use Stalfos maces or the Hookshot for fun), a chest containing a Treasure Chart will appear on the floor. After getting it, use the east exit with Makar.

The next room is very large and very long. Grabbing tentacles lurk in the grass at the bottom of the chasms on either side of the pathway, so don't go down there. The first enemies you'll see along the pathway are Bokoblins and Armos Knights. Don't miss the opportunity to get more Joy Pendants with the Grappling Hook from the Bokoblins if you still need them. After defeating them all, walk with Makar to the circular platform at the end of the pathway. The drafts of wind on either side of the space ahead will prevent you from crossing over to the next ledge, but not Makar. Control him with the Command Melody, and then fly straight over the gales. The ledge ahead has a spot of dirt that you can plant a seed in, but watch out for the Floor Master lurking near it. After the tree is planted, switch back to Link and use the Hookshot to make it across the gap. When Link reaches the ledge, kill the Floor Master quickly. Now take Makar to the end of the passage, defeating the Peahats along the way. Use the door on your right to proceed.

This room is all that separates you from the boss, but it's very tricky to get past. There are three strong gusts of wind coming from the back wall that will prevent you from walking through unless you're wearing the Iron Boots. The only problem with this is that the boots will make you walk too slowly, and the three moving blades in the room will hit you before you can get past them. There are three blocks that can be moved around to trap the blades against the walls, but the trench just before final blade will make any block you try to push across it fall in. This leaves you with two blocks. The first two blades are close enough together so that a single block can be used to trap them both. To trap the third one, push the last block across the trench by setting down the other block inside the pit so that the one you are pushing doesn't fall in. In the end you should have a block inside the trench, one trapping the first two blades, and the last one trapping the third blade. Now pick up Makar and put on the Iron Boots so that you can walk to the back of the room. When you go through the opening and into the back section of the room, you can remove the Iron Boots. Take Makar to the back of the room and play the Wind God's Aria in front of the stone tablet to destroy it. The boss's door is up ahead. Before using it, uncover the final warp cauldron and break the surrounding jars for pickups. Makar will stay here while you enter the boss's lair and fight whatever is inside.

The gloomy chamber is quiet...too quiet. Jump down from the ledge into the sandpit below. As Link approaches the center of the pit, the ground begins to rumble and sand begins pouring into the room, covering the stone tablet with the Triforce crest on it. Suddenly, an ugly and massive sandworm bursts out from the ground and starts gliding through the room, bellowing loudly. MOLGERA, PROTECTOR OF THE SEAL is the boss of the Wind Temple. After Molgera

dives into the soil again, a sand whirlpool will form in the arena floor. Molgera lurks beneath the heart of the whirlpool, waiting with opened jaws. As Molgera sits in the center of the sand pit, it will extend its blue tongue into the air. Lock on to the boss's tongue and shoot it with the Hookshot. When attached, the Hookshot will pull Molgera's tongue towards you, allowing you to cut it up with sword strikes. Molgera's tongue is its weak spot so keep hitting it to inflict damage to the boss. The tricky part about this is that the sand beneath your feet will constantly pull you in towards the center of the pit and into Molgera's gaping jaws. If you get too close to the boss, it will try to eat you, dealing two whole hearts worth of damage. You should try to shift around so that you stay at a safe distance from Molgera while you try to Hookshot its tongue. The sand whirlpool won't necessarily stay centered within the arena. In fact, Molgera will try to follow you around so that the pit gets closer and closer to you. You can't attack Molgera from outside the bounds of the sand whirlpool, so you're going to have to keep an eye out for where the bottom of the pit is. Molgera itself won't be the only one attacking you either. The boss can send out larval sandworms after you. Like their mother, the larvae can swim through the sand with ease. To defeat them, reel them in with the Hookshot and slash at them twice with your sword. These worms appear three at a time, after you damage Molgera's tongue. Although vicious, they are a great source of health. Try eliminating all of the larvae first before going after the boss. The only other thing you'll need to watch for is when Molgera emerges from the sand and starts gliding through the air again. After circling the arena, the boss will dive towards you with its mouth open. If you have Molgera's larvae on top of you, it can be difficult to discern Molgera's location during this attack. Although Molgera can dish out a beating, it won't last long in battle if you keep attacking its tongue. After you defeat the boss, it will crumble into dust and leave behind its Heart Container. The sand will empty out of the room, leaving the stone tablet exposed. After you grab the game's final Heart Container, step into the blue light shining from the Triforce crest.

Makar enters the chamber, and Link places the Master Sword in the center of the Triforce crest. The two begin playing the Wind God's Aria, just as Link had done with Medli in the Earth Temple. Fado appears and begins playing as well. As the musicians play, energy begins to flow into the Master Sword. Link holds it in his hands, and the blade begins glowing. The final step to restoring the Master Sword has finally been completed. Once again, the legendary blade has the power to defeat Ganon. After the performance, Makar tells Link that he will remain in the Wind Temple to continue praying. Link steps into the portal and is taken to Gale Isle's exterior.

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Chapter 10: The Hero of Winds.

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Back outside, Link sees the King of Red Lions talking to a Fishman. According to the Fishman, the Forsaken Fortress is completely empty. Ganon and his minions haven't been seen since Valoo burned down his headquarters. Although the Fishman is pleased to hear that he is gone, the King of Red Lions is troubled. He fears that Ganon may have already gotten to Princess Zelda. There is only one thing left to do before Link can reenter Hyrule. He must collect eight Triforce Shards that together form the Triforce of Courage.

The eight shards are scattered at the bottom of the ocean, but they can be found and salvaged just like any other kind of treasure once you find the eight corresponding Triforce Charts. The charts are more heavily-guarded than the shards themselves, and you will have to overcome tough enemies or tricky



puzzles to get them all. Even then, you won't be able to read the charts without some assistance and a lot of cash.

Anyway, it matters not which order you get the charts and pieces, but before you go anywhere, warp to any island that has a postbox on it and check your mail. Tingle sent you something, but he attached a postage fee of 201 rupees to it, so pay up. The thing Tingle sent you is the IN-credible Chart, which is the most useful tool there is for hunting Triforce Shards. This chart displays the location of every Triforce Chart in the Great Sea. What's better is that the chart also shows you where to find the actual Triforce pieces after you get their corresponding charts deciphered. And as an added bonus, the chart will cross off any charts or shards you've already collected, making it easy to keep track of which ones you have left to collect. Very cool! If you find nothing in your postbox, it means you haven't freed Tingle from Windfall Island's jail yet. Do that before starting the treasure hunt.

After you start collecting Triforce Charts, you'll notice that after they are opened, you won't be able to read them. You have to get them deciphered by Tingle. After Tingle is freed from the jail on Windfall Island, he'll return to Tingle Island (where else?), where his enslaved look-alikes Ankle and David, Jr. are forced to rotate Tingle's tower day and night. Whenever you get a Triforce Chart, warp to Tingle Island and climb the ladder up to his tower. If Tingle detects that you have an un-deciphered chart with you, he will offer to make it readable for a minor cost of...398 rupees per chart! Tingle certainly doesn't lead a cheap life. You will need over 3,000 rupees just to get all of your charts deciphered, but it's the only way to find out where the Triforce Shards are, even with the IN-credible Chart.

After you know where the shard lies, sail to that quadrant and look for the ring of glowing light, just like the ones that appear when you open regular Treasure Charts. Don't confuse them for the many smaller rings though; the ones you're looking for emit a beam of light into the sky that can be seen from far away. The rings disappear when you get close to them, but you can listen for the humming sound that the treasure makes when you pass over it. After you pinpoint the shard's location, use the salvage crane to haul it up from the sea floor.

The first Triforce Chart is on an island known as the Islet of Steel. It is also one of the earliest charts you can acquire. To get to the Islet of Steel, play the Ballad of Gales to warp to Greatfish Isle. The Islet of Steel is directly south of Greatfish Isle. This metallic island is surrounded by a convoy of cannon warships. Although most of them can be avoided, one of them blocks the entrance to the island's interior. Use the King of Red Lions' cannon to sink it. Kargarocs will attack you as you get close to the island too. When you get inside the island, cruise up to the steps that lead to a strange altar. There are two crests on the floor. One is a wind crest, while the other is a Triforce crest. Stand on the wind crest and conduct the Wind's Requiem to make a chest appear on the Triforce Crest. Inside, as expected, is Triforce Chart 1. When deciphered, this chart will lead you to a TRIFORCE SHARD somewhere around Greatfish Isle. Before you exit the Islet of Steel and go look for the shard, break open the jars along the side of the altar for rupees that will help you pay for Tingle's deciphering fee.

The first chart was relatively easy to get, but the second one takes a lot of work. However, you'll finally be able to make use of the Joy Pendants you've been gathering throughout your travels. Start by returning to Windfall Island. Walk up to the top part of town and look for a building with a sign posted on it, depicting a crude drawing of a woman with pink hair (there's also a ladder to the left of the building). This is Windfall Island's school. Mrs. Marie, the pink-haired teacher, will be standing inside. If you chat with her, she'll

tell you about the Killer Bees, a gang of boys that like to cause mischief. They cut class often, and Mrs. Marie would be grateful if you tried to talk them into returning to school. The Killer Bees happen to be just outside the school. However, like most of the townspeople, they only come out during the day (use the Song of Passing if it's night). Their leader, a boy named Ivan, will challenge you to a game of hide-and-seek against all four of the gang's members. When you accept, the four boys will run off in different directions. Your goal now is to find them and catch them.

The first boy, Jin, is behind the bomb shop. To get there, sidle across the ledge to the left of the shop just as you did when you went after the pirates. After you find him, he'll start running, so jump after him and chase him down. You have to tag him in order for him to be considered caught. Another gang member, Jun-Roberto, is behind the monument on the cape that Tott normally dances in front of. Catch him just as you caught Jin. The next boy, Jan, is hiding on a ledge near the school. To the left of the school's entrance is an opening that takes you to the ledge Jan is hiding on. Turn left on it to find the boy hiding behind a bush. Finally, go after Ivan, the gang's leader. Ivan is cleverly hidden in the branches of the tree next to the town's archway. Perform a rolling attack to knock him out of the tree. After you catch all four boys and beat them at their own game, they'll reconsider their delinquent ways and reward you with a Piece of Heart. As valuable as Pieces of Hearts are, this isn't what you came for. Return to Mrs. Marie after you finish speaking to the Killer Bees.

Mrs. Marie will thank you for talking some sense into the gang and reward you with a purple rupee. That still isn't good enough though. Run outside again and talk to the Killer Bees again. They suggest that you should give Mrs. Marie a present, as it's her birthday soon. Mrs. Marie's favorite things in the world are Joy Pendants, so the more you give to her, the happier she'll be. Ivan will tell you how to get a Joy Pendant here in town, but if you have enough already, you don't need any more. The best way to get more pendants is by stealing them from Bokoblins with the Grappling Hook.

Anyway, run back into the school and show Mrs. Marie your Joy Pendants. Delightedly, Mrs. Marie will accept them from you. She will only take one at first, giving you a red rupee in return. However, when you present twenty more to her, she'll give you a piece of parchment. This is the Cabana Deed, a document that identifies its holder as the owner of the Private Oasis found south of the Tower of the Gods. The deed is all you need to continue the Triforce hunt, but you can get something even more exciting by giving Mrs. Marie twenty more Joy Pendants. Her final reward will be a peculiar mask called the HERO'S CHARM. When worn, the charm allows you to see an enemy's health meter. On regular enemies, this only works when you lock on to them, but when fighting bosses, the meter will stay on the screen as long as you're wearing the Hero's Charm. This item, like the Magic Armor, is optional, but very rare and very cool. Anyway, now that you have the Cabana Deed, set sail for the Private Oasis.

The luxurious cabana on the Private Oasis is owned by Mrs. Marie, but it's yours if you have the deed. The island's steep sides make it difficult to get on, but if you sail around to the south side, you can climb the stone steps or use the Hookshot on the tree. The pool outside is filled with stuff like hearts, but nothing too exciting. The real treasure lies inside the cabana, but you can't get in without the Cabana Deed. When you try to enter the cabana door, the butler painted on it will rudely deny you entry. Just flash the Cabana Deed in front of him and he'll recognize you as the new master, allowing you to enter. The island itself will even be renamed after you. Inside, you'll find a fire burning inside the fireplace, and an interesting sliding puzzle on the wall, which you can try solving to entertain yourself

and win rupees. To find the chart you seek, look up towards the ceiling. A beam that can be grappled onto hangs down from above. When you pull down on the beam while hanging off of it, the fire in the fireplace will extinguish itself. You can enter the cabana's hidden basement by dropping down into the hole left behind in the fireplace.

The catacombs below the Private Oasis are confusing and kind of creepy. Many of the passages up above are blocked by gates that are controlled by Skull Hammer pegs. Hitting them with the Skull Hammer will raise the corresponding gates and allow you to explore further into the maze. The only way to get from one section of the maze to another is to climb in and out of the holes located in most of the rooms. These underground holes are connected by yet another confusing series of small tunnels that you must crawl through. The Triforce Chart lies deep within this network of tunnels, but you may get lost a few times before reaching it. This isn't necessarily a bad thing though, since there are other valuables in the maze too, such as troves of jars filled with expensive rupees, and a chest containing a solitary orange rupee! Although the catacombs are pretty creepy, Rats are the only things living down here. You just have to worry about what isn't living.... At some point, you'll have to go into a hole that looks a bit earthy. Two ghastly ReDeads lurk down below, but you must get by them in order to find the Triforce Chart. The chamber they hide in isn't very big, so defeat them quickly before they notice you. After you defeat them, break the jars along the wall and crawl into the tunnel they were concealing. After exiting the tunnel, climb the ladder up to the top level. Like in the Islet of Steel, you have to play the Wind's Requiem while standing on the wind crest up here to make the chest containing Triforce Chart 2 appear. After grabbing the hard-earned reward, smash the nearby Skull Hammer peg to raise the gate, and then find the exit portal. When you get the chart deciphered, it will guide you to a TRIFORCE SHARD buried somewhere near Gale Isle.

The next chart is considerably easier to get, but that's not saying much, since Triforce Chart 2 probably takes the longest time to acquire. Anyway, your next destination is Bird's Peak Rock, a remote location at the eastern end of the Great Sea. Use a cyclone to get to the Forest Haven, and then sail northeast (or just sail two quadrants east from the Private Oasis if you feel like taking the scenic route). Bird's Peak Rock isn't much of an island. The six rocky spires around the main eastern islet are inaccessible, but they are the nesting sites of Kargarocs. The chart itself is inside a secret cave behind the metal gate on the main islet, but the gate can only be opened if you hit six diamond-shaped switches resting on top of the spires. Since there is no way you can reach them yourself, you must call upon a seagull to do the task for you. You'll have to control one using a Hyoui Pear (if you don't have any, buy some from Beedle). The seagull will be able to reach the switches, but if it flies too close to the Kargaroc nests, the territorial birds will chase after it and attack it. Try to take out all of the Kargarocs from the ground with arrows first. Aim carefully at them and pick them off one by one. Only four of the Kargarocs are sitting on nests. One will be flying around the central spire, but unless you are a very good shot, you won't be able to kill it. The best you can do is hope that it doesn't harass your seagull while it flies up there. After killing the nesting Kargarocs, lay out a Hyoui Pear to lure in one of the seagulls. After taking control of one, start flapping up to the spires and fly through the diamond-shaped switches to activate them. After you hit the four on top of the smaller spires, keep your distance from the circling Kargaroc and start gaining altitude. When the seagull is high enough to reach the topmost switch, make a beeline for it and hit it before the Kargaroc reaches the gull. The gate on the main islet will open after all six switches are pressed. Enter the secret cave and play the Wind's Requiem on the altar again to make the chest appear. Open it to get Triforce Chart 3, whose TRIFORCE SHARD is located in the waters around Stone Watcher Island (wait

until you have to go there to get an upcoming Triforce Chart). If you're curious to know the purpose of the wooden beam sticking out from the rock above the secret cave's entrance, attach the Grappling Hook to it and climb up to the ledge. Chu Jelly collectors will find a rare blue ChuChu up there.

Triforce Chart 4 isn't located on an island, but inside the Ghost Ship that haunts the waters around certain locations during the night. This spooky vessel appears every night in one of the following locations, depending on which phase the moon is in: Crescent Moon Island, Diamond Steppe Island, Bomb Island, Spectacle Island, Five-Star Isles, Star Belt Archipelago and Greatfish Isle (full, left gibbous, left half, left crescent, right crescent, right half and right gibbous, respectively). The Ghost Ship can be spotted by looking for the floating blue flames that dance around it, giving it an even eerier look. Unfortunately, when you get close to the Ghost Ship, it will just disappear. You need a special chart first before you can explore the phantom boat. This chart, appropriately named the Ghost Ship Chart, is on Diamond Steppe Island, where the Ghost Ship appears during the left gibbous moon. Warp to Outset Island, and then start sailing northwest. You might have a run-in with an eight-eyed Big Octo along the way, but at least you get an orange rupee for defeating it. When you reach Diamond Steppe Island, sail around to its western tip and pull yourself up to the ledge with the Hookshot, using the tree. The island is named after its diamond shape, but it is also noted for the geographical steps on it that are impossible to climb without the Hookshot. Pull yourself up from ledge to ledge the same way you got on the island. Make sure you don't go in the water though, or else the river current will sweep you back down to the lowest part of the island. When you reach the top, enter the secret cave.

Diamond Steppe Island's secret cave is the hidden gravesite of many ruined ships. It is also filled with warp cauldrons and Floor Masters. The cauldrons are interconnected confusingly, and you must enter them in a certain order to reach the cave's treasure. If you use the wrong cauldron, you'll be returned to the beginning of the maze. The Floor Masters also serve this purpose, but they can be defeated with arrows or sword combo strikes. To make it through this maze, start by jumping into the only cauldron in the first clearing. When you emerge, ignore the two other cauldrons nearby and go around the wooden wall in front of you. A Floor Master guards a warp cauldron in this corner. Tounce it, and then grab the Boko stick from inside the jar next to it. Use the torches near the cauldron you emerged from last to light the stick on fire, and then use it to burn off the covering over the cauldron that the Floor Master was in front of. Bombs or Fire Arrows can also be used if you'd rather not use the Boko sticks. The cauldron will send you to the deck of one of the ruined ships. Open the nearby chest to get a Joy Pendant if you still need to get the Hero's Charm. To the right of the cauldron, you'll find an opening in the ship's railing. Jump down to the clearing below and use the cauldron closest to where you landed, after you burn or blast the covering off it. That cauldron will warp you to another ship deck. There are three other cauldrons up here, as well as a Floor Master. After defeating the fiend, use the cauldron diagonally across from the one you came in from to reach the chest containing the Ghost Ship Chart. Jump off the ledge behind the treasure chest to get to the exit afterwards.

The Ghost Ship Chart is divided into six sections that represent the islands that the Ghost Ship appears in. Each section also shows the phase of the moon that the Ghost Ship appears in. During the night, the ship's image will appear on the section of the chart that corresponds to the island it is currently haunting. Additionally, the ship's image will appear on the Sea Chart as well. Once you know where to find the Ghost Ship, set sail for its location and look around for it. The ship's blue flames will easily give it away in the dark night. Now that you have the Ghost Ship Chart, the Ghost Ship will remain

visible and you can sail right into it. The inside of the Ghost Ship is shaped almost exactly like the inside of a submarine. Jump down from the ledge and start attacking the ghostly enemies. There are two Poes down here, and one yellow-robed Wizzrobe. The Wizzrobe is the most dangerous of the enemies, since it can summon powerful Stalfos and creepy ReDeads. Shoot it with a pair of Fire/Ice Arrows, but stay at a safe distance from its minions. The light beam in the room helps to defeat the Poes and the ReDeads, and the skulls lying around can be cracked open for pickups. After defeating everything, a ladder will drop from the ledge in the back of the room. Climb it to get to the chest containing Triforce Chart 4. Before you open it, break the jars next to it and collect the 300 rupees or so that spill out. As soon as you get the chart, the Ghost Ship will disappear forever, leaving you on the King of Red Lions. Follow the deciphered chart to Outset Island, where another sunken TRIFORCE SHARD is hidden.

