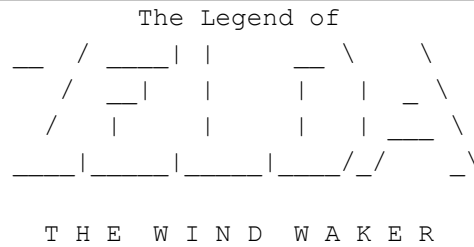


The Legend of Zelda: The Wind Waker FAQ/Walkthrough

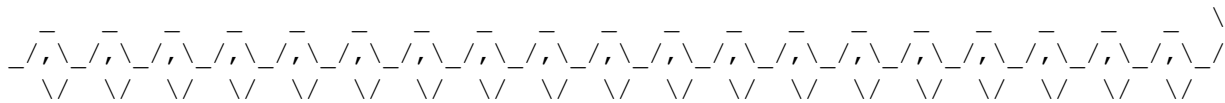
by Banjo2553

Updated to vFinal on Jun 26, 2014



FAQ/Walkthrough by Banjo2553

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Welcome, sea adventurers!

This is my guide for The Legend of Zelda: The Wind Waker. I hope you enjoy it, it will have as much heart put into it as my previous Zelda guides. Like my others, this guide will feature a main walkthrough detailing how to finish the game with everything collected, a Spoiler-Free Walkthrough as a side, and numerous sections detailing all the items exclusively in a neat format. The one thing my main walkthrough will not cover is completing the Nintendo Gallery. If you want specifics on it, including tips on getting some of the more elusive figurines, check the section for the Nintendo Gallery. You may even get tips on how to complete the gallery with one runthrough of the game, previously thought impossible to accomplish!

Overall, as I said before, I hope you enjoy this and my somewhat half-assed attempt at ASCII art! Also, this guide, like all of my others, is best viewed with a fixed-width font. The font I use to write my guides is Lucida Console.

CURRENT VERSION: Due to the release of Wind Waker HD, I put in an in-depth changes section. Aside from that, there's also a couple other small touches done to the main walkthrough.

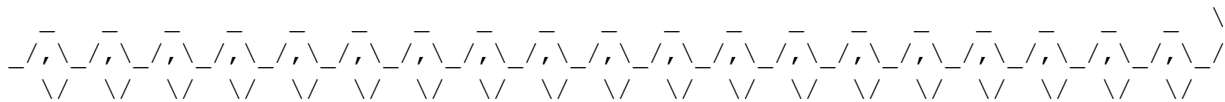


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Basics	

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Wind Waker retains the same gameplay as its predecessors, but with more refined controls and more in-depth sword fighting. It keeps a few items from Ocarina of Time but also adds new ones, such as the Deku Leaf that helps you fly and blow away fire. At any rate, the controls are below. The main item featured in the game however, is the Wind Waker. It's a musical instrument similar to the Ocarina, and you learn various songs with it. However, the length of the songs

finish the game with everything collected, such as Heart Pieces, upgrades, and anything else. Note that this doesn't cover completing the Nintendo Gallery, but it will tell you how to get the necessary item for it. (The Deluxe Pictobox) If you want information on how to finish the Nintendo Gallery, check its respective section. This guide also won't tell you about EVERY light ring in the game, just the ones marked by charts that you collect. (Light rings are just that, rings of light that appear in the ocean, sometimes at night. They mark treasures that you can salvage. Ones not marked by treasure charts contain less important treasures like Red Rupees or something like that. If you want all the light ring treasures, check its section.) Last thing, since the map of the game is marked by a grid, I will mention which square of the grid I will want you to sail you to. Example of the map grid is below.

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F|_|_|_|_|_|_|_|
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A|_|_|_|_|_|_|_|
  1 2 3 4 5 6 7

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Basically a miniaturized version of the 7x7 Great Sea chart grid featured in the game. Anyway, I will be using this grid chart using the letter first to indicate which horizontal row to use, then the number to indicate which section of the row. An example would be...say Dragon Roost Island. Its coordinates would be F6. You find row F, then count to the right 6 spaces and you'll find it. I'm gonna be using this throughout the guide, even outside the walkthrough, so keep in mind of it.

The game starts off just like any other Zelda game, a tune in the background (usually its main theme), a little scene, and the title of the game shown up front. Press start to be taken to the file select screen with that ever-familiar fairy tune. Choose a file and choose the name to go with it (the name will be used in place of where Link's name would appear in text) and start it!

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The Legend on Outset /
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After the telling of the story of the Hero of Time and what happened afterwards, the game starts out with a small girl (Link's little sister) calling out Link's name. She looks around with a telescope until she finally sees Link sleeping on top of a tall watchtower, and goes to him. She wakes him up and tells him that his grandma wants to see him because it's his birthday.

So, go over to your house to see grandma. Along the way, you'll pass a bridge. Stop by the middle of it and start hopping along the rocks jutting out of the _____ water to grab some Rupees of all kinds. Now get to your | | / | house. Once inside, climb up the ladder, watch the | HERO'S CLOTHES | cutscene, and you'll get the HERO'S CLOTHES, the famous | FOUND | garb of the Hero of Time, consisting of a green tunic and '\ | cap. After some explanation of why you need to wear it, yyyyyyyyyyyyyyyyyyy you'll be free to exit the house. What you'll need to do now is head back to Aryll, your sister, who is still on the watchtower. Along the way (or before you got your famous clothes) you'll be stopped by an elderly person who wishes to teach you about L-Targeting to talk to people. You can go inside his room in the house (by way of ladder) to learn various tidbits about

the game.

At any rate, once you're back to Aryll, she'll give you her TELESCOPE as a birthday present! Assign it to one of your buttons and use it to look out towards where she's looking. Look around toward the postbox and zoom in with the C-Stick. After Aryll shouts something, quickly look up to see a giant bird with a girl in its claws! Pirates seem to be chasing it...BAM! A cannonball right at its beak! It dropped the girl into the mountaintop forest though...Aryll says you need to help the girl, but you don't have any kind of weapon to protect yourself. Hm...there's coincidentally a swordmaster on this island, and he shares the same house as that elder genius. Go to that house and enter the door under the porch. He will give you a sword and instruct you how to use it. It's fairly simple instructions, he points out clearly how to perform each type of sword strike. After the training is over, you get the HERO'S SWORD. Exit.

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	HERO'S SWORD	
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To head into the forest, follow the sandy path east (following the mini-map on the corner) until it wraps around a mountain. Cut down any obstructions and head straight across the bridge into the forest. You'll catch a glimpse of the girl, hanging from a tree. Progress forward up the small ramp, and you'll soon come across your first enemy: a Bokoblin. He shouldn't be too hard. Once he's dead, climb on top of the stump and jump across to the next ledge. (Link can climb non-moveable things and jump from ledges by just pressing the Control Stick forward.) You'll see a giant boulder here, but ignore it and take a left, climbing up the fallen tree. You will see two Kargaroks fly overhead and each drop a Bokoblin to fight. Take them down, then watch the scene. This girl you were wanting to save is, ironically, the leader of a group of pirates. Once you, Tetra (the girl), and one of her shipmates leave the forest, you'll see a scene in which that big bird from before goes and snatches Link's sister. Aw, poor guy. He'll want to board with the pirates to save his sister, and after some hesitation, Tetra will let you, but you need to find yourself something to defend with, like a shield.

So let's get to work! Now, we can get the shield right away, or we can do a little sidequest here already. If you want some extra Rupees, (you're going to need them eventually) then let's get the sidequest over with. If not, skip to the last paragraph before the area change. Throughout the island are three pigs. They are like the Cuccos of previous Zelda games, in that they are usually found around important islands and wander around the areas. Like Cuccos, if you anger them by slashing them too much, they, along with their buddies, will attack you relentlessly until you're dead. Mean little things, aren't they?

Anyway, one of the residents here would love to have some of these pigs as pets, and she's in the house against the mountain that contained the forest. Anyway, the first pig is roaming around near the house. To pick it up, sneak up on it by crawling to it, then quickly grab it. Take it to that house mentioned before and throw the pig into the pen. Talk to the woman and she'll give you a Red Rupee, worth 20 normal Rupees! The second pig is just to the east of the swordsman's house, behind some grass. It's black in color. Bringing this to the same pen will earn you another 20 Rupees. The last one is on the east side of the island, just beside the house on its southern side. Bring this one and talk to the woman for another Red Rupee. Another thing I found out is that, if you crawl under the floorboards of grandma's house, you'll find a small cave where

an Orange Rupee worth 100 Rupees is stored! Holy cow! Next, you can actually get onto the roof of the pig pen house. Yep. Just get on the fence and then on the feeding pen, and there you go! Nothing much in the house's attic though. Finally, in the house by Aryll's Lookout, there's a crawlspace under the bed where a Red Rupee can be found.

Now for the shield. Enter your house and climb up the ladder to find the shield gone. Climb back down to find out your grandma is keeping it from you. After some hesitation due to both her grandchildren leaving her, she finally gives you the HERO'S SHIELD! Exit the house and talk to Tetra to leave the island and sail to Forsaken Fortress... Some time has passed, and Tetra wants you to do something else. So head inside the pirate ship and go down the stairs to find Niko. He'll help you become a better pirate by jumping long distances using ropes hanging from the ceiling. Just swing from platform to platform where Niko is waiting and he'll let you have what's in the treasure chest at the back. Open it for...the SPOILS BAG. This holds various items that enemies drop. By the time you get the Spoils Bag, Tetra will call you up, so go back outside. We have arrived at Forsaken Fortress, and they will get you there by way of flinging you with a giant slingshot.

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|          |          |
|  HERO'S  |          |
|  SHIELD  |          |
|  FOUND   |          |
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Forsaken Fortress

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Alright, let's do th--wait, what? A slingshot!? Agh! ...Where's the Hero's Sword... It flew out of your equipment, didn't it! Darn it. Oh well, Link will pull himself up out of the water. Move a little forward and a voice will come out of nowhere. Tetra? Link pulls out a stone from his pocket. Aha...Tetra will speak to you through that magical stone. Don't worry, she won't annoy you constantly. Move up the stairs and you'll see some searchlights. Your objective in this whole fortress is to NOT GET SPOTTED, so time for stealth. How to hide? Get beside one of the barrels here and press A to pick it up and hide underneath it. Now, see the large doors around here? Move towards them, just make sure to stop moving when a searchlight is about to go over you so as not to draw suspicion. Along the way you can be gutsy and try to collect the two Red Rupees in the middle. Anyway, once near the doors, get out of the barrel and push open the door.

Take a right and go through a hall to end up in a room with Miniblins. Ignore them and continue to the next hall, where you'll see Moblins ahead. Quickly hide in the nearby barrel and attempt to sneak past them. Make sure that you are not in their sight when you start moving, otherwise they will be suspicious. If they spot movement, you can immediately stop and they won't go over to investigate. However, if you take too long to stop, they'll pretty much capture you and throw you in jail. Anyway, once you pass them, make sure they aren't looking, get out of the barrel, and get to the next room, which is conveniently the jail room. See all the barrels in a corner? Throw them out of the way to find a switch. Stand on it to open the cell door. Go in and open the chest for a Piece of Heart! Your first one!

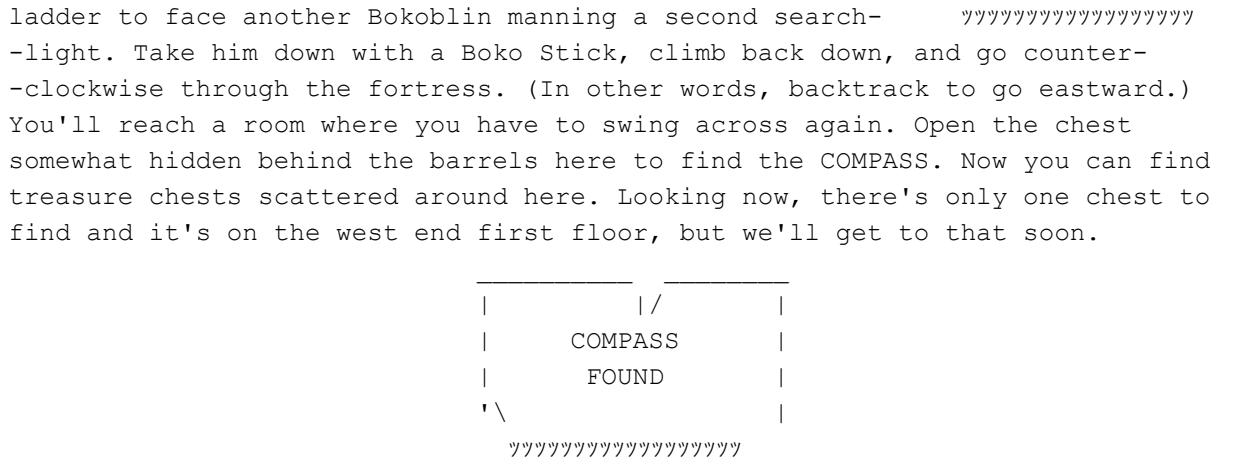
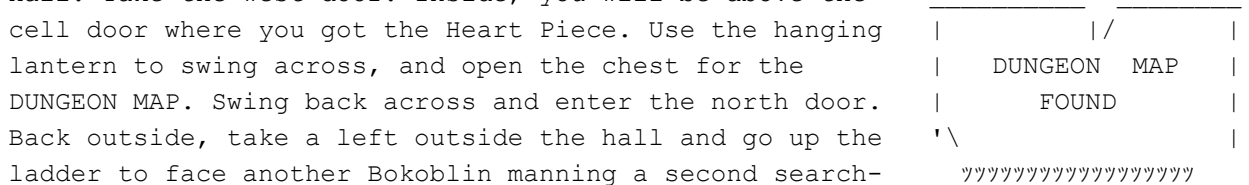
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_____ |/ _____
|          |          |
|  HEART   |          |
|  PIECE  |          |
|  #1     |          |
|  FOUND  |          |
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Now backtrack to the big door and head back outside. Our next objective is to disable all the searchlights, still without getting spotted. Look to your left from where you exit and you should see a ramp. Head over there while under a barrel. Once you get to the ramp/path, start going up some stairs, but don't get rid of your barrel until you pass every stair, as the searchlights check around the stairs. Once you've passed them, you're free to take off your barrel. Once you're up here, you have two paths. Take the ramp, as it will lead you to one of the searchlights. Climb up the ladder at the end, and find the Bokoblin manning the searchlight. He will see you, and disable the searchlights to fight you. How to defend yourself? Well, there's a pot containing Boko Sticks that you can pick up to use as a weapon, or you can shield the Bokoblin's blows until his weapon slips off his hand. Once you have a Boko Stick either way, smack him with it a few times to finally disable the searchlight.

One down, two more to go. The Bokoblin may have dropped a Joy Pendant...if he has, pick it up. If not, no big deal. If a weird orb has spawned instead, smack it for various treasures, including Rupees and later, ammo for some of your weapons. Head back to those "two paths" I mentioned earlier, and get inside the hall. Take the west door. Inside, you will be above the cell door where you got the Heart Piece. Use the hanging lantern to swing across, and open the chest for the DUNGEON MAP. Swing back across and enter the north door. Back outside, take a left outside the hall and go up the ladder to face another Bokoblin manning a second searchlight. Take him down with a Boko Stick, climb back down, and go counter-clockwise through the fortress. (In other words, backtrack to go eastward.) You'll reach a room where you have to swing across again. Open the chest somewhat hidden behind the barrels here to find the COMPASS. Now you can find treasure chests scattered around here. Looking now, there's only one chest to find and it's on the west end first floor, but we'll get to that soon.



For now, swing across and head north. Back outside, look around on the west side of this hall to find a ramp. Go up it and climb the ladder to find the last searchlight. Kill the Bokoblin there, then head back to the hall below to continue northward until you're back outside again. Look left to spot a crate. Get beside it, hold R, and push it off the ledge. Jump off and push it so that it is underneath the ladder. This will be a shortcut for later. The searchlights are gone now, so you can freely collect any Rupees down here that you missed. Go up the ramp here and take the west door. Continue until you're above the room where the treasure chest is. Hop down, and find the chest on one of the bunk beds. Open it for a Yellow Rupee. Now exit using the big door here, being careful of the Moblin figure above the door that shoots lasers.

You'll find yourself on a secluded spot, where the giant area, where the searchlights used to be, being right in front of you. Swim across, climb up using that crate from before, and enter the door to your left to end up in the ship docking room. You'll be shown a scene where you need to enter the north door here. Sneak past the Moblins and enter the door. You're nearing where Aryll is captured! Go up the stairs and hide in the first barrel you see, as a Moblin is just around the corner. Sneak past him to the ramp in the distance that you see. Soon you'll come to a path too narrow to simply walk across. To get across, hug the wall and hold A, and Link will put his back against the wall so that he may sidle across the path. Do this again and you will reach

your sword, but be assaulted by an Elite Bokoblin. Just grab your trusty sword and kill him. Enter the door, and watch the scene.

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ITEM SUMMARY

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EQUIPMENT:

- Hero's Sword
- Hero's Shield
- Pirate's Charm

ITEMS: (shown left to right)

- Telescope
- Spoils Bag

WIND WAKER SONGS: 0

EMPTY BOTTLES: 0

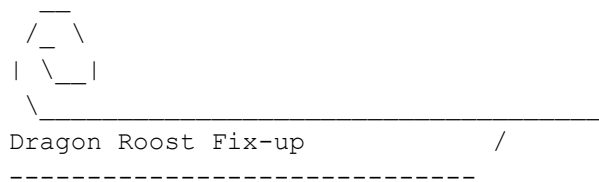
CHARTS: 0

UPGRADE ITEMS:

- Heart Pieces: 1 (1) (The number in parentheses shows the Heart Pieces you have to make a full Heart Container)
- Great Fairy Upgrades: 0
- Boss Heart Containers: 0

Total Health: 3 Hearts

=====



Well, you couldn't save Aryll, found out other girls are captured there, and have been washed away onto another island. Someone wakes you...you're on a boat? Where's the voice coming from...? Wait, it's the boat? WOH, A TALKING BOAT! I always wanted one of those! ...Ahem, anyway. He explains that he's the King of Red Lions, and will help you sail across the Great Sea. Unfortunately, he has no sail, so we cannot depart to our next destination so quickly. He also tells of the evil that has befallen the Great Sea. It is...Ganondorf. He has returned from being locked up between dimensions by the sages in Ocarina of Time, and now seeks the two people who would bear the remaining pieces of the Triforce. You cannot face him now, of course, as you do not have the blade of evil's bane...the Master Sword.

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Windfall Island

??????????????

But I'm getting ahead of myself. Your first task is to find someone with a sail and buy it. The King of Red Lions says that there's no rush to it either, he will let you do anything else here that you feel is necessary before we shove off. Alright, so... head south through the field and take a left to enter town. Follow the path until you pass two ladies talking to each other, and a guy behind a stall that looks like he's wearing a parka. Talk to him from across the counter, and he will mention that the only thing left from his boat wreckage is "that", and he wishes to sell it so that he may start a business here in Windfall. He will sell "that" for 80 Rupees. You should definitely have



the money, assuming you were collecting all the Rupees you've seen, and did that one sidequest back at Outset for three Red Rupees. After paying the money, you'll find out that the item you paid for is none other than the BOAT'S SAIL!

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|           SAIL           |
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Awesome. Let's get a few things done here in Windfall first before we head off though. First up, let's get ourselves a new item. To do that, head back to the field you were in before, and go up the grassy ramp beside the tree. Up here is a door. Enter it and approach the cell to find Tingle held up in there. Talk to him and he will plead to you to let him out. Find the switch here and step on

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| TINGLE TUNER |           | TINGLE'S CHART |
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Gamecube is connected to a cart-less

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GBA through the GCN/GBA link cable, you will be able to contact Tingle through your GBA, allowing various tips and help for you. It's kind of a co-op experience if you have someone else use the GBA and help you whenever you need help. See the Tingle Tuner section of this guide for more in-depth information on it. The Tingle's Chart simply helps you find the island where Tingle and his buddies are located, drawn crudely by way of crayons.

Anyway, enter Tingle's cell, and push away the crate to find a hole. Crawl inside. There are numerous Blue Rupees in this maze of crawl tunnels, but there is also an end to it, not counting the traps. At the end (getting there is a bit simple...if you have a sense of direction, always move right when you can

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| PICTO BOX  |           |           |
| FOUND      |           |           |
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if you use it now, but for right now, let's get more

important stuff done with. For now, head to Lenzo's. It's the red house with a bench beside it and a wooden Picto Box structure above the door.

Talk to him and he will notice that you got a Picto Box, and will happily let you look around his abode. Go upstairs and look at all the pictographs he's taken, then go back downstairs and wait for him to come down. Talk to him from across the counter and he will ask you to become his research assistant. Agree, and the first task he will want you to do is to take a picture of someone sending an unwanted love letter, right in the act! Alright, head to the Postbox, and stand on the dock as far away as possible. Take out your Picto Box and zoom in on the Postbox just enough so that it will capture the full body of someone plus the Postbox in the pictograph. Now just wait. I know it makes sense to actually hide somewhere, since you're in the open, but this is the only position where you get a good shot. When you see the guy (he's in overalls) make sure your camera is in the right position and zoomed correctly, and take a picture as soon as you see him start to put the letter into the Postbox. The letter has to be in his hand or it will be no good. If you got the right shot, return to Lenzo and he will get you your second challenge.

You must find the town's most cowardly man, in the very moment that his fear is shown. To do that, head to the milk bar, which is above where the parka guy is. Once inside, see the guy at the table? Throw a pot towards him and he will flinch and start shaking. Take a full-body picture of him while he's like this



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Dragon Roost Island

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As soon as you land, the King of Red Lions will instruct you to find Din's Pearl, and that the Rito that live here will point you to the right direction. Before he lets you leave though, he gives you the WIND WAKER, and teaches you how to use it. It's a fairly easy-to-use device. Once done, it's time to head inside, but we've got a bit of work to do first. Do you see a boat sailing around near the island? Swim to it and enter. These boats are pretty much the basic non-specialty shops of the game. Head in and buy the BAIT BAG for 20 Rupees, along with some All-Purpose Bait and a couple of Hyoui Pears if you have the money. If not, just get the Bait Bag, you'll get some more Rupees in a second. Anyway, once that's done, exit. See the boulders scattered around? Pick up some bomb flowers and blow them up. Not only will you clear the path, each large boulder contains a Yellow Rupee. Once they're all cleared, you will see a tiny path to sidle along. Do so, grab the Blue Rupee, and drop. Destroy the boulder there to make two blocks fall, then drop. Pull the lower block out of the way and you will have a shortcut back up there. If you haven't filled your new bag with Bait and a couple of Hyoui Pears, you can do so now with your new wealth.

At any rate, go past the Postbox to see the Rito mailman from back in Outset Island. After some talk, follow him inside the mountain to enter the Rito Village. After some talk, Link will agree to help Prince Komali and you will be given the DELIVERY BAG for later usage. Our first order of business, besides Prince Komali, is to see Medli. Go up the ramp and take the first entrance to see Medli. Talk to her and she will give you the letter to give to Komali, and will ask you to go see her later. Will do. Before going to Komali though, look around here for a Rito sorting letters. Talk to him and say "yes" to help him with mail sorting. Basically this minigame consists of throwing letters to their respective mailing sorts. The piece of mail to deliver will have the same symbol as the one you need to throw it to. It's hard to explain, but it's easy to do. Getting a high score is a bit hard however. Sort 25 or more letters when he says to (so keep beating his set scores) and he'll be impressed and pay you more per letter. This is for a Heart Piece later. Now drop down and enter the only hall that doesn't lead outside to find a door. Enter to find Prince Komali. Give him the letter and talk to him, then exit.

Go back up to where you sorted mail to find a new guy there. If he isn't there, wait until later. If he is, sort another 25 letters or more and he will be impressed, and give you some mail to deliver to his mom. Go back outside to that Postbox and put the letter in. We'll have to wait a day for it to get delivered, so head back to the Rito village and go outside through the other hall down here. Out here, follow the path and drop down to see Medli. Talk to her and she will want you to toss her up to the other side. Pick her up and stand on the ramp nearby. Face the other end, wait for the wind to blow towards that direction, and throw her there so she will glide the rest of the way. Once that's done, she says she'll go ahead, and will give you an EMPTY BOTTLE. She doesn't expect you to help her further, but we need to help. She likely can't get to Valoo by herself!

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| |/  
| EMPTY BOTTLE #1 |  
| FOUND |  
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Let's start by putting some Water in that bottle. Just go to the water there and scoop some in. Climb back up where you entered, but stop where you see some flowers. Pour some of that water on the flowers to make them usable. Pick up one of the bomb flowers and throw it down to the boulder below to destroy it, filling up the pond again. Now swim across. Next up, throw bomb flowers into the pots of the statues to make them fall, creating a bridge of sorts across the small lava pool. Head inside to start spelunking.

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DRAGON ROOST CAVERN

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Head forward to the three statues on blocks. Pull the leftmost block out, then the middle one to the left, and enter. Kill the two Bokoblins here. Ignore the giant pot for now, and pick up a Boko Stick. If it isn't already burning, put it on fire using one of the lit torches around here, and use that stick to light the two torches on the northwest end of this room. This will make a treasure chest appear. Open it for a small key. Use it to open the locked door here to continue. Here, break open the boards with a sword strike to end up in the main chamber.

Head a little north from the locked door to hop across some ledges. You'll have to drop down and pull out a block to continue. Once you're on the west end, wait for the fire jets to stop, and cross the bridge, being careful of Keese. If you choose to fight them, take care to not cut down the ropes holding the bridge up. After the bridge, you'll see a boulder. Use a bomb flower to blow it open and enter the door that's revealed. In here are a bunch of pots filled with water. Pick one up and throw it towards the alcove that has a chest, and it will cool down some of the lava. (Assuming you threw the pot at the lava. Use the platform to jump to the chest, and open it for the DUNGEON MAP. Sweet. Anyway, jump across to the other side and go up the ladder, but be careful of the Red ChuChu. Kill it and it might drop some Red Chu Jelly. You can store it in your Spoils Bag. Anyway, climb up the ladder and open the door.

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|    | /           |  |
|    | DUNGEON MAP |  |
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In this room, walk forward and a Bokoblin will break through some boards. Kill him, then pick up the sword he dropped. Use it to break some other boards to continue, then make a left. Climb up and break the boards, and kill the Red ChuChus. Open the chest for a small key. Now go back and open the west door after killing more Red ChuChus. Back in the main chamber, pick up either a rock or a pot and throw it at one of the bomb flowers on the wall. If successful, it will blow up the boulder that it's by, revealing the way back to where you entered the dungeon. Open the locked door. Ignore the path to the right for now and continue to the barred-up door while killing more Red ChuChus. One of the boarded up areas contains a Bokoblin. Kill it and grab its Boko Stick. Light it, and use it to burn away the other boards here. Step on the switch to open the door. Exit through the door.

Outside, cross the bridge and carefully kill the Bokoblin, then climb up the ladder, being careful of the fire jet midway. At the top, kill the Kargaroc, and sidle along the wood, being careful of the fire jet midway. Go around to the other side of the boulder, and jump up to the piece of board. Calmly make sure you hang from the board, and shimmy across to the other side. You can also use the Tingle Tuner's Tingle Balloon if you wish to waste Rupees. Hop up, grab the bomb flower, and throw it down towards the boulder to destroy it. Enter the door that's revealed. In here, pull out the middle block and then to either the left or right, then pull the next middle block out. Climb up and you should be able to enter the hole up top. (There's a hidden crawlspace behind the top middle block filled with Rupees, but it's not advisable, for fear of failing

the puzzle and losing a heart because of it.)

Kill any rats that get in the way, and pull out the block to climb up to near the locked door. If the rats are too annoying, throw out some All-Purpose Bait to distract them. Open the chest for the COMPASS. Now take a Boko Stick from the pot here, light it, and throw it towards the boards up a ladder to burn them. Get up there and open the chest for a small Key. Use it on the locked door here to get back outside. Start climbing the partially-destroyed staircase and kill the Kargaroc. Grab the small key from its nest and open the locked door up here. Oooh, it's dark in here. Take a Boko Stick from one of the pots and light it to give you some light. Kill the Keese, find the boards here and burn them, then find the treasure chest. Open it for a Joy Pendant, and continue past those burnt boards. Light the torch in the room with the chest too. Once you get to a barred-up door, light the two torches to unbar the door. Open it.

Back in the main chamber, to your left you will find a giant pot blocked by a boulder. Blow it up with the nearby bomb flower. This giant pot is a warp pot, and takes you to the pot at the beginning when you jump inside it. Neat. Anyway, simply get across the bridge and enter the door. In this next room, kill the Bokoblin and find a Boko Stick past a ladder.