Four Triforce Charts down, four to go! The next chart is very simple to get. It's located on Needle Rock Isle, but it's not on the island itself. From Greatfish Isle, sail southwest towards Needle Rock Isle, whose pointed spire is easily visible from Greatfish. As you approach from the northeast, look for three cannon warships cruising around the quadrant's northern edge. The small pirate fleet is commanded by a gold-colored warship. All three of the boats will leave behind a small ring of light indicating sunken treasure beneath them. This means that you have to destroy the boats with your own cannon. Sail right up to each one so that you can get clear shots, but don't get too close or else the explosions will hurt you. After all three are destroyed, use the salvage crane on the spot that the boats' treasure spheres are floating. The two regular cannon boats yield an orange rupee and a purple rupee, which isn't bad. The golden cannon boat leaves behind Triforce Chart 5. When you get it interpreted, look for the TRIFORCE SHARD near Cliff Plateau Isles, which is east of the Forest Haven.

The sixth chart is very fun to get, but very difficult. To get it, you must return to your home island, Outset. It is a good idea that you fill up on Elixir Soup at your grandma's house and Fairies or other potions in the Forest of Fairies. The chart is inside a secret cave known as the Savage Labyrinth. The entrance to it is found on a ledge behind your grandmother's house. To get to it, use the Hookshot on the tree to pull yourself up. The Savage Labyrinth's entrance is covered by a massive stone head, but it can be lifted and thrown out of the way with the Power Bracelets. Jump into the hole when you're ready.

The Savage Labyrinth is a subterranean complex made up of 51 levels, one after another. The hole that leads to each next level is surrounded by a ring of fire, and you can only proceed through the labyrinth by defeating all of the enemies on each level. Before you get to the end of the labyrinth, you will have to fight just about every enemy that you've seen so far, with the exception of oceanic enemies, bosses and a few others like Floor Masters. Every tenth level, starting with the first level, is one where instead of fighting you can recuperate and prepare for what lies ahead by refilling on ammo, health and a lot of rupees. You are also given the opportunity to leave the labyrinth if you don't wish to continue anymore, by stepping into the light portals. The enemies in the Savage Labyrinth don't leave behind spoils of any kind, but you can still use the Grappling Hook to get them anyway. The nine levels in between each recovery level are themed after the five major dungeons that you've explored already, and at the end of these nine levels, you'll have to fight two of the dungeons' mini-bosses (so on the tenth level, expect to see two Moblins, while on the twentieth level you must fight two winged Mothulas). The exception of course is the fiftieth level; instead of fighting two orange-robed Wizzrobes, you'll fight four Darknuts. You only need to reach the thirty-first level to find the Triforce Chart, but you can

continue to the fifty-first to get a Piece of Heart. When you get to the thirty-first level, play the Wind's Requiem on the wind crest to make the chest appear. If you want to keep going, use the Mirror Shield to deflect light from the smaller light beams (not the portal) that appear onto the elephant statue blocking the hole to the next level. Triforce Chart 6 will lead you to a TRIFORCE SHARD buried near Southern Triangle Island.

Head to Stone Watcher Island next. Once again, Greatfish Isle is the closest island to your destination that you can ride a cyclone to. Stone Watcher Island is southeast of Greatfish. There are a few cannon boats near Stone Watcher Island, so you may want to get rid of them before stepping on land. Stone Watcher Island is named after the large stone head sitting on top of it. Climb up to the top of the island and lift the stone over your head so that you can throw it out of your way. Enter the secret cave beneath the stone.

The large, circular room inside the secret cave has six doors, including the one you entered from. The far one has a Triforce crest above it, indicating the place where the chart lies. However, this is also the only sealed door. To unseal it, you must go into each of the other four rooms and fight the enemies inside. When you come back into the circular room after defeating them, the torch above the door will light, indicating that you've cleared that room. When you go into the rooms, the doors will seal behind you, so you cannot come back until you defeat everything. You can clear the rooms in any order. The first one on your left contains four Armos. The next one going clockwise has a pair of Moblins inside. The next one, past the sealed door, has three red-robed Wizzrobes in it. Finally, you'll have to fight five Bokoblins (carrying either Boko sticks or machetes) inside the room to the right of the entrance. These battles shouldn't be very difficult. However, when you finish clearing the rooms, two Darknuts will appear inside the main chamber. Use the pillars as cover and try fighting them one at a time. After you defeat them, the door with the Triforce crest above it will unseal. Go inside and get Triforce Chart 7 and a bunch of rupees. The TRIFORCE SHARD that this chart marks is in the water near Seven-Star Isles (north of Dragon Roost Island). Before you leave Stone Watcher Island, bomb the pillars in the circular chamber for even more rupees, and don't forget to get the Triforce Shard from the water (using the chart you got at Bird's Peak Rock) or the Blue Chu Jelly from the top of the island.

Only one Triforce Chart remains, but getting it won't necessarily be easy. The chart is found on a remote islet in the very northeast corner of the Great Sea, called Overlook Island. Warp to Dragon Roost Island, and then sail northeast from there. Overlook Island is made up of a series of old buildings with trees growing on top of them, and it's patrolled by a pair of cannon boats. You can only get from the water to the top of the structures by using the Hookshot on the trees. Start by pulling yourself up to the northwestern side of the island. Now continue using the Hookshot to get by the next three structures in the same manner. Watch out for the blue ChuChu that lives on the third one. After you locate the entrance to the secret cave on top of the fourth structure, jump in.

The secret cave on Overlook Island is almost identical to the one on Stone Watcher Island, except the enemies you fight here are harder. As before, the door in the circular room leading to the Triforce Chart is sealed, and it will remain that way until you beat the enemies inside the four other rooms. The first room on your left has three Armos Knights in it. The bulky statues are hard to maneuver around in such a small chamber. Use bombs to destroy them. If you want an even greater challenge, fight the Armos Knights using the four bomb flowers growing on the ground. Two Stalfos will challenge you inside the second room on your left. Together, the two skeletal monsters can be quite dangerous, so take them out quickly. The third room contains a trio of yellow-

robed Wizzrobes. They will always start by summoning something, meaning the small chamber will get crowded quickly if you don't work fast. Blast the Wizzrobes with Fire or Ice Arrows before you are overwhelmed by Kargarocs, ChuChus, Keese, Fire Keese and Morths. The final room contains five jars. All five of them conceal hidden shielded Bokoblins. They shouldn't be that much harder to kill than the five on Stone Watcher Island. After you clear all four rooms, the dreaded Darknuts will appear inside the main room. This time there are four of them. Defeating these Darknuts is probably the toughest part of getting Triforce Chart 8. If possible, only fight the first few that notice you before going after the remainders. This will cut down on the number of Darknuts you have to face at the same time. After you defeat all four, use bombs or the Darknuts' swords to get rupees and pickups out of the eight pillars in the room. Enter the doorway with the Triforce crest above it and play the Wind's Requiem in the final room one last time to make the chest appear. After grabbing the Triforce Chart, break the jars for rupees and exit the cave. Look for the TRIFORCE SHARD revealed by Triforce Chart 8 inside or around Two-Eye Reef.

After you find all eight Triforce Shards, they will fuse together and form the Triforce of Courage. The King of Red Lions will congratulate you and tell you that you must return to Hyrule at once. Play the Ballad of Gales and ride a cyclone to the Tower of the Gods.

Link must present the Triforce of Courage to the gods in order to open the portal to Hyrule. He raises it into the air, and the Triforce begins to float up from his hand. As Link does this, the glowing ring of light appears in the water in front of the entrance to the tower. Suddenly, the Triforce disappears, and the Triforce crest appears on Link's hand. Astonished, the King of Red Lions proclaims that the Triforce of Courage now dwells within Link. This means that Link is indeed the true hero. For ages to come, he will be known as the Hero of Winds. Link and the King of Red Lions sail into the light portal and disappear beneath the water.

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Chapter 11: Hyrule's Golden Power.

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Link has successfully passed his trials and awakened the power of the Master Sword. He has restored its former energy and defeated countless enemies sent by Ganon to stop him. He has controlled and mastered the wind, using it to find the sacred Triforce of Courage that so long ago dwelt within the Hero of Time. Now, he must defeat his strongest adversary; Ganon, the king of darkness. He can only hope that it is not already too late to keep Ganon from discovering Princess Zelda.

Climb the steps in Hyrule's courtyard and enter the castle. The Hero of Time's statue lies broken in pieces on the floor. This can only mean that Ganon has indeed already found Princess Zelda. Hurry up and climb down the steps to the castle's basement. Up ahead, standing over the pedestal where the Master Sword once rested, is Princess Zelda. Link rushes forward, happy that she is safe. Suddenly though, Zelda turns and disappears in a flash of light! She is nothing more than a mirage. Ganondorf's voice echoes through the chamber, mocking Link. Even this sacred chamber could not hide Zelda from his clutches.

Flames erupt around the chamber, forming a ring. Two Darknuts clad in black armor and billowing capes jump down from the ceiling's opening, striking out at Link. These foes are MIGHTY DARKNUTS. They are the captains of Ganon's elite army of Darknuts, recognized by their large helmets and capes. Mighty

Darknuts fight just like other Darknuts do, but they are a lot more resilient, having twice the amount of health. Their sweeping capes cover the straps on their back that hold their armor up, so any parry strikes to the back will be useless. The capes must first be removed, most easily with a Fire Arrow. Shoot one straight at each of the Mighty Darknuts. Although the arrow blasts won't hurt them at all, their capes will catch fire and burn off. Now you can continue fighting the two Mighty Darknuts in the same way you would fight a regular one. Like some of their weaker underlings, Mighty Darknuts also carry large, round bucklers that they can use to block attacks. Remember to keep circling around them so that they don't corner you into the ring of fire. If you remove their body armor first, start slashing at their vital areas until they are defeated. If you can get their helmets off, the Boomerang can be used to stun them. Once stunned, circle behind the Mighty Darknut and sever its armor straps. After you defeat the two Mighty Darknuts, the ring of fire will disappear. Climb back up to the castle's entrance hall and use the lower exit.

The green fields of Hyrule lay ahead, but at the end of this pathway, something less inviting can be seen. Ganon's Tower looms in the distance, staining the otherwise splendid view. Start walking across the bridge that leads to the tower. Before you get to the end of it, you'll run into a near-invisible barrier. This magical barrier was created by Ganon, and no weapon can destroy it other than the Master Sword. When the sword is stabbed into the magical barrier, it solidifies and shatters into a thousand pieces. Continue moving along the path. After you cross the bridge, you'll reach a dirt road. Two Peahats can be found hovering overhead. Shoot them with arrows as soon as you are within range. Further down the path, you'll encounter five red ChuChus and yet another Peahat. Defeat them quickly and move on. There are two Moblins up ahead patrolling the path. They will be harder to defeat unless you use Ice Arrows to freeze them, and then Fire Arrows or the Skull Hammer to shatter them. The red-armored Darknut that follows can't be defeated this way however. If you don't want to fight it, use the Hookshot to clear the gap behind it before it attacks you. However, if you lure the Darknut close to the edge, you can knock it backwards and make it fall to its death. After pulling yourself across the first gap, fight the Keese roosting below the archway above you. Pull yourself across the second gap, and then enter the cavern at the end of the path.

The entrance to Ganon's Tower is littered with skulls, and the door up ahead is marked with the face of a wicked monster. Open it and enter Ganon's lair. The circular chamber inside the tower is filled with lava, and there are five other doors that you can get to by crossing the wooden bridges. The door up ahead is sealed, but note the strange markings on it that look like the bosses from Dragon Roost Cavern, Forbidden Woods, Earth Temple and Wind Temple. The four other doors in the chamber, guarded by shielded Bokoblins, lead to rooms that greatly resemble those dungeons, and at the end of them, you'll get treated to a spectacular rematch against these four bosses. After you defeat a particular boss, the image of that boss on the sealed door in this chamber will start glowing. After you defeat all four of the bosses, the door will unseal. Like in the secret caves on Stone Watcher Island and Overlook Island, it doesn't matter what order you enter the side rooms in, as long as you enter all of them. The first door on your left takes you to the Dragon Roost Cavern chamber. The one after it is the Forbidden Woods chamber, then the Earth Temple and Wind Temple chambers. Cross the wooden bridges to each of these doorways and defeat the Bokoblins guarding them to get inside.

The Dragon Roost Cavern chamber is filled with lava. In order to get to the other side of the lava pit, you can jump outwards and use the Deku Leaf to glide towards the floating rock platforms, or you can climb up to one of the grapple points above you. Geysers of lava will sometimes erupt from the pool, but if you climb up to the grapple points, you can avoid them. However, you'll



still need to defeat the Bubbles hiding on the beams before climbing up to them with the Grappling Hook. Use the Boomerang to destroy the regular skulls sitting on the beams, and then fire arrows at the dormant Bubbles. From the overhanging beam you can glide out towards the next beam or platform. When you reach the far platform, hook yourself onto the third overhanging beam. You won't be able to reach the ledge by swinging, so climb up to the beam and use the Deku Leaf from there, but don't get hit by the Red Bubbles floating nearby. The boss's door is identical to the one in Dragon Roost Cavern, but it lacks color. You'll know what this means when you go inside.

Gohma will rise out of the lava, while Valoo's tail hangs from above. This battle is a replica, or a memory, of the battle you had with Gohma back in Dragon Roost Cavern. This explains why Valoo's tail is present, and why you can only use the items that you had during the actual fight with Gohma. The only key difference is that you can still use the Master Sword, and you also get to keep all of your Heart Containers and Empty Bottles. Defeating Gohma now will be no different than defeating it in Dragon Roost Cavern. Remember to avoid the boss's flame and claw attacks, and use the Grappling Hook to latch onto Valoo's hanging tail. Once you start swinging, let go so that the stone slab on the ceiling falls down on top of Gohma. Its shell will crack, but Gohma will replace the stone slab and continue fighting. Repeat this procedure twice more until Gohma's outer shell falls off, leaving its eye exposed. Use the Grappling Hook to pull it in towards you so that you can slash at it with your sword. The Master Sword is twice as powerful as the Hero's Sword you had originally, so it won't take long to kill Gohma. After you defeat it, you'll return to the main chamber in Ganon's Tower through a portal on the floor of the central platform. Gohma's image will start glowing on the sealed door. Now continue to the next dungeon chamber.

You will need to use a wind lever in the Forbidden Woods chamber to get across the large chasm. Blow the wind lever on your left with the Deku Leaf to bring over the cable platform up ahead. Jump on it, and then push yourself back to the platform's original position by blowing gusts of wind from the Deku Leaf backwards. When the platform goes as far as it can go, jump down to the flat vine moving up and down ahead of you. When the vine lowers, blow the wind lever up ahead on your left, behind the thick plant supporting the wall. This will make the second cable platform move towards you. When the flat vine pushes you up again, float over to the platform and then push yourself along just as you did on the first cable platform. The only things left between you and the far ledge are the pair of flat vines and a few thorny vines flailing around. Carefully glide over to the flat vines and let them push you upwards. When you reach a suitable altitude, float down to the ledge and kill the local Peahats with arrows. Lastly, enter the faded boss door.

Kalle Demos is back and meaner than ever. This time, you have the Boomerang and the Deku Leaf, but you'll only need the former to win this memory battle. Target the vines holding Kalle Demos to the ceiling with the Boomerang, five at a time. Each time you use it, the vines will be cut and the boss will come closer and closer to falling to the ground. Try not to pause for long in between each Boomerang sweep, because the severed vines will grow back and reattach themselves to the ceiling if you don't persist with your attack. You may need to move around in order to avoid getting lashed at by Kalle Demos's numerous tentacles. After you cut through all of the boss's vines however, it will fall to the ground and open its large petals. Quickly run forward and start slashing at Kalle Demos's head. With the Master Sword, you may be able to win in only one round. If you don't, Kalle Demos will close its petals around you and inflict a lot of damage. Just repeat the process again to eradicate Kalle Demos. Once again, you will return to the main chamber after you defeat the boss. Smash open the skulls for refills and then enter one of the two remaining dungeon chambers.

The Earth Temple chamber is probably the longest chamber out of the four, but it isn't necessarily the hardest. The first part of it is a long hallway lined on either side with gray coffins. Run as fast as you can to the end of the hallway. As you run, the coffin lids will fall forward, and if you're fast enough you can avoid getting hit by them. After you get to the end of the hallway, turn around and see what came out. Apart from a pair of Red Bubbles and ReDeads, the only things that you need to pay any attention to are the additional refills (including a Fairy that can be bottled). Afterwards, climb up the steps to reach a second hallway. Before running through it, take note of the switch and the light beam near the steps. The switch must be pressed in order to create a stairway at the end of the hallway ahead, but it will only work if it is pressed continually. Run through the hallway to open all of the coffins. This time, a few purple ChuChus will come out of them, as well as two Poes. Run back to the beginning of the hallway and use the light beam to petrify the ChuChus and stun the Poes. Pick up a petrified ChuChu and set it on the switch so that the stairway at the end of the hallway is created. Now run to it before the ChuChu liquefies again. After climbing the steps, you'll come to yet another hallway. Again, you have to use a petrified dark ChuChu from one of the coffins to press the switch. This time however, the beam of light is at the end of the hallway, while the switch is still at the beginning. This means that you'll have to petrify a ChuChu, run over to the switch and then run back after you set the ChuChu on it. Before you reach the steps though, a Stalfos will emerge from the ground. Annoyingly, you have to destroy it and then go back and press the switch again with another petrified ChuChu. When you do, run to the end of the hallway once more and climb the steps before they reset. When you finally reach the boss's door, go inside.

This memory battle against Jalhalla, Protector of the Seal won't be very different from the original one. Even in the previous dungeon chambers, you still had the Mirror Shield. Use the shield to reflect light towards Jalhalla until he becomes solid. Now hoist him over your head and toss him towards the spiked pillars along the wall. When Jalhalla hits them, he will split off into many Poes. The Poes will run around frantically, already in their vulnerable solid forms. Cut through them one by one (or up to five or six with the Hurricane Spin) until they reform into Jalhalla. Now repeat the process again, starting by stunning Jalhalla with the Mirror Shield and then using the Power Bracelets to throw him towards the spiked pillars. Watch out for the flame attacks that come out of his lantern, as well as his mind-altering jinxes and the breath inhalations and expulsions. After you defeat every last Poe that Jalhalla splits off into, you will return to the main lava chamber for the third time. Only one dungeon chamber remains; the Wind Temple.

After refilling your health and magic meters using the jars along the walls inside the Wind Temple chamber, use the springboard next to the bottomless pit and the Deku Leaf to clear the gap and the spikes on the other side. There's a red-robed Wizzrobe on the other side that will need to be punished before you continue. Afterwards, use the springboard in front of the tall, cage-like structure to get across the second gap. There are moving blades down below, as well as two downdrafts that will push you into the chasm unless you float directly in between them. At the end of the passage, you'll see a row of six jars along the back wall. Two of them have Bokoblins inside them. After you kill them, use the Hookshot to pull yourself up to the ledge by shooting the targets on the walls. Now enter the boss's door.

With the exception of any Heart Containers or optional items that you may have gotten since beating the Wind Temple, there won't be any difference this time against Molgera, Protector of the Seal from when you fought it the first time. The Hookshot is all you need to wipe this bad memory. Hook it to Molgera's tongue when it sticks out of the center of the sand whirlpool and attack it

with your Master Sword. Don't let Molgera eat you though, and watch out for the larvae that appear every time the boss retreats into the sand. When the boss emerges and starts flying around the room, keep an eye on it so that it doesn't try to burrow on top of you. You should be able to kill Molgera after three sword combo strikes to its fleshy tongue. When you do, the sealed door inside Ganon's Tower will crumble away. Upon your return, cross the bridge and enter the dark doorway.

The door leads to a long stairway. Climb up to the top, but watch out for the Miniblins that will be coming in the opposite direction to attack you. At the top of the stairway, you'll find a large door. Use it to proceed to the next room. The next chamber is a good place to save in. There are three other doors in this room, but the one directly across from the entrance is sealed off by a panel of bricks. Try the one on your right instead.

When you enter this room, four lanterns on the wall will suddenly ignite in a certain order. After all four are lit, the King of Red Lions will contact you via the Pirate's Charm. He tells you that you must remember every detail about this room, from its shape to the number of lanterns on the wall. Interestingly enough there are painting above the lanterns that depict the four bosses that you just fought, and a stone tablet near the back that reads a rather cryptic message, but the only thing you really need to remember right now is the order in which the lanterns lit. The far right lantern lit first, followed by the near left, near right and far left ones. Memorize the order, and then return to the previous chamber and use the opposite door.

This chamber is almost exactly like the one with the four lanterns, only instead of them, there are four diamond-shaped switches. The switches must be hit in a certain order with the Boomerang. This order is the same as the one that the lanterns in the other room lit in. Target the far right switch, then the near left, near right and far left switches. If you don't hit them in this order, they will deactivate. After you hit all four in the proper order, a dark portal will appear in the pool of water inside the room. Suddenly, the King of Red Lions will cruise in from the channel in the back of the room. He explains that the dark portal in the water must be how Ganon was able to return to the world above. You can use it for your own benefit by cruising into it on the King of Red Lions. The portal will take you to the Forsaken Fortress.

If there is anything you need from the outside world, this convenient shortcut will let you get it without forcing you to return to Ganon's Tower through the entrance at the Tower of the Gods. It is a good idea to return to the Great Sea to obtain every last treasure and item in the game. Collect all of the Treasure Charts and Empty Bottles, as well as the optional Deluxe Picto Box, Magic Armor and Hero's Charm items. Collect as many Nintendo Gallery figurines and complete every possible side quest. Most importantly, explore every last secret cave and collect all 44 Pieces of Hearts. Combined, the pieces will form eleven Heart Containers, which along with the three that you begin with and the six you obtained from the bosses, make twenty whole Heart Containers. When you finish with your errands, return to the Forsaken Fortress and use the portal to reach Ganon's Tower.

Run back into the room with the four hanging torches. The only other thing of interest in this chamber is the stone tablet at the far left end of it. The message on the tablet, written by Ganon, says, "The sword hilts of my servants who lurk deep in the darkness shall be the guideposts that point to me". You may not understand it entirely just yet, but you will soon. Now jump into the pit in the middle of the room, which is the darkness that the message refers to. The pit may look bottomless, but it is actually the entrance to an intricate labyrinth below the tower.

You will fall into an elaborate chamber with four doors. As soon as you make your entrance, something else will appear as well. Phantom Ganon will return from his absence since his defeat in the Forsaken Fortress, stronger and more relentless than before. This time, Phantom Ganon has a few new attacks. He can charge a large sphere of dark red energy in his hands before releasing it upon you. The sphere will diffuse into several smaller energy blasts that will home in on you like guided missiles. To avoid getting hit by this attack, jump out of the way just before the blasts are about to hit you. Phantom Ganon can also replicate himself and surround you with his mirages when he tries to strike you with his Phantom Blade. If you're quick enough, you can find and attack the real Phantom Ganon before they strike and vanish. Even though Phantom Ganon has learned a few new tricks this time, the main method of defeating him remains the same. When he throws the ball of sparkling white energy at you, send it back to him using the Master Sword. Phantom Ganon will most likely do the same, so keep hitting the energy ball back and forth until it hits someone (hopefully not you). When Phantom Ganon falls to the ground, run up to him and strike him down with the Master Sword.

After Phantom Ganon disappears, he will leave behind his Phantom Blade. The sword will fall to the ground and its hilt (the handle) will point towards one of the four doors in the room. This is the door that you need to take in order to continue through this maze. If you take the wrong door, you'll end up in the dark chamber above and you'll have to start over again. You can pick up the Phantom Blade like any other enemy weapon, but don't move it until you are sure which door to take. If you find the right door, you will enter another chamber almost identical to the first, and you'll have to fight Phantom Ganon again. This will continue several times, and each time you defeat Phantom Ganon you will have to look at which way his sword is pointing in order to find the right path through the maze. After the first battle, you will fight Phantom Ganon six more times before you reach the final chamber.

The final chamber only has two doors in it. The entrance and exit will seal as soon as you go in, and Phantom Ganon will appear again. Fight him just as you did the last several times. After he falls, a treasure chest will appear in the center of the chamber. Inside it are the amazing LIGHT ARROWS. The Light Arrows can be used just like Fire and Ice Arrows. They are so strong that they can defeat any enemy, with the exception of Ganon himself, in a single shot! Even heavily armored Darknuts stand no chance against these weapons. However, the Light Arrows consume twice as much magic power as the Fire and Ice Arrows do, so they are not to be wasted. The Phantom Blade's hilt will be pointing towards the exit door again, but this is meaningless since only the exit will unseal after you open the chest. This door will take you back to the main four-door chamber up above.

Once more, Phantom Ganon will rise from the darkness and attack. This time, just lock on to him and fire a shining Light Arrow at him. Phantom Ganon will writhe in agony before disappearing with a flash of blinding light. Finally, Phantom Ganon is gone for good. Now, the only door in this room left to use is the one directly across from the entrance, sealed by bricks. No weapon you have, even the Light Arrows, can break through the seal, so use the only other weapon available to you: the Phantom Blade. With a single swing, the Phantom Blade will break through the seal and destroy it with another bright flash of light. Before you go through the doorway, run around the room and break the small jars for health, magic and ammo.

The new door will take you to a very long set of stairs. The stairway is so long that you won't even be able to see the first landing from the bottom. The four landings are each patrolled by powerful enemies, but you have nothing to fear from them while you have the Light Arrows. Run up the first set of steps

and decimate the lone Moblin on the first landing. Go up another flight of steps and defeat the Darknut the same way. Next, you'll have to face a pair of Moblins. On each flight of steps there should be jars that will supply you with magic power for your Light Arrows, so there is no need to use anything else other than them. At the top of the long stairway, the final two enemies standing between you and Ganon will confront you. However, even these Mighty Darknuts cannot withstand the destructive energy of the Light Arrows. After you soundly defeat them, look for pickups inside the jars along the wall. Ganon's lair is just on the other side of this door, so make sure you are as prepared as you can be before you step inside.

Link runs into a cavernous room over a hundred feet in width and as tall as a cathedral. The floor is covered in a shallow, reflective pool of water, and in the center is a bed surrounded by curtains. Link spots Princess Zelda, fast asleep on the bed, and rushes over to her side. Suddenly, he sees Ganondorf's figure next to Zelda's bed. He tells Link not to be so hasty. He can see into Princess Zelda's dreams; dreams of vast oceans that stretch out as far as anyone can see. Ganondorf turns towards Link and asks him about the King of Hyrule's tale about the fate of the kingdom with derision. He sees this story as foolishness; the gods did not seal away Hyrule so that the people could someday return to it. They abandoned and destroyed their people, leaving them stranded on the islands of the Great Sea. The moment Ganondorf has been waiting for has come. He laughs, and before Link's eyes, begins to transform grotesquely into a colossal monster. Zelda's bed rises towards the ceiling as Ganondorf's creation towers over Link.

Before you can face Ganondorf, you'll have to bring down his last manifestation, PUPPET GANON. This giant marionette is supported by several strings, each controlling its various body parts. Puppet Ganon's only weak point is the blue orb at the end of its tail, and its only vulnerability is light. To defeat this behemoth, you must strike its tail with Light Arrows three times. However, the tail cannot be locked on to, so you must find an alternative approach to attacking Puppet Ganon. Puppet Ganon takes up a large portion of the room and has no trouble reaching the other end of it, so stay as far away as you can from it. When the puppet tries to punch you, its arms will extend towards you and hit you like battering rams. Although this is Puppet Ganon's only attack, it depletes an entire heart from your energy meter. Most of the time, while Puppet Ganon isn't attacking you, it will dance around on its string in front of you. Get the Boomerang out and use it to target as many of Puppet Ganon's strings as you can. The Boomerang will cut through the strings supporting the marionette, and when all but the main string is cut, Puppet Ganon will hang limply in front of you. This strategy should be familiar to you, since it is the same one used to defeat Kalle Demos. Puppet Ganon will sometimes summon Keese into battle that will distract you while the boss is hanging loosely from its strings. As long as you already have the Boomerang out, use it to take them out one by one. The Keese will provide magic power to fuel your Light Arrows. Don't waste too much time fighting them though, or else the marionette's severed strings will reattach themselves. As Puppet Ganon hangs from its single remaining string, its tail will drag along the ground. Quickly run to it and carefully aim at it with a Light Arrow. When fired, the arrow will pierce the orb and damage Puppet Ganon. At this point, the strings that you severed with the Boomerang will reconnect themselves with the ceiling and Puppet Ganon will rise to its feet again. Use the Boomerang to cut the strings again, shoot Puppet Ganon's tail with a Light Arrow, and then repeat this process one final time.

Puppet Ganon falls to the ground with a splash. Link celebrates his victory, but unfortunately too soon. Puppet Ganon rises up again, and then transforms into a massive spider-like creature! The spider form of Puppet Ganon shares the same weakness as the marionette. If you hit the blue orb on its tail three

times with Light Arrows, the boss will be defeated. However, the spider isn't supported by many strings like the marionette was, but only by the single, indestructible string. You have to find another way to attack Puppet Ganon this time. The spider will dangle high above you, spinning in circles before crashing down on top of you. The best way to avoid getting crushed by Puppet Ganon is to watch its reflection in the shallow pool of water. After the spider stops spinning, run to the side so that it doesn't land on top of you. The only time you can hit Puppet Ganon's tail this time is when it lands on the ground for these few short seconds. Use Puppet Ganon's reflection when it stops spinning up above you to determine where the tail will be when it lands. When Puppet Ganon lands next to you with its tail in front of you, quickly shoot it with a Light Arrow before it goes up again. If you learn how to successfully predict where Puppet Ganon's tail will land and how to avoid getting crushed by its body and legs, this part of the battle shouldn't be very difficult. Once again, the Keese Puppet Gannon summons can be killed and used to refill on arrows and magic power. After you hit the spider's orb-like tail three times again, it will fall to the ground again. Then, with a blast of smoke, it will transform yet again!

The third and final form that Puppet Ganon assumes is a snake. It is probably the most dangerous and difficult of its forms to defeat, but the strategy remains the same; hit the blue orb at the end of its tail with three Light Arrows. Puppet Ganon will slither along the ground at high speeds like a bullet train, ramming and crushing you. As it streaks across the floor, its tail will swing from side to side. If you're lucky, you can lock on to Puppet Ganon and shoot Light Arrows at its tail, but it'll most likely be moving much too fast for a successful hit. The only way to get this monstrosity to stop moving is to attack its head with a Light Arrow, a bomb or the Master Sword. Of the three, bombs are the less riskiest to use, since you can drop one as Puppet Ganon circles around you and hope that the snake runs into it. Bombs also stun Puppet Ganon for the longest amount of time. When you manage to stop the snake's rampage, quickly shoot its tail with a Light Arrow before it starts moving again. During this battle, Morths will appear instead of the Keese that Puppet Ganon called upon previously. Morths can seriously hinder your ability to stay out of harm's way while you fight Puppet Ganon. If you need to escape, use the Hookshot to pull yourself up to one of the four ledges along the sides of the room. You can get health and other refills by breaking the jars sitting on these ledges. After stunning Puppet Ganon and shooting the blue orb on its tail with three Light Arrows, the beast will finally explode in a cloud of black smoke, and the string that supported it will dangle to the ground in front of you.

Link breathes heavily, exhausted after the tough battle. He looks up to see Ganondorf standing on the rafters above, holding Zelda unconscious over his shoulder. He laughs, saying that Link must surely be the Hero of Time, reborn. Ganondorf flees, floating up through the chamber's ceiling. Ganondorf will be waiting for you at the top of his dark tower.

There is only one way to proceed; up. The warp cauldron next to the wall will take you up to the rafters, but only after you find its counterpart up above. Climb onto the pedestal in the center of the chamber, where Zelda's bed rested before Puppet Ganon appeared. From there, jump and grab onto the red string hanging from the rafters. Now climb all the way up to the first set of rafters. The climb will be very long, and you'll surely take damage if you fall. When you get to the top, climb onto the circular platform suspended by chains. Although this seems like a dead end, you can continue by using the Grappling Hook. Hook yourself onto one of the wooden beams above your head and climb up the rope again. This time, after you climb on top of the wooden beam, make your way to the center of this circular platform and break open the ten small jars sitting on it for much-needed health. As before, use the Grappling

Hook to climb even higher. The next set of rafters has more jars on it, as well as a few Morths and the second warp cauldron. You should save one last time now, before you climb to the top of the tower. The doorway to the rooftop is above you, but you can only reach it with the Hookshot. Walk onto the thin beams of wood nearest to the rooftop entrance and hook yourself onto the yellow target above the doorway. When you're ready, go through and prepare for the climatic showdown against Ganondorf.

Ganondorf is standing on the other side of the rooftop, his robes blowing in the gentle breeze. Calmly, he begins telling the tale about his home country. It lay within a desert, scorched by the hot sun and searing winds during the day, and pierced by the frigid gales during the night. Whenever it came, the wind brought with it death. Ganondorf coveted the gentle breezes that blew across the green fields of Hyrule. He believes now that it can only be fate that he has once again gathered the three who hold the pieces of the Triforce, here in the land that he hoped to conquer. Already, he has taken the Triforce of Wisdom. All he needs now is the Triforce of Courage that dwells within Link, so that when the Triforce is formed, he who touches it will have whatever he desires granted. Ganondorf lunges towards Link, knocking the Master Sword out of his hands. The legendary sword lands inches away from Zelda, who remains unconscious. Holding Link in front of him, Ganondorf laughs. He assures Link that he doesn't mean to kill him. He only desires the piece of the Triforce that dwells inside him. Link's hand begins to glow, as does Zelda's. Ganondorf raises his own left hand, which too begins to glow. The three pieces of the Triforce rise into the air and unite, forming the sacred Triforce. Ganondorf laughs as he walks towards the golden treasure of Hyrule. He makes his plea to the gods, wishing to raise Hyrule from the depths of the sea, so that the sun can shine upon it once more under his rule. As Ganondorf lowers his hand to rest upon the Triforce though, he sees another hand touching it. The red-sleeved hand belongs to the King of Hyrule. The king repeats Ganondorf's statement, that whoever touches the Triforce shall have whatever he desires granted. The king asks the gods to bury Hyrule beneath the ocean forever, and that Link and Zelda may have a future above the sea. The king then turns to Ganondorf, telling him to drown with Hyrule. The Triforce glows brightly before separating and dispersing itself. The water cocooned over Hyrule begins to fall towards the ground in sheets, forming great walls of water around the tower rooftop. Despite having been foiled, Ganondorf laughs maniacally as a torrential downpour falls around him. Zelda appears by Link's side, awake at last and holding the Master Sword. She turns to Link and tells him that it is time to return to the ocean above. However, Ganondorf turns towards them, ridiculing the king's final request. He will show Link and Zelda their future, and what little hope they really have. Ganondorf withdraws two deadly swords from his robes. Then, with a snarl, he lunges towards Link.

GANONDORF, the king of darkness, is the game's final opponent. At the start of the match, Princess Zelda will take the Hero's Bow, using the Light Arrows to cover you as you clash with Ganondorf. As Ganondorf advances, circle around him with your shield in front of you. In the hands of Ganondorf, the twin swords he wields are very lethal, and the offensive and defensive techniques he uses are insane. No matter how quickly you try to attack, Ganondorf will always block your sword strikes with his own blades. The only way to get through his defenses is with a parry strike. When Ganondorf's swords whirl around in front of you, jump out of the way but prepare to parry the final part of his sword combo. When the parry strike hits Ganondorf, he will reel in pain. Run towards him and start attacking him as fast as you can before he recovers. Occasionally, Zelda will fire a Light Arrow towards Ganondorf from the sidelines. Although Ganondorf can dodge them skillfully, he will get hit on occasion. If he does get hit, you will get another opportunity to attack him as he lays stunned. Because you no longer need to use magic power for the Light Arrows, it is a good idea to put the Magic Armor on as long as you can

to protect yourself from Ganondorf's vicious attacks. Stay alert and continue parrying his sword attacks or waiting for Zelda to hit him. After Zelda manages to shoot him with two Light Arrows, Ganondorf will get angry and knock her unconscious again. Now, you can no longer rely on her to cover you. Ganondorf will attack even harder now, making it difficult to counter him. Continue trying to parry Ganondorf's attacks and use your shield if he overwhelms you. After a few minutes, Zelda will regain consciousness again. However, the intensity of Ganondorf's attacks will increase even further. He will move so fast that he'll even be able to block all of your parry strikes and dodge any Light Arrows that Zelda fires at him. There is absolutely no way you can hit him now. Luckily though, Zelda has a new plan. You must distract Ganondorf while Zelda aims her arrows towards you. When she fires at you, use the Mirror Shield to deflect them back towards Ganondorf. As Zelda prepares to fire an arrow, make sure Ganondorf isn't directly between the two of you, or else he will leap into the air and the plan won't work. When she shoots, make sure the Mirror Shield is in front of you, or else the Light Arrow will end up hurting you. If you manage to successfully deflect an arrow towards Ganondorf, he will kneel over in pain again. Quickly run up to him to attack. Ganondorf will try to slash at you once more, but if you parry this strike, you'll deliver the finishing blow to Ganondorf. With a triumphant yell, Link leaps up into the air and plunges the Master Sword deep into Ganondorf's forehead. Congratulations, you beat The Legend of Zelda: The Wind Waker!

Ganondorf whispers his final words, before turning to stone. Link, drenched with rain, collapses with exhaustion into Zelda's arms. The King of Hyrule appears before them, giving the two heroes an important message. Throughout the past, the king has lived in regret. Like Ganon, he has lived bound to Hyrule. Now, Link and Zelda must return to their ocean and live for the future, trusting in themselves. The king apologizes to them, saying that Hyrule was the only word that their ancestors were able to leave for them. Now, it is gone forever. He bids farewell to Link and Zelda, telling them to find a new land to call their own. The sea above collapses in upon itself, burying the tower beneath it. Link and Zelda, protected by air bubbles, float to the surface as the King of Hyrule fades away into the depths of the ocean. Link wakes up floating next to Zelda, who has transformed back into Tetra. Prince Komali is flying above them, glad to find them alive and well. The pirate ship then approaches them, with everyone onboard waving happily to the two heroes, including Aryll, Medli and Makar. Together, Tetra and Link set off across the Great Sea to find their new land.

After beating the game once and saving after the credits, you will be given the opportunity to start the second quest. Although this quest follows the same storyline as the first, there are a few notable differences. Link will begin the game by getting the Hero's New Clothes instead of the Hero's Clothes, so you can play the entire game while Link wears his pajamas. Also, Aryll will start off with the skull dress she wore at the end of the first quest, rather than her original blue dress. Additionally, you will now be able to read the Hylian text spoken by Valoo, the Deku Tree and Jabun, which can make the conversations they have with other characters a lot less confusing. Most importantly, you will start off with everything you need to work on completing the Nintendo Gallery, including the Deluxe Picto Box and an already-opened gallery filled with the figurines you collected during the first quest. If you missed your chance at getting shots of rare enemies or characters like the orange-robed Wizzrobe or the wind deity, Cyclos, then this is your second opportunity to get their figurines. After beating the second quest, you will have truly mastered this game.

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Side Quests.



This section provides a brief explanation on how to get just about every single important item in the game, from Pieces of Heart to the powerful Light Arrows. Additionally, it provides instructions on how to find the various charts that lead you to these items, among other things.

#### -Hero's Sword-

After Aryll gives you the Telescope, hurry over from the Outset Island watchtower to Orca's house. It's the multistory building just past the wooden bridge. Orca will give you training lessons, letting you use the Hero's Sword. If you successfully master the horizontal swing, vertical slash, thrust, spin, parry and jump attacks, Orca will let you keep the Hero's Sword.

#### -Master Sword-

After conquering the Tower of the Gods and descending into the old kingdom of Hyrule, enter the castle and locate the Triforce crest on the floor in the center of the hall. Pivot the three triangular blocks nearby so that they align with the crest. This will cause the statue of the Hero of Time to move, revealing a hidden chamber beneath it. Enter the secret chamber and remove the Master Sword from its pedestal.

#### -Hero's Shield-

After Aryll is kidnapped on Outset Island, return to Link's house, where his grandmother will provide the shield. You must first climb up the ladder to where the shield normally hangs on the wall, and then climb back down the ladder.

#### -Mirror Shield-

Soon after you find the second small key in the Earth Temple, you'll use it to open the mini-boss's door. Attack the first Stalfos by throwing bombs at it. When the Stalfos is blown apart, destroy its skull before it reforms again. After the first Stalfos is defeated, two more will emerge from coffins. Defeat them to find the treasure chest that contains the Mirror Shield.