Light it using the lit torch on the west end and light the other torch to make a chest appear. Open it for a Treasure Chart! Now start breaking pots until you find two more Bokoblins, and kill them to open the way ahead. In this next room, use water pots to create platforms to the Magtail, and kill it. Best way to kill Magtails is to wait for the Parry. Throw another water pot where the fire jet comes up and stand on the platform. Take it up and enter the door.

In this new room, find a bomb flower and use it to blow up both boulders. One reveals another magic warp pot, the other reveals a door. As you can see, this room holds the boss door, but we can't reach it yet, so go through the door to get back outside. We're pretty high up now, above the clouds surrounding the mountain. Climb the staircase carefully, as it will fall apart. At the top, fight two Elite Bokoblins and a blue Moblin to free Medli. Talk to her and she will say that an awful monster is hurting that great dragon Valoo's tail, which is why he's so angry. She gives you the GRAPPLING HOOK so you can progress further. Climb up the ramp and grapple across. She'll explain how to use the item. After grappling across a few hooks, break the boards to return to where you entered. Grapple east along the mountain, and enter the next door you see.

In this room, kill the Bokoblin, then cross the bridge and kill the other one that's hiding in a pot. This will make a treasure chest appear down below. Cut the ropes holding the bridge and drop down with it. Open the chest for a Joy Pendant. Enter the door down here. You're back in the main chamber, but higher up. See the birdcage? Get inside and spin attack all the ropes to cut them and make the bottom of the cage fall down to the lava. Don't worry, you'll be safe. A fire jet will come up and make this platform now act as an elevator of sorts. Drop down to the lava, and enter the small hall down here. Jump the platforms, climb up the ladder, and you'll appear in a higher alcove. To unlock the barred door here, look up around to find a hook. Grapple to it to pull it down and swing back into the alcove. Open the door.

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In here, grapple across to the seemingly empty alcove. If you have the Tingle Tuner on, Tingle will spot something. Place a Tingle Bomb there to make a chest

appear. Open it for the Dragon Tingle Statue! It will be placed on the Tingle Island for later.

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For now, swing over to the east now. To do that, stop swinging by holding R while using the Grappling Hook, and move yourself to the east ledge. Jump across platforms, then swing across to the door. Enter it to find a room with a flaming chest. See the Magtail? Don't kill it. Instead, stun it by hitting its eye with the Grappling Hook until it curls up into a ball. Pick it up, get by the switch, and place it there to keep the flames surrounding the chest down. Open it for the BIG KEY. Now, for the most part, we can head back to the boss door room, but let's clear out some remaining treasures.

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|           | /           |
|           BIG KEY       |
|           FOUND         |
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Go back up using that birdcage platform. Time your jump right so that you fall onto the pillar a little to the south. It's best to do it while it's falling. If successful, take the western door. Remember this room? Look right to see a

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|           | /           |
|TREASURE CHART #11| way back out of the dungeon, but stop at the room with
|           FOUND       | the big pot. Hop in it to warp, then warp again to appear
|           '\          | at the boss door room! Nice. Grapple across, kill the

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~~~~~ Magtail, and open the treasure chests for a Yellow Rupee and a Knight's Crest, another item for your Spoils Bag. The pots contain various things, such as Rupees, Spoils, and some Fairies. You can bottle one if you want to, as these neat little things will restore you back to normal if you die, so no game over! Open the boss door.

(Getting back to the boss door room is likely intended by just re-tracing your steps instead of the precisely-timed jump that I first thought you needed. If the jump to the warp pot is a bit too hard for you, simply backtrack the way you came. In the bridge room there's a lava geyser and some water pots to get back up with.)

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BOSS: Gigantic Magma Arachnid, Gohma

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Valoo's tail is hanging on the ceiling, and the boss will emerge from the lava. Avoid the boss's attacks until one of its pincers gets stuck on the ground, then throw the Grappling Hook up to Valoo's tail. Swing from it, then jump off to make part of the ceiling fall on the boss. Do this twice more and its armor will completely break off. Now make sure you're on level with the lava, and dodge Gohma's attacks until it lowers its head down toward you. Hit the eye with the Grappling Hook to stun it, then start slashing its eye. You may need to do it once more before he dies.

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|           | /           |
| HEART CONTAINER |
|           FOUND         |
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As reward for clearing the boss, you will get a Heart Container. Take the windy warp out of here. Valoo will roar one last time by relief, and the weather surrounding Dragon Roost Island will return to normal. You'll be warped back outside Dragon Roost Island, and Medli and Komali will

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greet you. Komali will apologize for being rude and give | | / |
you DIN'S PEARL. Two more to go. Valoo will say something | DIN'S PEARL |
in Hylian, and Medli will translate it. He says, "Use the | FOUND |
wind god's wind." Hm. Head east under the Postbox to find '\ |
a small shrine. Swim to it and bring out your Wind Waker.   \
Follow the directions to the song to learn the WIND'S REQUIEM! With this, you
can control the wind's direction. The wind god Zephus will appear to talk to
you. He will tell you about the song you learned, as well as his brother who is
misusing the power of wind. He is manifested inside twisters at sea, so be
careful of those. Head back to your boat.

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 /
O/ WIND'S REQUIEM LEARNED
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ITEM SUMMARY

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EQUIPMENT:

- Hero's Sword
- Hero's Shield
- Pirate's Charm

ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Tingle Tuner
- Picto Box
- Bait Bag
- Delivery Bag

WIND WAKER SONGS:

- Wind's Requiem

EMPTY BOTTLES: 1

CHARTS: (Checkmark boxes will be filled when the treasures from the charts get salvaged)

- Tingle's Chart
- Treasure Chart 7 [ ]
- Treasure Chart 11 [ ]
- Treasure Chart 23 [ ]
- Treasure Chart 39 [ ]

UPGRADE ITEMS:

- Heart Pieces: 3 (3)
- Great Fairy Upgrades: 0
- Boss Heart Containers: 1

Total Health: 4 Hearts

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  _____
A Great Tree's Plight /
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Before sailing off to the south, play the Wind's Requiem and change the wind's direction to blow southward. Now get on and sail south until you get stopped by a fish. This talking Fishman will draw out your current section of the Sea Chart that you in, so that you can see where everything is in this sector. Also, these Fishmen dwell in every sector of the Great Sea grid, so to get their attention, first look for any splashes of water where they're jumping around, then sail to them and spread Bait. They'll do the same thing this Fishman did for you. Neat.

Now, sail back to Dragon Roost Island for a quick moment. Remember one of the treasure charts we got? Bring up the sea chart, highlight the sector you're in, then bring up the Treasure Charts. Open up Treasure Chart #39 and you'll find a treasure is buried nearby Dragon Roost Island by all the rock spires. Cruise over there, and when you're over the X mark (you're the yellow arrow), bring out the Grappling Hook. This will act as a Salvaging Arm when you're on the boat. Hold the button the Grappling Hook is on to make it sink down the ocean, and stop as soon as you hit something. You will automatically pull it up. Open up the chest for a Silver Rupee worth 200 Rupees! Awesome.

Now start sailing south until you reach the sector just north of your destination, which is C6. Be careful, along the way you may encounter various seafaring enemies, like Octoroks and Gyorgs. Once in C6, look for the Fishman and get information about this sector from him. Now, around the center of this sector is a submarine. Sail there (use the Telescope to help you find it) and enter the sub. You can kill the scout Bokoblin outside if you wish. At any rate, once you enter the sub, hop down and start killing all the Bokoblins. Open the chest that appears for an EMPTY BOTTLE. Just be careful of the Rats around here. Now you can exit and continue southward to your next destination.

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|           | /           |
| EMPTY BOTTLE #2 |
|           FOUND           |
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Forest Haven

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The Forest Haven. After the cutscene, if it's night, the Postbox may be wiggling around. Approach it and get the letter inside.

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| | / | This a letter from that part-timer mail sorter's mom,
| HEART PIECE #4 | | thanking you. Packaged with it is a Piece of Heart!
| FOUND | | Continue up the island, killing Boko Babas, (their stalk
'| \ | | has to be cut off to kill them) and grapple across a tree
          ~~~~~ branch. Be careful of the Octorok up here, and start
jumping across ledges up the river. Grapple to the mouth of the river and
enter. Walk up the river until you see a lilypad. Stand on it and a cutscene
will show the Great Deku Tree being covered by ChuChus of all kinds. Knock them
down by rolling into the Deku Tree, and start killing them. Once they're gone,
watch the cutscene involving the Deku Tree and the Koroks. He will ask you to
rescue Makar and will produce a Deku Leaf for you to use...unfortunately you
have to climb to the Deku Tree's crown to collect it. Oh well, time for work.

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Before climbing, look to your right and you may spot a particular firefly that glows really brightly. Go over to it and bottle it. This will be for a bit later. Now, move along the land to the left of the lilypad until you find a Baba Bud. Use it to get launched up to another Baba Bud. Continue doing this until you're on top of a tree. Face

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|           | /           |
|           DEKU LEAF           |
|           FOUND           |
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the Baba Bud ahead and grapple over to it. Keep getting launched up until you reach the DEKU LEAF. This special item not only lets you glide along the air (at the cost



of magic), but also produces a gust of wind when used on ~~~~~  
the ground. A Korok will want you to float over to where he's at, but ignore  
him for now. See the other Baba Bud here? Glide over there using your new item  
and get launched up. Glide the rest of the way to the ledge. Use the Baba Bud  
up here and get launched back up towards the Deku Tree. Glide over to another  
branch. Glide towards the ledge on the other side. Exit up here and glide down  
over to the island. You might have to fight against the wind a little bit, but  
it's manageable. Once down there, open the chest to get a Treasure Chart.

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|           |/  
|TREASURE CHART #03|  
|           FOUND           |  
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Sailing Back for Goods

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At any rate, we're supposed to go to the Forbidden Woods for our next dungeon,  
but let's do a few things. If you want to do the dungeon right now, skip to the  
paragraph before the dungeon below. At any rate, change the wind direction to a  
northward direction, and glide towards that direction, toward where our boat is  
docked. If you aren't already filled with 6 All-Purpose Baits of three servings  
each, and two Hyoi Pears, wait for the Beedle Shop to come sailing by and buy  
them. Now start looking around on your boat for a Fishman, and cruise/sail to  
him. Feed him some bait to get some information about this sector and to draw  
out the sector, like the last time you did this in the sector just north of

----- here. Now sail north until you're in D6, just north of  
| |/  
|TREASURE CHART #34| the Bomb Island sector. Get the chart for this sector,  
| FOUND | then look around for a boat with a few divers on it. Get  
'\ | up beside them and talk to them to get a Treasure Chart.  
~~~~~ | Before sailing northward, open up that new chart of  
~~~~~ yours. Woah! It shows treasure right by the island here!  
Sail to it and salvage it to get a Silver Rupee. Now sail north.

In the next sector, see the watchtower? Sail to it, get off, and climb it. Kill  
the Bokoblin and open the chest for a Yellow Rupee. Now find the Fishman and  
get the chart for this sector. Sail north to Dragon Roost Island, change the  
wind to west, and sail that way. (From now on, whenever I say to sail a  
direction, it should automatically mean to change the wind's direction to help  
you sail that way.) This next section, get the chart for it, then sail to the  
watchtower here. Climb it, and kill the Bokoblins to make a treasure chest  
appear containing a Red Rupee. Now sail to Windfall Island. Head back to Lenzo  
and show him the Forest Firefly that you bottled, and he will place it into  
your Picto Box. The added light given to your Picto Box turns it to the DELUXE  
PICTO BOX, able to take color photos! Now you can do the Nintendo Gallery! Exit  
and head to Tott, that Elvis wannabe.

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| |/
| DELUXE PICTO BOX |
| FOUND |
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Windfall Island

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Talk to him and play the Wind Waker near him. Don't use any directions, just
keep both sticks neutral. Tott will have the rythm down and dance his dance.
Go along with his dance using your Wind Waker and you will learn the SONG OF
PASSING. Whenever you play this, day will change to night (and vice versa) in
the blink of an eye.

 /
 O/ SONG OF PASSING LEARNED

Now that we have both songs, we can do a few more stuff in Windfall. First, for Treasure Charts. Change the time of day to night, if it isn't already, and head into the auction building. It's the one with a red door. Talk to the parka guy, to start an auction. Your objective is to have the highest affordable bid by the time the auction is over. It's a bit random, and the people may bid higher than you can afford. If that's the case, you can forfeit. The item up for bids may be a Treasure Chart. The trick is to bid a lot of money towards the item. Bidding enough money will "stun" the other auctioneers for a while so that they can't bid. 30 Rupees more should do it. If you got it, hooray for you! There are other items up for bids, but considering you may have used up all your money for this item, let's hold off for now. (Although, if you're playing the HD version on Wii U, I recommend at least getting the Swift Sail from here now, it's extremely helpful. Just enter and quit the auction until it shows up for grabs.)

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|TREASURE CHART #38|
|          FOUND          |
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Alright, now for a little trick with Lenzo's place. Go up the wooden stairs, get on the railing, and glide over to the awning above the lighthouse/windmill entrance. Now glide from here over to the door at the balcony above Lenzo's. Enter. Here, open the chests for another Treasure Chart, and a Purple Rupee! Crawl through the open space to fall down to Lenzo's. Exit. Now change it to day. Talk to the parka guy (Zunari's his name) on the counter he's not at and he will explain his trouble with his shop. After listening, (he wants to expand his merchandise) he will give you a Town Flower, to put in your Delivery Bag. If you give this to the right merchant somewhere out in the Great Sea, that merchant will deliver his goods to Zunari, increasing his merchandise! Pretty simple trading sequence, but we'll do this gradually. For now, head to the gal standing beside Doc Bandam's potion shop. Talk to her. She's so bent up on her fashion that, if you speak to her a second time, she will ask how she looks. Take a full-body picture of her then show it to her, and she will give you a Treasure Chart.

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|TREASURE CHART #33|
|          FOUND          |
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Near this woman is a guy in dark clothing who seems to be depressed. Talk to him a few times and say that you understand him, and he wants a picture of something pale and perfectly round. No, it's not an obese opera singer. Now, _____ play the Song of Passing until you see a full moon one _____ night. Take a picture of it with no clouds obstructing, |TREASURE CHART #31| then change it back to day. Give that guy the picture of | FOUND | the full moon and he will give you a Treasure Chart. You '| \ | can get rid of the pictograph of the moon if you want to. ヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽ The other pictograph you can keep, if you want to do the Nintendo Gallery. Now, just past this guy are two gossipers. Listen in a second time and they are interested about who Lenzo's mysterious friend is. Enter Lenzo's from the balcony like before, crawl through, and drop in on him. Take a pictograph of both him and his friend, then leave and show it to the gossipers.

They will give you a Treasure Chart. That's it for charts. Go ahead and get rid of that picture.

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|TREASURE CHART #24|
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Remember the two lovebirds that never really express their love for each other? Talk to the guy a bit and he will mention a girl that "gives him that look". Go to the gal in the orange dress and talk to her for a bit and she will want you to take a picture of her and show it to the apple of her eye. Do so (make sure it's full-body) and give the picture to that guy you talked to. Talk to him again and he finally decides to have the guts to ask her out on a date. Yay! Play the Song of Passing twice so a day passes, and enter the milk bar to catch them during their date. Talk to them both to get a Piece of Heart! Last thing, if you want to/can do it. Activate the Tingle Tuner and go to the top of Windfall. Go up the ladder, past the stone overpass, and jump onto the awning above the school. Doing this, Tingle should lower the prices of his Tingle Balloon, Tingle Shield, and Kooloo-Limpah by 10 Rupees. Now there's a few more stuff we could get, but we need Rupees. There's a pet-finding minigame that you get 20 Rupees each day that you could do, but that wastes too much time. So just sail to Forest Haven. You can't just sail southeast to Forest Haven either, you'll have to stay on the east then south path that you took to get back here to Windfall.

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Forest Haven  
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You can get Heart Piece #4 in any Postbox now, if you haven't gotten it before. Bring up Treasure Chart #31 to find a sunken treasure near Forest Haven. Get to it, and salvage the treasure to find a Piece of Heart! Now, before we get to Forbidden Woods finally, let's open up the Nintendo Gallery. Climb up the Forest Haven until you arrive at the branch where you got the Deku Leaf item. Glide to the next Baba Bud, get launched up, and glide to the ledge. Exit outside and you will see an island down below. Make sure the wind is blowing northward, and glide down there. Once there, talk to the guy and he will tell you to find a crystal switch to hit up high at the Forest Haven out here. Look up with the Telescope to find it, then use a Hyoi Pear to take control of a seagull. Fly it up to the switch and it will hit it, opening up the Nintendo Gallery and lowering the ladder so that you can reach it just by sailing.

Now climb back up the Forest Haven up to that Deku Leaf branch and glide down to the ledge with the grass shaped like an arrow. Exit from here. Up here, change the wind direction to blow southwest, then glide to the distant island. Once there, fill up your magic by slashing the grass for magic pots, then change the wind direction to blow northwest. Now, wait for the cyclone to get close to in front of you, then start gliding. The wind from the cyclone will send you flying upward, with enough height to reach the ledge leading to the entrance to Forbidden Woods, the next dungeon. Be careful of the Peahats though.

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Forbidden Woods  
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Roam around, killing all sorts of Green ChuChus (might as well use the Grappling Hook on all of them to get Green

Chu Jelly) and approach the chest on the northeastern corner. Open it for the DUNGEON MAP. Wow, already? At any rate, time to move on. Go to the opposite corner to find a Boko Nut. Pick it up and take it to the door that has some growth on it. Throw the nut at the eye when it's open to kill the growth and allow access. Enter the door. Drop down, pick off all the Boko Babas and the Green ChuChus surrounding the chest, and pick up a Boko Stick. Throw it at the bulb on top of the chest until it's destroyed, then open the chest for a Knight's Crest. Now get launched back up using the Baba Buds, and glide across to the other side on the second floor. Kill the Green ChuChus guarding the bomb flower, and pick it up. Throw it at the growth on the door and continue.

In this next room, look left to spot a windmill-ish thing. Blow wind at it with the Deku Leaf to make the gondola move toward you. Get on it, face the other way, and blow some wind to get to the other side. Enter the door. Kill the enemies here (for the Peahats, use the Deku Leaf, then slash them) and one of the Boko Babas will turn into a helpful Baba Bud. Get launched up to the top of the little tree here to find a door with some growth on it. Nothing to kill it with, so use the Deku Leaf on the windmill thing to bring a gondola to you, hop on, and ride it to the other side with the help of the Deku Leaf. Break the boards to find a Boko Nut. Grab it, place it on the gondola (where it won't be blown away) and ride to the other side. Throw the nut at the bulb of the growth to kill it. Now, drop down from the south side of this ledge with the door and hold the Control Stick to the north to catch the edge of a hidden alcove. Pull yourself up and open the chest for a Red Rupee. Now launch back up and enter the door.

In this woody room, you'll see a Boko Nut ahead. Don't approach it though, spiky tentacles will come up to block it. Use the Deku Leaf to blow the Nut away, then pick it up and throw it at the growth on the next door. Continue to the main chamber. You'll see various weird platforms, including a giant floating flower in the middle. Look right and grapple across, then cross the moving log-like platforms to get to a ledge with a Boko Nut. Grab it, then jump to the giant flower. Next, jump to the west ledge with growth on a door. After killing that, proceed. In this next room, jump into the pit there to find some Morths and a treasure chest. Knock the Morths off of you with a spin attack, then open the chest for a Yellow Rupee. Get back up, jump across, and more Morths will attack. Knock them off and proceed through the next door. This next room is a maze of spiked tentacles. Just move through them until you reach the alcove with the chest. Unfortunately, it's boarded up, so instead, launch up with the Baba Bud and glide over to the other boarded up area. Use the bomb flower to break the boards, and open the chest for the COMPASS. Now for the other boarded-up alcove. Grab a bomb flower and simply throw it over to the other alcove when the spiky tentacles aren't there. Make your way back there and open the chest for a small key. Return to the main chamber.

Go to the north ledge and open the locked door. In this room, use the Deku Leaf on the windmill to your right to bring the gondola to you, then get on and take it across like usual. Open the door, ignoring the Peahats. In this next room, kill the Mothula, then the rest of the enemies here. Use a Baba Bud to get launched to the next floor, and kill the Peahat up here. Launch to the next floor and kill the other Peahats. Open the unblocked door here.

MINI-BOSS: Winged Mothula

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You will be facing a winged version of a Mothula, so this one will be a bit tougher. Take a pic if you want to, just make sure to save a space for the boss

of this dungeon. These are usually killed with the Boomerang or any kind of arrows, but obviously Link doesn't have those items. So to kill this winged Mothula, use a blow from the Deku Leaf to stun it, then go and slash it. After enough slashes, it loses a wing. Sometimes the Mothula may do a low sweeping attack. Parry to add more damage to the Mothula. Keep doing this until it loses all its wings, then slash it a few more times to end it.

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|    | BOOMERANG |  |
|    | FOUND     |  |
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For defeating this overcomplicated Mothula, you get the BOOMERANG for your efforts. Now, to exit this room, look above the barred door for two crystal switches. Get the Boomerang out, and move the cursor over the switches to lock on to them. Throw the Boomerang and it will hit both the switches, opening the door. Go through. Now look to your right and up to see something for the Grappling Hook. Latch on to it, stop your movement, and climb up to it. While on this, look up to the next branch and latch onto it. Stop your movement and just drop. Now, see the moving branches? Get on one when it's at your level, have it take you up to another, jump across, take that up, and open the chest on the ledge for a Joy Pendant. Jump down, but not too far, and look at the door with growth on it. Use the Boomerang to kill the two bulbs, and continue.

Cut down all the tentacles here with nuts growing off of them to clear the area, then glide across with the Deku Leaf. Open the chest for a Joy Pendant, then go through the door. Use the Boomerang to cut down all the vines holding up the giant flower, and watch it plummet down, opening up the rest of the basement floor. Drop down to it and enter the door. In this room, kill the Peahat, then kill the Morths on the log platforms with the Boomerang. Jump to the north path. Kill the Green ChuChus and the weird magic-sucking tentacles, and enter the door. In this room is a little river. Jump to the flower, but don't cut down the vines yet. Jump to the chest and open it for a Yellow Rupee, then get back on the flower and cut the vines down with the Boomerang. Jump off to the south, pick up a bomb flower, then jump across to the north. Break open the boards with the bomb flower and head through the revealed door.

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In here, kill the Peahats, then jump to the little island east of the door. Use a Tingle Tuner Tingle Bomb here to reveal a chest. Open it for the Forbidden Tingle Statue, which will be stored at the Tingle Island.

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Now, see the pile of leaves just north of the door? Blow them away, then jump to the log platform. Kill the Boko Baba with the Boomerang and hop across to the center platform. Go to the south end and kill the next Boko Baba and Morths with the Boomerang, and hop over to the defeated Boko Baba that turned into a Baba Bud. Use it to launch you up to the north ledge. Use the Deku Leaf on the windmill to get the gondola to you, and ride it across to a bomb flower. Pick it up and throw it towards the hole in the tree stump and it may blow apart the growth on the treasure chest. Jump down there as the gondola moves and open the chest for a Treasure Chart. Return to the river with that small flower. Cut down the vines again and hop on. Reflect the Octoroks' rocks back at them, and "sail" down the river by using the Deku Leaf. At the end, avoid the tentacles and enter the door.

In this room, climb up the little tree here, and start targeting the crystal switches. The one you must start at is the northwest one, then move counter-

clockwise. This will open the cage blocking the big chest. Go down and open it to get the BIG KEY. Attempt to exit and you will be attacked by two blue Moblins. Take them down and climb back up the tree, looking up to the east to see a branch. Grapple up there and swing to the door. Open it. Ah, you're back in a familiar room. Just head back to where the giant flower was that you fell. Use the Deku Leaf on the windmill to create a giant updraft temporarily. Launch up with the Baba Bud and glide into the updraft to get back up. Launch back up to the third floor, then start heading back until you reach the southern room on the 2nd floor.

Use some Baba Buds and the Deku Leaf glide to climb higher to the third floor, and you should see an alcove with a chest surrounded in growth. Kill the growth with the Boomerang and open the chest for another Treasure Chart. Now return to the giant flower room, drop to the 2nd floor, and find the door covered in growth. Kill it with the Boomerang and enter. Kill both Mothulas here to clear the way forward and make a chest appear. Open it for a Joy Pendant, then continue to the next room. This is the boss door room, filled with fragile Boko Nuts. Each one contains something, but most importantly is the magic warp pot here. It's blocked by wooden boards though, so find the pot with Boko Sticks inside, get one, and light it using one of the lit torches. Take the stick to the magic warp pot and burn away the wood so that you may use the warp pot. Enter the boss door. Inside, you'll find Makar in the bud of a giant flower. Approach...

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BOSS: Photosynthetic Parasite, Kalle Demos

...And the boss takes shape! The actual plant (which looks like a mutated Boko Baba) is surrounded by a big bulb, held up by tentacles. On top of that, it has tendrils on the bottom of the bulb, with hooks on each tendril's end. These tendrils will dig into the ground and attempt to slash you from below. Get away from the tendrils (you can see where they are with the dust that they kick up) and once they're all flailing around away from you, take out your Boomerang and start cutting down the vines holding the bulb up. Keep doing this until all the vines are cut and the bulb will fall, exposing the actual plant. Get up to it and slash it until it's dead. Be careful, its bulb may close in on you and try to eat you. If that's the case, you may have to do the whole process again if you didn't kill it the first time.

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| HEART CONTAINER |  
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Makar will be freed after the boss is killed, and the Heart Container will appear. After talking with Makar, grab the Heart Container (if Link didn't do it for you already, which he did for me) and take the warp out of here. (If you are a Majora's Mask junkie, listen to the sound effect the warp makes before you take it...it'll give you chills.) You will be warped to the Great Deku Tree, and he will reward you with FARORE'S PEARL for your efforts. Awesome, time to get the last pearl.

| | / |
| FARORE'S PEARL |
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ITEM SUMMARY

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EQUIPMENT:

- Hero's Sword
- Hero's Shield
- Pirate's Charm

ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Boomerang
- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Bait Bag
- Delivery Bag

WIND WAKER SONGS:

- Wind's Requiem
- Song of Passing

EMPTY BOTTLES: 2

CHARTS:

- Tingle's Chart
- Treasure Chart 1 [ ]
- Treasure Chart 3 [ ]
- Treasure Chart 7 [ ]
- Treasure Chart 11 [ ]
- Treasure Chart 15 [ ]
- Treasure Chart 23 [ ]
- Treasure Chart 24 [ ]
- Treasure Chart 29 [ ]
- Treasure Chart 31 [X]
- Treasure Chart 33 [ ]
- Treasure Chart 34 [X]
- Treasure Chart 38 [ ]
- Treasure Chart 39 [X]

UPGRADE ITEMS:

- Heart Pieces: 7 (3)
- Great Fairy Upgrades: 0
- Boss Heart Containers: 2

Total Health: 6 Hearts

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Pearl of Wisdom /
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Exit the Forest Haven and head to your boat. The Postbox  
| | / | may have something in it, so check it for a letter from  
| HEART PIECE #7 | Komali's father with a Piece of Heart attached to it! Now

| FOUND | start sailing northwest towards your next destination:  
'\ | Greatfish Isle. However, stop at sector C5, the Private  
 treasure chart #1. Ah-ha! There's a sunken treasure by the island. Sail/cruise  
 over there and salvage it for a Silver Rupee. There...sure are a lot of  
 those... Anyway, the Fishman says the island here is important, but we can't  
 explore it yet, so just continue northwest. Stop and get the chart on sector D3  
 (Cyclops Reef) before finally arriving at Greatfish Isle's sector.

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Greatfish Isle

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Huh? What happened? The island...got destroyed? It's raining really heavily
 too. The Rito postman arrives and tells you that Jabun, the spirit we needed to
 see here, has safely escaped and is now someplace much safer. Whew...still a
 chance to get that third pearl. Before leaving to find your pirate friends, who
 were told of this, let's get at least one thing here. See the one island that
 has a path spiraling up it? Sail there and climb up it to see a Korok with a
 wilted tree. Ignore him for now. See the two pieces of the island that have a
 beach between them? Look at the larger piece of island to the right of those.
 Looking around with the Telescope, you can somewhat see the ledge of an alcove
 sticking out. Glide there with the Deku Leaf (make sure the wind is blowing the
 correct direction) and you should land there. Open the chest for a Piece of
 Heart. Get the chart for this island, then sail to Windfall Island like the
 King of Red Lions wants us to.