#### -Power Bracelets-

After getting the Fire and Ice Arrows from the Queen of Fairies in Mother & Child Isles, sail to Fire Mountain, south of Dragon Roost Island. Shoot the volcano's pillar of flame with an Ice Arrow to freeze it solid. You are now given five minutes to enter the volcano's interior and retrieve the Power Bracelets before the mountain reheats. Climb to the top of the mountain and jump into its crater to enter the fiery cavern inside it. Hop across the platforms in the lava and defeat the Magtails on the other side to make the chest containing the bracelets appear.

#### -Pirate's Charm-

Tetra will place this item in Link's clothing just before he is launched into the Forsaken Fortress.

#### -Hero's Charm-

Mrs. Marie, Windfall Island's schoolteacher, will give you a red rupee if you present her a Joy Pendant after playing hide and seek with the Killer Bees. Give her twenty more Joy Pendants to receive the Cabana Deed, which gives you access to her Private Oasis. Finally, give her an additional twenty Joy Pendants and she will reward you with the Hero's Charm.

#### -Telescope-

After acquiring the Hero's Clothes, find Aryll on the watchtower to get the Telescope from her as a birthday gift.

#### -Sail-

When you first wake up in Windfall Island, look for Zunari's shop at the end of the main road past the town's archway. Zunari, the man in the parka, will sell you the Sail for 80 rupees.

#### -Wind Waker-

After arriving on Dragon Roost Island, the King of Red Lions will give you the Wind Waker and teach you how to play it.

#### -Grappling Hook-

In Dragon Roost Cavern, there is a shrine at the very top of the mountain where Medli is being imprisoned. Defeat the two shielded Bokoblins and the airlifted Moblin to set her free. The Moblin is a powerful enemy, using its sharp spear and brute strength against you. The best way to kill it is by attacking it from behind or parrying its spear strikes. Medli will give you the Grappling Hook after you win the battle.

#### -Tingle Tuner-

In the uppermost part of Windfall Island, look for Lenzo's pictography shop (a brick building). There is an opening to the left of his door that takes you behind the building, where you will find another door. This is the Windfall jail. The cell cage inside will open if you press the floor switch in the corner, behind some jars. Once Tingle is freed, he will give you his chart and the Tingle Tuner.

#### -Picto Box-

After you set Tingle free from the Windfall Island jail, look in his cell for a large wooden crate. You can pull this crate away from the wall so that you can enter the small crawlspace behind it. Once inside the maze, take a left, then a right, left again, and right again. Follow the path all the way to the end, and then turn right and do the same. When you emerge in the small chamber, you will find a treasure chest containing the Picto Box that Tingle stole. While in the maze, watch out for the Rats that will spring traps on you, dropping you into the water.

#### -Deluxe Picto Box-

After you get the Picto Box, enter Lenzo's shop and speak to him. He will offer you a chance to be his assistant. If you accept, he will give you three commands, or pictograph challenges that you must complete, one after the other.

First off all, you must find a certain man in town who constantly sends rejected love letters to his crush, via the postbox, and then take a pictograph of him in the act. Lenzo needs proof of this man's actions before he can try to talk some sense into him. This man is Garrickson, the guy with the mustache and red trousers who always walks from the top part of town all the way down to the docks, where the postbox is. You need to snap his pictograph just as he is inserting his mail into the postbox. Garrickson walks painfully slow and he won't walk at all if he sees you watching him, so just go stand on the docks next to the postbox and wait. When Garrickson shows up, quickly snap his pictograph as he is delivering his doomed love letter. If Lenzo accepts your work, you will move on to the second challenge.

Now you must go after and pictograph the town's most timid individual, Gossack. You can find this man inside Windfall Island's cafe. To get him to tremble in fear, you have to smash something nearby like a cup or a plate. As soon as the startled Gossack starts shaking in fear, snap his pictograph. This task should be much easier to accomplish than the first.

The third and final task is to take a pictograph of two people in town that are in love. You need to take their pictograph as they walk past each other.

Anton, the redheaded man who walks around town in the opposite direction as Garrickson, will eventually walk past Linda, the woman in the orange dress standing in the upper part of town. Anton's stroll covers about the same distance as Garrickson's, but he walks faster so it shouldn't take him as long to reach Linda. When they pass each other, Anton and Linda will give each other a fleeting glance. Take their pictograph when this happens.

After completing all of Lenzo's challenges, you will become his number one assistant and he will give you a Joy Pendant. However, if you want your Picto Box to take color pictographs, you're going to have to give Lenzo a multicolored Forest Firefly. Sail to the Forest Haven and enter it by making your way up the riverside. Somewhere inside the haven, usually in the grass to the left of Hollo's Forest Potion Shop, you'll see a luminous object floating in the air, radiating a glowing light around it. This is a Forest Firefly. If you have an Empty Bottle, use it to capture this mythical insect. Now return to Windfall Island and show Lenzo your firefly. He will use it to add color to the Picto Box's pictographs, making it the Deluxe Picto Box.

You also get the Deluxe Picto Box automatically when you start the second quest.

#### -Iron Boots-

To get the boots, you first have to have Fire Arrows. Sail to Ice Ring Isle (west of the Forest Haven) and shoot the stream of ice spewing from the dragon statue's mouth with a Fire Arrow. This will thaw out the entire island for five minutes. If you try to walk on it without first using a Fire Arrow, or if your five minutes run out after you do shoot the Fire Arrows, you'll freeze solid and awaken on the King of Red Lions. After thawing the island, head over to the west side and climb the steps up to the icy ledge. Now start walking along this slippery ledge carefully until you reach a platform floating in the water ahead. Jump over to it, but don't fall in the water. After jumping across a few more platforms, you'll reach the dragon statue's mouth. Climb up the steps and jump into the cavern entrance. After landing inside Ice Ring Isle's cavern, use the slippery paths to reach the chest containing the Iron Boots, but watch out for the Keese and make sure you don't slide off into the water below.

#### -Magic Armor-

This item is optional, but it's useful nonetheless. After you beat the Forsaken Fortress's boss, head to Windfall Island and talk to Zunari (the man in the parka who sold you the Sail). His business isn't doing very well, so he asks you to expand his item selection by trading with a few Traveling Merchants found throughout the Great Sea. If you accept, Zunari will give you a Town Flower, the most basic of the trading items. Now you must take this Town Flower to one of the three Traveling Merchants (found on Greatfish Isle, Mother & Child Isles and Bomb Island) and trade it for other rare and valuable items. Each time you acquire a new item, it will become available at Zunari's shop through a 'merchant's oath' deal established with the Traveling Merchants. Note that the Traveling Merchants won't make a trade without a small fee, so make sure you have plenty of cash on you too. There are a total of twelve trading items you can obtain, but you only need to get three before Zunari gives you the Magic Armor. Still, you will find it worthwhile to finish the entire quest so that you can get the Shop Guru Statue, which is needed for another side quest. Starting with your lowly Town Flower, follow these steps to complete Zunari's quest:

1. Sail to Greatfish Isle. Trade your Town Flower for a Sea Flower.
2. Trade your Sea Flower for an Exotic Flower.
3. Sail to Mother & Child Isles. Trade your Exotic Flower for a Pinwheel.
4. Sail to Bomb Island. Trade your Pinwheel for a Sickle Moon Flag.

5. Sail to Mother & Child Isles. Trade your Sickle Moon Flag for a Big Catch Flag.
6. Sail to Greatfish Isle. Trade your Big Catch Flag for a Fountain Idol.
7. Trade your Fountain Idol for a Skull Tower Idol.
8. Sail to Mother & Child Isles. Trade your Skull Tower Idol for a Big Sale Flag.
9. Sail to Bomb Island. Trade your Big Sale Flag for a Hero's Flag.
10. Sail to Greatfish Isle. Trade your Hero's Flag for a Postman Idol.
11. Sail to Mother & Child Isles. Trade your Postman Idol for a Shop Guru Statue.
12. Return to Zunari and receive the Magic Armor.

-Empty Bottle #1-

Medli will give you the first Empty Bottle after you help her reach the entrance to Dragon Roost Cavern. This is the easiest bottle to get, but it's necessary to proceed in the game.

-Empty Bottle #2-

Look for a submarine around Bomb Island, and enter it. The inside of it is furnished with a dining room set, where two regular Bokoblins, a shielded Bokoblin and four or so Rats have established residence. The Rats can be especially nasty because they like to pickpocket your rupees. If you have the Boomerang, use it to incapacitate them. After killing the lot, a small treasure chest containing the Empty Bottle will appear near the back of the submarine.

-Empty Bottle #3-

After you complete the Tower of the Gods dungeon, Beedle will send you his chart in the mail. Afterwards, a special shop ship will appear around Rock Spire Isle (one sea quadrant west of Tingle Island). The Beedle inside wears a battle helmet, and for 500, 950 and 900 rupees you can buy a single Empty Bottle, Piece of Heart and Treasure Chart (respectively) from him.

-Empty Bottle #4-

After beating the Forsaken Fortress and rescuing the girls, return to Windfall Island. Mila's father, the man who lived inside the luxurious mansion, is now dirt-poor after having spent all his money on rewarding the pirates for bringing his daughter home, while Maggie's father, who was poor to begin with, is now filthy rich after having sold the Skull Necklaces that Maggie brought home from the Forsaken Fortress. Anyway, Mila has recently gotten a job at Zunari's shop in order to earn money for her and her father. At night however, she can be seen standing to the right of the auction house. If you try to speak to her, she will tell you to go away. Start walking up the steps next to her. As soon as Mila thinks the coast is clear, she will start running in the opposite direction. Do not follow her. Instead, run up to the upper part of town and climb the stairs to the entrance of the mansion. Instead of entering, climb up onto the left-hand ledge overlooking Zunari's shop and wait. Eventually, Mila will come running down the road towards Zunari's shop (in order to avoid detection, Link will make a cat noise when Mila hears him moving). As soon as Mila enters the shop, jump down and go after her. Don't talk to her until you see a rupee thought bubble above her head. Mila is apparently trying to steal from the safe in Zunari's shop. After surprising her, she will ask you a series of questions. Answer the first response to all of them. Mila will reconsider her thieving ways and give you an Empty Bottle.

-Spoils Bag-

This bag will be rewarded to you if you pass Niko's first training session below the deck of the pirate ship (just after departing from Outset Island). After pressing the switch on the ledge, cross from platform to platform by swinging from the hanging lanterns between them. Don't fall, and make sure you

reach the back room before your time expires and the platforms lower again. Niko will let you take the Spoils Bag when you reach the back room.

#### -Bait Bag-

Beedle will sell the Bait Bag for ten rupees on any of his shop ships that normally sell bait. You can get the bag as soon as you find Beedle's shop ship on Outset Island.

#### -Delivery Bag-

After reaching the Rito mail center on Dragon Roost Island, you will get the Delivery Bag from Quill.

#### -Boomerang-

In the Forbidden Woods, you will have to defeat a winged Mothula in order to claim the Boomerang. Stun the Mothula with the Deku Leaf before chopping its four wings off with your sword. The Mothula will attack with a rocket-propelled charge and a pincer strike. It can also release Morths from its body that will slow you down if they cling to you. After the wings are cut off, continue attacking it on the ground. When it dies, the chest containing the Boomerang will be released.

#### -Deku Leaf-

After you speak with the Great Deku Tree, use the Baba Bud next to him and the ones that follow to reach the leafy platform where the Deku Leaf rests. You will need the Grappling Hook as well to swing across a gap halfway through.

#### -Hero's Bow-

When you find the Darknut within the Tower of the Gods, you will have to defeat it in order to get the Hero's Bow. Parry the creature's attacks to remove its helmet and body armor. When its body is exposed, attack it with your sword until it is killed.

#### -Fire & Ice Arrows-

After getting the Ballad of Gales, you'll be able to reach the interior of Mother Isle, one of the two islands that make up the Mother & Child Isles quadrant. Go there after beating the Forsaken Fortress's boss to meet the Queen of Fairies. She will give your arrows the power of fire and ice.

#### -Light Arrows-

The Light Arrows can be obtained deep within Ganon's Tower. Jump into the dark pit in the room with the lit torches and prepare to fight Phantom Ganon again. After you defeat him just as you did at the Forsaken Fortress (see Skull Hammer), Phantom Ganon will drop his Phantom Blade. The sword will fall in such a way so that its hilt will point towards one of the many doors in the chamber. You must take the door that the hilt points to in order to proceed through the maze. If you don't, you'll have to start over at the beginning of the maze. By taking the correct door, you'll fight Phantom Ganon again. Repeat the process about seven times until you reach a two-door chamber. After defeating Phantom Ganon here, the chest containing the Light Arrows will appear.

#### -Bombs-

After learning the password to the pirate ship's cabin, use it to gain entry. Below deck, Niko will put you through another training session. This one is similar to the first training session, except you won't be able to land on the platforms beneath the hanging lanterns. You must swing from lantern to lantern without any breaks in between. If you don't reach the doorway at the end, a metal cage will shut you out. Just climb out of the pit and reset the switches to retry the course. If you reach the back room, Niko will give you some of the bombs the pirates stole from Cannon.

-Hookshot-

Inside a chamber at the bottom of the Wind Temple, you have to fight an orange-robed Wizzrobe. In addition to the fireball attacks, this Wizzrobe can summon enemies into battle. It can summon a yellow-robed Wizzrobe (only once), Darknuts and Moblins. The yellow-robed Wizzrobe can also summon enemies, but different types. It summons groups of Keese, Kargarocs and Peahats. After every last enemy in the room is killed, the large chest with the Hookshot in it will appear.

-Skull Hammer-

After acquiring the Master Sword, return to the Forsaken Fortress. When you enter the courtyard outside, Phantom Ganon will attack you. The easiest way to kill him is by deflecting his energy ball attack back at him with the Master Sword. Phantom Ganon will hit it back towards you, but you can keep hitting it back and forth until it hits him. When Phantom Ganon is hit, run up to him and slash at him with your sword. After Phantom Ganon is defeated, the Skull Hammer will appear inside a treasure chest.

-Piece of Heart #1-

The first Piece of Heart you can obtain is in the Forsaken Fortress. After you escape from your prison, drop down to the bottom floor of the southeastern room of the fortress. The chest containing the piece is within the closed cell down here, but you won't be able to get inside unless you step on the floor switch in one of the corners, underneath several barrels.

-Piece of Heart #2-

Sail to Star Island (east of the Forsaken Fortress) for this piece. This island is covered in cracked boulders that bombs can destroy. The large boulder on the southwest arm of the island covers a secret cave entrance, but the others shouldn't be overlooked either. Once inside the cave, you'll have to kill three Magtails. Afterwards, a pair of Bokoblins will appear. Defeat them, and the pair of shielded Bokoblins and the two Moblins that follow. After all of these enemies are defeated, a chest containing the Piece of Heart will appear.

-Piece of Heart #3-

Use Treasure Chart 11 to locate and salvage the Piece of Heart from the water around Crescent Moon Island, which is northeast of Windfall Island and northwest of Dragon Roost Island.

-Piece of Heart #4-

From Dragon Roost Island, sail north to the find Seven-Star Isles. Use the Telescope to look for a ring of circling seagulls somewhere south of the isles. These seagulls mark the location of a monstrous, twelve-eyed Big Octo. Use the Boomerang to take out each of its eyes before it sucks you into its mouth and spits you across the Great Sea. After you defeat the Big Octo, use the salvage crane to haul up a chest that it left behind. This chest contains a Piece of Heart.

-Piece of Heart #5-

(See Treasure Chart 17).

-Piece of Heart #6-

(See Treasure Chart 7).

-Piece of Heart #7-

If you speak to Windfall Island's schoolteacher, Mrs. Marie, she'll ask you to find the Killer Bees, a gang of young miscreant boys that hang out outside the school. If you talk to them, they will challenge you to a game of hide-and-

seek. After they run away, you have to find and catch each one of them. Ivan, the gang leader, is hiding at the top of a tree just outside of town. Knock him down by rolling into the tree, and then chase him down. Jin, another boy, can be found behind the bomb shop. You can get to him by sidling across a thin ledge to the left of the shop. Jan is hidden on a ledge next to the school. Use the opening to the left of the school's entrance to reach this ledge, and then turn left to find the boy behind a bush. The last boy, Jun-Roberto, is behind Tott's monument on the cape. After you tag all four boys, they give you their prized possession; a Piece of Heart.

-Piece of Heart #8-

Ever wonder what those small, metal holders around Windfall Island are for? They are places to put decorative items in, such as the items that Zunari will start selling if you embark on his trading quest. Talk to Sam (sitting on the bench next to Zunari's shop) and he will tell you about the Joyous Volunteer Association he is a member of, a group dedicated to making the world look 'prettier'. If you help his cause by buying fourteen decorative items from Zunari and placing them in all fourteen metal holders (or 'joy pedestals') around town, he will reward you with a Piece of Heart. You don't need to get fancy; stick with cheap Town Flowers and don't waste your money on stuff like Shop Guru Statues unless you really want to.

-Piece of Heart #9-

After rescuing the three girls from the Forsaken Fortress, find the one on Windfall Island named Maggie, who lives in the auction house's top floor (use the wooden stairway next to the lighthouse to reach the red door). Inside the luxurious residence, you will find Maggie and her father. Maggie is heartbroken over being separated from her beloved Moe, one of the Moblins from the Forsaken Fortress. You will be asked to assist Maggie with her disturbing infatuation by delivering a letter that she gives you to the nearest postbox. Sending Maggie's Letter by mail will cost money, depending on how far away from Dragon Roost Island you are. From Windfall Island, it will cost you a mere five rupees. Get it out of your Delivery Bag and deposit it into the postbox. A day later, the Rito postman named Ilari will personally deliver the reply letter to Maggie's house. However, when you enter the building, you will walk in on a heated confrontation between Ilari and Maggie's father. Maggie's father, who for some reason despises postmen, will not permit Ilari to deliver his letter or stay inside the house. Frustrated, Ilari leaves for the Windfall cafe, which is above Zunari's shop. Follow him and speak to him inside the cafe. Because Maggie's father won't allow Ilari to deliver the letter, he asks you to do it for him. Return to Maggie and show her the Moblin's Letter. Overjoyed, Maggie will read the disturbing letter out loud, and as a reward for helping her convey her misguided love to Moe, she will give you a Piece of Heart.

-Piece of Heart #10-

You'll need Fire Arrows to go after this piece. Windfall Island has a lighthouse that while still functional, hasn't been used for a long time. The lighthouse is actually more than just a lighthouse; it's a windmill and a Ferris wheel too. At night, enter the lighthouse and climb the stairs next to the bored-looking Salvatore. When you get to the lighthouse balcony, you'll see a man named Kreeb standing there. He'll tell you about the windmill on the lighthouse, saying that all it needs is the right wind to start up again, and for someone to press the power switch behind it. Start by setting the wind to blow north by playing the Wind's Requiem. Now jump down to the base of the lighthouse and follow the thin ledge that goes around it, to the left of its entrance. You'll come to a ladder. Climb it, and then press the hidden switch inside the small alcove at the top. If the wind is blowing north, the windmill will start up again. Now that the Ferris wheel is working as well, you can go for a ride when you climb back up to the lighthouse balcony by jumping into

the gondola seats from the end of the balcony. As the Ferris wheel takes you up and around, you'll notice that the top of the lighthouse is spinning. When you pass it, shoot a Fire Arrow into the spinning chamber. If you hit it right, the inside of the chamber will ignite and the lighthouse will start working again. The light will illuminate a transparent treasure chest sitting on a lonely rock just off the south shore of the island. Use the Deku Leaf to get to it after you run back to the bomb shop, but make sure the wind is blowing south this time. The chest contains a Piece of Heart.

-Piece of Heart #11-

After lighting the lighthouse (see Piece of Heart #10), talk to Kreeb again. He'll give you another Piece of Heart.

-Piece of Heart #12-

(See Treasure Chart 38).

-Piece of Heart #13-

To get this piece, you have to play matchmaker with two of Windfall's residents. You have to get Anton to hook up with Linda. If you've already completed Lenzo's pictography challenges, then you should know who they are. Anton is the man with orange hair that walks around town, while Linda is the young woman with the orange dress in front of the lighthouse. If you talk to Linda, she'll ask you to take a good color pictograph of her, using the Deluxe Picto Box. After taking it, find Anton and show him Linda's pictograph. Upon seeing her beauty, Anton will make up his mind to ask her out the next day. Play the Song of Passing to make the following day come quicker. Anton and Linda will be on their date inside the cafe. If you talk to Linda, she'll give you the Piece of Heart you were after.

-Piece of Heart #14-

Use Treasure Chart 30 from the Tower of the Gods to fish up a Piece of Heart off of Pawprint Isle, directly in between Windfall Island and Dragon Roost Island.