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      | HEART PIECE #8 |
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Windfall Island

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You'll see Tetra's pirate ship docked here. Where to find them, then? And wow,  
 it's still dark and raining? I wonder if this weather is a curse... Anyway, the  
 King of Red Lions tells you to find out what the pirates are up to, without  
 them spotting you. They're inside the bomb shop, so get behind it like you did  
 before when doing the hide and seek game, and climb up the vines. Crawl through  
 the opening and watch the scene. After a bit of talk, Tetra will let the  
 pirates sleep for the night in Windfall and get some grub. Pay attention  
 afterwards, because two of the pirates will speak of a code. Remember the code  
 (or write it down). Exit the shop (with the money-grubbing owner left tied up,  
 har har har) and head up to the raised piece of land with that gravestone, and  
 hop into the ship.

Approach the door and attempt to open it, and you will be asked a code. Type it  
 down (it's caps sensitive) and you will be allowed in.

Head inside, then go downstairs to find Niko again. (If you look in Tetra's room,  
 you can find some interesting things...this is the only time you can enter her  
 room, so might as well.) Pass Niko's test again and you will be rewarded with  
 BOMBS! Now you can blow up boulders and other things without having to rely on  
 nearby bomb flowers. Not only that, when used while sailing, they get fired out  
 of a cannon. Firepower! WOH, hey Tetra, you scared me! She contacts you through  
 that Pirate's Charm. She tells you that if you get the pearl from Jabun tonight,  
 you win the race, as they will sail right past you tomorrow morning. Well, if  
 there really is a curse placed on the sea, then luckily tomorrow morning will  
 never come, so you can take your time. Now, before leaving, you may notice the  
 Postbox wiggling. I had two letters to read,

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so it might be the same for you. One is a letter from  
| | / | Beedle, declaring that he now sells Bombs, and gives you  
| BEEDLE'S CHART | BEEDLE'S CHART to find his Beedle shops. If you look at  
| FOUND | it, you'll notice a particular Beedle Shop that is marked  
'\ | with his face inside a helmet...that one sells pretty  
rare items, but all are very expensive. So let's wait  
until we have the biggest Wallet upgrade before buying stuff there.

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Charting the Great Sea

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The other letter is one from Orca, telling you to return to him once you have collected 10 Knight's Crests. Packaged with it is a Red Rupee for some reason. Anyway, before sailing to Outset Island, why not feed all the Fishmen? If you don't want to do that skip the next few paragraphs until one starts with "Sail to Outset Island.", but let's at least get one thing done. Note that I'm separating paragraphs to represent different islands, just to make things easier to track.

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First, sail northwest from Windfall after filling up your Bait Bag with more All-Purpose Bait. Get the chart for the sector (you should pretty much know by now that "getting the chart for the sector" means feeding the Fishman) and dock at the island, being careful of the Battleship nearby. Enter the shell in the middle to arrive at a Great Fairy Fountain. The Great Fairy inside will upgrade your wallet so that you may  
| | / |  
carry up to 1,000 Rupees. Neat. Exit. Approach the east | WALLET UPGRADE |  
palm tree to make a rare Blue ChuChu appear. These things | FOUND |  
only drop ONE jelly each, even if they respawn. So '\ |  
collect enough blue jellies and you'll be able to purchase ~~~~~  
blue potions anytime at Doc Bandam's shop in Windfall. Kill it and grab its Jelly. The Postbox may also have a new letter. This is from the Beedle that sells rare items, as I told you before. Packaged with it is a measly Green Rupee. At least you know what the items are. Before sailing away, bring up Treasure Chart #24. There's a sunken treasure nearby. Sail there and salvage it to get a Silver Rupee. Perfect for your new wallet!

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Sail west now to the next sector, and get the chart there. Dock at Star Island. Around here is a Korok with a wilted tree, and a boulder on each "arm" of the island. Blow up the boulders until you find a Blue ChuChu and a hole. Kill the ChuChu to get its jelly. Don't enter the hole. Instead, bring up Treasure Chart 7 to spot a sunken treasure nearby. You know the drill, salvage it for another Silver Rupee. There's a watchtower in this same sector that has a chest containing a Golden Feather, if you want to grab it.

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Sail east until you just arrive at the Northern Fairy Island's sector, and look around with the Telescope to find a submarine with a few rafts on the side of  
| | / |  
|TREASURE CHART #22| it. Sail there and enter the sub. Kill all the Moblins  
| FOUND | below, then climb up and swing across to the little room.  
'\ | A chest will appear. Open it for a Treasure Chart. Nice.  
~~~~~ | Exit the sub and sail east to the next sector and get its  
Gale Isle yet, so sail east again and get the chart for  
the next sector.

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Get on Crescent Moon Island, which is actually nothing more than a large piece of rock. On the west side is a treasure chest and two Blue ChuChus. Kill the ChuChus for their jelly, and open the chest for another Treasure Chart. Open up Treasure Chart #11 for some sunken treasure nearby. Salvage it for a Piece of Heart! One last thing before sailing east to the next sector. Take out your Telescope and find a submarine around here. For reference, the Old Man Ho-Ho is looking at the sub with his telescope. Sail there and enter it. Inside, kill Miniblin until all the skull torches are lit up, then climb up the ladder that falls. Open the chest for a Treasure Chart!

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|  | TREASURE CHART #10 |  |
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Exit the sub and sail east to the next sector and get its chart. Nothing too interesting here yet.

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Sail east to the next sector and get its chart. Again, nothing too interesting.

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Sail south and get the next sector's chart.

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Sail west until you pass Windfall Island, and get the chart for the next sector. Bring up Treasure Chart #22 near the island to find a sunken treasure. Salvage it for a Silver Rupee! Land on the island and pass under the bridge for a Blue ChuChu. Get its Jelly.

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Sail west and get the next sector's chart. Bring up Treasure Chart #29 to find a sunken treasure. Salvage it for a Silver Rupee. Land on the smaller island near where you got the treasure. A Blue ChuChu is by the Korok's wilted tree.

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Now stay clear away of the tornado and sail west to the next sector, getting its chart once you arrive.

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Now sail south and get that sector's chart. Land on the island now. A Blue ChuChu is by the southern tree. Sail to the watchtower and open the chest for a Skull Necklace.

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Sail east to the next sector and get the chart. Look for \_\_\_\_\_

Beedle's Shop Ship and enter, as this is the "specialty" | | / |  
one. Purchase the Empty Bottle for 500 Rupees. We can't | EMPTY BOTTLE #3 |  
afford any other items now, so exit. In this same sector, | FOUND |  
sail a bit southeast to find three watchtowers. The only '\ |  
one you can access from down here is the middle one, so ヲヾヾヾヾヾヾヾヾヾヾヾヾヾヾヾ  
climb it. Kill the Bokoblins and open the chest for a Red Rupee. The other  
watchtowers are pointless unless you want more Joy Pendants. You'll have to use  
the Wind's Requiem along with the Deku Leaf to reach them.

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Sail east to the next sector and get the chart. Make sure to avoid the flock of  
seagulls. Can't say why just yet...just steer clear of them. Land on Tingle  
Island and find the Blue ChuChu. Kill it for its jelly, then bring up Treasure  
Chart #10 to find some sunken treasure. Salvage it for a Silver Rupee.

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Sail east to the next sector and get the chart. It may be difficult with all  
the Gyorgs and Octoroks though.

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Once done, sail east to the next sector, get the chart, then land. Look around  
\_\_\_\_\_ for the palm tree to find a Blue ChuChu. Now blow up the  
| | / | boulder with a bomb and head inside. The Great Fairy will  
| BOMB UPGRADE | increase your bomb capacity. You can now carry 60! Exit,  
| FOUND | and bring up Treasure Chart #3 to reveal some sunken  
|\ | treasure near here. Salvage it for a Silver Rupee. Last  
ヾヾヾヾヾヾヾヾヾヾヾヾヾ but not least, look around to find a watchtower. Sail  
there and destroy all the cannons with your cannon bombs, then climb the  
watchtower. Kill the Bokoblins (and free Joy Pendants with your Grappling Hook)  
and open the chest for a Boko Baba Seed.

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Sail east and get the chart for the sector past Fire Mountain.

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Sail south to the next sector and get its chart. Land on the island and look  
for the Blue ChuChu near the eastern palm tree.

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Sail west and get the chart for the second sector past Eastern Triangle Island.  
In other words, sector D4.

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D5 is completely empty, and thus no Fishman. You'll learn why later...

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After getting the chart for Six-Eye Reef (D4), sail west, getting the chart for  
the next sector. Now go west past Greatfish Isle and get the chart. Inside the  
reef, bring up Treasure Chart #38 to find a sunken treasure. Salvage it for a  
Piece of Heart.

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| HEART PIECE #10 |

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Now sail south and get the chart for the next sector. Land on the island and search around its east side for a Blue ChuChu. Now look northwest from the island to see some Battleships. Sail to them and down them with cannon bomb fire. One of the Battleships is gold and will leave sunken treasure behind when downed. Salvage it to find a Triforce Chart! This is useless for now, but keep it with you.

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| TRIFORCE CHART #05 |
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Sail east to the next sector and get the chart for it.

Sail east to the next sector and get the chart for it. (Yes, I copied the sentence. Nothing on the Islet of Steel yet, pretty much.) Land on the island, and climb it until you reach a large boulder with a face. Get behind it to find a Blue ChuChu.

Keep sailing east and get the chart for the next sector.

Keep sailing east until you reach sector C7. Get its chart.

Sail south and get the next sector's chart.

Sail west and get the chart for the sector past Forest Haven. This unique-looking island will have some importance later.

Sail west and get the next sector's chart. Land on the island and find the Blue ChuChu by the west palm tree. Blow up the boards blocking the entrance to the Great Fairy Fountain there with a bomb and enter. The Great Fairy inside will upgrade your bomb capacity. You can now carry 99 Bombs.

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| BOMB UPGRADE |
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Exit and sail west. Get the chart for the next sector.

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Avoid the tornado and sail west some more and get the chart for the next sector. Don't worry, we're almost to our destination.

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Sail west again and get the chart for the next sector. Bring up Treasure Chart #23 to find sunken treasure near the island here. Salvage it for a Piece of Heart!

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| HEART PIECE #11 |   |  |
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Sail south and get the chart for the next sector. Kill any Seahats that might annoy you by using cannon bombs, and bring up Treasure Chart #9 to spot sunken treasure. Salvage it for a Silver Rupee. Phew. As of now, you're probably filled with Rupees again. We'll go to Beedle's specialty Shop ship after we're done at Outset Island.

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### Outset Island

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Sail to Outset Island. If you skipped paragraphs up to here, I'll just let you know right now: you missed an Empty Bottle, some Treasure Chart treasures (that include Heart Pieces), and some Great Fairy upgrades. You can go back and get these whenever you feel like it, just remember that the item summary after this section may not match up. Anyway, once on the island, your first destination is the forest where you first encountered Tetra. You'll have to change the wind direction and float across with the Deku Leaf, since that one incident with your sister being kidnapped from the bridge kinda broke it. Plus you'll have to jump from the highest point, not just where the bridge used to be. Once in the forest, go through it until you reach the boulder. Bomb

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| it and head inside the hole to find a Great Fairy         |    | /              |  |
| Fountain. She will upgrade your wallet! You can now carry |    | WALLET UPGRADE |  |
| 5,000 Rupees. You'll be rich in no time! Make sure to get |    | FOUND          |  |
| a Fairy to put in one of your bottles, and leave. Enter   | '\ |                |  |

your house to visit your Grandma...you'll find out she's

sick. Cure her with one of those Fairies by releasing it next to her and she will be well again! For being so considerate of her, she'll give you some of her wonderful Elixir Soup. This soup is so good that it restores all of your health and magic, plus doubles your attack power until you take damage. Not only that, a full bottle has two servings! Wow, that was sweet of her.

Anyways, turn on your Tingle Tuner. Explore the beach near your house until, on the Tingle Tuner, Knuckle appears and a conversation comes up. Finish the little sidequest (see the Tingle Tuner section for more info) and you will be given the "Hand-Me-Down Tingle Tuner" service on the Tingle Tuner function. This is basically a "shop anywhere" feature. Also, Knuckle will be at the Tingle Island after this, so that you may take his picture and get the figurine at the Nintendo Gallery. (though his figurine is optional, it doesn't feel complete without it) Anyway, enter Orca's house. You can do some sword training

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|-----------------------------------------------------------|--|-----------------|--|
| with him. Basically, land at least 500 hits on him before |  | /               |  |
| he hits you three times, and you will be rewarded with a  |  | HEART PIECE #12 |  |
| Piece of Heart. Yeah, it'll take a while, but just bear   |  |                 |  |

| FOUND | with it. To make it easy on yourself, do a series of hits  
'\ | and then shield until he attacks. Lather, rinse, repeat.  
~~~~~ Also, if he blocks during your attack, that means he will  
counterattack. Block immediately.

Once that is done, it's time to do the business we came for in the first place.
Get on your boat and sail to the island's south side, and approach the
whirlpool. See the giant rock slab with a weird design on it sitting against
the island? Fire bombs at the parts of the slab that flash red when hit to
break it apart, revealing a large cave entrance. The
whirlpool will disappear, and you will sail inside. Watch | |/
the cutscene and Jabun will give you NAYRU'S PEARL. Now | NAYRU'S PEARL |
we will exit Jabun's hideout. The King of Red Lions will | FOUND |
explain that Ganon's curse on the sea has been broken by '\ |
the power of the pearl you have acquired. Thank goodness, ~~~~~
we'll finally see daybreak again! Anyway, before we go deposit the pearls,
let's sail east and cover the rest of the sectors of the Great Sea.

Resuming Charting

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Sail to A3 and get its chart. Headstone Island will become important later.

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For now, sail east again and get the next sector's chart. Now, assuming you  
haven't encountered "it" yet, look around with the Telescope to find a flock of  
seagulls. Sail there and you will be trapped in a whirlpool...and "it" will  
appear from the center of the whirlpool! A Big Octo! Your objective, before you  
get sucked in, is to bomb all four of its eyes. If successful, the Big Octo  
will surrender, and a Great Fairy will appear! As thanks for rescuing her from  
the beast, she'll lengthen your magic meter. Now you can use more magic at a  
time!

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| |/  
| MAGIC UPGRADE |  
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Now sail east to the next sector and get its chart. These extremely small  
islands are the Angular Isles. Bring up Treasure Chart #15 to find sunken  
treasure nearby. Sail to it and salvage it for a Piece of Heart!

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| HEART PIECE #13 |
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Now sail east to the next sector and get its chart. Land on the southern  
island. Get on the highest point, have the wind blow northward, and glide with  
the Deku Leaf to the other island. Find a Blue ChuChu hiding around there.  
Ignore the hole in the ground for now and get back to your boat.

-----  
Sail east to the last sector and get its chart. Bring up Treasure Chart #33 to

find sunken treasure near these rocks (poor excuse for an island). Bomb all the Kargarocs so that they won't bother you, and salvage the treasure for another Piece of Heart! Lastly, sail all the way back to sector E2 and enter the Beedle Shop ship. Buy the Piece of Heart for 950 Rupees.

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Now, considering the shop will be closing soon (we need that Treasure Chart!) sail east to Tingle Island. The Postbox may be wiggling. Check for a letter from your grandma. Packaged with the letter is a Red Rupee. How nice. Climb on top of the tower and talk to the Tingle look-alike in pink to get 50 Rupees per Tingle Statue you brought here. That makes a total of 100 Rupees. Well, that's a start. Sail to Outset Island. Time for a little money-making secret. Turn on your Tingle Tuner. See the ledges beside your house? Climb up them and sidle along to the next ledge. There's a pot here, but ignore it. Looking around the cliff, you'll spot the edge of another ledge. Change the wind direction so that you can glide over there with the Deku Leaf. On this ledge, Tingle will spot something. Press A on the GBA and he will tell you to use a Tingle Bomb there. Doing this will make a big hidden pot appear. Break it for an Orange Rupee. Now you can enter and exit any house and the pot will be back so that you can constantly get Orange Rupees.

If you don't have the Tingle Tuner, there's another money-making trick, and it's basically just sword fighting with Orca. You gain Rupees by huge amounts every time you break your current record. Once you gain at least 1000 Rupees again, sail north back to that specialty Beedle shop and buy the Treasure Chart from him. Phew, that's all for this section of the walkthrough.

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	TREASURE CHART #04	
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	ゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝゝ	

\*\*\*NOTE: I just figured out that the Beedle Shop closing is just to scare you into going Rupee hunting. The shop doesn't actually close until you get the Empty Bottle, Heart Piece, and Treasure Chart, so you can take your time. However, it's best to get them as soon as possible so you don't forget about them later on down the road. Plus it'll save money for an upcoming part of the game.

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ITEM SUMMARY

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EQUIPMENT:

- Hero's Sword
- Hero's Shield
- Pirate's Charm

ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Boomerang

- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Bait Bag
- Bombs
- Delivery Bag

WIND WAKER SONGS:

- Wind's Requiem
- Song of Passing

EMPTY BOTTLES: 3

CHARTS:

- Tingle's Chart
- Beedle's Chart
- Triforce Chart 5 [ ]
- Treasure Chart 1 [X]
- Treasure Chart 3 [X]
- Treasure Chart 4 [ ]
- Treasure Chart 7 [X]
- Treasure Chart 9 [X]
- Treasure Chart 10 [X]
- Treasure Chart 11 [X]
- Treasure Chart 15 [X]
- Treasure Chart 22 [X]
- Treasure Chart 23 [X]
- Treasure Chart 24 [X]
- Treasure Chart 29 [X]
- Treasure Chart 31 [X]
- Treasure Chart 33 [X]
- Treasure Chart 34 [X]
- Treasure Chart 38 [X]
- Treasure Chart 39 [X]

UPGRADE ITEMS:

- Heart Pieces: 15 (3)
- Great Fairy Upgrades: 5
- Boss Heart Containers: 2

Total Health: 8 Hearts

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The Legend Revived /

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Now that you have a new chart (from the Beedle Shop Ship), let's go salvage its  
 \_\_\_\_\_ treasure already. Opening it up reveals that its sunken  
 | | / | treasure is in Sector B5, near Southern Fairy Island.  
 | HEART PIECE #16 | Sail there and salvage the treasure for a Piece of Heart!  
 | FOUND | Alright. Sail north to Southern Triangle Island. Approach  
 '\ | the statue on the island and you will place Nayru's Pearl  
 yyyyyyyyyyyyyyyyyyy in its hands. Sail northeast to Eastern Triangle Island  
 now. Place Farore's Pearl in the statue's hands, then sail northwest to  
 Northern Triangle Island. Place the last item, Din's Pearl, on the statue's  
 hands, and watch the cutscene. A TALL tower will rise from the waters where  
 that empty sector of the Great Sea was. Before sailing into the tower, find the



Fishman and get the chart here. Now sail inside the Tower of the Gods.

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Tower of the Gods

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The main room of this dungeon is a bit interesting. It's filled with water, so you'll have to travel by cruising with your boat. The water level occasionally rises and falls, so that you may access other areas. For now, cruise east and enter the door under the gazebo when the water level is low. In this room, look up to find alcoves blocked off by cracked walls. The water level rises here too, so push/pull the blocks so that they will be under the alcoves so you can jump in them. One of the alcoves has a treasure chest containing the DUNGEON MAP. Exit to the main room. Cruise north to the next ledge. Here, see the glowing spot? Place a statue on it to open the door. Enter.

```

      _____
      |           | /           |
      |   DUNGEON  MAP   |
      |           FOUND    |
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      ' \           |

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In this little hall, move forward, kill the Yellow ChuChu, and jump down into the pit while the water level is low. Place a small box onto the glowing spot to make a magic bridge appear. Get across it and pick up the object. Take it across into the main room, and place the object on the cross-shaped hole. This will open the gate leading farther east. Cruise there, and at the end, place the two statues on the glowing spots to open the door. Enter it. In this room, you will have to push wooden boxes so that they create a sort of bridge. To know the correct spacing, use the first two boxes' (in the middle) distances as reference. Doing this, you'll be able to flawlessly hop over to the other side once the water level is up. Grab a Boko Stick and light it, and hop across. Light the two torches there and a chest will appear. Open it for a small key! Go back to the main room.

Cruise to the west side and bomb all the cracked walls with cannon fire. Get off your boat so that you can get on the west side. Walk

```

to the north side and enter the door. Kill the Red Bubble |           | /           |
and open the chest for the COMPASS. There's a suspicious |   COMPASS   |
eye on the wall here, but we'll come back for it later.  |   FOUND    |
Exit, light a Boko Stick, and go down the stairs while   ' \           |

```

the water is down and light the torches there to make a chest appear. Go back up and open it for a Joy Pendant. Enter the locked door. Inside, kill all the Yellow ChuChus to make a magical staircase appear. Climb it and pick up the object. Bring it back to the main room, go up the stairs, and place the object on the cross-shaped hole. This will make the structure to the north stop spewing water on its south end, showing an entrance. Cruise over there and enter the door inside.

In here is a Beamos in the center and some Rats. What you'll have to do is carry some statues over to the glowing spots on the other side without getting hit by any enemies. However, one glowing spot remains. Simply stand on that yourself and platforms will activate, acting as elevators. Jump along them to the top.

#~~~#

Before entering the door, turn around to see a lone platform. Jump over there, and use a Tingle Tuner Tingle Bomb to make a chest appear. Open it for the Goddess Tingle Statue! This will be sent to Tingle Island.

#~~~#

Now enter the door. This is an important-looking room... Enter the east door.

Take the platform across and enter the door. Cross the magic platform and read the stone slab. It will tell you that if you want to call the statue to you, press R. So...get near the center platform here and press R, and Link will say "Come on!" and the statue will arrive. (...Link spoke!?)

Have the statue follow you back across back to the room with the gap and the floating platform. You'll have to pick it up and carry it the rest of the way. Once taken to the central chamber, the statue will approach its pedestal, and the center of the room will spawn a stone slab. Go there and read it, and follow along the notes with the Wind Waker to learn the COMMAND MELODY! With this, you can control nearby statues, instead of having them follow you around.

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  /
O/  COMMAND MELODY LEARNED
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Once you learned this, the west door will open, so head in. In here, kill the Red Bubbles and look upwards to see something you can latch onto with your Grappling Hook. Swing across to the other side and enter the door. In here, swing across and call the statue down. Stand on the glowing spot to make a magic bridge appear. You'll have to stay on the spot, so use the Command Melody and move the statue across the bridge. Swing across, pick up the statue, and enter the previous room.

Place the statue onto the glowing spot to open the door to the south. Swing over there (the King of Red Lions will contact you about the statues) and enter the door. In this room, you'll have to face a Darknut.

MINI-BOSS: Darknut

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To fight this difficult enemy, you must use parry attacks, cutting off its armor. Once its armor is gone, you're free to attack it. Not much to say about this, really. Like that mini-boss in the Forbidden Woods, these become somewhat common enemies later.

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  |           | /           |
  |   HERO'S BOW   |
  |     FOUND     |
  | \             |
  |               |
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Once the Darknut is killed, a chest appears. Open it for the HERO'S BOW! Now you can fire arrows at distant things! Make sure to assign this to one of your item buttons. Exit the room. In here, shoot an arrow at the eye on the wall to make platforms float out and act as a bridge. Swing over to the statue, pick it up, and carry it across to the central chamber. Once the statue is taken to its pedestal, let's return to the entrance room. Remember that eye on the wall in that Compass room that you ignored? Go back to that room, shoot the eye, and the wall will open up. Open the chest that's revealed for a Treasure Chart! Now return to the central chamber and take the east door again.

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 | | / |
 |TREASURE CHART #06|
 | FOUND |
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Kill the Wizzrobe here so it won't bother you, and look south while on the moving platform to spot an eye. Shoot it to make another moving platform appear. Get on it and ride it up to the door. Enter it to see two Armos

Knights. To kill these, throw bombs into their mouths when they're open. Once they're both killed, open the chest for a Joy Pendant. Head back to the central chamber and take the north door. In here is a giant balancing scale. First up, drop down and take the east door. In here, you'll have to ride moving platforms until you see eyes on platforms. Shoot the eyes to make the platforms move. Grab the treasure on the north end for a small key, then get on the eye platform up here. Face west and shoot the eye to make another chest appear on the south end. Open it for a Joy Pendant. Return to the balance scales room.

What we're wanting to do is to weigh down the west scale so that we can bomb the cracked wall just on the surface of the water. To do this, place a statue on the scale. Now get out a bomb, wait until it's about ready to blow, and throw it at the cracked wall to blow it open. Enter the door that's revealed.

_____	_____	Inside, play the Wind's Requiem on the blue mark on the
	/	floor to make a treasure chest appear. Open it for a
TREASURE CHART #30		Treasure Chart! Now kill the Armos Knights and exit. Now,
FOUND		to get up to the north ledge, you will have to place two
'\		statues on one scale, climb up, and jump to the other
~~~~~		~~~~~ scale. Now you won't weigh it down, so enter the locked

door to the north. In here, you'll have to pass a fence of beams. To do this, climb onto the pedestal, and use the Deku Leaf to glide over the fence. Call down the statue, then control it. (By "control it", I mean use the Command Melody.) Move it onto the glowing spot to bring down the laser fence so Link can get out, then carry the statue to the previous room.