-Piece of Heart #15-

When you get to Pawprint Isle, climb up to its center. There is a strange gray-and-blue dome on top of the island that conceals the first of two secret caves on Pawprint Isle. You can crawl into this hollow dome through a crawlspace along its side. However, this entrance is hidden by a clump of grass, so first mow all of the grass around the dome. When you enter the dome, jump into the secret cave. This cave is infested with red and green ChuChus that lurk in the grass. After reaching the first clearing, you will see two paths that split off ahead. Take the right-hand path to get to another clearing, and open the chest here to get a Piece of Heart. You need bombs to get the Joy Pendant and purple rupee sealed off by cracked boulders that block the other paths.

-Piece of Heart #16-

Go up to the mail center on Dragon Roost Island and give Hoskit, the Rito guard standing next to the chieftain's room, twenty Golden Feathers for his girlfriend. He will give you an orange rupee in exchange for them, but his girlfriend will send you a Piece of Heart in the mail the next day. To get Golden Feathers, look for them after you battle Kargarocs, Peahats and Mothulas, or use the Grappling Hook to steal them from the aforementioned enemies.

-Piece of Heart #17-

Head up to Dragon Roost Island's mail center again and talk to Koboli, the Rito in charge of sorting mail behind the upper floor counter. He will offer you a part-time job as a mail sorter. In this mini-game, you are given thirty



seconds to sort at least ten letters into their corresponding slots (marked with different symbols). For every two letters you sort correctly, you are given a rupee. The next time, you'll have to sort twenty or more letters in thirty seconds. This will be more difficult than the first time, but it will become easy with practice. You get one rupee per letter this time. Lastly, you will have to sort twenty-five or more letters in thirty seconds, which is fairly hard to do. For this, you'll get an amazing three rupees per sorted letter. Koboli will be impressed with your skills, but he won't increase the challenge or payoff any further (although you can continue sorting mail for more money). Leave the mail center and then reenter it. Baito, a human with blue tattoos on his body, will join Koboli as his assistant. If you show Baito your ability to sort at least twenty-five letters in thirty seconds one more time, he will give you a letter to send to his mother (...!?). The following day you will get two letters in the mail; one from Baito and one from his mom. Baito's has a red rupee attached to it, while his mom's has a Piece of Heart.

-Piece of Heart #18-

You must win the Bird-Man Contest on the Flight Control Platform (east of Dragon Roost Island) to get this Piece of Heart. This contest is run by two brothers, Willi and Obli, who like impersonating Rito. To win, you have to make it past the large banner at the end of the course that marks the record of 275 meters held by Obli, using any means necessary without landing in the water beforehand. Since you don't have wings, you're going to have to use the next best thing; the Deku Leaf. After paying Willi ten rupees, climb the ladder and walk out to the end of the platform. Don't worry about having an empty magic meter, because it will be filled automatically when the contest starts. Use the Wind Waker to make sure the wind is blowing northwest, or else you won't get anywhere. As soon as you jump off the platform, the contest will begin. Use the Deku Leaf to float towards the end of the course. Winning this contest is only possible if you use the updrafts swirling around on the course, and only if you have the magic upgrade. Try gliding into the updrafts to gain altitude and continue further. It's okay if you miss some, but the second updraft is crucial for going further. That having been said, don't change direction too much, or else you might even run out of magic power before you reach the banner. After passing the 275 meter mark, you will get the Piece of Heart.

-Piece of Heart #19-

(See Empty Bottle #3).

-Piece of Heart #20-

Use Treasure Chart 2 to find a sunken Piece of Heart around Rock Spire Isle (west of Tingle Island).

-Piece of Heart #21-

The third Piece of Heart you can obtain on Rock Spire Isle is protected by a pair of cannon boats that patrol the water southwest of the island chain. Use your cannon to sink them both, and then pull up the Piece of Heart and orange rupee that they leave behind with the salvage crane.

-Piece of Heart #22-

Around Tingle Island you will encounter a Big Octo with twelve eyes (one of two in the game with this many). As with all Big Octos, seagulls will give away the location of this one, and the Boomerang is the best way to defeat it. After you rout it, it will leave behind a chest that has a Piece of Heart inside.

-Piece of Heart #23-

Open Treasure Chart 38 and use it to track down Three-Eye Reef's sunken treasure; a Piece of Heart. Three-Eye Reef is just west of Greatfish Isle.

-Piece of Heart #24-

Go to Greatfish Isle and climb onto the southeastern island. One of the Koroks from the Forest Haven can be found on top of it. Play the Wind's Requiem to make the wind blow northwest, and then use the Deku Leaf to glide from the top of the southeastern island to a ledge on the left side of the largest island. The chest sitting on this ledge contains a Piece of Heart. You can get this piece the first time you visit Greatfish Isle.

-Piece of Heart #25-

Of the two Pieces of Heart you can get in Greatfish Isle, this one is by far the hardest to obtain. To get it, you must give a Shop Guru Statue (a rare trading item) to the Traveling Merchant on Greatfish Isle. However, the Shop Guru Statue is the rarest and most expensive item to obtain in Zunari's trading mission, so you'll have to visit all three Traveling Merchants on Greatfish Isle, Mother & Child Isles and Bomb Island several times with several items before you can get it. After you have the Shop Guru Statue (see Magic Armor), give it to the Traveling Merchant on Greatfish Isle and he will reward you with the Piece of Heart.

-Piece of Heart #26-

There is a piece hidden in the Six-Eye Reef quadrant, which is just west of the Tower of the Gods, but thankfully you don't have to go anywhere near the actual reef to get it. Instead, look for the submarine in the water southwest of the reef and the nearby sea platform. Enter submarine and jump down to its floor. Before you can find the Piece of Heart, you'll have to get past three Moblins. This really shouldn't be very difficult, especially since you only fight one at a time. Still, watch out for the Morths and ChuChus that come out of the barrels and jars. After you kill the Moblins, a ladder will drop down from the back ledge, allowing you to get to the chest containing the Piece of Heart.

-Piece of Heart #27-

Use Treasure Chart 5 and the salvage crane to find a Piece of Heart sunken around Thorned Fairy Island (two quadrants east of the Tower of the Gods).

-Piece of Heart #28-

From Greatfish Isle, sail southwest to get to Needle Rock Isle. At the southern tip of this island is a treasure chest surrounded in flames. The switch that will extinguish them when activated is sitting at the very top of the 'needle' spire at the center of the island. Since there is no way you can get up to the top and hit the switch by yourself or reach it with any of your weapons, you must call upon a seagull to do it for you. Get a Hyoui Pear out and use it to lure down and take control of a passing seagull. With it, you can fly up to the top of the spire and hit the switch. Be careful though, because there are a few Kargarocs circling the spire and some perched on top of it that will take out your seagull if they reach it. One is close enough to kill from the ground before using the Hyoui Pear, but you have to maneuver past the others. Keep the seagull away from the spire as it gains altitude and then head straight for the switch as soon as it is level with it. Hopefully, you can zoom past the Kargarocs and hit the switch before they get to your bird. After the ring of flames goes out, release the seagull and open the chest to get the Piece of Heart inside.

-Piece of Heart #29-

The only Piece of Heart that appears on a sea platform is on Stone Watcher Island. Go southeast from Greatfish Isle to get to Stone Watcher Island, and then look for the platform east of it when you get there. The platform is guarded heavily by eight mounted cannons, and you must destroy them all before the treasure appears. You can use your cannon to destroy them, but it's much

easier to climb onto the platform first and set bombs on the spots just above the enemy cannons. You should also kill the two pirate Bokoblins on the platform itself. After you destroy the cannons, the treasure chest with the Piece of Heart inside will appear.

-Piece of Heart #30-

Sail to Bomb Island (north of the Forest Haven) to get this Piece of Heart. This island is named after its shape, and for the bombs that you must use in order to uncover its secret cave. The cave is fairly complex, so be ready for a few mildly tricky puzzles. In the first room, you must use a Magtail to hold down the continuous switch on the floor that unseals the exit door. This is similar to what you had to do in Dragon Roost Cavern to get the Big Key. Stun the Magtail so that it rolls up into a ball, and then pick it up and set it down on the switch. Go through the exit before the Magtail awakens. In the next chamber, you have to use more Magtails to work out the puzzles. First though, you must carefully make your way across the thin walkway on your right to reach a switch. If you go too recklessly, you will fall into the lava. The switch will extinguish the flames blocking another thin walkway up ahead. After crossing it, you'll get to a large platform. The Magtails slithering along it will try to attack you. After stunning one, pick it up and toss it into one of the two fiery pits behind the torches. There are two switches in these pits that will extinguish another set of flames when both are pressed. After the fire is out, cross the final walkway and open the chest to get a Piece of Heart.

-Piece of Heart #31-

A Piece of Heart can be brought up from the sea floor around Bomb Island with the salvage crane, using Treasure Chart 20 as your guide.

-Piece of Heart #32-

After obtaining Treasure Chart 23, use it to track down the Piece of Heart on Diamond Steppe Island, northwest of Outset Island.

-Piece of Heart #33-

Use Treasure Chart 4 and the salvage crane to find a Piece of Heart sunken around Southern Fairy Island.

-Piece of Heart #34-

After you defeat the boss of the Forbidden Woods and receive Farore's Pearl from the Great Deku Tree, check any postbox nearby. The Rito chieftain will have sent you a letter, thanking you for helping the tribe on Dragon Roost Island. Attached to this letter is a Piece of Heart. It is by far one of the easiest to obtain.

-Piece of Heart #35-

Following the annual ceremony in the Forest Haven, eight of the ten Koroks will journey across the Great Sea to various islands in hopes of spreading the Great Deku Tree's seeds and growing new forests. Unfortunately, none of the new forest trees will grow very well, remaining discolored and withered. In order to restore them to full health, you'll have to water them with spring water from the Forest Haven. Only after watering all eight of them will you get a Piece of Heart for your troubles. This piece takes dedication to get, so don't get distracted with other side quests if you're going to attempt getting it. Firstly, you'll need an Empty Bottle, and you'll need the Ballad of Gales (from the wind deity, Cyclos). Sail to the Forest Haven and make your way inside, to where the Great Deku Tree lives. Use your bottle to scoop up some spring water. This water can be used indefinitely without needing to be refilled, but it only retains its pureness for about twenty minutes, so you'll have to water all eight withered forest trees in that time before it turns into bland regular water. After getting the spring water, head back to the

King of Red Lions and play the Ballad of Gales to warp to whichever island is nearest to these:

1.       Cliff Plateau Isles: This quadrant is directly east of the Forest Haven, so you actually don't need to warp anywhere just yet. When you reach the isles, jump across them until you find the entrance to a secret cavern. Go through this cavern (refer to Treasure Chart 25 for details) to reach the highest point of the island chain. Here you will find the Korok named Aldo, tending to his withered forest tree.
2.       Shark Island: The closest island to Shark Island that you can fly to is Southern Fairy Island, which is east of your destination. The forest tree can be found near the island's 'tail'.
3.       Greatfish Isle: Luckily, this island can be reached directly with a cyclone. Climb the spiral-shaped southernmost island and water the tree on top.
4.       Needle Rock Isle: Needle Rock Isle is directly southwest of Greatfish Isle. The withered forest tree is found on the island's southern tip, near a flaming treasure chest.
5.       Private Oasis (or Your Oasis): Fly to the Tower of Gods and sail south towards the private cabana. Around the edge of the outdoor pool you will find Drona and his tree.
6.       Eastern Fairy Island: This island is north of the Tower of Gods, so warp back to it and change the wind's direction. Fairy Islands are small, so it shouldn't be hard to find the forest tree here.
7.       Mother & Child Isles: If you try warping to this island, you'll only end up trapped inside the Mother Isle. To reach the smaller Child Isle, fly to Tingle Island and sail from there.
8.       The final forest tree location is Star Island, which is east of the Forsaken Fortress. If you just watered the Mother & Child Isles forest tree, continue sailing north to get to Star Island. The tree is directly in the center of the small island.

After you water all eight trees before your twenty minutes expire, they will all grow to full height, and whichever one you watered last will release the Piece of Heart from its branches.

-Piece of Heart #36-

A Piece of Heart can be obtained around the Forest Haven if you look at Treasure Chart 31 and follow it to the spot where the treasure is buried. Use the salvage crane as usual to haul it up from the sea floor.

-Piece of Heart #37-

Sometime after you return to Outset Island, visit Orca for more swordplay practice. With his new training program, your objective will be to strike Orca as many times as you can before he hits you three times. During this exercise, you are only allowed to use your sword and your shield (however, you can't use the Hurricane Spin attack). The training can be difficult, because Orca usually manages to get a cheap shot before you can react. Rather than attacking him in a fury, slash at him three or four times and then wait for him to make his move. Parry his attack or block it with your shield and then repeat. Try to avoid the walls and always stay locked on to Orca. If you hear a metallic clinking while you're attacking Orca, that means he is about to parry your attack, so be ready to counter him. You begin the exercise under

the rank of a lowly page, but the more you hit Orca, the higher your rank will be and the better your rewards will be. If you hit him 100 times or more, you will be ranked a knight and given a purple rupee. Hit him 300 times or more to be upgraded to a swordsman and get an orange rupee. Then, if you hit Orca 500 times or more, you will become a master and get a Piece of Heart.

-Piece of Heart #38-

After you return to Outset Island, you'll find that one of the wild pigs in Abe's pen has grown into a beastly porker several times its original mass. It is so large that you can only lift it with the Power Bracelets. This hog behaves in the same way its smaller kin do, but it loves to dig when presented with All-Purpose Bait. If you throw bait out in front of it, the hog will dig down into the ground and unearth treasure. Most of the time you'll only get minor valuables like rupees, but you can get something better if you try digging in the dark patches of dirt around Outset Island. You'll need the Power Bracelets to move the hefty swine around the island to dig for treasure though. Pick it up and carry it all the way over to the dark patch of soil in front of Mesa's weedy garden, on the other side of the wooden bridge that separates the town. If you make the hog dig into the right-hand patch of soil, it will uncover a Piece of Heart.

-Piece of Heart #39-

Perhaps the most difficult Piece of Heart to obtain is found at the very end of the Savage Labyrinth, a secret cave on Outset Island. To reach the entrance to this cave, go behind your grandmother's house and look up to see a ledge and a tree growing near it. Use the Hookshot on this tree to pull yourself up from the ground to this ledge. The labyrinth entrance is obstructed by a massive stone head. You need the Power Bracelets to lift this stone over your head and throw it aside. Once you uncover the entrance, you can enter the Savage Labyrinth and begin battling your way through 51 levels of enemies. Because the enemies inside the labyrinth don't leave spoils behind, make sure you bring at least one bottled Fairy or servings of Elixir Soup. If you are desperate for more pickups, you can use the Grappling Hook to nab them from your enemies. Starting with the second level, you can only proceed in each level by defeating all of the enemies that appear. You may notice that every ten levels are themed after the dungeons that you've previously explored, so the battles shouldn't really be too difficult until you start getting closer to the end. Here is what appears inside all 51 of the Savage Labyrinth's levels:

1. There are no enemies in the first level. You can break the jar open to release three Fairies that can be caught and stored in Empty Bottles. If you want to get out, use the light portal, but otherwise jump into the hole in between the pair of torches.

2. There are ten Keese here. Use the Boomerang or the Master Sword to take them out, and then proceed.

3. The six Miniblins running around shouldn't be much of a threat. Defeat them and continue.

4. Four Boko stick-wielding Bokoblins can be found here. It's easier to kill them one by one instead of taking them all on at the same time.

5. There are six red ChuChus in this level, but some won't appear until you walk around to find them (they'll drop down from the ceiling). Defeat them and move on.

6. Four Magtails shouldn't be too troublesome, especially when you use parry strikes to kill them. Ice Arrows are also effective for stunning

Magtails.

7. Use the Boomerang to kill the four Keese in this room, and then fight the oncoming swarm of Miniblins. There are only four of them this time.

8. Again, use the Boomerang to kill the four Fire Keese. There are also two Magtails to accompany them.

9. This level is lit only by the fire coming from the torches, the Bokoblins' sticks and the two Fire Keese. Use the same tactics as before to take down the four Bokoblins (and the Keese, of course).

10. Finally, something challenging! There are two Moblins in this room, armed with sharp spears. Ice Arrows followed by Fire Arrows or the Skull Hammer are the easiest way to kill them, but stick to swordplay if you want to conserve magic power. Every tenth level, including this one but excluding the fiftieth, contains two of the dungeon mini-bosses in sequence. Just so you know.

11. This is another recovery level with no enemies. Break the smaller jars for pickups and the larger ones for huge amounts of cash. Don't step in the light portal if you want to keep going.

12. Level 12 contains six Peahats. Use arrows to shoot them down or kill them with two hits from the Boomerang each. Remember to grapple the Golden Feathers out of each of them if you don't have twenty yet.

13. Four green ChuChus will drop down from the ceiling as you walk around here. Remember to stun them with the Boomerang so that they don't stay in their invulnerable puddle-like forms.

14. This level is fairly easy, because the five Boko Babas in it can't move. Use the Boomerang to kill them one by one.

15. Like Level 9, this level is dimly lit, but you can still see the four Bokoblins carrying flaming Boko sticks. These guys carry shields, so you might want to stun them first with the Boomerang before executing a sword combo.

16. Mothulas are vicious, but the Master Sword can defeat them in one hit. Kill the five down here before they gang up on you or release Morths.

17. You'll find three Peahats and three Boko Babas down here. Keep that Boomerang handy.

18. Don't let the jars down here fool you; they conceal nasty, machete-carrying Bokoblins. You can use the Boomerang to uncover them all in one sweep. In addition to the four Bokoblins, you'll also have to kill four green ChuChus before continuing.

19. There are two shielded Bokoblins and three Mothulas down here, which together can make for a pretty evil combination. Attack quickly so that you don't get hurt.

20. The twentieth level contains two rare winged Mothulas. To kill one, you have to take its wings off by attacking it (the Boomerang is the easiest way). Once the Mothula is grounded, attack it like a regular wingless version. If you have Fire Arrows, you can kill a Mothula even more easily. One blast will bring the winged Mothula down in flames.

21. Use the jars in this recovery level to heal and get rich, but don't go into the light. Afterwards, jump into the hole to the next level.

22. Three red-robed Wizzrobes will appear in this level. Use Fire/Ice Arrows to defeat them as quick as you can, or stun them before they can teleport around the room.

23. Four Armos will awaken and begin hobbling towards you. Try to maneuver around them so that you can hit the crystals on their backs, or stun them first with arrows to the eyes. Remember to avoid their final suicidal whirls.

24. Armos Knights are even stronger than Armos, but there are only two of them here. Take out a bomb or pick a bomb flower, and then throw it into the nearest Armos Knight's mouth when it opens it. Avoid the knight as it spins around, and then go after the second one.

25. Use the Boomerang to destroy the six jars in this room. This time they conceal yellow ChuChus. Bombs and the Skull Hammer can stun the entire group, but otherwise you have to use the Boomerang before attacking or else you'll get electrocuted.

26. There are four Red Bubbles down here. You don't even have to stun them before you attack; just slash at them with the Master Sword and that'll be their story.

27. You must fight two shielded Bokoblins and a single Darknut. Try to kill the Bokoblins before the Darknut notices you. Because they like to hang around the Darknut, use the Hookshot to pull them towards you. When you engage the Darknut, cut off its armor and helmet with parry strikes and then go in for the kill.

28. Three Armos may not seem like much, but they will when a red-robed Wizzrobe joins them. The Wizzrobe is more dangerous, so shoot it down with arrows before you battle the Armos.

29. There are two Armos Knights down here, as well as several bomb flowers and two Red Bubbles disguised as ordinary skulls on the ground. Before doing anything, snipe out the Bubbles with arrows so that you don't actually have to fight them. The Armos Knights can be defeated as usual, but watch where you step when you go near the bomb flowers.

30. Now it's time for a one-on-two battle against a pair of buckler-wearing Darknuts. This battle can be tough, but at least the Darknuts will be hitting each other accidentally if they both try to gang up on you. Use the Boomerang if their shields are giving you trouble.

31. This is as far as you have to go before you can beat the game. Play the Wind's Requiem while standing on the wind crest to make a chest appear on the Triforce crest. This chest contains Triforce Chart 6. After you grab it, the exit light portal and two other beams of light will appear. Use the portal if you want to escape. You need the Mirror Shield to continue through the Savage Labyrinth. Reflect the light from the beams onto the elephant statue blocking the hole. Don't forget to break open the jars before continuing.