To get across here now, place the statue onto one of the scales, then place other statues on the other scales until both you and the moving statue won't weigh it down too much. Pick up the statue and carry it to the central chamber. Doing this will create a warp to the upper levels! Head inside the warp to get warped to the third floor. In this room, pick up the statues and place them on the glowing spots, then stand on the last one to bring down the laser fence. Open the chest for the BIG KEY. Now

	_____	_____
		/
		BIG KEY
		FOUND
	'\	
		~~~~~

the statues you used will activate (they are Armos) so kill them by shooting their eyes to stun them, then slashing the gems on their backs. This will open up the door up to the boss door. Head up there...you're pretty high up now, wouldn't want to fall...just avoid the Beamos and the Kargarocs, and get up to the boss door. Enter it.

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BOSS: The Great Arbiter, Gohdan

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This boss reminds me of Star Fox for some reason...anyway, in order to damage this boss, you will have to shoot the eyes on its hands with arrows until both are done in simultaneously. This will cause the boss's eyes to open. Shoot arrows into those eyes and the boss's face will fall onto the ground, its mouth open. Throw a bomb into the mouth to actually damage it. Afterwards, you must repeat the whole process again until it's defeated. If you run out of arrows or bombs, Gohdan will spit them out from its nose.

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| | / |
| HEART CONTAINER | |
| FOUND | |
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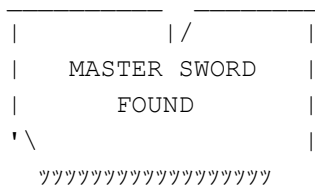
A warp will appear when Gohdan is defeated, and so will the Heart Container. Grab the Heart Container before leaving. You will end up on the very top of the Tower of the Gods. Climb the ladder and latch onto the rung of the bell with the Grappling Hook to ring it, causing a portal to appear down near the

entrance to the tower. Link will sail to it, and will sink down into the ocean once they enter the portal... As they descend, Link will notice the remnants of a familiar (to us, anyway) land... Is it Hyrule? It is! But...why is it so... black and white? And under the ocean for that matter? Anyway, let's enter the castle.

Hyrule Castle

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...Huh. Darknuts and Moblins are everywhere, but they're...frozen in place. Head to the other side and the King of Red Lions will contact you, saying that the item you're looking for is hidden within the basement of this castle. To get there, we have to solve this puzzle nearby. See the three triangle-shaped boxes? You'll have to push them so that all of them fit on the Triforce mark on the center. Doing this will make the statue of the Hero of Time move aside, revealing a staircase to the basement. Once in the basement, walk forward and the King of Red Lions will contact you once again. He says to take the sword that lies in front of you...the Master Sword. Walk toward it and Link will pull it out.

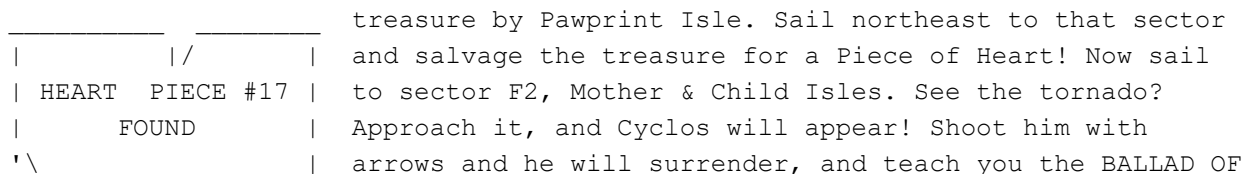


Hooray! You got the Master Sword! Doing this also broke the curse that swept Hyrule, freezing everything in time. Everything is now in color! Sweet. Before leaving, if you look around this room, Ocarina of Time fans will immediately recognize what's on the stained glass windows...it's the six sages! Rauru, Saria, Darunia, Ruto, Impa, and Nabooru. Plus, one of them depicts Ganondorf in his beast form in Ocarina of Time, with the Triforce above him. Anyway, exit out of the basement and prepare to fight a lot of Darknuts and Moblins. You can't exit the castle until all of them are defeated, so use this opportunity to snatch a lot of Knight's Crests and Skull Necklaces with that Grappling Hook. Keep in mind you can't snatch Knight's Crests from Darknuts unless their armor is gone, particularly their helmet.

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Great Sea

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Once back to your boat, we'll be able to save Link's sister along with those other gals we saw! So cruise into the portal to go back to the surface of the Great Sea. Before we go do that though, let's do some other things first. Open up Treasure Chart #6 to find sunken treasure within Six-Eye Reef, which is just west of the Tower of the Gods! How convenient. Sail there and salvage the treasure for a Silver Rupee. Now open Treasure Chart #30 to find a sunken



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Great Sea in various spots! Now that all that's done, time to visit the Forsaken Fortress once again...

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O/ BALLAD OF GALES LEARNED  
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Forsaken Fortress

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Sail to the south/southwest side of the fortress to find a large wooden fence. Bomb it and sail in. It's pretty simple, you have to get back to where you saw Link's sister. Approach the area where the searchlights are shining and something will form...

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MINI-BOSS: Phantom Ganon

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The way to beat this miniboss is to play "tennis" with him, by slashing the energy balls that he fires at you. He may send it back to you, so slash the ball again. Keep doing this until he gets hit, and he will float down to the ground. Slash him until he disappears. Do the same thing again until he is defeated.

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|           |/           |
|   SKULL HAMMER   |
|         FOUND     |
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A chest will appear once he's defeated. Open it for the SKULL HAMMER. You can use this to hammer down switches and other things. Use the hammer to pound down the things blocking the stairs like last time, then go into the hall. Head into the north room and jump down to find a giant pot. Climb up so you're above it, get the Tingle Tuner on, and backflip into it. Now the price of Ting is reduced! Now, to take down the searchlights again. Because, when it comes time to sidle along those high walls, being caught with the searchlights means bombs will be shot at you, making it near impossible to cross. At the very least though, since you now have a sword with you, getting spotted by the Moblins isn't as threatening since you won't get sent to jail. So...get up to the second floor and take the door surrounded by obstructions. You'll have to hammer them down first.

In this outside hall, take the left opening and go up the ramp. Go up the only ladder at the top that you can, and kill the Bokoblin manning the searchlight. Jump down to that main area where all the searchlights point to, and go back up the stairs again. Go up the ramp instead of heading inside the hall, and climb the ladder at the end to fight another Bokoblin. Two searchlights down... Now, to make things easy, look east from up here. The last searchlight is just east of us. See the ladder by it too? Well, change the wind direction to blow southeastward, and use the Deku Leaf to glide over to that ladder. Climb it and kill the Bokoblin.

Phew, all the searchlights gone again. Go down the ladder and enter the west door, going clockwise to the large northwest room, the boat docking room. You will have to use the Deku Leaf to glide over some gaps that no longer have hanging lanterns and use the Skull Hammer to pound down obstructions. Once there, take the north door facing out south like last time. Climb up the stairs, ignoring the Miniblins, and start heading north up the path. Pound the obstructions down and sidle along two walls to reach a giant door. Pound the switch to unlock the door, and head inside to finally be back where the girls are captured.

Link will try to open the cell, but it's locked. Then Tetra and a couple of her pirates make an appearance! She has them unlock the cell and free them. She notices the sword Link is holding, as if it's familiar to her. Not only that, but the sword wiggles around in her presence...what could that mean? Before they leave, Tetra suggests taking care of that large bird. Here he comes...!

Oh no...the tower is filling with water, and that bird is gonna try to prevent you from escaping to the top! It will do lunge maneuvers and chop away the wooden paths to try to keep you away, but if you're fast enough, you'll avoid all of that easily. Once you get to the top, the bird will try to prevent you from getting up one last time by completely blocking the path with its body. Just slam its head with your Skull Hammer to make it move. Once at the top, the ceiling of the tower will slowly close, but not without that large bird escaping for one final fight!

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BOSS: Great Leader, Helmaroc King

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It's time for some sweet payback after what all that bird did! He will fly around and then land. He will walk toward you and attempt to peck you into the ground. Unfortunately for him, his beak gets stuck. At this point, pound his head with the Skull Hammer. He will fly away again and attempt the same strategy as before. Do this three more times and he will have a new attack, which is simply charging at you while in the air. It's simple to dodge. Another attack when he lands is him floating just above the ground and flapping his wings ferociously, creating wind to try to blow you into the spikes on the end. Simply run against the wind and you'll be fine. Eventually he will resort to the peck attack. Hammer him one more time and his helmet will crack open.

His beak may still be stuck in the ground, so start slashing his head. Basically now, you have to slash his head instead of pound it whenever he does his peck attack. Eventually, he will be killed.

| | / |
| HEART CONTAINER |
| FOUND |
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Once he's killed, he will drop a Heart Container, and the way forward will be opened. Grab the Container and continue up into the wooden abode. Inside is Ganondorf, but he is not threatened by the Master Sword that you wield, and says that by pulling the Master Sword from its pedestal, the seal on Ganondorf's magic has been broken, and now he's freely able to rule over the Great Sea! Crap! Link tries to rush Ganondorf and strike him, but it barely phases him. Ganondorf says that the blade you possess no longer has the power to repel evil. (!) Tetra comes in to distract Ganondorf before he tries to slice Link in half. He picks up Tetra by the neck, and notices that his Triforce piece is resonating...he grins widely and says that he finally found Princess Zelda! Can it be...?

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Plot Exposition

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With Link and Tetra seemingly done in by Ganondorf, all hope seems lost, but they are suddenly swiftly taken away by two Rito. Then, Valoo comes and burns down Ganondorf's abode to a crisp! Yay for the typical hero brigade rescue! Tetra is unconscious and on your boat, and you are before the Tower of the Gods. They go back down to Hyrule... Once they're back down there, Tetra wakes up. The King of Red Lions tells you through the Pirate's Charm that you must go back down to the room where the Master Sword slept.

So go do that. There isn't any other puzzle to do to gain access to the basement, and no enemies stand in your way, so just head down there. A mysterious figure is seen... The guy tells you the true origin of the Pirate's Charm, and finally reveals to you that the place you stand in now is Hyrule,

and he is its king. He explains to Link that he was indeed the King of Red Lions who led him here. He then explains why Hyrule ended up this way, and calls Tetra forward. He says that the necklace Tetra wears is part of the Triforce of Wisdom, and he holds the remaining piece. The two pieces merge, and Tetra's true form is revealed: She is Princess Zelda!

He instructs Link that you and him must return to the surface and restore the Master Sword's power, and keeps Zelda locked up down here to keep her away from Ganondorf. Sounds safe...he then disappears. Is he a...? Return back to the King of Red Lions and return to the surface.

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ITEM SUMMARY

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EQUIPMENT:

- Master Sword
- Hero's Shield
- Pirate's Charm

ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Boomerang
- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Bait Bag
- Hero's Bow
- Bombs
- Delivery Bag
- Skull Hammer

WIND WAKER SONGS:

- Wind's Requiem
- Ballad of Gales
- Command Melody
- Song of Passing

EMPTY BOTTLES: 3

CHARTS:

- Tingle's Chart
- Beedle's Chart
- Triforce Chart 5 []
- Treasure Chart 1 [X]
- Treasure Chart 3 [X]
- Treasure Chart 4 [X]
- Treasure Chart 6 [X]
- Treasure Chart 7 [X]
- Treasure Chart 9 [X]
- Treasure Chart 10 [X]
- Treasure Chart 11 [X]
- Treasure Chart 15 [X]
- Treasure Chart 22 [X]
- Treasure Chart 23 [X]
- Treasure Chart 24 [X]
- Treasure Chart 29 [X]

- Treasure Chart 30 [X]
- Treasure Chart 31 [X]
- Treasure Chart 33 [X]
- Treasure Chart 34 [X]
- Treasure Chart 38 [X]
- Treasure Chart 39 [X]

UPGRADE ITEMS:

- Heart Pieces: 17 (1)
- Great Fairy Upgrades: 5
- Boss Heart Containers: 4

Total Health: 11 Hearts

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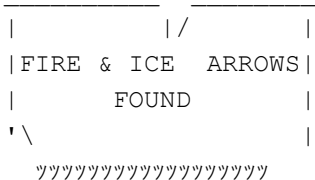
Sage of Earth Reborn /

The King of Red Lions mentions that we could've gone to the required temples while down in Hyrule, but Ganondorf has erected a barrier surrounding the castle, preventing anyone from leaving. Figures. Would've been awesome to explore Hyrule again. Anyway, once you surface, he tells you of the Hero of Time, and how the elements that made him a hero separated from him when he journeyed to another land. This Triforce of Courage separated into eight shards and are spread throughout Hyrule. But because of that barrier around Hyrule Castle, the shards must be salvaged up and pieced together. So now we have three objectives!

New Arrows

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Let's do things one at a time, however. Both temples can be done in any order, but I'm used to doing the Earth Temple first, so let's go do that. Before doing anything to get there though, let's do a few things. First off, warp to the Mother & Child Isles using the Ballad of Gales. You will warp inside one of the isles and find out that a Fairy Fountain is kept inside. The Fairy Queen will appear, and after she talks to you, she gives you the FIRE ARROWS and ICE ARROWS. To use the different arrow types, take out your Bow and press R to switch between normal, fire, and ice. Using fire and ice arrows cost magic, however.



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Last Upgrades

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Warp to Greatfish Isle and sail northwest to the Western Fairy Island. To open up the way inside, hammer down the switch to lower the flame blocking the way. Head inside, and the Great Fairy will give you an arrow upgrade. You can now carry up to 60 arrows! Exit and warp to Tower of the Gods. Sail east to Thorned Fairy Island. There, pound down all three switches with your hammer to open up the entrance. Head inside, and the Great Fairy will upgrade your arrows, so that you can carry up to 99 arrows! That's all the Great Fairy upgrades in the game. Exit the Fountain.


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|  ARROW  | UPGRADES  |
|           | FOUND     |
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A Valuable Chart

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Now, about this time, the Postbox should have mail in it. If it's not wiggling yet, use the Song of Passing until it does. See what's inside, and you will find out that it's a priority letter, and you need to pay 201 Rupees to view it. By now, you should have plenty, so go ahead and

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pay. It's a letter from Tingle! Packaged with the letter |           | /           |
is the IN-credible Chart, which shows you where all the | IN-CREDIBLE | CHART |
Triforce Charts are, so that you can find all the     |           | FOUND   |
Triforce pieces. That's pretty helpful... You may also | \       |

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have another letter, this one from your sister. She tells you of the experiences she had with Tetra's pirate crew as they took her back to her home island. She says she helped around with chores, and got paid for it, so she brought all her earnings to you. A Red Rupee! Nice.

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Fire Mountain

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Sail northwest to Fire Mountain. Find the flock of seagulls and approach it to fight another Big Octo. This one has eight eyes. Shouldn't be too hard to kill. In its wake is a light ring, showing sunken treasure. Cruise over there and salvage it for an Orange Rupee. Now continue sailing to the actual Fire Mountain. It's always erupting, isn't it? Well, how do we stop it? Shoot an Ice Arrow into the fire to freeze it, thus cooling down the whole island. Land and start climbing, and quickly! You have five minutes to climb it and fall into the volcano before it erupts again. You will have Helmarocs to annoy you, but ignore them. (At the most, just yank their Golden Feathers off with the Grappling Hook.) Once inside, the timer is still ticking. Kill the Fire Keese quickly and jump across the platforms over the lava. At the end are two Magtails. Kill them and a treasure chest will appear. Open it to get the POWER BRACELETS! Now you can lift and throw heavy objects! Lift and throw away the giant boulder here for a small shortcut to the exit.

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|           | /           |
| POWER  | BRACELETS |
|           | FOUND     |
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Ice Ring Isle

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Now warp to Forest Haven and sail west to Ice Ring Isle. Once you approach it, notice the giant Freezard-like statue in the center, constantly blowing frigid air? Shoot a Fire Arrow into the frigid air to warm up the island temporarily. You've got five minutes to enter the cave inside the island. There is also a

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frozen chest on the east of the island. Use a Fire Arrow |           | /           |
to melt the ice and open the chest for a Treasure Chart. | TREASURE | CHART #36 |
Once inside, the clock is still ticking, so hurry. Move |           | FOUND     |
right and pass the small bridge to a frozen pot. You can | \       |
melt the pot with a Fire Arrow and break it for a few

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fairies. Climb up and go down the slide carefully. Pull yourself up and open the chest for the IRON BOOTS. Unlike in Ocarina of Time, these are an equippable item. No needless pausing just to switch between them!

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|           |/           |
|   IRON BOOTS   |
|           FOUND           |
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Anyway, the way out will be available, but hold on, the strong wind blowing out of the wall seems interesting. Put on the Iron Boots and start crossing the wind. Look into the alcove to spot a hole. Drop down it. In this secret area, there are a bunch of things frozen up, including enemies. To make it easy on yourself, take on the enemies one at a time and melt the ice blocks one at a time. There's also a Darknut here. Make sure to get its Knight's Crest! Especially if you don't have 10 yet. Once they are all defeated, a chest will appear. Open it for an Orange Rupee! Now exit the cave and you will exit Ice Ring Isle completely.

Outset Island

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Phew, head back to your boat and warp to Outset Island. We're to do a couple more things here. If you have 10 Knight's Crests, enter Orca's, and present them to him. He will teach you a new ability. I present to you...the Hurricane Spin. Hold B to charge up power in your sword, and when it glows brightly with power, release to spin wildly around like a hurricane, cutting anything in your path temporarily. It can be controlled, and uses a bit of magic to use. Now, head up to the pig pen to find a giant black pig. Wow, what did they feed him? Anyway, lift him up (with the help of the Power Bracelets) and carry him to the east island. Place him near the patches of black dirt and throw some All-Purpose Bait onto the dirt. The pig should go after it and dig into the dirt. He should dig up a Piece of Heart in one of them! Now warp to Forest Haven and sail northeast to Bird's Peak Rock. Open up Treasure Chart #36 to find sunken treasure here. Salvage it for a Silver Rupee!

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|           |/           |
| HURRICANE SPIN |
|           FOUND           |
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|           |/           |
| HEART PIECE #18 |
|           FOUND           |
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Windfall Island

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Now warp to Windfall Island to get a couple of things. Make sure it's night, and go to the auction. Get another Treasure Chart and a Piece of Heart from the auction! Once you exit, look around nearby to see a poor blonde-haired girl. Talk to her and she'll tell you to go away. So...go hide somewhere. She will take off, so follow her quietly. Hide whenever she stops and looks behind her, and eventually you will follow her to a safe that she's trying to open in Zunari's shop. Confront her, and every time you're asked a question, pick the top answer. Eventually she'll give you an EMPTY BOTTLE as thanks for correcting her ways.

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|           |/           |
| HEART PIECE #19 |
|           FOUND           |
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|           |/           |
| TREASURE CHART #18 |
|           FOUND           |
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|           |/           |
| EMPTY BOTTLE #4 |
|           FOUND           |
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Change it back to day and head into the school. Present her the Joy Pendants you have (need at least 20) and she will give you the CABANA DEED. You now have your own private island! ...It's actually used to help find a Triforce Chart. Now, if you have 20 more Joy Pendants, give them to her and she will give you the HERO'S CHARM. This special mask allows you to see how much health enemies have when worn. We're not yet done with the teacher yet. Talk to her about volunteering, and she will say that it's about planting flowers all around Windfall, and that Zunari started the association for it. Talk to Zunari and fill up your Delivery Bag with Town Flowers. You will have to place them on all the various brown stands seen around town. Keep in mind that some of them are inside buildings and on high stone overpasses. When you're sure you've got them all, talk to the guy who always sits on the bench overlooking the sea near Zunari's and he will give you a Piece of Heart for making the town look nicer! You may have to talk to him twice.

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| HEART  | PIECE #20 |
|         | FOUND     |
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Not yet done at Windfall! Go up the wooden stairs at the top and enter the door. Talk to the guy (who was poor before) and give him 20 Skull Necklaces, assuming you've been actively collecting them from Moblins. He will give you a Treasure Chart! Next, go to the windmill lighthouse entrance, and walk along the grassy ledge until you see a ladder. Play the Wind's Requiem to make the wind blow northward, then climb the ladder. Press the switch at the top and the windmill will move again! Enter the windmill lighthouse and go upstairs. Back outside, make sure it's night, and get on one of the seats on the arms of the windmill. Ready a Fire Arrow and shoot it inside the lighthouse. This will make the lighthouse light up brightly again, and also spawn a treasure chest on a small island by Windfall. Go down and talk to the man with the yellow cap and he will give you a Piece of Heart!

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| | / |
| HEART | PIECE #21 |
| | FOUND |
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**Salvaging & Trading**

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Now to get that treasure chest. Move to the Bomb Shop, change the wind direction to blow southward, and glide over to that small island using the Deku Leaf. Open the chest for another Piece of Heart! Now to salvage the treasures we got from those two charts. Open up Treasure Chart #18 to find sunken treasure by Windfall Island!

Sail over there and salvage it for...A MEASLY GREEN RUPEE!?!? Ugh. Anyway, sail southwest-ward to Rock Spire Isle, open up Treasure Chart #2 to find sunken treasure by the island. Salvage it for a Piece of Heart! Now to do a little trading mission. Make sure you have a Town Flower (from Zunari's shop) and take it to the Wandering Merchant (I'll call them Goron Merchants, since they are basically Gorons) on

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|         | /         |
| HEART  | PIECE #23 |
|         | FOUND     |
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either Mother & Child Isles or Bomb Island. Give him the Town Flower and he will charge for 20 Rupees, and give you one of his Sea Flowers. Next, take the Sea Flower to the Goron Merchant on Greatfish Isle. For 25 Rupees, he'll take it and you will get an Exotic Flower.

Take the Exotic Flower back to the Merchant on Mother & Child Isles. Give him the item for the Pinwheel. Take the Pinwheel to the Merchant on Bomb Island, and get the Sickle Moon Flag in return. Take the Sickle Moon Flag to the Goron on Mother & Child Isles and get the Big Catch Flag. Take the Big Catch Flag to the Goron on Bomb Island for the Fountain Idol. Give the Fountain Idol to the Goron on Greatfish Isle to get the Skull Tower Idol. Take that to the Goron on Mother & Child Isles for the Big Sale Flag. Take that to the Goron on Bomb Island to get the Hero's Flag. Give that to the Goron on Greatfish Isle for the Postman Statue. Give that to the Goron on Mother & Child Isles for the Shop Guru Statue. Finally, give that to the Goron on Greatfish Isle for a Piece of Heart!

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|           |/  
| HEART PIECE #24 |  
|           FOUND  |  
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Remaining Windfall

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Phew, after that lengthy trading quest is over with, Zunari's inventory should be filled! Return to Windfall Island during the day and talk to Zunari on the

\_\_\_\_\_ /\_\_\_\_\_ "negotiations counter" and he will thank you so much for  
| |/  
| MAGIC ARMOR | | MAGIC ARMOR, a special item that, when activated, puts up  
| FOUND | | a magic barrier around you, preventing you from taking  
'\ | | damage from enemy attacks. Considering it uses magic, you  
~~~~~ can't use any other magic-using items while wearing this.

Anyway, head into the rich house on the second floor like last time, and talk to the father's daughter. She says that she misses her dearly beloved back on Forsaken Fortress...a Moblin. She wants you to send a letter to this Moblin. Agree and she'll give it to you. Take the letter to the Postbox, and wait/skip a day. Return to the rich house to see the Rito postman get kicked out. Go outside and enter the Milk Bar. The Postman is there. Agree to mail the letter for him to get the letter, then go back to the rich house and give the letter to her. As thanks, she will give you a Piece of Heart. As of now, there's nothing left to do except deposit your Chu Jelly to Doc Bandam, if you want to.

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|           |/  
| HEART PIECE #25 |  
|           FOUND  |  
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A New Successor

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Now for what you've been waiting for. Sail to Headstone Island. Land on the island and use a Hyoui Pear to take control of a seagull. Fly to the top of the mountain to find a Piece of Heart. Collect it and press R to switch back to Link so that he may have it. Now lift the large rock and throw it, and enter. Inside, you will find a rather large headstone with some markings on it. Bring out your Wind Waker, follow the notes, and you will learn the EARTH GOD'S LYRIC. Afterwards, a Zora spirit will appear. Her name is Laruto, the recently deceased sage of earth. She wishes for you to find her heir, and that the large headstone will only break

apart once the new sage plays the song that you just learned. Laruto also carries a harp...where have we seen that before...?

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  - - - - - /
O/ EARTH GOD'S LYRIC LEARNED
  - - - - -
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Ah yes, go to Dragon Roost Island. Enter the village as before, climb to the second floor, and exit by the mail sorting desk. Swing across with the Grappling Hook around here, and go up to Medli. After speaking with her, play the Earth God's Lyric and watch the scene. Medli has been awakened as a new earth sage! Time to take her to the Earth Temple. Sail back to Headstone Island and you will both head inside. Play the Earth God's Lyric one more time in front of the rock and Medli will join in, shattering the rock and allowing entry.

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Earth Temple

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The first room is simple enough. Pick up Medli and jump over to the door. She will fly the both of you across. Enter the door while carrying her. In this next large room, kill both the Moblins and have Medli follow you up the stairs, killing the next one. At the top, switch to Medli using the Command Melody and experiment with her flying mechanics. Switch back and she might be a bit more confident in her flying abilities. Pick her up and jump east toward the tower there to fly over there. Press the switch, then switch to Medli. Have her fly to the other tower and press the other switch to open the door. Carry her to the next room.

Kill all the ChuChus in here. The black/purple ones require a little more effort; lure them into the light and they will turn to stone. Now pick them up and throw them to shatter them. Killing them all will open the doors. Now, see the pot? Bomb it to break the boards on its top, so you can hop in. This is a magic warp pot. Now, you may see a weird watery object on the pedestal here. Switch to Medli and stand under the light. Press A and her harp will reflect light. Face that watery object and reflect light over there to reveal a hidden chest! Go over and open it as Link to get the DUNGEON MAP. Carry Medli to the next room.

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  |           | /           |
  |   DUNGEON  MAP   |
  |     FOUND     |
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In here, put Medli underneath the right beam of light and switch to her. Have her shine light at the fog until you see a poundable switch. Focus the light there and switch to Link without putting away Medli's harp and she will keep shining light there. Go there without touching the fog (it keeps you from using items if you're exposed to it) and hammer the switch to open the south door. Carry Medli through that door. In this room, the coffins on the side will open, revealing Red Bubbles. Kill them and look around the south of this room to find a ladder. Climb it and pull away the block to reveal a light source. Have Medli reflect light onto the watery object to spawn another treasure chest. Open it to get a small key. Floormasters will appear on the ground, but they aren't going for you, they're going for Medli. So approach them and they will try to snatch her. Slash the Floormasters while they're out until they're dead. Carry Medli to the fog room, then go through the north locked door.

Kill the ChuChus, including the dark ChuChus. But how? Look around to see a window covered in curtains. Burn the curtains off with a Fire Arrow to reveal a

light source. Perfect! Once they're out of the way, have both Link and Medli stand on both the switches to make a staircase appear. More dark ChuChus show up. Kill them all except one, and place the stoned Chuchu onto the switch that you stood on to keep the stairs down. Head up the stairs quickly, then turn around to see a block. Push it off and the door ahead will be unbarred. Switch to Medli and have her fly up to Link. Carry her to the next room. This room, the Floormaster is going after Link specifically, so kill it with a parry. Now push the nearby block towards the wall to make a window open, revealing a light source. Have Medli reflect light onto the sun symbols on the wall to make them deteriorate, revealing another warp pot, and a pushable block. Now reflect light onto the object on top of the last block to make it pushable.

\_\_\_\_\_|\_\_\_\_\_| Have Link push both blocks to their ends, and the barred  
 | | / | door ahead will open, plus a treasure chest will appear.  
 | COMPASS | Climb up there and open the chest for the COMPASS. Have  
 | FOUND | Medli fly up to you, and carry her to the next room. Kill  
 ' \ | the Moblins in this room and avoid the Poes for now. See  
 ~~~~~ the light source up at the alcove? Have Medli fly over  
 there and reflect light at the objects on the other side to make them  
 deteriorate. Also shine light at the Poes to make them killable for Link. Once  
 all the enemies are gone, a staircase will appear. First get the treasure chest  
 that is revealed past the now-deteriorated statues for a Joy Pendant. Now climb  
 the stairs to see two doors. One is locked, so take the other one.

In this dark room, approach the coffins to make them open. Some contain ReDeaths (!), one contains a small key. Kill the ReDeaths once you have the key to make a ladder fall to help you out, and exit. Use the key to open the nearby locked door. In this room, you will fight a Stalfos! The easy way to defeat it is to bomb its body, then stun the head with the Boomerang, then swing the Skull Hammer to kill the head. Doing this will create two more Stalfos. Treat them the same way. Doing this will make a staircase  
 appear, leading up to a treasure chest. Open it to get  
 the MIRROR SHIELD. A hole will open up at the ceiling,  
 allowing some light to shine through. Reflect light at  
 the symbol above the door to open it. Exit. In here, kill  
 the enemies like before, and have Medli fly back up to the  
 alcove with light. Have her shine light down below, and move Link into the  
 reflected light source. Reflect that light to the sun symbol below Medli to  
 make it deteriorate. Have Medli follow you now. In the hall, have Medli reflect  
 light at the statue to make it deteriorate, revealing a Blue Rupee. Keep  
 reflecting light there and move Link there. Reflect light at the sun symbol to  
 deteriorate it and reveal a Rupee horde. Carry Medli to the next room, which is  
 that fog room!

Take her through the south door, eliminate the enemies as before, then find a switch near the barred door. Have Medli stand on it to keep the door unbarred, so go through it. In this room, reflect light at the sun symbols to deteriorate the wall. Open the chest for a Joy Pendant, and return to the fog room. Now, have Medli reflect light at one eye on the giant face on the wall, then reflect light yourself at the other eye. This will make the fog disappear, and a way down into the lower portions of the temple to open. Carry Medli down there. In this creepy fog room, take down the Blue Bubbles above the bridge first (fire Ice Arrows at them when they are above the bridge, then go and slash them).

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Look east to see a hall with some hanging platforms. Glide over there using the Deku Leaf. Jump across to a secluded ledge. Kill the Red Bubble and break all the junk here for various prizes, and use a Tingle Tuner Tingle Bomb at the center to reveal a chest. Open it for the Earth Tingle Statue! This will be sent to Tingle Island.



shine light on another eye, and the way forward will be open. Before doing that though, enter that secret door you opened to the west.

In here, kill all the Stalfos in the coffins (might have to open them by shining light on them, not sure) to make a treasure chest appear. Climb up and open it for a Treasure Chart. Return to the previous room and take that north door. You will have to fight a Darknut that guards the chest containing the BIG KEY, but some Blue Bubbles will stand in your way. Once that's done, return to tall room with fog below, and have Medli fly up to the magic jar. Climb up there yourself, pick her up, and jump to fly over to the boss door. Enter it...

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BOSS: Protector of the Seal, Jalhalla

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A bunch of Poes scatter around in the room, and join together to form one big Poe! The key to harming Jalhalla is to make him split up into those smaller Poes. First, find a light source (the locations are random) and shine light onto Jalhalla until he solidifies and just sits on the ground. Pick him up and throw him towards the spike pillars at the ends of the room and he will split apart. Kill as many Poes as possible (Hurricane Spin works well). Repeat the process a few more times until he is successfully defeated.

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| HEART CONTAINER |
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For defeating Jalhalla, you get a Heart Container, and with Medli's help, power up the Master Sword. It's halfway to its full glory! You will be warped outside the temple, back at Headstone Island...

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#### ITEM SUMMARY

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#### EQUIPMENT:

- Master Sword
- Mirror Shield
- Power Bracelets
- Pirate's Charm
- Hero's Charm

#### ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Boomerang
- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Iron Boots
- Magic Armor
- Bait Bag
- Hero's Bow



- | - Fire Arrows
- | - Ice Arrows
- Bombs
- Delivery Bag
- Skull Hammer

WIND WAKER SONGS:

- Wind's Requiem
- Ballad of Gales
- Command Melody
- Earth God's Lyric
- Song of Passing

EMPTY BOTTLES: 4 (ALL!)

CHARTS:

- Tingle's Chart
- IN-credible Chart
- Beedle's Chart
- Triforce Chart 5 [ ]
- Treasure Chart 1 [X]
- Treasure Chart 2 [X]
- Treasure Chart 3 [X]
- Treasure Chart 4 [X]
- Treasure Chart 6 [X]
- Treasure Chart 7 [X]
- Treasure Chart 9 [X]
- Treasure Chart 10 [X]
- Treasure Chart 11 [X]
- Treasure Chart 12 [ ]
- Treasure Chart 15 [X]
- Treasure Chart 18 [X]
- Treasure Chart 20 [ ]
- Treasure Chart 22 [X]
- Treasure Chart 23 [X]
- Treasure Chart 24 [X]
- Treasure Chart 29 [X]
- Treasure Chart 30 [X]
- Treasure Chart 31 [X]
- Treasure Chart 33 [X]
- Treasure Chart 34 [X]
- Treasure Chart 36 [X]
- Treasure Chart 38 [X]
- Treasure Chart 39 [X]

UPGRADE ITEMS:

- Heart Pieces: 26 (2)
- Great Fairy Upgrades: 8 (ALL!)
- Boss Heart Containers: 5

Total Health: 14 Hearts

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Sage of Wind Reborn /

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Warp to any main island and check the Postbox. You may have a letter. You will

have to pay 10 Rupees to view it. It's a letter from that part-timer you helped a while back. It's a letter of encouragement, but he also sent some of his wages to you. A Red Rupee. Anyway, time to clear the charts that you've acquired. Open up Treasure Chart #12 to find sunken treasure near Five-Eye Reef. Sail there and salvage the treasure for a Silver Rupee. Now open up Treasure Chart #20 to find sunken treasure nearby Bomb Island. Sail there and salvage the treasure for a Piece of Heart. Now sail to Gale Isle. Put on the Iron Boots and approach the rock blowing the big wind at you, and slam it with the Skull Hammer. Head inside, and take out the Wind Waker near the rock slab to learn the WIND GOD'S ARIA! The spirit of a Kokiri sage, Fado, will appear. Like Laruto, Ganondorf has killed Fado, and he is now looking for a successor. We need to look for someone who has a leaf guitar...didn't one of the Koroks have one like that?

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 /  
 O/ WIND GOD'S ARIA LEARNED  
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Sail to Forest Haven and climb until you see music notes emerging from a waterfall. Hang from the branch with the Grappling Hook, climb down, and swing into the waterfall to find a hidden room. Approach Makar to talk to him, then play Wind God's Aria to awaken the Wind sage in him! Sail back to Gale Isle and you will head inside. Play Wind God's Aria once more at the rock slab and Makar will join in. The rock slab will break open, revealing the entrance to Wind Temple...

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 Wind Temple  
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Carry Makar to the next room. In this next room, drop down, kill the Wizzrobe, and go to the sand patches as Makar. Press A near them to plant seeds. This will make a chest appear. Open it as Link for an Orange Rupee! Head forward, kill the Stalfos, and bomb the warp pot open. See the wind blowing? Have Makar fly up onto the north ledge past the wind blowing downward and have him stand on the switch to turn off the fans blowing the wind. Switch back to Link and get back up using the Iron Boots on the springs. (Weigh them down, then take off the boots to launch.) Do the same thing and launch from the spring up here, and glide the rest of the way with the Deku Leaf. Carry Makar into the next room.

Kill the Armos, then blow a gust of wind (Deku Leaf) at the small windmill to blow up the wall. Carry Makar past the spike trap (you may have to carry him throughout the whole dungeon, since he walks slow) and have him plant seeds at the sand patches to open the barred door.

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 Carry Makar past the door, then head into the pit. Use a Tingle Tuner Tingle Bomb at the center down here to make a treasure chest appear. Open it for the Wind Tingle Statue! Now climb back up.  
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Have Makar fly up to each pillar, planting seeds in each sand patch, which will open up the barred doors. Unfortunately, Makar gets snatched by Floormasters (no way to avoid it) so it's time to go rescue him. Enter the east door by you.

Oh! He's just in this room. He's behind a cage though. Can't get to him now, so head to the east and take down the Armos Knights, entering the nearby door afterwards. (Make sure you're snatching the Golden Feathers from the Peahats!) Drop down to find a Floormaster. Kill it, then blow a gust at the windmill to



Have him fly up to the west ledge on the first floor, and then go up there yourself. Carry him through the door, then Hookshot to the top using the trees Makar planted. Kill the Wizzrobes and the Red Bubble up here, then have Makar fly up to you. Carry Makar to the next room. Now, this room is a bit tricky. First, shoot Arrows at all the Blue Bubbles (their fire may have to be out first, so use a Deku Leaf or Ice Arrows, and when they're about to have their flame reignited, snipe them) and have Makar fly up to each platform and plant seeds at the patches. Next, have Link Hookshot to the top. Kill the Floormaster and enter the door with Makar.

Have Makar stand on one switch while you stand on the other, and the way below the fan will open, plus you'll gain access to the wind chamber. Glide to the east ledge up here and open the chest for a Joy Pendant. Now glide to the south ledge. Go through the door with Makar, and kill all the Armos. A gate will open, revealing a chest. Open it for a small key! Head back with Makar. Get both Link and Makar to the east ledge on the 1st floor (that has Armos Knights), and enter the door with both of them. In this familiar room, do the same thing you did before to cross, and take Makar across to the rock slab. Play the Wind God's Aria to open it up. Carry Makar to the next room.

Kill a whopping three Darknuts in this room to reveal a treasure chest behind a gate. Go to it and open the chest for the BIG KEY. Now to explore the rest of this temple, so head back to the wind chamber. When the fan isn't blowing, quickly jump down between the blades to find a room. Take Makar with you through the locked door. Kill the enemies in here, including any Bokoblins hidden in the pots and statues on the walls (use the Iron Boots along with the Hookshot to pull them down) on the ledges here, and a chest will appear. Before dropping down for it, Hookshot to the highest northwest ledge and step on the switch with the Iron Boots to open the doors ahead. Open the chest for a Treasure Chart. Take Makar with you to the next room.

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|-------|--------------------|--|
|       | /                  |  |
|       | BIG KEY            |  |
|       | FOUND              |  |
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| ~~~~~ |                    |  |
|       | /                  |  |
|       | TREASURE CHART #05 |  |
|       | FOUND              |  |
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| ~~~~~ |                    |  |

Kill the Bokoblins and the Armos Knights here, then have Makar fly over the wind and onto the other side. Plant a seed onto the path to stop the fans. Hookshot across with Link, and kill the rest of the enemies. Carry Makar to the next room. Use the blocks here to block the spike traps from your path. The easiest way is to keep the spike traps on one side of the room at all times. However, there is a pit after the first two spike traps. Push a block into the pit to act as a bridge, and push another block across so that you can block the spike trap. Use the last block to try to block both first two spike traps. Pick up Makar, and carry him across while having the Iron Boots on. Past the wind, play the Wind God's Aria in front of the rock slab to make it break open, revealing the boss door. Blow open the warp pot, just in case. Enter the boss door. Drop down to the giant sand pit.

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 BOSS: Protector of the Seal, Molgera  
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Prepare for your largest battle yet! It's a giant sand worm! It will fly around, then dive into the sand. Its gaping maws will then emerge from the sand, with its tongue hanging out. Simply Hookshot its tongue to bring it to you, and start slashing it. That's it. Be careful not to get swallowed up while doing this, or you'll take massive damage! The boss may also send out Baby Molgeras to annoy you. To kill them, Hookshot them to bring them to you and

slash them for free health.

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| HEART CONTAINER |   |  |
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Once Molgera is dead, it will explode into a pile of sand, dropping a Heart Container, draining the room of sand, and allow you to restore full power to the Master Sword with the help of Makar!

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### Tree Sprouting

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Phew...now we just have one last thing to do before finally heading off to best Ganon, and that is collecting the pieces of the Triforce of Courage! But let's take care of some business first. Sail to Forest Haven and bottle the water inside to get special Forest Water. It turns into regular water in 20 minutes, so let's be quick. Each of these islands that I list have a Korok along with a wilted tree beside each of them. You must pour the forest water onto all of the trees to get a Piece of Heart.

- Cliff Plateau Isles (Have to go through a cave)
- Private Oasis
- Shark Island
- Needle Rock Isle
- Greatfish Isle
- Mother & Child Isles
- Star Island
- Eastern Fairy Island

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| HEART PIECE #28 |   |  |
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|                 | / |  | Now open up Treasure Chart #5 to see sunken treasure near |
| HEART PIECE #29 |   |  | Thorned Fairy Island. Sail there and salvage it to get a  |
| FOUND           |   |  | Piece of Heart. Open up Treasure Chart #35 to see sunken  |
| '\              |   |  | treasure near Islet of Steel. Sail there, bomb some       |
| ㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿ  |   |  | annoying Battleships, and salvage the treasure for a      |
|                 |   |  | Silver Rupee. Alright...time for some cleanup.            |

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### ITEM SUMMARY

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#### EQUIPMENT:

- Master Sword
- Mirror Shield
- Power Bracelets
- Pirate's Charm
- Hero's Charm

#### ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag

- Boomerang
- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Iron Boots
- Magic Armor
- Bait Bag
- Hero's Bow
  - |- Fire Arrows
  - |- Ice Arrows
- Bombs
- Delivery Bag
- Hookshot
- Skull Hammer

WIND WAKER SONGS: (ALL!)

- Wind's Requiem
- Ballad of Gales
- Command Melody
- Earth God's Lyric
- Wind God's Aria
- Song of Passing

EMPTY BOTTLES: 4 (ALL!)

CHARTS:

- Tingle's Chart
- IN-credible Chart
- Beedle's Chart
- Triforce Chart 5 [ ]
- Treasure Chart 1 [X]
- Treasure Chart 2 [X]
- Treasure Chart 3 [X]
- Treasure Chart 4 [X]
- Treasure Chart 5 [X]
- Treasure Chart 6 [X]
- Treasure Chart 7 [X]
- Treasure Chart 9 [X]
- Treasure Chart 10 [X]
- Treasure Chart 11 [X]
- Treasure Chart 12 [X]
- Treasure Chart 15 [X]
- Treasure Chart 18 [X]
- Treasure Chart 20 [X]
- Treasure Chart 22 [X]
- Treasure Chart 23 [X]
- Treasure Chart 24 [X]
- Treasure Chart 29 [X]
- Treasure Chart 30 [X]
- Treasure Chart 31 [X]
- Treasure Chart 33 [X]
- Treasure Chart 34 [X]
- Treasure Chart 35 [X]
- Treasure Chart 36 [X]
- Treasure Chart 38 [X]
- Treasure Chart 39 [X]

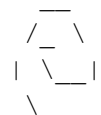
UPGRADE ITEMS:

- Heart Pieces: 29 (1)
- Great Fairy Upgrades: 8 (ALL!)

- Boss Heart Containers: 6 (ALL!)

Total Health: 16 Hearts

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Ocean-wide Search /

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Prepare for a bunch of Great Sea exploring.

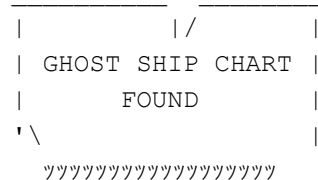
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### Diamond Steppe Island

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First of all, time to search for some special charts. Sail to Diamond Steppe Island, sector B1, making sure to avoid the flock of seagulls. Hookshot onto it by use of one of the trees. Keep Hookshotting up until you're on the third tier of the island. Search for a Blue ChuChu and kill it for its jelly, then Hookshot up one last time. Fall into the hole down here. In this large underground cavern, head forward and jump into the warp pot. Prepare for a maze of these. Bomb the pot in front of you, then go behind the piece of ship to find a Floormaster guarding another warp pot. Kill it, then bomb the pot. Jump in to appear on top of a pirate ship. Open the chest for a Joy Pendant, then warp back. Take the other pot that you bombed, the third one here just takes you back to the entrance.

You'll end up in a room with three more warp pots and two Floormasters. Ignore the enemies and just head straight to the upper right warp pot. Bomb it and head in (the others take you back to the entrance) to end up on top of the same pirate ship as that one chest was on, but on a different side. Turn right to see a torch and two warp pots. Take the left one to end up on a different ship. Ignore the Floormaster, and open the chest up here for the Ghost Ship Chart! This special chart helps you find the infamous Ghost Ship that appears throughout the Great Sea, depending on what shape the moon is. Jump off the side of the ship where the chest is facing, and exit.

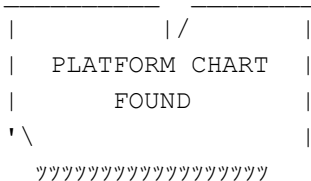


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### Flight Control Platform

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Next, sail to Flight Control Platform. It's east of Dragon Roost Island, remember? Once there, look around for a submarine. Sail to it and enter it. Inside, step on the switch in the middle, and kill all the enemies (Fire Arrows on the Wizzrobes to make it easy) and a ladder will drop. Climb it and enter the room to make a treasure chest appear. Open it for the Platform Chart, which locates the skull platforms, or watchtowers, throughout the sea. Now sail to the Boating Course.



### Boating Course

~~~~~

Glide to the north island from the highest point on the south island using the

Deku Leaf like before, and this time fall down the hole. In this cave, you will be assaulted by endless Miniblins. Your objective here is to activate all three crystal switches using the Boomerang. Done fast enough, a chest will appear. Open it for the Submarine Chart! As you might have guessed, this chart details all the sectors where you can find submarines.

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| SUBMARINE CHART |
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Two-Eye Reef

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Sail west to Two-Eye Reef. Here, eliminate all the cannons and Battleships and a treasure chest will appear on one of the "eyes." Get to the reef's entrance, and start climbing the edges of the reef. Get up to the highest point on the east side, change the wind to blow towards the "eye" over there, and glide over there. Open the chest for a Treasure Chart! Next, sail to Five-Eye Reef.

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|           | /           |
| TREASURE CHART #13 |
|           FOUND           |
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Good Reefs

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Clear this reef the same way you did the other one, and a chest will appear on one of the "eyes." Get on the highest point of the west wall, glide to the nearest eye, then glide to the center. Open the chest for another Treasure Chart. Next, sail to Three-Eye Reef. Clear this like any other reef and a chest will appear on one of the eyes. Climb to the highest point on the west wall, and

glide to the southwest eye. Open the chest for another Treasure Chart. Now sail to Cyclops Reef, and clear it.

Climb to the highest point on the east wall, and glide to the eye.

Open the chest for another Treasure Chart. Now sail to Six-Eye Reef. Clear it to make a chest

appear on an eye. Climb to the highest point on the southern wall and glide to the eye. Open the chest for another Treasure Chart.

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| TREASURE CHART #26 |
|           FOUND           |
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Salvaging

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Now sail to Four-Eye Reef. Clear it and a chest will appear on an eye. Climb the highest point on the west wall, and glide to northwest eye. Open the chest for a Treasure Chart. Open up Treasure Chart #13 to find sunken treasure by Overlook Island. Sail there and salvage it for the Secret Cave Chart! Now open up Treasure Chart #19 to find sunken



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| FOUND | treasure by the Flight Control
'\ | Platform. Sail there and salvage it
 | |/ |
 | | ISLAND HEART CHART |
 | | up Treasure Chart #21 to find some
 | | FOUND |
 | |/ |
 | | sunken treasure in Cyclops Reef.
'| |
'| LIGHT RING CHART | Sail there and salvage it for the
'| | FOUND |
'| | Light Ring Chart! Open up Treasure Chart #26 to find
'\ |
 | | sunken treasure near Northern
 | |/ |
salvage it for the Octo Chart. Now open Treasure Chart
 | | OCTO CHART |
 | | FOUND |
 | |/ |
 | | the Boating Course. Sail there and
 | | FOUND |
'| SEA HEARTS CHART | salvage it for the Sea Hearts Chart.
'| | FOUND |
'\ | One more! Open up Treasure Chart #41 to find sunken
 | | FOUND |
 | |/ |
 | | treasure within Four-Eye Reef. Sail there and salvage it
 | | FOUND |
 | |/ |
 | | for the Great Fairy Chart. Well, that last one is kinda
 | | FOUND |
 | |/ |
useless now, but whatever. This guide goes to get everything.

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| |/ |
| GREAT FAIRY CHART |
| | FOUND |
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Star Island

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Now to explore some islands. I bet you're getting tired of salvaging stuff and sailing around, huh? Sail to Star Island, considering Forsaken Fortress is pretty much cleared. Find the hole (Secret Cave) and drop down it. Inside, kill the Magtails, Bokoblins, and Moblins to make a treasure chest appear. Open it for a Piece of Heart! Exit the cave.

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| HEART PIECE #30 |
| | FOUND |
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Seven-Star Isles

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Sail east until you reach Seven-Star Isles. Look for a flock of seagulls and sail to it to reveal a Big Octo. Kill it to find sunken treasure. Salvage it to find a Piece of Heart! Now find the three watchtowers east of here and sail there. Climb up the middle one and kill the Wizzrobe to make a chest appear on the watchtower you're on. Open it for a Red Rupee. Kill the next Wizzrobe to make a chest appear on the north watchtower. Jump there and open it for a Golden Feather. Kill the remaining Wizzrobes to make a chest appear on the southern watchtower. Jump there and open it for a Treasure Chart! Now, if you explore the isles while under the full moon, you will find three exclusive light rings. Salvaging them, you get three Red Rupees. (Purples in the HD version.) Any random light rings that only appear under the full moon will I cover, so yeah.

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Overlook Island

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Sail east to Overlook Island. Destroy the Battleships so they won't annoy you,

and Hookshot the tree on the lowest isle to get up there. Hookshot to the next island and find a Blue ChuChu. Hookshot across the rest of the islands to find a Secret Cave. Drop down. Open the door to end up in a larger room with a ton of other doors. Take the first door to your left. Kill the Armos Knights using the bomb flowers (to save your regular bomb ammo) and exit. Take the next door to your left and kill the Stalfos. Exit, take the next available door to your left. Kill the two Wizzrobes along with any enemies that are summoned, then exit. Take the next door to your left and kill all Bokoblins. Exit and you will have to face four Darknuts. After them, the door under the Triforce symbol will open. Enter, and play the Wind's Requiem on the blue marking on the floor to make a chest appear. Open it for a Triforce Chart! Exit the cave.

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| TRIFORCE CHART #08 |
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Flight Control Platform

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Get back on your boat, and sail south to the Flight Control Platform.

Get on it, and make sure the wind is blowing to the northwest. Talk to the guy dressed like a Rito and pay 10 Rupees to play. To play this minigame, you must use the Deku Leaf and fly past the very end at the far distance. To help you with this, you must glide into any of the updrafts to gain height. The trick is to not glide directly towards them. Instead, make sure that your turns are miniscule and that the updrafts get right to you, instead of gliding into them. For the last stretch, you may need to do a jump strike while in air (just press B) to gain extra distance. If successful, you get a Piece of Heart!

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|           |/  
| HEART PIECE #32 |  
|           FOUND           |  
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Dragon Roost Island

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Sail west to Dragon Roost Island. Find the large boulder on the south side of the island and bomb it to find a Secret Cave. Head in. Open the door to end up in a room with multiple doors. Take the first door to your left, and kill the Keese. Take the door to the right of the barred door. Kill the Bokoblins, then enter the door to the left of the barred door. Kill the Mothulas, then enter the only door that doesn't have its torch lit up. (Not the one that doesn't have a torch at all.) Kill the Red ChuChus, and the barred door will open. Head inside and open the chest for a Purple Rupee. Now exit the room, and take the door straight ahead of you to return to the exit of this cave.

Enter Rito village now, and talk to the guard who stands beside the doorway to the Chieftain. He'll talk about Golden Feathers for his girlfriend. Assuming you have 20 Golden Feathers by now, give them to him. He'll give you an Orange Rupee as thanks, but the main prize for this will arrive in the mail shortly. Exit to outside from up here. Make the wind blow eastward or northeastward, and glide using the Deku Leaf over to that spire that has some grass on it. (Use the Telescope to help you locate it.) Kill the Kargaroc. Next, make the wind blow northward, and glide to the next spire that has grass on it. Kill the Kargaroc there. Next, make the wind blow west and glide to the cave entrance. Inside, kill the Keese and open the chest for an Orange Rupee.

Keep going and push the block out to get out of the cave. Now, from this platform, look up and south to find a boulder stuck high up on the rock wall of the island. Shoot one of the bomb flowers beside it with an arrow to make a treasure chest fall down to the ledge below. Swim there and open the chest for a Silver Rupee. Now, stand by the Postbox, and use the Song of Passing until the Postbox has mail in it. Read the letter. It's that

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|-----------------------------------------------------------|--|-------|-----------|
|                                                           |  | /     |           |
| Rito guard's girlfriend! She thanks you for helping with  |  | HEART | PIECE #33 |
| finding Golden Feathers and packaged a Piece of Heart     |  | FOUND |           |
| with her letter! Before we leave, if you just turn around |  | '\    |           |

facing your back to the Postbox, Link may look up some-  
-where. Look in first-person mode (C-Stick up) up there to  
find some branches. Use the Grappling Hook on them and pull yourself up to  
them. At the top is a Red Rupee.

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Pawprint Isle

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Now get back to your boat and sail west to Pawprint Isle.

Here, sail your boat between the main island and the smaller islands, and Hookshot to the tree that looks like a wooden cactus. Enter the Secret Cave here. Inside, kill the enemy-spawning Wizzrobes to make a chest appear. Open it for a Silver Rupee! Exit. Now for a Blue ChuChu to get that's out of the way. Get to the main island, and hop onto the smaller rock with the face of a ChuChu. Glide to the larger ChuChu rock to make a Blue ChuChu spawn. Get its jelly, then start cutting down the grass around the weird dome to find a hole to crawl through. Do so, and fall down the Secret Cave. In here, move forward to a big room. Look left to spot some branches for the Grappling Hook. Climb up

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| back down, then take the hall straight ahead. Ignore the | | HEART | PIECE #34 |
| boulder for now and head straight to another room. Open | | FOUND | |
| the chest for a Piece of Heart! Go back and bomb the | | '\ | |

them and open the chest at the top for a Red Rupee. Drop
Pendant. Green ChuChus will appear to try to stop you.
Exit this hall back into the large room, and take a right. Bomb the boulder in
the path, then kill all the Green ChuChus in the way. Open the chest for a
Purple Rupee. Now exit this cave.

Spectacle Island

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Sail west until you reach Spectacle Island.

Climb onto the building to find Salvatore. He hosts a Barrel Shoot game here. The objective is to shoot cannonballs at the barrels to destroy them. If you destroy all five in 10 shots, you will be rewarded with a Piece of Heart. Win it again, and you will be rewarded with a Treasure Chart.

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|  |  | HEART | PIECE #35 |  |  | TREASURE | CHART #17 |
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Rock Spire Isle

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Sail southwest to Rock Spire Isle. Shoot down all the boulders on the island to make it easier on yourself, climb up onto it from its north side, and go to its other side. Look for the Blue ChuChu and kill it, and drop down the Secret Cave. Inside this very dark room, find some Boko Sticks inside a pot, and light

one. Use it to light the other two torches in here to light up the room, revealing a ton of Keese! Kill them all and a treasure chest will appear. Open it for a Treasure Chart. Exit.

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|           |/  
|TREASURE CHART #37|  
|           FOUND           |  
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Now, see the trio of watchtowers? Sail there and shoot down all of the cannons on each watchtower to make treasure chests appear on them. Climb up the middle watchtower, and reach the north one by gliding there (wind has to be blowing in that direction) and using the updraft. Open the chest for an Orange Rupee. Glide to the southern watchtower and open the chest for a Golden Feather. Now, while up here, search around for a couple of Battleships out in the sea. Get back to your boat and sail to them, and shoot them down. They will drop light rings. Salvage the treasure to find an Orange Rupee and a Piece of Heart!

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| HEART  PIECE #36 |  
|           FOUND           |  
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Tingle Island

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Sail east to Tingle Island now, and find the flock of seagulls. Head there and kill the Big Octo. Salvage the treasure for a Piece of Heart.

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| HEART  PIECE #37 |  
|           FOUND           |  
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Northern Triangle Isle

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Sail east to Northern Triangle Isle. Surrounding the island at night when the moon is full are four light rings. Salvage them for a Red Rupee in each.

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Fire Mountain

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Sail east to Fire Mountain, and open up Treasure Chart #37 to find sunken treasure near it. Salvage it for a Silver Rupee. Sail to the watchtower and shoot down all the cannons to make a treasure chest appear on the tower. Climb it and open the chest for a Golden Feather.

Star Belt Archipelago

~~~~~

Sail east to Star Belt Archipelago. Within the isles at night under the full moon, there are two light rings. Salvage them for a Purple Rupee and a Red Rupee. Now sail to the watchtower. Climb it, kill the Bokoblins, and open the chest for a Red Rupee.

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Thorned Fairy Island

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Sail south to Thorned Fairy Island. Sail to the watchtowers, and destroy the

cannons on the eastern one to make a chest appear on the watchtower. Climb it and open it for a Golden Feather. From up here, glide to the other tower. Kill the Bokoblins to make a chest appear. Open it for a Boko Baba Seed. Get back to your boat and sail west until you reach Six-Eye Reef.

Six-Eye Reef

~~~~~

Look for the watchtower and sail to it. Shoot down the cannons to make a chest appear on the tower. Climb it and open the chest for a Skull Necklace. Now look around for a submarine while up here. Sail to that and enter it. Inside, kill all the Moblins to make a ladder appear. Climb it and open the chest for a Piece of Heart. You can leave now. The pots and barrels just contain random enemies.

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| HEART  PIECE #38 |
|           FOUND           |
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Cyclops Reef

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Sail west to Cyclops Reef now, and find the watchtower. No need to destroy the cannons this time, just climb it and kill the Bokoblins to make a chest appear. Open it for a Golden Feather.

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Greatfish Isle

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Sail west to Greatfish Isle. Surrounding the island at night under the full moon, are four light rings. Salvage them all for a Red Rupee in each.

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Needle Rock Isle

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Sail southwest to Needle Rock Isle. Once landed, see the big spire in the middle? A crystal switch is hidden up there. Take out a Hyoui Pear to take control of a seagull, and have it fly to the top. Don't near the spire until you're a bit above it, so as the Kargarocs won't hurt the seagull and end the Hyoui Pear's effect. Fly into the crystal switch and the fires around the chest on this island will lower. Head over there and open it for a Piece of Heart. Now, you probably noticed a block of ice on the island. Melt it with a Fire Arrow to find a Secret Cave. Enter. Down here light the torch with a Fire Arrow. Now look around with the Telescope to find other torches to light with Fire Arrows. I can't exactly tell you where they are, because it's difficult to tell, but there are six torches in this cave, counting the first one that you lit. A treasure chest will appear. Open it for an Orange Rupee. Exit.

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Islet of Steel

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Sail east to the Islet of Steel. Oh Em Gee, it's a heavy-duty enemy base! Take out your bombs and down those Battleships, cannons on the island, and Kargarocs. Salvage the leftovers left behind by the Battleships, then enter the base. Approach the important-looking platform and climb it. Play the Wind's Requiem on the blue marking to make a chest appear. Open it for a Triforce Chart! Exit. Now,

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| TRIFORCE CHART #01 |
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| FOUND | see the watchtower around here? Sail there and climb it.  
'\ | Kill the Bokoblins and Wizzrobes to make a treasure chest  
 appear. Open it for a Skull Necklace.

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Stone Watcher Island

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Sail east to Stone Watcher Island next. Get to the top and throw the big boulder away to find a Secret Cave. Drop down. Enter the door to find yourself in a familiar room. Take the doors in clockwise order to fight Armos, Moblins, Wizzrobes, and Bokoblins. Once that's done, you'll have to fight two Darknuts in the central room. After they're gone, enter the door that opens up and play the Wind's Requiem on the blue marking. Open the chest that appears for another Triforce Chart. Exit the cave and look around for a watchtower. Sail there and shoot down all the cannons to make a chest appear on the tower. Climb it, kill any Bokoblins that remain, and open the chests for a Red Rupee and a Piece of Heart!

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| TRIFORCE CHART #07 |
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| HEART PIECE #40 |
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Private Oasis

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Sail east to Private Oasis. Find the flock of seagulls signifying a Big Octo, sail there, and kill it. Salvage its treasure to get an Orange Rupee. Sail to the island. Approach the cabana and go around its right side to find a higher ledge. Get on the railing, and glide to the cliff. Find the chest up here and open it for a Treasure Chart! Now present the Cabana Deed to the door to be allowed entry. Hm, nice place. Awesome that it's all ours, isn't it? One of the pictures here is basically a slide puzzle in which you complete a picture to get Rupees. It's optional. What we're really here for is up at the ceiling. Look up towards there to spot a giant handle. Hang from it with the Grappling Hook and the fireplace will douse itself. Enter the fireplace to drop down a Secret Cave.