32. The labyrinth's difficulty will begin to escalate from here on out. Six creepy ReDeads are found inside Level 32. You can use the Mirror Shield and light beam in the corner to stun them before attacking, but

watch out for the one standing nearby. If you came with Light Arrows, use them to defeat the ReDeads easily. ReDeads are a great source of health, magic and rupees if you use the Grappling Hook on them, and it's easy to steal from them since they don't really move.

33. Watch out for the nasty Blue Bubbles here. Don't let them touch you or else the cursed fog will disable your weapons. Kill the ones you can on the ground with arrows, but use the Hookshot against the awakened ones. The Hookshot will stun them and draw them in close for the finishing blow.

34. There are a total of six purple ChuChus in this level, which would be impossible to defeat without the beam of light off to the side. After petrifying them, smash them to bits with the Skull Hammer.

35. At first this chamber is empty, but five Poes will appear soon after you start moving around. Stun them with the light beam so that you can attack them with the Master Sword. You can also let them possess you and wait for their jinxes to wear off, but you must knock the lanterns out of their hands first.

36. Peculiarly, this level contains winged Mothulas instead of the other ghoulish enemies that have been appearing lately. There are three of them this time, but this battle shouldn't be any different from the one in the twentieth level. Use Fire Arrows to kill each Mothula instantly.

37. There are two Moblins and three ReDeads here. You'll definitely want to get rid of the Moblins quickly before the ReDeads see you. Use the light beam to defeat the undead fiends as before.

38. Another colorful winged Mothula can be found down here, as well as five purple ChuChus. After shooting down the Mothula, petrify the ChuChus using the Mirror Shield and the beam of light. Destroy them all with the Skull Hammer afterwards.

39. This level is glowing from the light of several lanterns, owned by either Moblins or Poes. Both enemies will throw their lanterns at you to try and light you on fire, but the lanterns can be knocked out of their hands easily. Kill the two Moblins and then use the light beam to defeat the five Poes. If you get possessed, run towards the light.

40. Unlike the previous mini-boss levels, you have to fight more than just the two mini-boss enemies here. In addition to the two Stalfos that rise up from the ground, you will see no less than four Blue Bubbles. Try to eliminate as many Bubbles as you can before the Stalfos reach you. When they do, use bombs to blow them apart, and then attack their skulls before they reform. The Stalfos move slowly, so you should have enough room to battle the Bubbles beforehand. If needed, use the beam of light to shake off any cursed fog enveloping you.

41. This is the final recovery level. Avoid the light, break the jars for refills and rupees, and then jump into the hole. Or, if you're satisfied with the rupees, step into the light portal to exit the labyrinth. I didn't think so.

42. The fun continues with a massive swarm of Miniblins. There are around twenty, and even though they won't appear all at once, there will be so many around you that you are bound to take out at least a half dozen of them with a single swing of the sword. The Hurricane Spin is



also useful, but you probably won't be able to charge it before the Miniblins start jabbing at you.

43. When you approach this level's center, ten red ChuChus, ten green ChuChus and ten yellow ChuChus will drop in from above. The thirty ChuChus will form a ring and close in around you. Lay a bomb or use the Skull Hammer to stun the entire group, and then charge up a Hurricane Spin to mow through them all.

44. The battle here won't begin until you smash the peg in the center of the arena with the Skull Hammer. Then, five red-robed Wizzrobes will appear. This battle can be extremely annoying if you don't defeat the Wizzrobes quickly, so use the Fire Arrows when you get the chance.

45. The large number of enemies continues with the sixteen Bokoblins in Level 45. This chamber is lit only by the torches and the flaming Boko sticks held by some of the Bokoblins, so it can be difficult to tell if there are any enemies remaining. The ones that aren't holding lit Boko sticks can be especially tough to see.

46. Now you have to fight the game's two creepiest enemies: Stalfos and ReDeads. There are only two Stalfos, but four ReDeads, and the worst part is that there aren't any light beams in the room that you can stun them with. Just throw bombs at the nearest one and rush in for the kill while it is stunned. Afterwards, lure the Stalfos away from the other ReDeads and fight them. After you destroy the Stalfos, you can use their maces to stun or kill the remaining ReDeads (just make sure you throw the spiked weapons, because the ReDeads will scream at you if you approach them while carrying the maces).

47. This level has two Darknuts and a trio of Moblins. There are more than a dozen ways to go about killing a Moblin, so do so however you please. Just try to kill them before the Darknuts start moving. There are several pillars in the room that you can take cover behind, but the Darknuts' swords can reduce them to rubble quickly. After you defeat them all, enter the next level.

48. Two cool-looking black-armored Darknuts and three red-robed Wizzrobes can be found in this room. As with most of the battles involving Darknuts, they should be fought last. Take out the three Wizzrobes with Fire or Ice Arrows before they can shoot their fireballs and teleport. Lastly, go after the Darknuts. Be careful if you go near the walls, because some of them are electrified.

49. This level is a minefield of bomb flowers. They can be useful or harmful as you fight the three Stalfos that crawl up from the ground. Try to set one off as the Stalfos walk past them, or just stick to bombs. The flowers are quicker to detonate than regular bombs (again, this can be a good thing or a bad thing). Carefully defeat each Stalfos one by one, and make sure you use the space you are given to move around.

50. At long last, the grand finale! Before you can walk away with the Savage Labyrinth's prize, you have to defeat not one, not two, but four Darknuts! These warriors alone will put up an incredible fight, but you also have to worry about the statues along the walls that shoot jets of flame at you whenever you get near. You may need to call upon a Fairy to make it out alive. Then again, if you came with Light Arrows, this battle will be a matter of having enough magic power. Otherwise, you have to go after each Darknut one by one. Remember to

use your shield if things start getting hairy. When the Darknuts have been vanquished, enter the hole to the last level.

51. Open the chest to claim your prize; a Piece of Heart. After you grab it, the portal that will take you back to the surface will appear.

-Piece of Heart #40-

When you get to Headstone Island, where the entrance to the Earth Temple is located, use a Hyoui Pear to take control of a seagull. As you fly around the island with your brainwashed bird, pick up the valuables scattered around it. This includes health, magic, several green rupees, a few blue and yellow rupees, and a Piece of Heart located at the very top of the island. After you release the seagull, the piece will be yours.

-Piece of Heart #41-

The odd, yet aptly-named Angular Isles lie directly southwest of the Forest Haven. You can use the Hookshot to reach a secret cave on the smaller island, but the Piece of Heart rests on top of the bigger one. Both islands are built entirely out of cubic blocks stacked on top of each other. You can get on the larger island by going around to its southern side and using the blocks there as a stairway. When you do, walk around to the island's eastern side to find the block with the weird symbol on it. The block can be pulled halfway away from the wall to make a step up to the next ledge. When you get there, walk around the algae-greened ledge until you find another block with a symbol on it, indicating that it can be moved. Push it off the ledge and then drag it to the end of its channel so that you can use it to reach another ledge above you. When you get up there, pull another cubic block out from the one above it to make steps up to the top of the island. Here you will find a blue ChuChu and a Piece of Heart inside a chest.

-Piece of Heart #42-

Use Treasure Chart 15 to find a light ring around the Angular Isles (southwest of the Forest Haven), and use the salvage crane to pull up a Piece of Heart from it.

-Piece of Heart #43-

Use Treasure Chart 33 to find this piece somewhere around Five-Star Isles, which are found at the very southeastern corner of the Great Sea.

-Piece of Heart #44-

While you're at Five-Star Isles, check out the submarine floating somewhere southeast of the formation. The interior of this submarine is dimly lit, but the torches and firelight will help you see. There are four Bokoblins down below, including two carrying Boko sticks and two carrying shields and swords. Also, there are a few Keese hanging down from the ceiling that may attack you if you disturb them. After the Bokoblins have been defeated, a ladder that you can climb to reach the back of the submarine will appear. As soon as you enter the back room, a large treasure chest will materialize in front of you. Open it to get a Piece of Heart.

-Heart Container #1-

The first Heart Container will be released by Gohma upon its defeat in Dragon Roost Cavern. To kill this massive Magtail, use the Grappling Hook to swing from Valoo's tail, so that the unstable slab of rock it hangs from falls on Gohma and cracks its shell. After a few repeats, the shell will come off, revealing Gohma's softer innards. Use the Grappling Hook again to pull Gohma's eye in towards you so that you can finish off the boss with sword attacks.

-Heart Container #2-

Kalle Demos will leave behind this valuable treasure. To defeat this wicked

plant boss, who lurks deep within the Forbidden Woods, cut it down from the ceiling by severing its many vines with the Boomerang. This will cause Kalle Demos to fall to the ground and open its petals. Run towards it and start attacking its head before it closes its petals again. After a few rounds, Kalle Demos will be killed.

-Heart Container #3-

After reaching the top of the Tower of the Gods, you will face Gohdan, The Great Arbiter. You must first disable his hands with arrows before shooting at his eyes. This will cause the boss's head to fall to the ground, his mouth opened wide. Toss a bomb in his mouth to damage him. After repeating this twice more, Gohdan will submit and release a Heart Container.

-Heart Container #4-

The boss of the Forsaken Fortress, the Monstrous Helmaroc King, will leave this container behind after you defeat it. When you reach the top of its tower, wait for the Helmaroc King to land on the ground and try to peck at you. It will instead get its beak stuck in the ground. During the time the Helmaroc King tries to free itself, smash it in the head with the Skull Hammer. Eventually, its metal helmet will crack, and you can start attacking the bird's face when it gets stuck in the ground.

-Heart Container #5-

When you reach the end of the Earth Temple with Medli, you must fight Jalhalla, Protector of the Seal. To defeat this oversized Poe, use the Mirror Shield to reflect light from one of the light beams in the room towards him. After he becomes solid, pick him up and toss him towards the spiked pillars in the room. This will force Jalhalla to split off into several smaller Poes. Defeat as many as you can before they regroup and Jalhalla appears again. Repeat this process until all of the Poes are destroyed. Jalhalla will release a Heart Container after he is defeated.

-Heart Container #6-

Molgera, Protector of the Seal is the final boss to release a Heart Container. When the boss emerges from the center of the sand whirlpool it creates, use the Hookshot to pull its tongue towards you (similar to the last stages of the battle against Gohma). Attack Molgera and repeat the process until it dies and releases the Heart Container.

-Din's Pearl-

To get the first pearl, climb to the top of Dragon Roost Cavern and defeat Gohma, the wicked creature torturing Valoo from the chamber below him. Prince Komali will give you Din's Pearl as thanks for your heroism.

-Farore's Pearl-

After you find and rescue Makar from Kalle Demos, deep within the Forbidden Woods, the rest of the Koroks and the Great Deku Tree will perform their annual ceremony inside the Forest Haven. Afterwards, the Deku Tree will give you Farore's Pearl.

-Nayru's Pearl-

To get this pearl, you must find a water spirit named Jabun, who is hiding on Outset Island. After getting the bombs and returning to Outset, sail around to the back of the island. Jabun's hideout is blocked by a stone slab and protected by a giant whirlpool. As the whirlpool's current sweeps you around in circles, fire the boat's cannon at the stone slab blocking the entrance to Jabun's cavern. After three direct hits, the entrance will be exposed and the whirlpool will disappear. Enter the cavern to find Jabun. After he speaks, he will give you Nayru's Pearl.

-Triforce Shard #1-

After finding and deciphering Triforce Chart 1, look for the first shard around Greatfish Isle and salvage it like any other treasure.

-Triforce Shard #2-

Follow Triforce Chart 2 to Gale Isle and salvage this shard from the water.

-Triforce Shard #3-

Triforce Chart 3 will lead you to this shard, hidden around Stone Watcher Island.

-Triforce Shard #4-

Triforce Chart 4, when deciphered, will mark the location of this shard somewhere around Outset Island.

-Triforce Shard #5-

Look for this shard around the Cliff Plateau Isles after you open Triforce Chart 5.

-Triforce Shard #6-

The Savage Labyrinth's Triforce Chart 6 will show you where this shard is hidden around Southern Triangle Island.

-Triforce Shard #7-

Use Triforce Chart 7 to find and salvage this Triforce Shard from the waters of Seven-Star Isles.

-Triforce Shard #8-

Open and decipher Triforce Chart 8, and then look for this sunken Triforce Shard around Two-Eye Reef.

-Triforce Chart 1-

Sail to the Islet of Steel, south of Greatfish Isle, and destroy the cannon boats cruising around it. One of them blocks the entrance to the island, so get it out of the way if nothing else. Afterwards, cruise into the Islet of Steel and climb the steps inside up to the altar. Here you can play the Wind's Requiem while standing on the wind crest to make a chest appear, containing the first Triforce Chart.

-Triforce Chart 2-

After getting the Cabana Deed (see Hero's Charm), sail to Mrs. Marie's Private Oasis and walk up to the front door of the cabana. The butler won't let you in unless you show him the Cabana Deed, proving that you are the island's new owner. Inside, get the Grappling Hook out and look upwards. You will see a lever hanging down from the ceiling. If you grapple onto it, your weight will pull it down and activate it, extinguishing the flames in the fireplace. Now jump in the hole revealed in the fireplace to reach the cabana's underground catacombs. The chambers inside the catacombs are confusingly linked, both above and below. Most of the upper chambers are separated by gates, but you can't get by them unless you smash the corresponding peg with the Skull Hammer. To get in between the chambers otherwise, jump into the various pits and crawl through the network of tunnels beneath the catacombs. The catacombs are filled with Rats, but if you happen to find two ReDeads, you're getting close to the Triforce Chart. Be on the lookout for other treasures too, like an orange rupee. To get the chart after you get past the ReDeads, you'll have to play the Wind's Requiem again while standing on the wind crest.

-Triforce Chart 5-

This Triforce Chart is found inside Bird's Peak Rock, northeast of the Forest Haven. Make sure you have plenty of Hyoui Pears before you set out for the

island, because you'll need them. Bird's Peak Rock has six spires that are inaccessible to you. At the top of each one, there is a switch that must be pressed before the metal gate on the main island is lifted (that's where the Triforce Chart rests). Obviously, the only way to press the switches is to take control of a seagull and have it do the job for you. However, there are several Kargarocs nesting on the spires, so before you get the Hyoui Pears out, use the Hero's Bow to pick them off one by one. You should be able to kill all but one Kargaroc, which is circling the tallest spire and nearly impossible to shoot. Seagulls are favorite prey of Kargarocs, so unless you kill as many as you can, your brainwashed seabird won't last long when it approaches the Kargaroc nests. To avoid the one circling around the tall spire, hit all of the other switches first and then put some distance between yourself and the remaining spire. Now start gaining altitude until you are level with the top of the spire. Make a beeline towards the switch and hit it before the Kargaroc notices you. After the switches are all pressed, the gate on the main island will lift. Liberate the seagull and enter the cavern beneath the gate. Here you will find Triforce Chart 5 after playing the Wind's Requiem again.

-Triforce Chart 4-

The location of this chart varies, because it is within the Ghost Ship that appears at a different island every lunar cycle. Even if you find the Ghost Ship, you won't be able to approach it without it disappearing unless you have an opened Ghost Ship Chart. Once you have the chart, use your Sea Chart during the night to see where the Ghost Ship is currently haunting. Sail to that island and look around for a phantasmal ship surrounded by floating blue flames. You'll enter the Ghost Ship simply by sailing through it. The inside of this ship is shaped almost exactly like a submarine. Hop down to the bottom level and be prepared to defeat a few Poes and a yellow-robed Wizzrobe. The Wizzrobe always begins by conjuring a Stalfos or a ReDead, so you may want to kill it first with a few Fire Arrows. There is a beam of light along the right side of the ship that will help you defeat the Poes or any ReDeaths. If you must fight the Stalfos, use Bombs, followed by the Skull Hammer. Once all of these ghostly enemies have been vanquished, a ladder will drop down from the other side of the ship, which lets you reach the back room. Break open the jars in here for wads of cash, and then open the chest for Triforce Chart 4. After getting it, you will find yourself on the King of Red Lions; the Ghost Ship will never again appear during the night.

-Triforce Chart 5-

In the waters northeast of Needle Rock Isle, you will find three cannon boats, including a gold-colored one. Sail up to them and destroy each one with your own cannon. Remember to get up close to each boat before firing on it, because it will be much easier to hit, and in return the boat will have trouble hitting you (just don't get so close that the cannon explosion hurts you). Each boat leaves behind a light ring, which you can find easily because of the treasure spheres that the boats leave on top of them as well. The two regular cannon boats yield a purple and orange rupee, while the commanding golden warship has the Triforce Chart.

-Triforce Chart 6-

(See Piece of Heart #39).

-Triforce Chart 7-

This chart is in a secret cave on Stone Watcher Island, which is southeast of Greatfish Isle. You must have the Power Bracelets in order to lift and remove the stone head on top of the island, revealing the secret cave's entrance underneath. This cave has a main chamber and six other small rooms around it. You enter from one of these small rooms, while the one with the chart is directly across from you. However, it will remain sealed until you defeat the enemies within the four other smaller rooms. You don't have to beat them in

any particular order, but if you go clockwise from the entrance, you'll encounter four Armos, two Moblins, three red-robed Wizzrobes and five Bokoblins. Afterwards, two Darknuts will fight you in the main chamber. Beat them and then go through the final door to get the Triforce Chart (play the Wind Waker as usual to make the chest appear).

#### -Triforce Chart 8-

The final Triforce Chart is on Overlook Island, which is in the very northeastern quadrant of the Great Sea. To reach the secret cave on this island, use the Hookshot on the palm trees to get up. Keep using the Hookshot to make your way across the islands until you get to the secret cave. This cave is designed just like Stone Watcher Island's secret cave, where you got Triforce Chart 7. The far door around the main circular chamber will only unseal after you defeat the enemies (clockwise, starting on your left: 3 Armos Knights, 2 Stalfos, 2 yellow-robed Wizzrobes and 5 Bokoblins) in the other side rooms. Then, when all of these rooms have been cleared, four Darknuts will appear in the main chamber. After you defeat them, you can head through the Triforce door and get the chart.

#### -Treasure Chart 1-

Somewhere down in the Forbidden Woods' basement, you will find a room with a treasure chest inside a hollow tree. The chest can be reached by crawling through a small opening in the back of the tree, but the vine flower growing on the chest will prevent you from opening it from such a short distance. The vine flower is only vulnerable when its petals are opened, but it only opens them when you are standing far away from it. Exit the hollow tree and instead start jumping from platform to platform around the room, defeating the Morths and Boko Babas on them as you go. One of the Boko Babas will convert into a Baba Bud after you kill it. You can use this Baba Bud to reach the room's northern ledge. From there, use the wind lever nearby to summon the cable platform ahead of you. Jump on it, and then turn to face north. Now use the Deku Leaf's wind blasts to push yourself across the room on the cable platform. When you get to the south ledge, grab the bomb flower and toss it into the opening on top of the hollow tree below. The blast should destroy the vine flower inside. Now jump into the hollow tree and open the treasure chest to get Treasure Chart 1.

#### -Treasure Chart 2-

If you give Maggie's rich father twenty Skull Necklaces, he will give you Treasure Chart 2. To find him, go to Windfall Island and enter the mansion's upper floor.

#### -Treasure Chart 3-

This chart is located inside a chest sitting on top of one of the Forest Haven's three smaller islands. To reach it, you have to get to the top of the Forest Haven by using the Baba Buds. Blast yourself through the haven until you get to the leafy platform where the Deku Leaf was found. Now, instead of sailing down to the ledge that leads to the Forbidden Woods, turn around and jump out to the Baba Bud behind you. You can use this one, and the Deku Leaf, to reach another ledge on the north side of the haven. The opening that leads outside lets you reach the Nintendo Gallery, but in order to get the Treasure Chart, you must go even higher while inside. Use the Baba Bud on the ledge to launch yourself upwards, and then sail to another small leafy platform near the Deku Tree's canopy. From here you can glide to another ledge above the one down below. When you reach it, go outside and set the wind to blow south or southeast. Now use the Deku Leaf to glide down to the island down below, there the chest containing Treasure Chart 3 sits.

#### -Treasure Chart 4-

(See Empty Bottle #3).

#### -Treasure Chart 5-

After you open the path to the boss's lair inside the Wind Temple, you will enter a room where two Stalfos and a yellow-robed Wizzrobe will attack you. When you defeat them, you'll have to unseal the exit by smashing the peg on one of the ledges around the room with the Skull Hammer. To reach it, you'll need the Hookshot. These ledges can be reached by firing the Hookshot at the yellow targets on the walls or the stone heads. However, if you wear the Iron Boots while shooting the Hookshot at one of the heads, you will pull it down from the wall rather than being pulled up to it. Two of these stone heads hide Bokoblins behind them. If you defeat them, the chest containing Treasure Chart 5 will appear on the floor.

#### -Treasure Chart 6-

This chart is found inside the Tower of the Gods. After you get the Hero's Bow, return to the room where you got the Compass. This room is on the first floor, and the Compass itself should help you find it. When you get there, kill the pair of Red Bubbles floating around. Now shoot an arrow at the eye symbol on the back wall. This will reveal a hidden compartment behind the wall, where Treasure Chart 6 is found. Watch out for the Armos that will ambush you as you try to make your escape with your prize.

#### -Treasure Chart 7-

At Windfall Island, enter the lighthouse to play Salvatore's mini-game, at the cost of ten rupees. This game is a lot like Battleship, but it can get rather frustrating because you need more luck than anything to win. Using 24 cannonballs, you have to find and sink three giant squid hidden on the eight-by-eight grid. One squid takes up four spaces (and thus you'll need at least four cannonballs to sink it), another takes up three and the last one takes up only two. It is impossible to predict where the squids are until you actually find them. If you manage to win, you'll get a Piece of Heart. The next time you win, you will receive Treasure Chart 7. Fifty rupees are given to you as subsequent prizes.

#### -Treasure Chart 8-

After you get Treasure Chart 28 on Horseshoe Island, look for the secret cave entrance at the end of the pathway, behind Old Man Ho Ho. When you enter this cave, be prepared to fight three Mothulas. Two of them are ground-roving Mothulas, while the other is a rarer winged Mothula. If you have the Master Sword and Fire Arrows, this fight will be easy. Just slash at the wingless Mothulas with the Master Sword for a single-hit kill. The winged Mothula will die just as easily if you shoot it with a Fire Arrow. If you don't have these weapons, use the Boomerang to stun the beasties, and watch out for Morths. After the Mothulas die, Treasure Chart 8 will appear inside a chest.

#### -Treasure Chart 9-

To find this chart, look for a submarine north of Crescent Moon Island. Inside, you will have to kill a relentless swarm of Miniblins to stay alive. However, as time passes, four skull lanterns on the submarine's walls will light in succession. After the fourth lantern is lit, the Miniblins will stop coming and a ladder to Treasure Chart 9 will appear.

#### -Treasure Chart 10-

Possibly the easiest chart to get, Treasure Chart 10 is just sitting on Crescent Moon Island. Blue Chu Jelly collectors will want to check out the two blue ChuChus nearby as well.

#### -Treasure Chart 11-

When you cross the bridge on the second level of Dragon Roost Cavern's circular lava chamber, you will find a room filled with jars and a few

Bokoblins. Near the entrance, you will see a pair of torches. If you grab a Boko stick left behind by a Bokoblin and light it using the lit torch, you can light the unlit one next to it. Lighting both will cause a chest with this chart to appear.

#### -Treasure Chart 12-

Deep within the Earth Temple, you'll enter a room filled with cursed fog. There are six Floor Masters hidden within the fog that can only be defeated after the fog disappears. For that to happen, run through the fog to the other side of the room, but try not to get grabbed by any Floor Masters. After you get the small key on the other side, the fog will dissipate. Now defeat all six Floor Masters to make the chest containing Treasure Chart 12 appear.

#### -Treasure Chart 13-

To get this chart, you have to defeat the enemies at Two-Eye Reef, which is where you got the magic upgrade. Like every reef, this reef is shaped like a die face. Inside its walls there are cannon boats and wall-mounted cannons that must be destroyed with your own cannon. After you cruise around the reef and blast every last enemy, a chest will appear on top of one of the reef's eyes. Climb to the highest point of the reef walls and use the Deku Leaf to float to the chest, which contains Treasure Chart 13.

#### -Treasure Chart 14-

Treasure Chart 14 is inside a submarine just off the coast of Headstone Island. As soon as you enter the sub, you will be forced into the pit and a ring of fire will block access to the escape ladder. Rude! The pit is infested with several dozen Bombchus (Rats that carry and throw bombs) and bomb flowers. The Boomerang is still the best way to kill Bombchus, so start taking them out one by one before they trigger a disaster. Like regular Rats, Bombchus often leave behind sizeable amounts of cash when killed. Anyway, after they are all defeated, the fire around the exit ladder extinguishes and another ladder appears. Climb this one to reach the chest that has Treasure Chart 14 inside.

#### -Treasure Chart 15-

This chart is found in the Forbidden Woods. Hopefully you got it the first time around, because it's rather difficult to reenter this dungeon after you beat it. After getting the Boomerang, return to the second room in the Forbidden Woods. This room is quite large, and filled with Baba Buds. Make your way over to the Baba Bud resting on the ledge near the bomb flower. Use this Baba Bud and the Deku Leaf to get to the other Baba Buds that will allow you to reach the grassy ledge on the other side of the room. Use the Baba Bud here to get back across the room, but make sure you end up on the ledge above the first one down below. Here you will find the chest containing Treasure Chart 15. The reason you can only get it with the Boomerang is because you need it to destroy the vine flower that otherwise prevents you from opening the chest.

#### -Treasure Chart 16-

Locate the triple sea platforms around Seven-Star Isles, which are north of Dragon Roost Island. Even though only one of the platforms has a ladder that you can use to ascend it, the other two are close enough to it that you can just jump to them when you reach the top. Up here, you will have to fight blue-robed Wizzrobes. They behave just like red-robed Wizzrobes, so you shouldn't have trouble defeating them with the Hero's Bow. You will have to kill four in total. After defeating each of the first two, small chests will appear with a red rupee or a Golden Feather in them. Defeating the final two Wizzrobes will make the Treasure Chart chest appear. You will have to jump to all three of the platforms to reach the three chests.



#### -Treasure Chart 17-

This chart can be won on Spectacle Isle, just west of Windfall Island. When you get on the island, climb to the top and use a ladder to reach Salvatore, who operates another fun mini-game at the cost of fifty rupees. The aim of this game is to shoot five barrels (representing enemy pirate ships) with a large cannon that has ten cannonballs. You can adjust the angle of the cannon to reach barrels that are closer or farther away. Usually, the angles needed to hit the barrels are in multiples of five. If you find an angle that works for one barrel, use it to hit all of the other barrels that look to be the same distance away. If any are just slightly farther or close away, adjust your angle accordingly by five. This mini-game is fun, and not too difficult. The first time you win you get a Piece of Heart as a prize. If you win again, you get Treasure Chart 17. You then get an orange rupee every time you win afterwards.

#### -Treasure Chart 18-

(See Treasure Chart 38). This chart is barely worth getting. All you get from it is a dismal green rupee off the coast of Windfall Island.

#### -Treasure Chart 19-

Sail to Four-Eye Reef, which is south of the Forsaken Fortress, and enter it from the northwestern opening. Like in any other reef, defeating the cannon boats and mounted cannons will make a chest appear on one of the reef's eyes. Just watch out for the explosive barrels floating around. After reaching the chest with the Deku Leaf, open it to get this chart.

#### -Treasure Chart 20-

While you're in the Earth Temple, you should try picking this chart up. Just before you get the Big Key, you and Medli will have to solve a complex puzzle that involves moving a bunch of scorpion mirrors around and using the Mirror Shield and Medli's harp in certain ways. During this time, you can shine some light onto a light symbol along the west wall to uncover a secret passageway. However, after you solve this puzzle completely and activate the two solar crests, the room will light up and the passage will be revealed anyway. When you enter this secret room, you must use the Mirror Shield to reflect light from the beam onto the three gray coffins along the back wall of the pit. This will make their lids fall open and the Stalfos inside to come out. After defeating the three Stalfos, a chest containing Treasure Chart 20 will appear on the ledge above the pit.

#### -Treasure Chart 21-

You must explore and conquer another dreaded reef to procure this chart. The reef in question is Cyclops Reef, which is east of Greatfish Isle. Cyclops Reef has a sizeable population of Seahats around it, so sail carefully. After you destroy the enemies inside the reef's walls, use the Deku Leaf to float to the reef's single cyclopean eye, where Treasure Chart 21 sits. Fortunately, the treasure revealed by this chart is also here in Cyclops Reef, so you don't have to go very far at all to get it (the Light Ring Chart).

#### -Treasure Chart 22-

This chart is the reward you get after conquering another submarine, found near Northern Fairy Island. To get there, sail northwest from Windfall Island and look for the submarine somewhere north of the Fairy Island. In this submarine, your goal is to get across the pit without actually falling into it. You can do this by swinging from the lanterns hanging from the ceiling. Should you fall, you will be attacked by four Moblins down below, but you can escape by climbing the ladder. Getting to the other side of the submarine won't be that much different from Niko's training exercises, but if you're worried, try taking out the Moblins from the ledge with arrows. When you enter the back room, a treasure chest will appear. Open it to get the Treasure

Chart.

-Treasure Chart 23-

You are probably familiar with the mini-game that Salvatore runs on Windfall Island. By beating it, you can get a Piece of Heart and Treasure Chart 7, but in order to win this chart, you have to set a new record. This is rather difficult to do, because finding the three squids all depends on luck more than anything. The record to beat is 20 shots and you only get 24 shots total, so with practice and a lot of payment rupees you should get this chart.

-Treasure Chart 24-

You have to have the Deluxe Picto Box and the Deku Leaf to get this chart. Use the Deku Leaf to get to the hidden room next to Lenzo's pictograph gallery (see Treasure Chart 29). In between the two chests, you will see a small opening just large enough to crawl through. After going through this tunnel, you will emerge from its other exit, disguised as a pictograph frame. Behind the counter, you will see Lenzo and Minenco having a private conversation. Cautiously get closer and take a color pictograph of them without being noticed. If you go too far into the room, Lenzo will see you and you won't be able to get the pictograph you need. After you take your shots, go ahead and exit Lenzo's shop. You must show your pictograph to Pompie and Vera, the two women gossiping idly near Zunari's shop. They mistakenly believe that Lenzo has a secret relationship with Minenco, but after they see the pictograph you took, they realize that Lenzo and Minenco are just friends. For correcting them, Pompie and Vera give you Treasure Chart 24.

-Treasure Chart 25-

Head east from the Forest Haven to get to the Cliff Plateau Isles, a small chain of isolated islands along the edge of the Great Sea. Dock the King of Red Lions next to the sloped southernmost island and climb onto it. From there, jump over to the narrow island with the red postbox on it, and then to a smaller rock beyond it. You should be able to reach the next island that looks as if it is made of a half-submerged tree. Jump into the secret cave entrance on top of it. This cave is filled with the same type of plant life, both harmless and dangerous, that abounded in the Forbidden Woods. The first half of it is made up of several floating stumps that you can jump to and from. Most of them have rupees on them, so go ahead and add them to your collection. You can rotate these stumps by blowing the Deku Leaf at the large leaves sticking out of them. When you reach the far shore, kill the Boko Baba along the sides. Behind the right-hand one, you can follow a path to the back ledge. Don't forget to break open the pods for more rupees. When you get to the ledge, you must navigate around the impenetrable barricade of thorns. Watch out for the Boko Babas up here as well. The second one converts into a Baba Bud after being killed, so you can use it to reach the branches of the nearby tree. From one of the trees you can drop down into the ring of thorns below to open a small chest containing a Joy Pendant. Otherwise, try to reach the high ledge along the side of the cavern, blocked by wooden boards. Use a Fire Arrow to destroy the boards, and then sail over to the ledge with the Deku Leaf. There is a light portal on this ledge that will take you to the top of the Cliff Plateau Isles' largest island. Up here, you will find Treasure Chart 25, a Korok and his forest tree, and a blue ChuChu.

-Treasure Chart 26-

Sail west from the Tower of the Gods to reach Six-Eye Reef. Like with any reef, destroy the enemies, get the chart and move on with life.

-Treasure Chart 27-

You'll find Treasure Chart 27 on the Private Oasis. You don't even need to have the Cabana Deed as to make the island yours, but you do need to set foot on it and approach the cabana. Behind it, you will see a large outcrop from

where the pool's waterfall seems to originate from. Stand on the railing of the cabana's porch and fire the Hookshot at the lonely tree standing on the outcrop. Treasure Chart 27 is inside the chest up here. Strangely, the chest it is in is the kind usually used for Pieces of Hearts or items, not the ones for Treasure Charts.

#### -Treasure Chart 28-

This chart is kind of fun to get. It's found on Horseshoe Island, which is the southwestern-most quadrant in the Great Sea. Just head to Outset Island and sail west from there. This small island is guarded by several Seahats and a cannon boat, so you might want to defeat them before setting foot on it. As its name implies, Horseshoe Island is in the shape of a horseshoe. Soon after you start walking on it, a row of thorny vines will spring up from the ground and prevent you from going any further. To get them out of your way, you have to have decent golfing skills. Nearby, you'll find three Deku nuts growing. Pick one and throw it towards the flag beyond the thorns. This flag marks the location of a hole. If the Deku nut lands in the hole, a switch will be pressed and the vines will retract into the ground. The nut probably won't make it on your first toss, so use the Deku Leaf to give it an extra push towards the hole. The good thing about Deku nuts is that they grow back when they dissolve after little less than a minute, so if you mess up you can wait for the next one to grow. After you get past the first row of thorns, another one will block you up ahead. Use the two Deku nuts growing just before this wall of vines to get them out of your way just as you did the first time, by making them land in the hole up ahead. The third and final row of thorns will appear before you can reach the Deku nut used to get rid of them, so you must rely on the Deku Leaf alone to push it into the hole up ahead. When the switch is pressed this time, a chest will appear on the small rock within the island's horseshoe. Use the Deku Leaf to float to it and get Treasure Chart 28.

#### -Treasure Chart 29-

This chart is found in the upper floor of Lenzo's pictography shop. However, it is impossible to reach from inside, so you have to find the hidden entrance to Lenzo's gallery. Go outside and climb the wooden steps to the right of the lighthouse. When you get to the top, stand on the railing and look towards Lenzo's shop. You should see a balcony and a door above the main doorway. Make sure the wind is blowing northwest, and then use the Deku Leaf to sail over to the balcony. When you enter the building, you'll find two treasure chests. One contains a chunky purple rupee, while the other contains Treasure Chart 29. If you have the Deluxe Picto Box, you can get another Treasure Chart by continuing through the tunnel in between the treasure chests (see Treasure Chart 24).

#### -Treasure Chart 30-

This chart is found in a side room north of where the three guidepost statues in the Tower of the Gods must be returned to. To uncover its entrance, stand on the left-hand balance scale in the previous room so that you sink towards the water. Now get a bomb out, but don't throw it until it starts to swell just before it explodes. When it does, throw it towards the cracked wall next to you. If you throw it too soon or too late, the bomb will land in the water or blow up in your face. Behind the wall is the door to the chamber where the chart is hidden. In this chamber, you will find two Armos Knights standing placidly on either side of the room. There is a wind crest on the floor between them, as well as a Triforce crest a bit further up. Stand on the wind crest and play the Wind's Requiem to activate it. This will cause the chest containing the Treasure Chart to appear over the Triforce crest, but it will also awaken the Armos Knights. Grab the chart, and then either fight the knights or just leave the room.

-Treasure Chart 31-

Sitting on the steps in front of Windfall Island's auction house you'll find Kamo, a troubled child pouting about a girl. If you try to console him, he'll ask you to show him a pictograph of the thing he loves most, something perfectly round and pale. The most perfectly round and pale thing you can find is the full moon of course. At night, you'll even find Kamo staring up at it through a Telescope. Anyway, use the Song of Passing if you have it to cycle through the lunar phases until a full moon shows up. With the Deluxe Picto Box, take a pictograph of it and show it to Kamo the next day. He'll give you Treasure Chart 31 for your troubles.

-Treasure Chart 32-

Play the Ballad of Gales to get to Greatfish Isle. From there, sail one sea quadrant west. Welcome to Three-Eye Reef. You know what to do.

-Treasure Chart 33-

You can get this chart on Windfall Island after you get the Deluxe Picto Box. Minenco, the first woman you see after passing through Windfall's archway, loves looking at herself in pictographs. Take a pictograph of Minenco using the Deluxe Picto Box, and then show it to her. The narcissistic woman will give you the Treasure Chart.

-Treasure Chart 34-

The Salvage Corp. is an odd group of enthusiastic treasure hunters who can be found in a few places around the Great Sea, including Horseshoe Island, Eastern Triangle Island and Pawprint Isle. You must seek them out if you want Treasure Chart 34. The best place to look is Eastern Triangle Island, because that is where Treasure Chart 34's prize lies. You only need to speak to the Salvage Corp. to get the chart, and nothing more.

-Treasure Chart 35-

In the Wind Temple, you will need to find a key in order to get to the orange-robed Wizzrobe's chamber. You can also get a Treasure Chart in the same room that this key is found in. The key will appear when you smash through the small holes in the floor with the Iron Boots and then escape from the pit below to the other side of the row of spikes, using a springboard. However, if you smash through all five of these covered holes and escape each time, a chest containing the Treasure Chart will appear next to the one that had the small key. Every time you smash through them though, enemies will appear down below. From left to right, the holes will make the following enemies appear when you break through them: five red ChuChus, nothing, two Floor Masters, three Armos, and five green ChuChus.

-Treasure Chart 36-

You can find this chart and a yellow rupee frozen in blocks of ice along the shore of Ice Ring Isle. You must have Fire Arrows, first to defrost the entire island and make it safe to travel on, and second to melt the block of ice that the two treasures are encased in.

-Treasure Chart 37-

Despite its small size and inhabitality, the Rock Spire Isle quadrant is a treasure trove of valuable goodies, including three Pieces of Heart, two Treasure Charts, two orange rupees, an Empty Bottle and a Blue Chu Jelly sample. Treasure Chart 37 and the Chu Jelly are the only ones found on the island itself though. To reach them, climb up the slope of the island's northeastern tip. Soon you will reach a gap. The ledge on the other side of this gap can be reached by jumping, but not while the cracked boulder is sitting on it. To destroy the boulder, you must throw a bomb at it at just the right time so that it explodes in midair next to the boulder. Wait five seconds after you take the bomb out to throw it. You'll have to repeat this

process three more times to get to the other end of the island. Here you will find the blue ChuChu and the entrance to a secret cave. The inside of this cave is small, but dark. Use the Boko sticks inside the jar on your right to light the two torches near the back of the cave, using the ones near the front as a fire source. The light will stir an entire swarm of Keese roosting above you. There are about 20-30 Keese total, and after defeating the lot, the Treasure Chart chest will appear in between the torches you lit.

#### -Treasure Chart 38-

To get this chart, as well as Treasure Chart 18, a Piece of Heart and a bunch of Joy Pendants, you have to participate in and win the auction held inside Windfall Island's auction house, which is actually the lower floor of the luxurious mansion. The auction is run by Zunari, and it only goes on at night. Make sure Zunari explains the rules to the auction if you plan on entering. When bidding, you have to fill up your bid meter before you can make a bid. Although the meter fills on its own, pressing the A Button repeatedly will make it go faster. There are other participants who will be bidding against you though, so you have to keep up with the highest price. There are two ways to guarantee winning the auction prize. First, don't make a bid until Zunari announces that there are only five seconds left, but make sure your bid meter is full enough to make a bid in such a short amount of time. Now make a bid that is substantially higher than the current highest bidder. If you do, everyone else will be amazed by your bid and go into a weird daze. This will prevent them from bidding temporarily, but if you did this with not much time left, you will undoubtedly secure the prize. Another strategy is to bid 999 rupees. The auction will end immediately and you'll get the prize anyway. You only get one prize per auction. After you win Treasure Charts 18 and 38, and the Piece of Heart, Joy Pendants will be the only prizes available.

#### -Treasure Chart 39-

After you get the Grappling Hook, return to Dragon Roost Island's first floor and enter the main lava chamber through the south side and turn left to find another door. If you have the dungeon's Compass, finding the room with the treasure chest inside will be easy. When you get inside, instead of walking too far into the room, turn right and use the Grappling Hook to swing across a lava pit. Break through the wooden boards and grab the chart.