Down here in the sewers, prepare for a maze. Take a right, then another right to find a ladder. Go down it. (Any other paths led to nowhere.) Enter either crawlspace here and go through the crawling maze until you reach a new ladder. (You'll know when the tunnel's texture changes.) Climb the ladder and pound down the switches to open the gates. Take the left one (facing right when out of the ladder) and take the next ladder. Facing the ladder while down here, take the right crawlspace to end up in a room with a chest. Open it for an Orange Rupee. Crawl back and take the other crawlspace to end up at another ladder. Climb it. Up here, pound the switch to open the nearby gate. Ignore that for now and fall down the hole down here to fight two ReDeads. After they are taken care of, break the pots to find a crawlspace. Crawl through it to end up at another ladder. Climb it to find a blue marking on the floor. Play the Wind's Requiem and open the chest that appears for a Triforce Chart! Pound the switch here to open the gate. Take a left to find that hole you dropped down. Pass the other switch and take a right. Follow the path to the exit!

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| TRIFORCE CHART #02 |
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Bomb Island

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Sail east to Bomb Island next, unless you want to mess around on your own Oasis now. Climb to the top and bomb the large boulder to find a Secret Cave. Drop down. In this hot cavern, wait for a Magtail and stun it with the Grappling Hook. Pick it up when it's rolled into a ball and place it on the switch to keep the door unbarred. Head through. In this next room, take a left and carefully walk along the path to the end. Step on the switch to lower the fires on the other path. Go back and take that path. Stun the Magtails and throw them into the fires to press hidden switches. Doing both of them (doesn't have to be in quick succession) will lower the fires surrounding a chest. Go there and open it for a Piece of Heart! Only three more of these to go! Exit the cave. Look around for a watchtower and sail to it. Climb the tower and kill the Bokoblins to make a chest appear. Open it for a Red Rupee.

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| HEART PIECE #41 |
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Bird's Peak Rock

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Sail east to Bird's Peak Rock.

Get on the smaller island. See the cage? Well, look up from it to find a branch. Use the Grappling Hook on it to pull yourself up. On top of here is a Blue ChuChu. Now, snipe down any Kargarocs that you see from up here, and take out a Hyoui Pear. Use the seagull to ram into all the crystal switches on the peaks of the spires to open that cage. Drop down and drop down the Secret Cave that was behind the cage. Inside, approach the pedestal and play the Wind's Requiem on the blue marking to make a chest appear. Open it for another Triforce Chart! Exit the cave.

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| TRIFORCE CHART #03 |
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Cliff Plateau Isles

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Sail south to Cliff Plateau Isles. If you've already gotten everything on the isle due to the Forest Water sidequest, then skip this next paragraph.

Get on the island and hop along them until you reach a Secret Cave. Drop in. Turn left and hop onto the floating tree (?). Turn right and hop forward to solid ground. In here, go around, killing the Boko Babas, until one turns into a Baba Bud. Use it to launch you onto one of the trees. From up here, look to find a treasure chest. Drop down to it and open it for a Joy Pendant. The tentacles that completely surrounded it will also lower. Get back onto one of the trees, and glide to the alcove. (If there are boards there, use a Fire Arrow to burn them down.) Take the exit here. Up here, open the chest to find a Treasure Chart! Kill the Blue ChuChu right nearby as well.

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| TREASURE CHART #25 |
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Sail to the watchtower nearby Cliff Plateau Isles. Before climbing up, snipe down the Wizzrobes, as they will try to knock you down with their fireballs while you climb. When they're gone, climb. Kill the remaining enemies and open the chest for a Boko Baba Seed.

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Ice Ring Isle

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Sail west until you reach Ice Ring Isle. Open up Treasure Chart #17 to find sunken treasure near here. Salvage it for a Silver Rupee!

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Southern Fairy Island

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Sail west to Southern Fairy Island. Sail to the trio of watchtowers. Shoot down all the cannons on all the watchtowers to make treasure chests appear on the central watchtower. Get on the south watchtower and kill the Bokoblins. Glide to the central watchtower. Open the chests for a Skull Necklace and a Treasure Chart. Get on the last watchtower if you want more Joy Pendants from Bokoblins, but there's nothing really special up there.

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|TREASURE CHART #40|
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Shark Island

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Sail west to Shark Island. Open up Treasure Chart #16 to find sunken treasure by the island. Salvage it to find a Silver Rupee. Land on the island now. Get on the island's "tail" and press down the switch using the Iron Boots. Next, quickly move to the island's "body" and hit the crystal switch on its south "fin." Next, quickly move to the north "fin" and pound down the switch with the Hammer. Next, climb onto the island's "head" and step on the switch. Done fast enough, the flames surrounding the Secret Cave will lower, and an updraft will appear by the island. Now, stand on the island's tail, and make the wind blow southeast. Glide to the updraft to gain height, then sail to the high part of the island. (Its "nose.") Kill the Blue ChuChu for its jelly, then drop down the hole. Kill Miniblins, Bokoblins, Moblins, Darknuts, and Wizzrobes to make a treasure chest appear. Take your well-deserved...Silver Rupee? Bleh. Exit.

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Five-Eye Reef

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Sail west to Five-Eye Reef. Sail to the watchtower (might have to fend off tons of Gyorgs...use your Boomerang) and open the chest for a Golden Feather. Nothing happens if you shoot down the cannons or kill all the enemies.

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Diamond Steppe Island

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Sail west to Diamond Steppe Island and find the Big Octo. Kill it and salvage the treasure that's left behind for an Orange Rupee.

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Horseshoe Island

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Sail south to Horseshoe Island. Time to play some mini-golf! Pick up a Boko Nut and throw it forward. Move the camera around so you can line yourself up, and use the Deku Leaf to blow the nut into the hole. You can progress to the next hole. Throw a Boko Nut forward and blow it into the hole. Do the same for the last hole (except you can't pick up the Nut) to clear the course, making a treasure chest appear on the center island. Get on top and glide to the chest. Open it for a Treasure Chart! Glide back and drop down the Secret Cave.

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|TREASURE CHART #28|
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Kill all the Mothulas inside to make a treasure chest appear. Open it for another Treasure Chart! Exit. Make it night if it isn't, and look around the second hole to find a Blue ChuChu! Now look for the two watchtowers. Sail there. Get on the west watchtower and press the switch to make a treasure chest appear on the other. Get on that other one and open the chest for a Golden Feather. Press the switch on this one to make a chest appear on the tower you were just at. Get back there and open it for a Skull Necklace.

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|TREASURE CHART #08|
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Outset Island

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Sail east to Outset Island. Time for a big secret here on this island. Go to the east island and climb to the top. Glide to the entrance of the forest, but don't enter. Instead, jump off towards the north, and glide around the north side of the mountain to find a high ledge with a giant boulder. (Alternatively, you can Hookshot up to the ledge by standing near grandma's house and using the tree up there.) Lift and throw that boulder and enter the Secret Cave to enter the Savage Labyrinth. This is a semi-dungeon consisting of fifty-one rooms, each room containing different enemies. I'll list them here.

- Room 1: Entrance
- Room 2: 10 Keese
- Room 3: 6 Miniblins
- Room 4: 4 Bokoblins
- Room 5: 6 Red ChuChus
- Room 6: 4 Magtails
- Room 7: 4 Keese, 4 Miniblins
- Room 8: 4 Fire Keese, 2 Magtails
- Room 9: 2 Fire Keese, 4 Bokoblins
- Room 10: 2 Moblins
- Room 11: Healing Room
- Room 12: 6 Peahats
- Room 13: 4 Green ChuChus
- Room 14: 5 Boko Babas
- Room 15: 4 Bokoblins
- Room 16: 5 Mothulas
- Room 17: 3 Boko Babas, 3 Peahats
- Room 18: 4 Green ChuChus, 4 Bokoblins
- Room 19: 3 Mothulas, 2 Bokoblins
- Room 20: 2 Winged Mothulas
- Room 21: Healing Room
- Room 22: 3 Wizzrobes
- Room 23: 4 Armos
- Room 24: 2 Armos Knights
- Room 25: 6 Yellow ChuChus

Room 26: 4 Red Bubbles  
 Room 27: 2 Bokoblins, Darknut  
 Room 28: 3 Armos, Wizzrobe  
 Room 29: 2 Armos Knights, 2 Red Bubbles  
 Room 30: 2 Darknuts  
 Room 31: Triforce Chart (play Wind's Requiem on blue marking, use Mirror Shield on big statue to continue)  
 Room 32: 6 ReDeads  
 Room 33: 5 Blue Bubbles  
 Room 34: 6 Purple ChuChus  
 Room 35: 5 Poes  
 Room 36: 3 Winged Mothulas  
 Room 37: 2 Moblins, 3 ReDeads  
 Room 38: Winged Mothula, 5 Purple ChuChus  
 Room 39: 5 Poes, 2 Moblins  
 Room 40: 4 Blue Bubbles, 2 Stalfos  
 Room 41: Healing Room  
 Room 42: 24 Miniblins  
 Room 43: 10 Red ChuChus, 10 Green ChuChus, 10 Yellow ChuChus  
 Room 44: 5 Wizzrobes (pound the switch down first)  
 Room 45: 16 Bokoblins  
 Room 46: 4 ReDeads, 2 Stalfos  
 Room 47: 3 Moblins, 2 Darknuts  
 Room 48: 3 Wizzrobes, 2 Darknuts  
 Room 49: 3 Stalfos  
 Room 50: 4 Mighty Darknuts (the statues on the sides of the room breathe fire)  
 Room 51: Piece of Heart

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 |TRIFORCE CHART #06| | HEART PIECE #42 |
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Congrats for clearing it! You can exit using the glowing light. As an added bonus, if you attempt it again, the enemy count will be higher in each room, making it exceptionally harder. Do it if you feel like having a challenge. You don't get anything other than the satisfaction of beating it again though.

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 Headstone Island

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 Sail east to Headstone Island. Open up Treasure Chart #40 to find sunken treasure by the island. Salvage it for a Silver Rupee. Now look around for a submarine and sail to it. Enter and kill all the "Bombchus" (bomb-carrying Rats) to make a chest appear in a room, and the way out being opened. Climb up the ladder to the room and open the chest for a Treasure Chart! Exit.

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 |TREASURE CHART #14|
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 Two-Eye Reef

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 Sail east to Two-Eye Reef. Sail to the watchtower and climb it. Kill the enemies and open the chest up here for a Purple Rupee.

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 Angular Isles

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Sail east to the Angular Isles next. Hookshot to the tree on the smaller island and fall down the Secret Cave. Down here, you're supposed to climb up using a series of blocks. Push the left block over to the opposite side, climb it, then pull out the next block. Drop, pull the bottom block, then climb and pull the second block out again. Do a series of climbing and pulling the blocks out to create a staircase up to the top, where light is shining. Shine light onto the watery object in one of the alcoves to make a chest appear there. Jump down into it (might have to glide) and open the chest for a Silver Rupee. Exit and get onto the larger island from the south. Move to the north and pull out the block that you see. Climb, move to the south, and push the block off. Drop and pull the block as far as you can take it, then climb up it. Pull out the bottom block, then continue climbing to the top. Open the chest for a Piece of Heart! One more! Also, kill the Blue ChuChu up here.

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| HEART PIECE #43 |
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Five-Star Isles

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Sail east until you reach Five-Star Isles. Unless you want Rupees, ignore the Boating Course, as that's all you'll win from it. Once you enter the sector for Five-Star Isles, sail to the watchtower. Shoot down all the cannons to make a chest appear on the tower. Climb it, and open the chest for a Golden Feather. Look around up here for a submarine and sail to it. Enter the sub and kill all the Bokoblins to make a ladder drop. Climb it, and enter the room to see a chest form. Open it for the last Piece of Heart!

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| HEART  PIECE #44 |
|           FOUND           |
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Next, within the isles, at night, under the full moon, are three light rings. Salvage the treasures for a Red Rupee in each. Finally...open your Ghost Ship Chart and find where the Ghost Ship is at in this time of night. If you didn't get the light rings just recently, the Ghost Ship may be in a random area, but if you have, the Ghost Ship is most likely at Crescent Moon Island. Wherever it may be, sail to that sector. Find a group of blue fireballs floating around...that's the Ghost Ship. Sail towards it and you'll find that you can see the rest of it. Sail right into it and you will enter it.

Finishing Up

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| TRIFORCE CHART #04 |
|           FOUND           |
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In here, kill Poes and Wizzrobes that spawn ReDeads and Stalfos, and a ladder will appear. Climb it and open the chest for the last Triforce Chart! Once you acquire it, the Ghost Ship disappears mysteriously with the cry of a thousand phantoms... Now that we have all the Triforce Charts, warp to Tingle Island. Climb to the top of the tower and speak to Tingle. He will notice that you have Triforce Charts, and will be willing to decipher them for you... However, he asks for a lot of Rupees to get this done. He asks for 398 Rupees each chart in order to decipher them. That's a whole 3,184 Rupees! Hope you have enough! Once you have them all deciphered, talk to Ankle (the one in pink) to get 50 Rupees per new statue you collected. That's 100...and as a reward for collecting them all, you

get 500 more Rupees on the spot! Nice! That will help if you didn't have enough money for Tingle.

Now to salvage the treasures from your charts! Open up Treasure Chart #25 to find sunken treasure by Forsaken Fortress. Sail there and salvage it for a Silver Rupee. Open up Treasure Chart #8 next to find sunken treasure by Western Fairy Island. Sail there and salvage it for another Silver Rupee. Open Treasure Chart #14 to find sunken treasure by Tower of the Gods. Warp there and salvage it for a Silver Rupee. Open Chart #27 to find sunken treasure within Star Belt Archipelago. Salvage it for yet another Silver Rupee. Open Chart #28 to find sunken treasure by Needle Rock Isle. Salvage it for another Silver Rupee.

Now for the Triforce Charts. Open Chart #1 to find the shard by Greatfish Isle. Salvage it. Open Chart #2 to find it by Gale Isle, so salvage it. Open Chart #3 to find a shard by Stone Watcher Island. Open Chart #6 to find a shard by Southern Triangle Isle. Open Chart #4 to find a shard beside Outset Island. Open Chart #5 to find a shard by Cliff Plateau Isles. Open Chart #7 to find a shard by Seven-Star Isles. Finally, open Chart #8 to find a shard within Two-Eye Reef. Sweet Hylia, we can finally move on to the last part of the game! Sail or warp to Tower of the Gods and watch the scene as the Triforce of Courage chooses Link as the new Hero... But not the Hero of Time. Rather, this Link is the Hero of Winds. You will be allowed access back to Hyrule now, so do it.

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#### ITEM SUMMARY

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#### EQUIPMENT:

- Master Sword
- Mirror Shield
- Power Bracelets
- Pirate's Charm
- Hero's Charm

#### ITEMS:

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Boomerang
- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Iron Boots
- Magic Armor
- Bait Bag
- Hero's Bow
  - |- Fire Arrows
  - |- Ice Arrows
- Bombs
- Delivery Bag
- Hookshot
- Skull Hammer

#### WIND WAKER SONGS: (ALL!)

- Wind's Requiem
- Ballad of Gales
- Command Melody
- Earth God's Lyric

- Wind God's Aria
- Song of Passing

EMPTY BOTTLES: 4 (ALL!)

CHARTS: (ALL!)

- Ghost Ship Chart
- Tingle's Chart
- IN-credible Chart
- Octo Chart
- Great Fairy Chart
- Island Hearts Chart
- Sea Hearts Chart
- Secret Cave Chart
- Light Ring Chart
- Platform Chart
- Beedle's Chart
- Submarine Chart
- Triforce Chart 1 [X]
- Triforce Chart 2 [X]
- Triforce Chart 3 [X]
- Triforce Chart 4 [X]
- Triforce Chart 5 [X]
- Triforce Chart 6 [X]
- Triforce Chart 7 [X]
- Triforce Chart 8 [X]
- Treasure Chart 1 [X]
- Treasure Chart 2 [X]
- Treasure Chart 3 [X]
- Treasure Chart 4 [X]
- Treasure Chart 5 [X]
- Treasure Chart 6 [X]
- Treasure Chart 7 [X]
- Treasure Chart 8 [X]
- Treasure Chart 9 [X]
- Treasure Chart 10 [X]
- Treasure Chart 11 [X]
- Treasure Chart 12 [X]
- Treasure Chart 13 [X]
- Treasure Chart 14 [X]
- Treasure Chart 15 [X]
- Treasure Chart 16 [X]
- Treasure Chart 17 [X]
- Treasure Chart 18 [X]
- Treasure Chart 19 [X]
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- Treasure Chart 25 [X]
- Treasure Chart 26 [X]
- Treasure Chart 27 [X]
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- Treasure Chart 29 [X]
- Treasure Chart 30 [X]
- Treasure Chart 31 [X]
- Treasure Chart 32 [X]
- Treasure Chart 33 [X]
- Treasure Chart 34 [X]

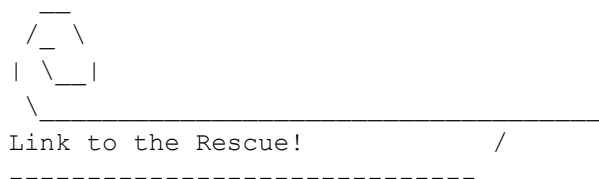
- Treasure Chart 35 [X]
- Treasure Chart 36 [X]
- Treasure Chart 37 [X]
- Treasure Chart 38 [X]
- Treasure Chart 39 [X]
- Treasure Chart 40 [X]
- Treasure Chart 41 [X]

UPGRADE ITEMS:

- Heart Pieces: 44 (ALL!)
- Great Fairy Upgrades: 8 (ALL!)
- Boss Heart Containers: 6 (ALL!)

Total Health: 20 Hearts (ALL!)

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Once back down in Hyrule, head inside the castle. Oh man...the Hero of Time statue is broken...Zelda? Go down to the basement! Oh phew, she's oka-what? Damn, it was a trap! You will have to fight two Mighty Darknuts! Once they're gone, you will be able to escape the castle! Once you exit the basement, Link will automatically move to the other exit of this castle, so take it. Once outside, walk cautiously until you see a magic barrier. Take out your sword, and strike the barrier to shatter it. Follow the path around Hyrule Field, battling various enemies, until you reach a gap where a bridge has been partially destroyed. Hookshot across and enter the cliff...

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Ganon's Tower

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Head forward and enter the big door. You will encounter a rather large room filled with lava, and many other doors. Walk to the center, and take the first door to your left after killing its guard Bokoblin. In this room, ignore the Grappling Hook handles up here. Look forward and note where the fire jets are. See the one at the very end? We need to get there. Shoot an Ice Arrow at the lava nearby to make a cooled lava platform appear. Keep making these platforms as you jump across them over to that fire jet, and create a platform on that lava jet when it's down and quickly jump to it. You will access the other side! Kill the Red Bubbles and enter the door to refight Gohma! Look at your items... wow, you're down to the items you had when you first fought Gohma! The way to defeat it is the same as last time. Once it's gone, you'll end up back in that central lava room. Take the upper left door next.

In this room, look left to find a windmill. Blow it with the Deku Leaf to bring a gondola to you. Blow yourself across, and jump onto the moving ledge when it's down. Blow the next windmill that's slightly hidden while the ledge is down, then glide to the gondola when the ledge is up. Blow yourself across, glide to the moving ledges, and get yourself onto the left one. When that ledge is up, glide the rest of the way. Restore your magic by killing the Peahats and slashing the nuts on the ground, and enter the door to refight Kalle Demos! Again, you have only the items you had when you first fought it, but the way to defeat it is the same. After its defeat, you'll be taken back to the central room.

Take the upper right door next. In this room, take some hearts from the pots,

and head through the hall, killing any ReDeads and Red Bubbles that hide in the walled coffins. Now for the next stretch. Climb up the ladder to find a light source and a switch that won't stay down. The switch allows our progress forward, so how do we keep it down? Well, let's find a Purple ChuChu. One of them is hiding in a walled coffin. Once you see it, go back to the light source and reflect light at it to solidify it. Go and pick it up, and place it in the light source for now. Go and eliminate any other enemies in the coffins, then go back to that stoned ChuChu and place it on the switch. Quickly run/roll across. Another switch! Find another Purple ChuChu in the walled coffins, and reflect light at them using the light source at the end. Take one down to the switch and hurry back. A Stalfos might appear, forcing you to try again, but whatever. Once you are successful, enter the door to refight Jalhalla! Again, same strategy.

Take the last door. In here, kill the Wizzrobe when you see it, and spring up using the Iron Boots, gliding across. Look around back here to find another spring. Spring up and glide right between the gusts of air blowing downward. Avoid the Blade Trap, and Hookshot up to the door. Enter it to refight Molgera. Same strategy. Now that all the bosses are redefeated, the door forward will crumble open. Enter. Go up the staircase, killing or ignoring the Miniblins that come, and enter the door. Huh, the music changed. Enter the right door. A cutscene will show that apparently the torches numbered is a clue.

Note that the structure with one torch lit is the second right, the one with two torches is the very left, the one with three torches is the very right, and the one with four torches is the second left. Exit the room, and take the door across from you. You will come to a similar room, with crystal switches instead of torches on the wall. Take out your Boomerang and target the second right first, then the very left one, then the very right, then finally the second left. If done correctly, a dark portal will appear, and the King of Red Lions will appear from the darkness. He says that if you have any need to return to the surface, just hop on him and cruise through that dark portal. You can take it if you want to, it takes you back to the Forsaken Fortress.

Either way, go back to that torch room. Fall down the pit that you see to end up in what I call the Maze of Terrors. You will have to go through it to the end while fighting Phantom Ganon. He has new attacks at his disposal: he can summon red energy that will disperse into many magic orbs towards your direction (counter with a spin attack), or split into four with one being the real one (spin attack does well here again). Basically, after fighting Phantom Ganon, he will leave his sword. Watch where it bounces. Where-ever its hilt points toward when it lands, that's the door you need to go through. With that said, you don't actually have to fight him in each room if you already know where to go. From where you start, go back into the door behind you, then left, forward, left, right, forward. Done correctly, you will be locked in and will have to fight him again. Same strategy, basically, but he'll be defeated in one hit. Doing so will make a chest appear. Open it for the LIGHT ARROWS! These arrows of light vanquish the darkness easily!

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| LIGHT ARROWS |
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Head through the door that opens to be transported to that room with the portal and that pit to the Maze of Terrors. Approach the brick wall and Phantom Ganon will appear again. He doesn't want to give up! Shoot a Light Arrow into him to kill him for good. Use the sword that he drops on the brick wall to destroy it. Head through.

The final stairwell. Since you have the formidable Light Arrows, just shoot them at any enemies you come across. They're an instant-kill weapon. Really nice. Head through the large door at the top. Watch the scene. Since it's one of the final scenes, I won't spoil it. Just...prepare for a battle afterwards.

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BOSS: Puppet Ganon

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Holy crap this thing's huge. This thing will attack by throwing its fists at you, and summoning Keese. Your first objective is to cut down its strings using the Boomerang. Each string takes two hits to cut. Once all the strings are cut, go behind its fallen body and shoot the blue orb on the end of its tail with a Light Arrow. Repeat three times and it will change shape.

Now it's a giant spider. It will attempt to land on you. Pan the camera as far out as it can get, and watch its reflection on the water. Avoid it when it comes down. If you didn't get hit, move to its tail and hit the blue orb with a Light Arrow. Repeat three more times for it to change shape yet again.

It transforms into a giant crawling worm, or Moldorm. Your objective is to actually slash its head to stun it, then go to its tail and shoot it with a Light Arrow. However, that's nearly impossible, so trust your aim and shoot a Light Arrow at the blue orb from afar to damage it. If you run out of magic, use a Green Potion or something, or kill the Morths that spawn. Four Light Arrows total will finish it off. Anthony Ruetz emailed me a tip about this part of the fight, in that you can set Bait down on the floor, and he will come over and eat it quickly. That should be enough to set up a shot. Thanks Anthony, that should make things easier!

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Ganondorf will take Princess Zelda up past the rafters. Get on the platform and climb the long rope. At the top, look around for something to Grapple to, and climb up to it. Keep climbing until you see a blue door. (Use the pots around here to refill some stuff.) Hookshot to it and open the door. Watch the next scene. Again, I won't spoil it. The final fight will begin.

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FINAL BOSS: Ganondorf

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Time for a fight with Ganondorf! He has two katanas with which he uses to attack and defend. He will block most of your sword strikes, so wait for Zelda to fire a Light Arrow at him. (Yep, you no longer have the Light Arrows.) This will stun him, so go up to him and slash him as much as you can. Repeat the process with Zelda stunning Ganondorf with Light Arrows and you slashing, until Ganondorf gets pissed and smacks Zelda unconscious. Time for a new tactic. Block his attacks until he does a jumping strike. Parry it to stun him and slash him as much as you can. Repeat until Zelda wakes up. She will attempt to shoot Light Arrows at him, but now he'll dodge them everytime. Get by Zelda and eventually she will tell you of a new tactic. (To speed it up, just L-Target her and talk to her.) She's going to shoot the arrows at you. Don't worry, she's not out of her mind. Face Ganondorf, and when you spot Zelda about to fire a Light Arrow, shield. The Mirror Shield will reflect the Light Arrow to Ganondorf, stunning him. Don't attack him here...wait until he attacks and parry.

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And that's that. Enjoy the ending. After the ending, credits, and epilogue scene, you will be asked if you want to save your file. If you agree, you will be able to play through the game a second time when you start the same file. This "New Game +" starts you off with the Deluxe Picto Box, translates all



spoken Hylian text, gives Link his pajama costume permanently (the Hero's Clothes in this second playthrough are "only visible to eyes that are worthy.") and gives Aryll a new costume. Plus, the treasures for the Treasure Charts are placed in different positions (still near their respective islands though) and the Treasure Charts are zoomed into the islands more, making it harder to figure out what the island is. Of course, that's only effective if you had a brainfart about the game and don't remember where the treasures are.

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#### ITEM SUMMARY

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#### EQUIPMENT:

- Master Sword
- Mirror Shield
- Power Bracelets
- Pirate's Charm
- Hero's Charm

#### ITEMS: (ALL!)

- Telescope
- Sail
- Wind Waker
- Grappling Hook
- Spoils Bag
- Boomerang
- Deku Leaf
- Tingle Tuner
- Deluxe Picto Box
- Iron Boots
- Magic Armor
- Bait Bag
- Hero's Bow
  - |- Fire Arrows
  - |- Ice Arrows
  - |- Light Arrows
- Bombs
- Delivery Bag
- Hookshot
- Skull Hammer

#### WIND WAKER SONGS: (ALL!)

- Wind's Requiem
- Ballad of Gales
- Command Melody
- Earth God's Lyric
- Wind God's Aria
- Song of Passing

#### EMPTY BOTTLES: 4 (ALL!)

#### CHARTS: (ALL!)

- Ghost Ship Chart
- Tingle's Chart
- IN-credible Chart
- Octo Chart
- Great Fairy Chart
- Island Hearts Chart
- Sea Hearts Chart
- Secret Cave Chart
- Light Ring Chart

- Platform Chart
- Beedle's Chart
- Submarine Chart
- Triforce Chart 1 [X]
- Triforce Chart 2 [X]
- Triforce Chart 3 [X]
- Triforce Chart 4 [X]
- Triforce Chart 5 [X]
- Triforce Chart 6 [X]
- Triforce Chart 7 [X]
- Triforce Chart 8 [X]
- Treasure Chart 1 [X]
- Treasure Chart 2 [X]
- Treasure Chart 3 [X]
- Treasure Chart 4 [X]
- Treasure Chart 5 [X]
- Treasure Chart 6 [X]
- Treasure Chart 7 [X]
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- Treasure Chart 40 [X]
- Treasure Chart 41 [X]

UPGRADE ITEMS:

- Heart Pieces: 44 (ALL!)
- Great Fairy Upgrades: 8 (ALL!)
- Boss Heart Containers: 6 (ALL!)

Total Health: 20 Hearts (ALL!)

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- [ ] - Get Heart Piece #6 from Treasure Chart #31, head towards Forbidden Woods.
- [ ] - Clear Forbidden Woods, getting all treasure chests, including two Treasure Charts. If you can use the Tingle Tuner, get the Tingle Statue here as well.
- [ ] - Get Heart Piece #7 from a letter, open up Nintendo Gallery if you haven't, and sail to your next destination.
- [ ] - Get Heart Piece #8 at Greatfish Isle, and sail to Windfall to get Bombs.
- [ ] - Explore the Great Sea starting at Star Island (left to right, down one, right to left, down one, left to right, etc.), getting all the Fishmen charts of the sectors (except for sector D5, as it's empty), and salvaging treasures with your charts, acquiring Heart Pieces #10 and #11. Stop at Outset Island.

(During your Great Sea trip, get as many Great Fairy upgrades from the Fairy Islands as possible, Treasure Chart from submarine by Northern Fairy Island, Treasure Chart from submarine by Crescent Moon Island, Heart Piece #9 at the same island, and an Empty Bottle from specialty Beedle Shop [Check the Beedle's Chart that you get in the mail].)