#### -Treasure Chart 40-

Go to Southern Fairy Island and head for the sea platforms next to it. All three of these platforms are protected by mounted cannons, though only two have ladders that you can climb to reach them. Climb up the first one quickly before the cannons from the adjacent platforms blast you to bits. If it helps, you can destroy them first with your own boat cannon, but it's much easier and more precise to bomb them from above. When you get to the platform, kill the pirate Bokoblins and set bombs over the cannons to destroy them. Now repeat the process with the other platform, and lastly the final one. To reach the third one, you'll need to use the Deku Leaf. Treasure Chart 40 will appear in a chest on the platform without a ladder, as well as a Skull Necklace.

#### -Treasure Chart 41-

This chart is rewarded to you after destroying all the enemies in Five-Eye Reef, which is north of Outset Island. As usual, you'll need the Deku Leaf to retrieve it after it appears.

#### -Ghost Ship Chart-

You absolutely need this special chart in order to beat the game, because you can't enter the Ghost Ship without it. Sail to Diamond Steppe Island by going northwest from Outset Island. When you reach the island, use the Hookshot on the trees growing on it to get up. Continue doing this until you reach the top of Diamond Steppe Island. You will find the entrance to a secret cave up here.

This secret cave is filled with warp cauldrons and Floor Masters. You have to use certain warp cauldrons in a certain order to find the Ghost Ship Chart, all the while defeating the numerous Floor Masters. If they grab you, you'll have to redo the warping maze. Start by using the only warp cauldron in the first clearing. When you emerge from it, you'll be in the next clearing. Go around the wall of wooden boards in front of you and kill the Floor Master behind it. This creature was guarding the warp cauldron you should use next. You must get rid of the wooden seal covering the cauldron first, using a burning Boko stick, a bomb or a Fire Arrow. After using the second warp cauldron, grab the optional Joy Pendant if you want and find the opening in the ruined ship's railing. Jump down to the clearing below and use the cauldron closest to your drop point. This one will send you up to another ledge. From the cauldron you emerged from, go and use the one diagonally across from it (watch out for the Floor Master). This cauldron will put you within reach of the Ghost Ship Chart, or at least the chest containing it. After you have your prize(s), jump down to the light portal.

-Tingle's Chart-  
(See Tingle Tuner).

-IN-credible Chart-  
After you take Tetra to Hyrule and reveal that she is Princess Zelda, the entrance to the ancient kingdom will seal shut and remain that way until you collect the eight Triforce Shards hidden throughout the Great Sea. Luckily, Tingle will send you the IN-credible Chart right away to help you do this.

-Octo Chart-  
This chart is the prize that can be obtained by following Treasure Chart 26. Found on Northern Triangle Island, the Octo Chart is appropriately guarded by a few Octoroks.

-Great Fairy Chart-  
Use Treasure Chart 41 and the salvage crane to find this chart somewhere around Four-Eye Reef, which is just south of the Forsaken Fortress.

-Island Hearts Chart-  
After you open Treasure Chart 19, use it to find this chart in the waters around the Flight Control Platform (where the Bird-Man Contest takes place).

-Sea Hearts Chart-  
Open Treasure Chart 32 and sail to the Boating Course (south of the Forest Haven) to find this chart in the water.

-Secret Cave Chart-  
You may have noticed by now that most of the special charts can be found by opening the Treasure Charts you obtain for conquering each of the six reefs. The Secret Cave Chart is no exception; use Treasure Chart 13 to find it around Overlook Island.

-Light Ring Chart-  
To find this chart, you must salvage it from the waters of Cyclops Reef using Treasure Chart 21. Conveniently, this Treasure Chart is also found on Cyclops Reef.

-Platform Chart-  
This special chart can be obtained by conquering the submarine found near the Flight Control Platform. When you enter it, jump down to the murky pit and find the switch on the floor that you must press. The switch will make the dark haze disappear, but it will make a Wizzrobe appear in its stead. Shoot it with a Fire/Ice Arrow quickly. After the first Wizzrobe is killed, another

will appear, along with six red and green ChuChus. You should probably take out the Wizzrobe first before you go after the slimes. Even after you defeat this wave of enemies, a final one will appear. This time, two Wizzrobes and a swarm of Miniblins will attack. You must only defeat the Wizzrobes to make a ladder appear that you can climb to the back room. The chest containing the Platform Chart is up there.

#### -Beedle's Chart-

Beedle will mail you this chart after you beat the Tower of the Gods and return from Hyrule. Pretty simple, isn't it?

#### -Submarine Chart-

To find this chart, sail down to the Boating Course from the Forest Haven. This fun course is run by Loot the sailor, but the chart you're after is found inside a secret cave on the island. The cave's entrance is on one of the small islets on either side of the course's finish line. However, in order to reach it, you must use the Hookshot to pull yourself up by the flag post, or use the Deku Leaf to glide over to it from the other, more-accessible islet. There's a blue ChuChu lurking on the outcrop near the entrance, so Chu Jelly hunters can have at it. Anyway, when you get inside the secret cave, you'll find three diamond-shaped switches on the ledges around the cavern. The chest containing the Submarine Chart will appear when all three of them are hit with the Boomerang. This will be difficult to do, because you'll immediately be attacked by an endless Miniblin horde. Luckily, you don't need to hit the switches with just one toss of the Boomerang. Try to defeat the Miniblins around you, and then quickly target one of the switches before reinforcements arrive. After all three of the diamond-shaped switches are hit, open the chest that appears to get the handy Submarine Chart.

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#### Inventory.

##### Equipment.

HERO'S SWORD: Weapon used for close-range combat. It is basic in power and relatively weak.

MASTER SWORD: Weapon used for close-range combat. Twice as strong as the Hero's Sword, with greater reach.

HERO'S SHIELD: Used to block enemy attacks.

MIRROR SHIELD: Used to block enemy attacks and reflect beams of light at other objects.

POWER BRACELETS: Allows Link to pick up and throw heavy objects and enemies.

PIRATE'S CHARM: Tetra and the King of Red Lions can communicate with Link and give him helpful hints during his quest.

HERO'S CHARM: Can be worn to see the amount of health that an enemy has left.

##### Key Items.

TELESCOPE: Used to see objects that are far away.

SAIL: Used to sail the Great Sea on the King of Red Lions.

WIND WAKER: Used to conduct special songs that have varied effects.

GRAPPLING HOOK: Latches onto beams and can be used to swing across gaps or climb to new areas. Also used as a salvage crane to pull up treasure from the ocean floor while at sea.

TINGLE TUNER: Appropriate connections needed.

PICTO BOX/DELUXE PICTO BOX: Takes pictographs. Deluxe Picto Box needed to take color pictographs.

IRON BOOTS: Makes Link very slow but heavy, allowing him to resist strong winds.

MAGIC ARMOR: Makes Link immune to damage, but uses magic power.

## Weapons.

**BOOMERANG:** Projectile weapon that returns to Link after use. The Boomerang can target up to five objects or enemies.

**HERO'S BOW:** Powerful projectile weapon that uses ammo. Arrows can be upgraded to Fire, Ice and Light Arrows. Fire Arrows ignite enemies and objects. Ice Arrows freeze enemies and objects. Light Arrows can kill any regular enemy in a single shot.

**DEKU LEAF:** Can be used to blast enemies with gusts of wind. Also, this can be used as a parachute to glide from one place to the next, using up magic power.

**BOMBS:** Explosive weapon that uses ammo. Bombs can be thrown or dropped and can be used to break obstacles. Also used as a cannon while at sea.

**SKULL HAMMER:** Powerful swinging weapon that can smash foes and clear obstacles. Can also be used to block enemy attacks.

**HOOKSHOT:** This chain weapon is used to pull Link up to new areas, or draw enemies in close for attack.

**BOKO STICK:** Enemy weapon left behind by Bokoblins or Boko Babas. Although weak, they can be lit on fire to solve certain puzzles.

**MACHETE:** Enemy weapon left behind by Bokoblins. Relatively weak, but useful earlier on in the game.

**MOBLIN SPEAR:** Enemy weapon left behind by Moblins. This weapon is strong and has a wide range.

**DARKNUT SWORD:** Enemy weapon left behind by Darknuts. This large, flamberge-like sword is hard to use, but very powerful.

**MACE:** Enemy weapon left behind by Stalfos. This heavy, spiked club is the most powerful useable enemy weapon. However, it cannot be thrown at its original owner.

**PHANTOM BLADE:** Enemy weapon left by Phantom Ganon. Although it can never be used against an enemy, this dark blade is useful in Ganon's Tower.

## Bottle & Contents.

**EMPTY BOTTLE:** Container that can hold certain liquids or objects.

**WATER:** Used to revitalize withered bomb flowers.

**SPRING WATER:** Used to revitalize withered forest trees. Can be used multiple times for twenty minutes, but then reverts to regular water.

**RED POTION:** Completely restores all life energy.

**GREEN POTION:** Completely restores all magic power.

**BLUE POTION:** Completely restores all life energy and magic power.

**ELIXIR SOUP:** Completely restores all life energy and magic power. Doubles the power of Link's sword attacks until he gets hurt. Can be used twice.

**FAIRY:** Restores life energy meter by ten hearts. Also, when Link faints, his life energy meter is automatically restored with ten hearts.

**FOREST FIREFLY:** Needed to convert Picto Box into Deluxe Picto Box.

## Bags & Contents.

**SPOILS BAG:** Holds enemy spoils. It can hold an unlimited amount of each spoil.

**JOY PENDANT:** Enemy spoil left behind by Bokoblin.

**RED CHU JELLY:** Enemy spoil left behind by red, yellow and purple ChuChus.

**BLUE CHU JELLY:** Enemy spoil left behind by blue ChuChus.

**SKULL NECKLACE:** Enemy spoil left behind by Moblins.

**KNIGHT'S CREST:** Enemy spoil left behind by Darknuts (both types) and Mighty Darknuts.

**BOKO BABA SEED:** Enemy spoil left behind by Boko Babas.

**GREEN CHU JELLY:** Enemy spoil left behind by green, yellow and purple ChuChus

**GOLDEN FEATHER:** Enemy spoil left behind by Kargarocs, Peahats and Mothulas.

**BAIT BAG:** Holds animal bait. Can only hold eight items.

**ALL-PURPOSE BAIT:** Used to lure Fishmen or wild pigs.

**HYOI PEAR:** Used to take control of seagulls.

**DELIVERY BAG:** Holds items received from other people.

**CABANA DEED:** Gives Link ownership and access to the Private Oasis.

**COMPLIMENTARY ID:** Show it to Beedle for a compliment! One time use.



FILL-UP COUPON: Show it to Beedle to get restocked on bombs, arrows, health and magic. One time use.

LETTER: Letters to be delivered to postboxes or certain people.

TRADING ITEM: Used to trade for other trading items with Traveling Merchants. Can also be placed in metal holders for decoration. Only three trading items can be held at a time.

Treasure.

PIECE OF HEART: Restores all life energy. Collect four to increase Link's life energy meter by one.

HEART CONTAINER: Restores all life energy and increases Link's life energy meter by one.

TRIFORCE SHARD: Eight pieces needed to complete the Triforce of Courage and enter Ganon's Tower.

DIN'S PEARL: One of three sacred pearls needed to enter the Tower of the God's.

FARORE'S PEARL: One of three sacred pearls needed to enter the Tower of the God's.

NAYRU'S PEARL: One of three sacred pearls needed to enter the Tower of the God's.

Charts.

TRIFORCE CHART: Displays the location of hidden Triforce Shards in the Great Sea. Triforce Charts must be deciphered before they can be read.

TREASURE CHART: Displays the location of hidden treasure in the Great Sea.

GHOST SHIP CHART: Displays the location of the Ghost Ship during the night, as well as on the Sea Chart.

TINGLE'S CHART: Displays the location of Tingle Island and two Great Fairies relative to Windfall Island.

IN-CREDIBLE CHART: Displays the location of all Triforce Charts. Once the charts are deciphered, it also displays the location of the Triforce Shards. Also, it marks charts and shards that have been collected.

OCTO CHART: Displays the location of Big Octos, and the number of eyes each one has.

GREAT FAIRY CHART: Displays the location of all Great Fairies and the Queen of Fairies.

ISLAND HEARTS CHART: Displays the location of all Pieces of Hearts found on islands.

SEA HEARTS CHART: Displays the location of all Treasure Charts that lead to Pieces of Hearts.

SECRET CAVE CHART: Displays the location of secret caves.

LIGHT RING CHART: Displays the location of light rings that only appear during a full moon.

PLATFORM CHART: Displays the location of sea platforms.

BEEDLE'S CHART: Displays the location of Beedle's shop ships, including the new one on Rock Spire Isle.

SUBMARINE CHART: Displays the location of submarines.

Dungeon Items.

DUNGEON MAP: Displays a dungeon's rooms, including unexplored rooms. Also displays Link's and boss's location.

COMPASS: Displays a dungeon's unopened treasure chests and Link's partners in cooperative dungeon scenarios.

SMALL KEY: Unlocks a dungeon's locked door. One time use.

BIG KEY: Unlocks a dungeon's boss door.

Pickups.

HEART: Restores life energy meter by one.

MAGIC: Restores magic power. Can be found in two sizes.

ARROWS: Restores arrow count by ten.

BOMBS: Restores bomb count by five.  
GREEN RUPEE: Currency worth 1 rupee.  
BLUE RUPEE: Currency worth 5 rupees.  
YELLOW RUPEE: Currency worth 10 rupees.  
RED RUPEE: Currency worth 20 rupees.  
PURPLE RUPEE: Currency worth 50 rupees.  
ORANGE RUPEE: Currency worth 100 rupees.  
SILVER RUPEE: Currency worth 200 rupees.

Wind Waker Songs.

WIND'S REQUIEM: Changes the direction of the wind. Also used to activate wind crests.  
COMMAND MELODY: Allows Link to take control of other characters in cooperative dungeon scenarios.  
BALLAD OF GALES: Allows Link to use cyclones to warp to certain locations.  
EARTH GOD'S LYRIC: Activates certain game events when played near the sage of the Earth Temple.  
WIND GOD'S ARIA: Activates certain game events when played near the sage of the Wind Temple.  
SONG OF PASSING: Changes day to night and vice versa.

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Nintendo Gallery.

The Nintendo Gallery is a club located near the Forest Haven. To open it, you must climb to the top of the Forest Haven to where you got the Deku Leaf. From the leafy platform, jump out and float towards the lone Baba Bud nearby. Use this bud to get to the ledge behind it, and then head outside through the opening on the ledge. Down below, you will see the island where the Nintendo Gallery is located. Set the wind accordingly by playing the Wind's Requiem, and then use the Deku Leaf to float down to the island. The entrance to the Nintendo Gallery is closed, but you can open the hatch by hitting the diamond-shaped switch inside a small alcove along the side of the Forest Haven. You can't reach it yourself, so you'll have to use a Hyoi Pear and a mind-controlled seagull to activate it. After the switch is pressed, the hatch to the Nintendo Gallery will open and a ladder will fall from the islet's other side, allowing you to get to the gallery from the water rather than having to go through the Forest Haven again.

Once the Nintendo Gallery is opened, you can enter it and begin collecting figurines crafted by the sculptor, Carlov. Carlov will sculpt these figurines if you present him with a color pictograph of any particular subject. Completing the Nintendo Gallery is purely optional and mainly for fun. There are 134 figurines total, and there are three main ways to obtain them.

The first way, as mentioned above, is by showing Carlov a color pictograph of the subject you want made into a figurine. He won't accept colorless pictographs, so you must have the Deluxe Picto Box first. Since some subjects appear before you are able to open the Nintendo Gallery or obtain the Deluxe Picto Box, it may be best to wait until the second quest to go after them, since you begin that quest with the Deluxe Picto Box. Additionally, the Nintendo Gallery is already opened, and any figurines you had acquired from the first quest will be kept for the second one as well. When taking pictographs, remember to take good, frontal shots of your subjects, since Carlov can get picky. Also, since it takes a day for him to sculpt each figurine, you will want the Song of Passing to make the collecting process go quicker. Beware though, as there are some pictographs that you can only get at a certain time, since their subjects only appear at a particular point in the game and never return afterwards. These include the following figurines:

Kogoli, Zephos & Cyclos, Big Octo, Wizzrobe (the mini-boss), Phantom Ganon, Puppet Ganon, The Monstrous Helmaroc King, Tetra and her crew, and the super-rare Knuckle (you need the Tingle Tuner and the proper connections to get this one, but you don't need it to complete the gallery).

The second way is to buy a legendary pictograph from Lenzo on Windfall Island. He will sell you one of seven legendary pictographs for fifty rupees, depending on which phase the moon is in (or was the previous night). You can buy the Ganondorf pictograph on a full moon, the Great Fairy pictograph during the left gibbous moon, Jabun's pictograph during the left half moon, the Queen of Fairies' pictograph during the left crescent moon, the Fado pictograph during the right crescent moon, the pictograph of Laruto during the right half moon and lastly, the King of Hyrule pictograph during the right gibbous moon. Six of these subjects cannot be snapped no matter what, but this is the easiest and most convenient way to get a good shot of the other one (Ganondorf) as well.

The final way to get a figurine is by getting other particular figurines. If you get Tetra's figurine for example, you will automatically get figurines of the rest of her pirate crew. And if you collect every other figurine that exists except Knuckle, you'll automatically get a very special figurine from Carlov after he leaves you the Nintendo Gallery!

The gallery is divided into seven rooms modeled after certain regions across the Great Sea: Forest Haven, Dragon Roost Island, Dungeon, Forsaken Fortress, Outset Island, Windfall Island, and the Great Sea itself.

#### Forest Haven.

1. Aldo
2. Carlov the Sculptor
3. Deku Tree
4. Drona
5. Elma
6. Fado
7. Hollo
8. Irch
9. Linder
10. Makar
11. Manny
12. Oakin
13. Olivio
14. Rown

#### Dragon Roost Island.

1. Baito
2. Basht & Bisht
3. Hoskit
4. Ilari
5. Koboli
6. Kogoli
7. Komali
8. Laruto
9. Medli
10. Namali
11. Obli
12. Pashli
13. Quill the Postman
14. Skett & Akoot
15. The Rito Chieftain
16. Valoo

17. Willi
18. Zephos & Cyclos

Dungeon.

1. Armos
2. Armos Knight
3. Boko Baba
4. Bokoblin
5. ChuChu
6. Floor Master
7. Gyorg
8. Kargaroc
9. Keese & Fire Keese
10. Magtail
11. Miniblin
12. Morth
13. Octorok
14. Peahat
15. Poe
16. Rat
17. Red Bubble & Blue Bubble
18. ReDead
19. Seahat

Forsaken Fortress.

1. Big Octo
2. Darknut
3. Darknut
4. Ganondorf
5. Gohdan, The Great Arbiter
6. Gohma
7. Jalhalla, Protector of the Seal
8. Kalle Demos
9. Mighty Darknut
10. Moblin
11. Molgera, Protector of the Seal
12. Mothula
13. Phantom Ganon
14. Puppet Ganon
15. Stalfos
16. The Monstrous Helmaroc King
17. Wizzrobe
18. Wizzrobe

Outset Island.

1. Abe
2. Aryll
3. Crab
4. Jabun
5. Joel
6. Link's Grandma
7. Mesa
8. Orca
9. Rose
10. Seagull
11. Sturgeon
12. Sue-Belle
13. Wild Pig
14. Zill

Windfall Island.

1. Anton
2. Bomb-Master Cannon
3. Candy the Sailor
4. Dampa the Sailor
5. Garrickson
6. Gillian
7. Gossack
8. Gummy the Sailor
9. Kamo
10. Kane the Sailor
11. Kreeb
12. Linda
13. Maggie
14. Maggie's Father
15. Mila
16. Mila's Father
17. Minenco
18. Missy
19. Pompie & Vera
20. Potova & Joanna
21. Sam
22. The Joyful Teacher, Mrs. Marie
23. The Pictographer, Lenzo
24. The Potion Master, Doc Bandam
25. The Shop Guru, Zunari
26. Tott
27. Windfall's Gang of Boys, The Killer Bees

Great Sea.

1. Ankle
2. Beedle
3. David, Jr.
4. Fairy
5. Fishman
6. Gonzo
7. Great Fairy
8. King of Hyrule
9. Knuckle
10. Link & the King of Red Lions
11. Loot the Sailor
12. Mako
13. Niko
14. Nudge
15. Old Man Ho Ho
16. Princess Zelda
17. Queen of Fairies
18. Salvage Corp.
19. Salvatore
20. Senza
21. Tetra
22. Tingle
23. Traveling Merchants
24. Zuko

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