- [ ] - At Outset, get the Great Fairy upgrade, heal Grandma with a Fairy, and get Heart Piece #12 from Orca by hitting him enough times during sword training. Finally, go get Nayru's Pearl from Jabun.
- [ ] - Continue drawing out the Great Sea chart with the Fishmen, killing the Big Octo by Two-Eye Reef, and salvaging more treasures for Heart Pieces #13 and #14. Finish up by buying Heart Piece #15 and a Treasure Chart from the Beedle specialty shop.
- [ ] - Get Heart Piece #16 from the new Treasure Chart from Beedle's Shop.

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/ The Legacy Revived \ \_\_\_\_\_ - - - -  
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- [] - Get the Fishman chart at Tower of the Gods, and clear the Tower of the Gods dungeon, getting all treasure chests and two new Treasure Charts. If you can use the Tingle Tuner, get the Tingle Statue here as well.
- [] - Salvage the treasures from the new charts to end up with Heart Piece #17, and learn the Ballad of Gales.
- [] - Venture through Forsaken Fortress again, getting the Skull Hammer.
- [] - Get Fire & Ice Arrows through use of your newest song, then get the rest of the Great Fairy upgrades.
- [] - Get the Power Bracelets and Iron Boots from Fire Mountain and Ice Ring Isle respectively, making sure to get the Treasure Chart at Ice Ring Isle. Also make sure you have the IN-credible Chart from the mail.
- [] - Learn Hurricane Spin from Orca after gathering 10 Knight's Crests, then use the big pig to dig in dirt spots with bait to get Heart Piece #18.
- [] - Get the remaining items from Windfall's auction (new chart and Heart Piece #19), Empty Bottle by following the girl at night, Cabana Deed and

Hero's Charm from Mrs. Marie (need Joy Pendants), and Heart Piece #20 from planting Town Flowers all around Windfall.

- [] - Get a Treasure Chart from the rich guy (need Skull Necklaces), light up the lighthouse and get Heart Piece #21 and #22 as a result. (Talk to the nearby guy and open the chest that appears.)
- [] - Get Heart Piece #25 from helping the rich girl, then do the trading sequence with the Goron merchants to get Heart Piece #24 and the Magic Armor.
- [] - Salvage the treasures from your new charts to end up with Heart Piece #23.
- [] - Get Heart Piece #26 on the top of Headstone Island, and gain access to Earth Temple.
- [] - Clear Earth Temple, getting all treasure chests and two Treasure Charts. If you can use the Tingle Tuner, get the Tingle statue here too.
- [] - Gain access to Wind Temple, then clear it, getting all treasure chests and two Treasure Charts. If you can use the Tingle Tuner, get the Tingle Statue here too.
- [] - Salvage the treasures from your new charts to end up with Heart Pieces #27 and #29, then get some Forest Water and water all the wilted Korok trees on the islands throughout Great Sea to get Heart Piece #28.

\ _____ /
/ _____ \

/ Ganon's Defeat Once Again \ _____ _ _ _ _

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- [ ] - Get the Ghost Ship Chart in Diamond Steppe Island, then salvage the different charts from the Treasure Charts you get at the "\_\_\_\_-Eye Reef" islands.
- [ ] - Get Heart Piece #30 from Star Island.
- [ ] - Get Heart Piece #31 and a Treasure Chart from the Seven-Star Isles region.
- [ ] - Get a Triforce Chart at Overlook Island.
- [ ] - Get Heart Piece #32 by winning the Flight Control Platform game.
- [ ] - Grab Heart Piece #33 by helping the guard with Golden Feathers.
- [ ] - Explore Pawprint Isle to find two Secret Caves. One of them contains Heart Piece #34.
- [ ] - Get Heart Piece #35 and a Treasure Chart at Spectacle Island.
- [ ] - Grab a Treasure Chart and Heart Piece #36 from the Rock Spire Isle region.
- [ ] - Get Heart Piece #37 from the Tingle Island region.
- [ ] - Find and kill the Big Octo at Fire Mountain for a Rupee prize, and get Heart Piece #38 hidden in the Six-Eye Reef region.



and you can't find any hearts for recovery. The only way you can recover is from recovery items or Heart Piece refills. If you feel like daring yourself, give it a go! This does not replace the original 2nd quest, where you can play in Link's pajamas, have Nintendo Gallery progress saved, and be able to read Hylian text.

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After watching the opening cutscenes and getting your first equippable item, there's a number of things I'd love to point out, which basically just show off what the Gamepad offers from the get-go.

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- Real-time management and Off-TV Play!

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Playing with the Gamepad and TV together, the game's pause screen is now completely on the Gamepad, allowing for real-time inventory management and checking your quest status. You can also go to your options here! Two options have been added, being able to use the Gyroscope aiming features (turn it on or off, it's on by default), and changing to remove your UI display so that only your heart count/magic meter is displayed. On top of that, aiming and camera controls are added to let you reverse the left/right controls. To play on the Gamepad only, simply press the "-" button, and it will switch! This Off-TV Play mode frees up the use of the TV, but you won't have the real-time inventory management.

A couple other things you may notice as well, but the text speed has been increased at a noticeable rate, and loading times have been reduced. So...going to get the sword, Orca also makes the tutorial easier and less annoying--he doesn't punish you instantly for messing up. Yeah...not too big a change... jump cut to the forest area, saving Tetra!

- You're richer at start! ...Also loot!

~~~~~

Yep. The starting wallet lets you carry 500 Rupees instead of 200. As for loot dropped from enemies...the orbs that appear sometimes? They always drop at least one of the enemy's given loot items, such as Moblins for Skull Necklaces. So yeah, it's now the luck in getting those is reduced! Items in general also take longer to disappear.

-----  
While you're battling, you may notice your thrust attacks are a lot more useful now...yep, you can now hit enemies multiple times with one thrust. Allows for a much quicker finisher! So with that, jump to the pirate ship...and you will notice that you can change your direction while swinging on a rope! No longer have to stop swinging before changing direction, thank goodness. Jumping to Windfall Island...

-----  
- First-Person Adventure!

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Yeah...you heard it right. Click the right stick and you will go into first-person mode. You can walk around, look around, use weapons...basically do anything except the auto-jump. Quite an interesting experience! And fun fact, Ocarina of Time was originally going to be a first-person game, so this is the closest to 3D Zelda's original concept.

So, after getting the sail, you may notice there's a few changes.

- Tingle's now more important!

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...What. But uh, anyway, rescuing Tingle is now part of the main quest. This time, you can't get the Sail from Zunari until you rescue him. That said, you also can't seem to get through the Triforce Quest until you get the Picto Box.

Also, instead of getting the Tingle Tuner this time, you get the Tingle Bottle! With this, you can write messages, put them in the bottle, and send them off... to Miiverse! You can "attach" Pictographs with these messages using your Picto Box...speaking of...

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- Hello upgraded Picto Box!

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They really upgraded the Picto Box this time around! You can now take up to 12 Pictographs at a time, and can send/receive these Pictographs over Miiverse using the Tingle Bottle. This can help other people with the Nintendo Gallery as well as just taking any kind of snapshots (cutscene snapshots can be taken through the Home menu and going to Miiverse to make a post).

You can also take selfies! Press X while in snapshot-taking mode and you can take a picture with Link in the image. Press any of the directions on the left control stick, D-Pad, clicking the left stick, or ZL and he'll make different facial expressions.

Finally, regarding the Nintendo Gallery...the Picto Box is automatically upgraded to the Deluxe Picto Box after clearing Lenzo's little quest. So what happens with the Forest Firefly? Well, it's still around, but if you give Lenzo the Firefly, he just gives you a Joy Pendant. Also, now when you take a pictograph, you immediately get a rating. That way you don't have to travel to the Nintendo Gallery only to find out your pictograph isn't good enough. On top of that, you can submit multiple pictographs in one visit. No need to play the Song of Passing twice for every single successful pictograph anymore! Just send your pictographs and get multiple figurines instead of one at a time.

So yeah...with all that said and done, I bet you're anxious to see how the most major part of the game has been changed, right? Well...take a look at...

- Sailing...Oh I love You more today than yesterday

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But not as much as tomorrow! Um, anyway. Yeah, they've done a lot of touch-ups to make sailing a lot more enjoyable. For one, you never have to equip the sail separately, or the bombs, or the Grappling Hook for the salvager, or heck, even the Wind Waker! While on the boat, the sail is always set on the A button, and the other features are always set on the D-Pad directions! So much more convenient! And the Wind Waker can still be accessed without equipping it outside the boat by pressing up on the D-Pad.

For salvaging treasure, it's now been made around 4x faster. So pretty much that already saves a few seconds every time you salvage something. When using the cannon, a tracker showing where the bomb will fly and impact has been added, making aiming a lot easier. Enemies killed at sea will no longer drop enemy orbs but will instead toss their loot right at you, assuming you're staying still. Drifting with the boat is also a lot faster now. With that said, you can't set sail when next to an NPC considering the A button's taken up by



the sail, so you'll have to drift away first. Finally, only major impacts can knock you off the boat, it doesn't happen every time you take damage.

And for the biggest added feature...the Swift Sail item! This can be gotten at the auction in Windfall Island as soon as the auction is available. Just keep trying and you'll see it (you may have to get past a Joy Pendant or two). With this item, you can switch between the normal sail and Swift Sail at any time with the press of A. With this, your sailing speed is dramatically increased, and the wind will always be at your back...no need to change the wind direction.

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So sail over to Dragon Roost Island for the major item...Wind Waker. And even that one's had some changes!

-----  
- Wind Waker's quicker to use

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Considering the fact that you re-use the same song multiple times in this game, they now made it so that if you play a Wind Waker song again after playing it before, it skips the "confirmation scene" for playing it. That, and the Wind Waker doesn't start playing until you move it around. Finally, changing the wind direction...you now have to rotate the control stick instead of pointing directly to the direction you want. Of course, if you're using the Gamepad, you can use the touch screen to point directly to where you want, so that's not that big a deal...unless you're using the Pro Controller of course.

Plus...

- Use your Map in real-time!

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When playing with the Gamepad, not only can you access your inventory at any time, but you can also access your map as well. While at sea or outside, you can look at any point in the Great Sea, zoom in, review hints from the Fishmen that you fed, and even look at your collected charts! This makes salvaging treasure so much less tedious. No longer will you have to pause constantly to figure out if you're directly over the treasure now. This also works in dungeons as well! Instantly figure out where you're at in a dungeon, no need to pause...again.

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With that said, walk into your first dungeon and I'll talk about something else regarding Tingle...

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- Tingle Statues? They're still around.

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But...the Tingle Tuner is gone, right? Well, yes it is. But the hidden Tingle Statues in each dungeon are still around. They just appear by using regular Bombs, instead of the Tingle Bombs. And collecting them all makes Knuckle appear at Tingle Island, and he's been changed to be a necessary figurine in order to complete the Nintendo Gallery in this version. However...there's no added hints in-game whatsoever about the existence of these statues...so you'll have to look them up online...like in this guide!

Just a few more additions or changes that I feel need to be brought up before another one of the major ones...such as, the cutscene for the Grappling Hook

animation is a lot faster, there's a landing icon when gliding with the Deku Leaf now, and Forest Water now lasts for 30 minutes instead of 20. Plus, the Magic Armor now expends Rupees instead of magic. Thankfully, it's not like Twilight Princess's version of the item. Instead, it only expends Rupees when you get hit, and when you run out of Rupees, your movement isn't slowed...it just goes away. So what's the next major change? Well, let's skip ahead...a lot. Like, to that infamous little fetch-quest at the end of the game, hm?

- Triforce Shards? Not my problem!

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Oh don't get me wrong, you still have to get all eight pieces. But...five of those shards can now be gotten right where you'd originally get the charts for them! Yep! That saves quite a bit of mandatory exploration in search of random Rupees. Where are these locations? I'll list them.

- Overlook Island
- Stone Watcher Island
- Private Oasis
- Outset Island
- Ghost Ship

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But what about the sectors that would otherwise not have salvaged treasure in them? Well...

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- New Treasure Charts!

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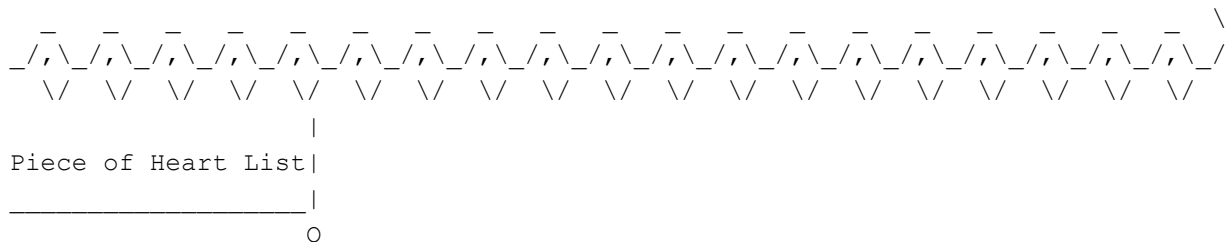
Yep, so that the Great Sea can have one treasure salvaged per sector, the HD version added five new treasure charts to replace the removed Triforce Charts. These would either add new treasure amounts or replace other rewards you would've gotten. To get these charts, go to these islands...

- Windfall Island: Talk to the sailor near the bomb shop, then give him three Skull Necklaces. Play his game by retrieving all three of his pet pigs and you will get this chart! This leads to an Orange Rupee by Gale Isle.
- Horseshoe Island: Southeast of the actual island are some Platforms. Climb up the eastern one, step on the switch, then get on the western one to open the chest that appeared for this chart! This leads to an Orange Rupee by Outset Island.
- Star Belt Archipelago: On the east side of this sector is a Platform. Climb it and open the chest for this chart! This leads to an Orange Rupee by Southern Triangle Island.
- Windfall Island...Again: After getting the Cabana Deed from Mrs. Marie, give her another 40 Joy Pendants. Instead of getting the Hero's Charm, you get this new chart. So where's the Hero's Charm? It's at the bottom of the Savage Labyrinth, where a Piece of Heart used to be. This leads to a Silver Rupee by Seven-Star Isles. So where's the missing Piece of Heart...?
- Pawprint Isle: Know about the Secret Cave where you'd normally get a Silver Rupee after defeating all the enemy hordes spawned by Wizzrobes? Well, a Treasure Chart is here instead. This leads to that Piece of Heart mentioned earlier, over at Two-Eye Reef.

And that's it! With all those changes, the game is made much more convenient.

I guarantee you, after playing the HD version you'll likely never want to go back to the original one. Some people may not like the added lighting effects (and in some lighting instances, characters look like clay), but the added conveniences make this game more enjoyable to play, especially getting 100%. Nintendo Gallery is definitely not as terrible to complete as it used to be~~!

But, whether you played this first on the original version or the HD version on Wii U, it's still a great game all the same. I hope you enjoy it!



This will list every Piece of Heart in the game, in the order that the walkthrough collects them in for easier reading. Each Piece of Heart will first list the location by grid number (see walkthrough preface for details) then the exact location, then list the items needed before telling how to get it. Each Piece of Heart will have a checkmark box for if you decide to print this out, keeping easy track of the ones you've gotten.

Piece of Heart #1: []

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Location: G1, Forsaken Fortress

Equipment Needed: Nothing

How to get: In the first floor of the Forsaken Fortress, sneak to the lower left room shown on the map and find the switch behind some barrels. Step on it to open the cell, and open the chest inside for this Piece.

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Piece of Heart #2: [ ]

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Location: F4, Windfall Island

Equipment Needed: Nothing

How to get: Talk to the leader of the Killer Bees, then talk to Mrs. Marie, the teacher of the school at Windfall Island until you can talk more about stuff. She will mention that the Killer Bees give her a headache, and wants you to talk some sense into them. Agree, then talk to the leader of the Killer Bees to get challenged to a hide and seek game. Find them all to get this.

Piece of Heart #3: []

~~~~~

Location: F4, Windfall Island

Equipment Needed: A lot of Rupees

How to get: Win the Sinking Ships game in the lighthouse of Windfall Island (it has a windmill on it) to get this.

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Piece of Heart #4: [ ]

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Location: F6, Dragon Roost Island

Equipment Needed: Nothing

How to get: In the Rito village, find the mail sorter and agree to help him sort some mail. Beat his first goal, then on the second try, get a score of 25 letters or more, then return. A new guy is there. Get a score of 25 letters or more again, and he will give you a letter. Put this in a Postbox and wait a day. On any island's Postbox, you will get a letter back with this Piece of Heart inside.

Piece of Heart #5: []

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Location: F4, Windfall Island

Equipment Needed: Deluxe Picto Box, Song of Passing (if you're impatient)

How to get: There are two people in Windfall who love each other, but neither of them has spoken about their true feelings towards one another. Time to fix that! The two subjects are the guy that walks around all the time that is not in overalls, and the gal in orange that stands by the lighthouse windmill. Talk to them both and take a color picture of the gal. Show it to the guy and after talking to him a bit, he will finally take up the courage to ask her out on a date. Wait until the next day, and head into the milk bar to find them on their date. Talk to the gal to get this Piece.

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Piece of Heart #6: [ ]

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Location: B6, Forest Haven

Equipment Needed: Treasure Chart 31, Grappling Hook

How to get: Collect Treasure Chart 31 (see the charts section) to reveal a light ring depicting sunken treasure just by the Forest Haven. Sail there and salvage it with the Grappling Hook to get this.

Piece of Heart #7: []

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Location: Any postbox

Equipment Needed: None, but Kalle Demos has to be defeated

How to get: Defeat Kalle Demos, the boss of the Forbidden Woods, and you may get a letter from Prince Komali with this Piece attached to it.

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Piece of Heart #8: [ ]

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Location: D2, Greatfish Isle

Equipment Needed: Deku Leaf, Wind's Requiem (maybe)

How to get: Go to the larger southeast piece of the island and climb to the top to see a Korok and a withered tree. Look northwest to see two pieces of island connected by a beach. Looking with the Telescope just right of that, you can vaguely see an alcove inside a larger island piece. Make sure the wind is blowing northwest, and glide over there with the Deku Leaf. Open the chest for this Piece of Heart.

Piece of Heart #9: []

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Location: G5, Crescent Moon Island

Equipment Needed: Treasure Chart 11, Grappling Hook

How to get: Once you get Treasure Chart 11, open it up to find sunken treasure just northeast of the island. Salvage it to find this.

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Piece of Heart #10: [ ]

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Location: D1, Three-Eye Reef

Equipment Needed: Treasure Chart 38, Grappling Hook

How to get: Once you get Treasure Chart 38, open it up to find sunken treasure within Three-Eye Reef. Salvage it to find this.

Piece of Heart #11: []

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Location: B1, Diamond Steppe Island

Equipment Needed: Treasure Chart 23, Grappling Hook

How to get: Once you get Treasure Chart 23, open it up to find sunken treasure just south of Diamond Steppe Island. Salvage it to find this.

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Piece of Heart #12: [ ]

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Location: A2, Outset Island

Equipment Needed: Patience

How to get: On your revisit to Outset Island, agree to sword train with Orca. Land 500 hits on him before he lands 3 on you to get this. Tips are, be conservative with your strikes. Do a string of attacks then block his attack. Repeat. Whenever he blocks, he'll counter-attack, so block immediately.

Piece of Heart #13: []

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Location: A5, Angular Isles

Equipment Needed: Treasure Chart 15, Grappling Hook

How to get: Once you get Treasure Chart 15, open it up to find sunken treasure just north of the Angular Isles. Salvage it to find this.

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Piece of Heart #14: [ ]

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Location: A7, Five-Star Isles

Equipment Needed: Treasure Chart 33, Grappling Hook (a projectile weapon other than Boomerang might be recommended)

How to get: Once you get Treasure Chart 33, open it up to find sunken treasure just south of the Five-Star Isles. Salvage it to find this. Kargarocs may make this near impossible to do, so use either cannon fire or arrows to kill them first.

Piece of Heart #15: []

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Location: E2, Rock Spire Isle

Equipment Needed: Lots of Rupees

How to get: Buy this Piece of Heart from the specialty Beedle shop for 950

Rupees.

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Piece of Heart #16: [ ]

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Location: B4, Southern Fairy Island

Equipment Needed: Treasure Chart 4, Grappling Hook

How to get: Once you get Treasure Chart 4, open it up to find sunken treasure just southwest of Southern Fairy Island. Salvage it to find this.

Piece of Heart #17: []

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Location: F5, Pawprint Isle

Equipment Needed: Treasure Chart 30, Grappling Hook

How to get: Once you get Treasure Chart 30, open it up to find sunken treasure just north of Pawprint Isle. Salvage it to find this.

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Piece of Heart #18: [ ]

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Location: A2, Outset Island

Equipment Needed: Power Bracelets, All-Purpose Bait

How to get: Go to the pig pen up by a house built onto the west mountain to find a giant black pig. Carry him to the east island and place him near the patches of black dirt. Throw some All-Purpose Bait onto them and the pig will dig into the dirt, revealing this Piece.

Piece of Heart #19: []

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Location: F4, Windfall Island

Equipment Needed: Lots of Rupees

How to get: Simply buy this at the auction during the night.

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Piece of Heart #20: [ ]

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Location: F4, Windfall Island

Equipment Needed: Lots of Rupees, Delivery Bag

How to get: Talk to Mrs. Marie, the schoolteacher, about volunteering for the Joyous Association. It's about decorating the town with flowers and stuff. Then talk to the guy who always sits out on the seaside view bench by Zunari's. Buy Town Flowers from Zunari and place them on every metal planter throughout the town. There are not only ones outside, but ones inside and on stone overpasses. You can only carry three Town Flowers at a time. Once done, talk to that guy on the bench again and he will give you this Piece. You can't do this on your first visit to Windfall. I'm not sure, but you can probably do it with Zunari's other items if you've been doing the trading sidequest.

Piece of Heart #21: []

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Location: F4, Windfall Island

Equipment Needed: Fire Arrow

How to get: Beside the lighthouse is a ladder accessed by a grassy ledge. Make sure the wind is blowing north (Wind's Requiem) and climb up the ladder to find a switch. Press it and the windmill will activate. Make sure it's night, (Song of Passing) and climb the lighthouse. Jump onto one of the seats on the windmill, and shoot a fire arrow into the center of the lighthouse beacon to light it. Talk to the guy with the yellow cap that's up here and he will reward you with this.

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Piece of Heart #22: [ ]

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Location: F4, Windfall Island

Equipment Needed: Deku Leaf

How to get: As you got the above Heart Piece, you may have noticed that a treasure chest has spawned on a small island by Windfall Island. Move to the Bomb Shop, and change the wind direction to blow southward. Glide over there with the Deku Leaf and open the chest for this Piece.

Piece of Heart #23: []

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Location: E2, Rock Spire Isle

Equipment Needed: Treasure Chart 2, Grappling Hook

How to get: Once you have Treasure Chart 2, open it to find sunken treasure near Rock Spire Isle. Salvage it for this piece.

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Piece of Heart #24: [ ]

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Location: D2, Greatfish Isle

Equipment Needed: 570 Rupees

How to get: Complete the lengthy Island Trading Quest to get the Shop Guru Statue, then give it to the Wandering Merchant on Greatfish Isle for this. For tips on this, check the "Items" section, then under "Bag Items."

Piece of Heart #25: []

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Location: F4, Windfall Island

Equipment Needed: Nothing

How to get: After the second visit to Forsaken Fortress, visit the rich house on the second floor and talk to Maggie to get her letter to Moe, her love. Mail it by putting it in a Postbox, then wait a day. Return to the rich house to see the Postman get kicked out by Maggie's father. Find the Postman at the Milk Bar and agree to help him to get Moe's Letter. Hand-deliver it to Maggie to get this.

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Piece of Heart #26: [ ]

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Location: A3, Headstone Island

Equipment Needed: Hyoui Pear

How to get: Once on the island, use a Hyoui Pear to take control of a seagull. Fly up to the top of the mountain to find this Piece. Fly into it then press

R to switch back to Link and collect it.

Piece of Heart #27: []

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Location: C6, Bomb Island

Equipment Needed: Treasure Chart 20, Grappling Hook

How to get: Once you acquire Treasure Chart 20, open it to find sunken treasure by Bomb Island. Salvage it to get this.

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Piece of Heart #28: [ ]

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Location: Any island

Equipment Needed: Empty Bottle

How to get: Visit Forest Haven and get some Forest Water inside, then go to these islands to water the withered Korok trees: Cliff Plateau Isles, Private Oasis, Shark Island, Needle Rock Isle, Greatfish Isle, Mother & Child Isles, Star Island, Eastern Fairy Island. This must be done in 20 minutes before the Forest Water loses its freshness.

Piece of Heart #29: []

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Location: D7, Thorned Fairy Island

Equipment Needed: Treasure Chart 5, Grappling Hook

How to get: Once you acquire Treasure Chart 5, open it to find sunken treasure by Thorned Fairy Island. Salvage it to get this.

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Piece of Heart #30: [ ]

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Location: G2, Star Island

Equipment Needed: Bombs

How to get: Find the Secret Cave under a boulder on the island and drop down into it. Inside, defeat all the enemies for this as a treasure chest prize.

Piece of Heart #31: []

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Location: G6, Seven-Star Isles

Equipment Needed: Bombs, Grappling Hook

How to get: Find the 12-eyed Big Octo (southwest of the isles) and kill it to reveal a light ring. Cruise to the ring and salvage the treasure with the Grappling Hook to get this.

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Piece of Heart #32: [ ]

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Location: F7, Flight Control Platform

Equipment Needed: Deku Leaf, Upgraded Magic Meter/Tingle Tuner w/ Green Ting

How to get: Pay 10 Rupees and fly to the very end to beat the current record. The wind needs to be blowing to the northwest, and you need to catch updrafts, but don't go out of your way to get to them. When your magic meter runs out,

perform a jump strike to gain a little more distance. It's not much, but when you're so close, every little bit helps.

Piece of Heart #33: []

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Location: F6, Dragon Roost Island

Equipment Needed: Golden Feathers

How to get: In the Rito village, talk to the guard beside the door to the Chieftain's room, and he will mention about his girlfriend wanting some Golden Feathers. Give him 20 and he will mail them to his girlfriend, as well as give you an Orange Rupee. Later, you'll get a letter in the Postbox from that Rito's girlfriend, thanking you with this Piece.

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Piece of Heart #34: [ ]

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Location: F5, Pawprint Isle

Equipment Needed: Nothing

How to get: Crawl into the white-and-blue dome to find a Secret Cave. Fall in, go forward, then take a right. Open the chest at the end for this Piece.

Piece of Heart #35: []

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Location: F3, Spectacle Island

Equipment Needed: Lots of Rupees

How to get: Climb the building on Spectacle Island to find Salvatore. He hosts a Barrel Shoot game here, and the objective is to shoot down all five barrels using ten shots to win. Each game takes 50 Rupees to play.

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Piece of Heart #36: [ ]

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Location: E2, Rock Spire Isle

Equipment Needed: Bombs, Grappling Hook

How to get: South of the island are two Battleships. Each drop sunken treasure as depicted by light rings when they are downed. One of the treasures is this Piece. (The other is an Orange Rupee.)

Piece of Heart #37: []

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Location: E3, Tingle Island

Equipment Needed: Bombs, Grappling Hook

How to get: North of the island is a 12-eyed Big Octo. Kill it to reveal a light ring. Salvage the treasure with the Grappling Hook for this Piece.

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Piece of Heart #38: [ ]

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Location: D4, Six-Eye Reef

Equipment Needed: Nothing

How to get: Southwest of the reef is a submarine surrounded by three rafts.

Enter the submarine and kill all of the Moblins to make a ladder drop down.
Climb it and open the chest for this.

Piece of Heart #39: []

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Location: C1, Needle Rock Isle

Equipment Needed: Hyoui Pears (multiples in case the Kargarocs mess you up)

How to get: While on the isle, take out a Hyoui Pear to take control of a seagull. Fly up to the top of the "needle rock" while avoiding the Kargarocs to find a crystal switch. Fly into it to activate it, thus lowering the fires around the chest on the south side of the island. Go and open the chest as Link to get this piece.

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Piece of Heart #40: [ ]

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Location: C3, Stone Watcher Island

Equipment Needed: Bombs

How to get: East of the island is a watchtower. Sail there and eliminate all the cannons on the watchtower using bombs to make a second chest appear on the watchtower. Climb the tower and open that new chest for this Piece. (The other chest just contains a Red Rupee.)

Piece of Heart #41: []

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Location: C6, Bomb Island

Equipment Needed: Bombs

How to get: Blow open the largest boulder on the island to reveal a Secret Cave. Head inside, place a stunned Magtail on the switch and enter the next room. Take the left path and press the switch to open up the other path. Go through that, and throw stunned Magtails into the fires to press hidden switches and lower them. Doing so will lower the fire around a chest. Open it for this Piece.

-----  
Piece of Heart #42: [ ]

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Location: A2, Outset Island

Equipment Needed: Deku Leaf, Power Bracelets

How to get: Use the Deku Leaf to glide from the top of the east mountain to a high ledge on the west mountain, where a giant boulder is. Lift it and throw it with the Power Bracelets and enter the Secret Cave to start the Savage Labyrinth, a mini-dungeon where you fight enemies constantly. Clear all 51 rooms to get this Piece as a reward. In the HD Version of this game, you get the Hero's Charm instead, leaving this to be the treasure found from Treasure Chart #46 at Pawprint Isle.

Piece of Heart #43: []

~~~~~

Location: A5, Angular Isles

Equipment Needed: Nothing

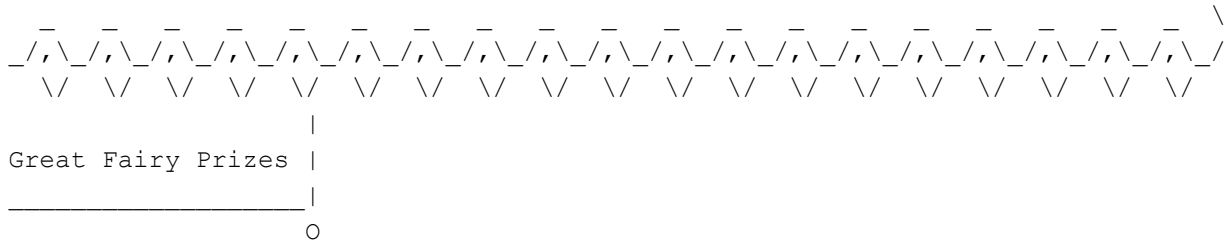
How to get: On the larger island, simply climb it by pushing/pulling the

differently-colored blocks. At the top is this piece as your prize.

-----  
Piece of Heart #44: [ ]  
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Location: A7, Five-Star Isles  
Equipment Needed: Nothing

How to get: South of the island and a bit east is a submarine surrounded by rafts. Enter the submarine and kill all the Bokoblins. Climb the ladder and open the chest to grab this.



Like Ocarina of Time and Majora's Mask before this game, Wind Waker has Great Fairies scattered around the "overworld" that, when encountered, upgrade Link. This time however, they don't all give you magic upgrades. Rather, they replace the minigames that gave you weapon upgrades, like being able to carry more arrows, bombs, and Rupees. This will detail each Great Fairy in the order they are available to you, and list the location by grid number then exact location, then the requirements to reach that Great Fairy. Checkmark boxes are also beside each one to keep track of which ones you've visited.

-----  
Great Fairy #1 [ ]  
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Where to find: G3, Northern Fairy Island  
Requirements: Nothing, you just walk right in.  
Prize: Wallet upgrade, allows you to carry up to 1000 Rupees.

-----  
Great Fairy #2 [ ]  
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Where to find: E5, Eastern Fairy Island  
Requirements: Bombs, blow up the boulder blocking the entrance.  
Prize: Bomb upgrade, allows you to carry up to 60 Bombs.

-----  
Great Fairy #3 [ ]  
????????????????

Where to find: B4, Southern Fairy Island  
Requirements: Bombs, blow up the boards blocking the entrance.  
Prize: Bomb upgrade, allows you to carry up to 99 Bombs.

-----  
Great Fairy #4 [ ]  
????????????????

Where to find: A2, Outset Island  
Requirements: Bombs, blow up the boulder in the forest where you found Tetra.  
Prize: Wallet upgrade, allows you to carry up to 5000 Rupees.

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Great Fairy #5 [ ]  
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Where to find: A4, Two-Eye Reef



Gotten: After freeing Tingle from jail in Windfall Island, he gives you this along with the Tingle Tuner.

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IN-credible Chart [ ]

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Description: A chart from Tingle that seems a little more professionally drawn... This chart helps you find all the Triforce Charts in the game, and marks off the ones that you've gotten already. Pretty convenient.

Gotten: After the second visit to Forsaken Fortress, you will eventually get a letter from Tingle that contains this chart. You will have to pay a hefty 201 Rupees to get it though.

Octo Chart []

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Description: A chart that not only tells you where all the Big Octos are in the Great Sea, but also notes their difficulty. (Difficulty = number of eyes to bomb)

Gotten: Salvaged up with Treasure Chart #26, by Northern Triangle Isle.

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Great Fairy Chart [ ]

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Description: A chart that tells you where the Great Fairies and the Fairy Queen are located, for various upgrades.

Gotten: Salvaged up with Treasure Chart #41, in Four-Eye Reef.

Island Hearts Chart []

~~~~~

Description: A chart that tells you how many Heart Pieces can be found on the islands. It doesn't tell you how to get them though!

Gotten: Salvaged up with Treasure Chart #19, by Flight Control Platform.

-----  
Sea Hearts Chart [ ]

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Description: A chart that tells you where the Treasure Charts that lead you to Heart Pieces in the sea that have to be salvaged are.

Gotten: Salvaged up with Treasure Chart #32, by Boating Course.

Secret Cave Chart []

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Description: A chart that details where Secret Caves are found on each island.

Gotten: Salvaged up with Treasure Chart #13, by Overlook Island.

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Light Ring Chart [ ]

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Description: A chart that details where light rings that appear only during the full moon are located.

Gotten: Salvaged up with Treasure Chart #21, in Cyclops Reef.

Platform Chart []

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Description: A chart that details where all the skull platforms (watchtowers) are throughout the Great Sea, and how many there are in each sector.

Gotten: Find the submarine in the Flight Control Platform square and head inside. Press the switch to start an enemy fight. Kill them all (using Arrows on the Wizzrobes is recommended) and climb up the ladder that appears to get this.

-----  
Beedle's Chart [ ]

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Description: A chart that shows the locations of all the Beedle Shop ships. When a part of the Great Sea grid has Beedle's head drawn on it, that's where one of his Shop ships are located. One Beedle head wears a helmet...this one sells rare items at expensive prices.

Gotten: Continue the game as normal until you get the Bombs. Eventually, you will get a letter from Beedle in one of the island's Postboxes containing this chart.

Submarine Chart []

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Description: A chart that shows the locations of all submarines. A bit handy...

Gotten: At the Boating Course, get to the highest point of the south island, and glide to the north island using the Deku Leaf with the help of the wind, and fall down the cave. Inside, hit all the crystal switches in quick succession using the Boomerang amidst the rain of Miniblins, and a chest will appear containing this chart.



Triforce Charts /

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Triforce Charts are charts that help you locate the eight Triforce of Courage shards, needed to progress to the final area. However, once you get the charts, you can't read them. To decipher them, you'll have to take them to Tingle at Tingle Island to get them deciphered at a hefty price. Be sure to be packed to the brim with Rupees with your biggest wallet upgrade (5000 Rupees) before getting them deciphered...

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Triforce Chart #1: [ ]

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Location: C2, Islet of Steel

Equipment Needed: Bombs

How to get: Surrounding the island base are Battleships. Down them with cannon bombs to get them out of the way, and enter the base. Inside is a special platform. Climb it and play the Wind's Requiem on the blue marking to get this as a treasure chest prize.

Triforce Shard location: D2, Greatfish Isle

Triforce Chart #2: []

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Location: C5, Private Oasis

Equipment Needed: Cabana Deed, Skull Hammer, Grappling Hook

How to get: Enter the cabana by providing the Cabana Deed (gotten from Mrs. Marie at Windfall Island) to the door. Hang from the handle on the ceiling using the Grappling Hook to douse the fire at the fireplace, and go down the hole there. Explore the sewer maze until you find a blue marking on the floor. Play the Wind's Requiem on it to get this as a treasure chest prize.

Triforce Shard location: G4, Gale Isle

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Triforce Chart #3: [ ]

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Location: C7, Bird's Peak Rock

Equipment Needed: Hyoui Pear (Hero's Bow is recommended)

How to get: First, if you can, sail around the island and snipe down all the Kargarocs. Next, use a Hyoui Pear to take control of a seagull. Have the seagull ram into each crystal switch on top of each peak to open a gate on the smaller island. Get there and drop down the Secret Cave that was behind the gate. Inside, approach the pedestal, play the Wind's Requiem on the blue marking, and open the chest for this.

Triforce Shard location: C3, Stone Watcher Island

Triforce Chart #4: []

~~~~~

Location: Any sector

Equipment Needed: Nothing

How to get: This one involves the Ghost Ship murmured by many people who are scared of just its presence...The Ghost Ship appears in various places of the Great Sea depending on the shape of the moon at night. The weird thing is, if you approach it, you black out and appear somewhere else. Only if you have the Ghost Ship Chart can you enter. Once you find the Ghost Ship, sail into it to enter it. Inside, kill all the enemies (most importance are the Poes and the Wizzrobe) and the way to the Chart will be revealed.

Triforce Shard location: A2, Outset Island

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Triforce Chart #5: [ ]

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Location: A3, Needle Rock Isle

Equipment Needed: Bombs, Sail, Grappling Hook

How to get: Northwest of the island are three Battleships. One of them is plated with gold. Destroy that one with cannon fire (might as well destroy the other ones too) to make a light ring appear in its sunken remains. Salvage the treasure in the light ring to get this.

Triforce Shard location: B7, Cliff Plateau Isles

Triforce Chart #6: []

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Location: A2, Outset Island

Equipment Needed: Deku Leaf, Power Bracelets

How to get: Use the Deku Leaf to glide from the top of the east mountain to a high ledge on the west mountain, where a giant boulder is. Lift it and throw it with the Power Bracelets and enter the Secret Cave to start the Savage Labyrinth, a mini-dungeon where you fight enemies constantly. After thirty rooms, you'll find a blue marking in a resting room. Play the Wind's Requiem on that to make a chest appear. Open it for this. You can choose to exit now or continue down the rest of the way for another prize.

Triforce Shard location: C4, Southern Triangle Island

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Triforce Chart #7: [ ]

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Location: C3, Stone Watcher Island

Equipment Needed: Power Bracelets

How to get: Lift and throw the giant boulder at the top of the island to find a Secret Cave. Drop down. Inside, defeat all the enemies in each room to open up a door in the central room. Enter that, and play the Wind's Requiem on the blue marking to get this as a treasure chest prize.

Triforce Shard location: G6, Seven-Star Isles

Triforce Chart #8: []

~~~~~

Location: G7, Overlook Island

Equipment Needed: Hookshot

How to get: You need the Hookshot in order to get onto Overlook Island. Hookshot along the pillars until you see a Secret Cave. Drop down, and inside, kill all the enemies in each room to unlock a door. Go through that one and play the Wind's Requiem on the blue marking to make a chest appear. Open it for this.

Triforce Shard location: A4, Two-Eye Reef



Treasure Charts /

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The order of availability for the charts are, from left to right:

#7, #23, #39, #11, #3, #34, #38, #29, #33, #31, #24, #15, #1, #22, #10, #9, #4, #6, #30, #36, #18, #2, #20, #12, #35, #5, #13, #41, #32, #21, #26, #19, #16, #17, #37, #27, #25, #40, #28, #8, #14

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Treasure Chart #1: [ ]

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Location: B6, Forbidden Woods

Equipment Needed: Deku Leaf, Boomerang

How to get: On the southern-most multi-level room, use a combination of Baba Bud launching and Deku Leaf gliding to reach the southwestern ledge on the third floor. Use the Boomerang to kill the growth surrounding the chest, and open it for this.

Treasure location: C5, Private Oasis (200 Rupees)

Treasure Chart #2: []

~~~~~

Location: F4, Windfall Island

Equipment Needed: 20 Skull Necklaces

How to get: Clear Forsaken Fortress a second time, then enter the rich house on the second floor. (Climb up the wooden staircase and enter the door at the end.) Give the rich man 20 Skull Necklaces and he will give you this.

Treasure location: E2, Rock Spire Isle (Piece of Heart)

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Treasure Chart #3: [ ]

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Location: B6, Forest Haven

Equipment Needed: Deku Leaf

How to get: Climb up the Forest Haven until you get to where you got the Deku Leaf. Glide to the next Baba Bud, get launched up, and glide to the ledge. Use the Baba Bud here to launch back towards the Great Deku Tree, and glide the rest of the way to a branch. Glide to the ledge on the opposite side and exit. Outside, you will find an island you can glide down to. Make sure the wind is blowing fairly southward, and glide down there. Open the chest for this.

Treasure location: E5, Eastern Fairy Island (200 Rupees)

Treasure Chart #4: []

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Location: E2, Rock Spire Isle

Equipment Needed: Lots of Rupees

How to get: Beedle's specialty shop in this sector has this for sale. Keep in mind that once you enter his shop, it will only be open for seven days...so it is best to enter it when you're filled with Rupees on your largest wallet upgrade so you can get the other items. (NOTE: This isn't actually a limited time thing. Despite the forewarning, the shop never closes down until you buy all its items.)

Treasure location: B4, Southern Fairy Island (Piece of Heart)

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Treasure Chart #5: [ ]

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Location: G4, Wind Temple

Equipment Needed: Iron Boots, Hookshot

How to get: In the room past the locked door under the fan in the wind chamber, kill all the enemies, including the Bokoblins hidden in the wall statues. (Pull them down by having the Iron Boots before Hookshotting them.) Once all the enemies are killed, eventually a chest will appear in the center of the

room. Open it for this.

Treasure location: D7, Thorned Fairy Island (Piece of Heart)

Treasure Chart #6: []

????????????????

Location: D5, Tower of the Gods

Equipment Needed: Hero's Bow

How to get: In the room where you got the Compass, shoot the eye on the wall to reveal a treasure chest. Open it for this chart.

Treasure location: D4, Six-Eye Reef (200 Rupees)

Treasure Chart #7: []

????????????????

Location: F4, Windfall Island

Equipment Needed: Lots of Rupees

How to get: Win the Sinking Ships game at Windfall Island held inside the lighthouse with a windmill a second time after getting the Heart Piece to get this.

Treasure location: G2, Star Island (200 Rupees)

Treasure Chart #8: []

????????????????

Location: A1, Horseshoe Island

Equipment Needed: Deku Leaf

How to get: Play a little mini-golf by blowing the Boko Nuts into each of the holes. After clearing all three holes, you can access the Secret Cave. Fall down it and kill all the Mothulas inside to make a treasure chest appear. This chart is in that.

Treasure location: E1, Western Fairy Island (200 Rupees)

Treasure Chart #9: []

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Location: G5, Crescent Moon Island

Equipment Needed: Nothing

How to get: On the north end of this sector is a submarine. Sail to it and enter. Inside, kill Miniblins until all four skull torches light to make a ladder fall, then climb the ladder and open the chest for this.

Treasure location: A1, Horseshoe Island (200 Rupees)

Treasure Chart #10: []

????????????????

Location: G5, Crescent Moon Island

Equipment Needed: Nothing

How to get: On the west side of this piece of rock is a treasure chest in plain sight. It's guarded by two Blue ChuChus.

Treasure location: E3, Tingle Island (200 Rupees)

Treasure Chart #11: []

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Location: F6, Dragon Roost Cavern  
Equipment Needed: Grappling Hook

How to get: Once you have the Grappling Hook, take the western door on the first floor of the main chamber. Look right to spot something to grapple across with. Do so, and break the boards with your sword to find a chest. Open it for this.

Treasure location: G5, Crescent Moon Island (Piece of Heart)

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Treasure Chart #12: [ ]

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Location: A3, Earth Temple
Equipment Needed: Mirror Shield, Command Melody

How to get: Enter the secret room west of the big mirror puzzle room leading to the Big Key (have to use Medli with the Command Melody and the Mirror Shield) and shine light at the coffins to open them. Kill all the Stalfos and a chest will appear containing this.

Treasure location: B2, Five-Eye Reef (200 Rupees)

Treasure Chart #13: []

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Location: A4, Two-Eye Reef  
Equipment Needed: Deku Leaf, Bombs

How to get: Clear the reef by shooting down cannons and Battleships, and a chest will appear on the southeast "eye." Use the Deku Leaf to glide to the eye and pick up this chart inside the chest from the highest point on the east wall.

Treasure location: G7, Overlook Island (Secret Cave Chart)

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Treasure Chart #14: [ ]

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Location: A3, Headstone Island

How to get: Northwest of the island is a submarine. Enter it and kill all the "Bombchus." (Bomb-wielding Rats) Climb the ladder to the chest that appears and open it for this.

Treasure location: D5, Tower of the Gods (200 Rupees)

Treasure Chart #15: []

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Location: B6, Forbidden Woods  
Equipment Needed: Deku Leaf

How to get: In the northern square-shaped room in the basement, climb up to the

ledges with the gondola. Ride across to the bomb flower, pick one up, hop on the gondola, and throw it down towards the open tree stump to blow up the growth surrounding a treasure chest. Start moving the gondola and jump down there when you're above it and open the chest for this.

Treasure location: A5, Angular Isles (Piece of Heart)

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Treasure Chart #16: [ ]

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Location: G6, Seven-Star Isles

Equipment Needed: Arrows (recommended, but not necessary)

How to get: South of the isles is a trio of watchtowers. Climb the center one and kill all the Wizzrobes to make treasure chests appear on each watchtower. The south watchtower's chest contains this chart.

Treasure location: B3, Shark Island (200 Rupees)

Treasure Chart #17: []

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Location: F3, Spectacle Island

Equipment Needed: Lots of Rupees

How to get: Salvatore hosts a Barrel Shoot game here. For 50 Rupees a try, your objective is to destroy all five barrels using 10 cannonballs. If you win the game a second time (the first time gets you a Heart Piece), you get this chart.

Treasure location: B5, Ice Ring Isle (200 Rupees)

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Treasure Chart #18: [ ]

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Location: F4, Windfall Island

Equipment Needed: Lots of Rupees

How to get: Simply buy it at the auction during the night.

Treasure location: F4, Windfall Island (1 Rupee, 50 Rupees in HD version)

Treasure Chart #19: []

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Location: F1, Four-Eye Reef

Equipment Needed: Deku Leaf, Bombs

How to get: Clear the reef by shooting down the cannons and Battleships, and a chest will appear on the northwest eye. Climb on the highest point on the west wall, and glide to the eye. Open the chest to get this chart.

Treasure location: F7, Flight Control Platform (Island Hearts Chart)

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Treasure Chart #20: [ ]

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Location: A3, Earth Temple

Equipment Needed: Nothing

How to get: On the second floor, enter the larger rectangle-shaped room, the one filled with fog. Open the chest at the north end to get a small key and get rid of the fog, then kill all the Floormasters. One wants Medli instead of you, so use her to lure it out. A chest appears containing this.

Treasure location: C6, Bomb Island (Piece of Heart)

Treasure Chart #21: []

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Location: D3, Cyclops Reef

Equipment Needed: Deku Leaf, Bombs

How to get: Clear the reef by shooting down all the cannons and Battleships, and a chest will appear on the eye. Climb up to the highest point on the east wall, and glide to the eye. Open the chest for this chart.

Treasure location: D3, Cyclops Reef (Light Ring Chart)

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Treasure Chart #22: [ ]

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Location: G3, Northern Fairy Island

Equipment Needed: Nothing really

How to get: On the somewhat western side of the sector, a submarine with three rafts beside it can be found. Enter the sub and swing across to the other side using the hanging lanterns to make a chest appear. Open it for this chest.

Treasure location: F3, Spectacle Island (200 Rupees)

Treasure Chart #23: []

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Location: F4, Windfall Island

Equipment Needed: Lots of Rupees

How to get: Win the Sinking Ships game at Windfall Island held inside the lighthouse with a windmill by breaking the record (using less than 20 shots) to get this.

Treasure location: B1, Diamond Steppe Island (Piece of Heart)

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Treasure Chart #24: [ ]

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Location: F4, Windfall Island

Equipment Needed: Deluxe Picto Box, Deku Leaf

How to get: Listen in on the gossipers' conversations until Lenzo's mysterious friend is mentioned. Get up to the balcony door of Lenzo's the same way you get Treasure Chart #29, and end up in the main room where Lenzo and his friend are. Take one picture of both of them together, and show it to the gossipers to get this.

Treasure location: G3, Northern Fairy Island (200 Rupees)

Treasure Chart #25: []

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Location: B7, Cliff Plateau Isles  
Equipment Needed: Deku Leaf, Fire Arrows

How to get: Enter the Secret Cave that's here, then hop to solid ground. Kill Boko Babas until one turns into a Baba Bud, and use it to launch to a tree. Burn the boards blocking the alcove with a Fire Arrow, then glide there. Take the exit back outside, then open the chest up here for this.

Treasure location: G1, Forsaken Fortress (200 Rupees)

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Treasure Chart #26: [ ]

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Location: D4, Six-Eye Reef
Equipment Needed: Deku Leaf, Bombs

How to get: Clear the reef by shooting down the cannons and Battleships, and a chest will appear on the southwestern eye. Get on the highest point on the south wall, and glide to that reef. Open the chest to get this chart.

Treasure location: E4, Northern Triangle Isle (Octo Chart)

Treasure Chart #27: []

~~~~~

Location: C5, Private Oasis  
Equipment Needed: Deku Leaf

How to get: East of the cabana is a high ledge. Get on the cabana's railing and glide to the ledge. Open the chest that's up here for this chart.

Treasure location: E7, Star Belt Archipelago (200 Rupees)

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Treasure Chart #28: [ ]

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Location: A1, Horseshoe Island
Equipment Needed: Deku Leaf

How to get: Play a little mini-golf by blowing the Boko Nuts into the holes. Once all three holes are cleared, a treasure chest will appear on the center island. Glide there and open it for this.

Treasure location: C1, Needle Rock Isle (200 Rupees)

Treasure Chart #29: []

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Location: F4, Windfall Island  
Equipment Needed: Deku Leaf

How to get: You must get to the balcony above the entrance to Lenzo's. To get there, climb up the top of the wooden staircase by the lighthouse windmill, and jump/glide with the Deku Leaf to the awning above its entrance. Now jump and glide to the balcony. Enter to find two chests. One of them contains this.

Treasure location: F2, Mother & Child Isles (200 Rupees)

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Treasure Chart #30: [ ]

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Location: D5, Tower of the Gods  
Equipment Needed: Bombs, Wind's Requiem

How to get: In the room on the second floor with balance scales, place a statue on the west scale to weigh it down, then use a well-timed bomb throw to destroy the cracked wall down here. Enter the door that's revealed and in the next room, play the Wind's Requiem while on the blue mark on the floor to make a chest containing this chart appear.

Treasure location: F5, Pawprint Isle (Piece of Heart)

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Treasure Chart #31: [ ]

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Location: F4, Windfall Island  
Equipment Needed: Deluxe Picto Box

How to get: There's a guy (gal?) dressed in dark colors who looks depressed, sitting on some stairs during the day. Talk to him a few times and he will want a picture of something pale and perfectly round. Find a night that features the full moon and take a non-obstructed picture of it (no clouds or birds in the way). (Best done with the Song of Passing learned) Give the picture to him to get this.

Treasure location: B6, Forest Haven (Piece of Heart)

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Treasure Chart #32: [ ]

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Location: D1, Three-Eye Reef  
Equipment Needed: Deku Leaf, Bombs

How to get: Clear the reef by shooting down all the cannons and Battleships, and a chest will appear on the southwest "eye." Climb to the highest point on the west wall, and glide to that "eye." Open the chest for this chart.

Treasure location: A6, Boating Course (Sea Hearts Chart)

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Treasure Chart #33: [ ]

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Location: F4, Windfall Island  
Equipment Needed: Deluxe Picto Box

How to get: The girl that stands by Doc Bandam's potion shop during the day is so into fashion and thinks she's the prettiest person in all of Windfall. Take a color picture of her (black and white won't show her true beauty) and show it to her to get this.

Treasure location: A7, Five-Star Isles (Piece of Heart)

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Treasure Chart #34: [ ]

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Location: D6, Eastern Triangle Island  
Equipment Needed: Nothing

How to get: By the island, there is a boat with some divers on them. This is the Salvage Corp. Sail next to them and talk to them to get this chart for

free.

Treasure location: D6, Eastern Triangle Island (200 Rupees)

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Treasure Chart #35: [ ]

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Location: G4, Wind Temple

Equipment Needed: Iron Boots

How to get: In the room with 5 cracked floor tiles and pulsating spikes (it's south of the left circular room [multi-leveled] on B1). Break all five one at a time with the Iron Boots and a treasure chest will appear on the opposite side of the one where you got a small key. Open it for this.

Treasure location: C2, Islet of Steel (200 Rupees)

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Treasure Chart #36: [ ]

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Location: B5, Ice Ring Isle

Equipment Needed: Fire Arrows

How to get: Thaw out Ice Ring Isle with a Fire Arrow aimed at the Freezard-like structure in the center blowing out frigid wind (assuming you didn't already get the Iron Boots from the isle) and venture around the eastern side to find a frozen chest. Melt it with a Fire Arrow and open it for this.

Treasure location: C7, Bird's Peak Rock (200 Rupees)

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Treasure Chart #37: [ ]

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Location: E2, Rock Spire Isle

Equipment Needed: Bombs

How to get: Clear the boulders on the island easily by shooting bombs at them from your boat, then climb up the island's north side. Head to the opposite end and hop in the Secret Cave. Light the unlit torches with a Boko Stick in a pot to make a horde of Keese appear. Kill them all and you will get this as a treasure chest prize.

Treasure location: E6, Fire Mountain (200 Rupees)

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Treasure Chart #38: [ ]

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Location: F4, Windfall Island

Equipment Needed: Lots of Rupees

How to get: At night, Windfall Island holds auctions. Enter the auction house (the red door) and be the highest bidder by the time the auction ends to get this item. Try to make your bids high to shock the other auctioneers. 30 Rupees more than the highest bidder should do the trick.

Treasure location: D1, Three-Eye Reef (Piece of Heart)

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Treasure Chart #39: [ ]

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Location: F6, Dragon Roost Cavern  
Equipment Needed: Nothing really

How to get: In the room just south of the main chamber in the second floor, find a Boko Stick and light it. Light the torch on the west end to make a chest appear containing this.

Treasure location: F6, Dragon Roost Island (200 Rupees)

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Treasure Chart #40: [ ]  
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Location: B4, Southern Fairy Island  
Equipment Needed: Bombs, Deku Leaf

How to get: Shoot down all the cannons on the trio of watchtowers found southwest of the island to make two treasure chests appear on a watchtower. Get on either of the other two, and glide to that third watchtower. Open the metal chest for this chart.

Treasure location: A3, Headstone Island (200 Rupees)

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Treasure Chart #41: [ ]  
????????????????????

Location: B2, Five-Eye Reef  
Equipment Needed: Deku Leaf, Bombs

How to get: Clear the reef by shooting down all the cannons, and a chest will appear in the center "eye." Get to the highest point on the west wall, glide to the northwest "eye," then glide to the center "eye" as soon as you jump from the first "eye." Open the chest for this chart.

Treasure location: F1, Four-Eye Reef (Great Fairy Chart)

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\*\*\*THE LAST FIVE CHARTS HERE ARE ONLY IN WIND WAKER HD ON WII U, AS REPLACEMENTS FOR THE LACK OF FIVE OF THE TRIFORCE CHARTS.\*\*\*

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Treasure Chart #42: [ ]  
????????????????????

Location: F4, Windfall Island  
Equipment Needed: Skull Necklaces

How to get: The sailor near the bomb shop loves animals, and he recently bought three pet pigs! Well, he also likes Skull Necklaces (how do you figure this out...?), so give him three, and he'll let you play a game. Find all three of his pigs and bring them back to him. As a tip, crawl next to the pigs then immediately get up and grab them, otherwise they run off. After finding all three, he gives you this Chart. Subsequent times gives you Purple Rupees. In the original game, he existed to give you 20 Rupees a day for finding one of his specified pigs (one stinks, one's temperamental, the other's normal).

Treasure location: G4, Gale Isle (100 Rupees)

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Treasure Chart #43: [ ]  
????????????????????

Location: A1, Horseshoe Island  
Equipment Needed: None

How to get: A bit southeast of the actual island are two Platforms. Get onto the eastern one and step on the switch to make a chest appear on the western one. Get onto the western one and open the chest for this new Chart.

Treasure location: A2, Outset Island (100 Rupees)

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Treasure Chart #44: [ ]

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Location: E7, Star Belt Archipelago

Equipment Needed: None

How to get: Far on the east side of sector E7 is a lone Platform. Climb it, and at the top are some Bokoblins and a chest. What normally was a Red Rupee inside it is now this new Treasure Chart.

Treasure location: C4, Southern Triangle Island (100 Rupees)

Treasure Chart #45: []

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Location: F4, Windfall Island

Equipment Needed: Joy Pendants

How to get: After getting the Cabana Deed from Mrs. Marie, give her 40 more Joy Pendants and she will give you this Treasure Chart. Where's the Hero's Charm then? Well, it's somewhere else now...

Treasure location: G6, Seven-Star Isles (200 Rupees)

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Treasure Chart #46: [ ]

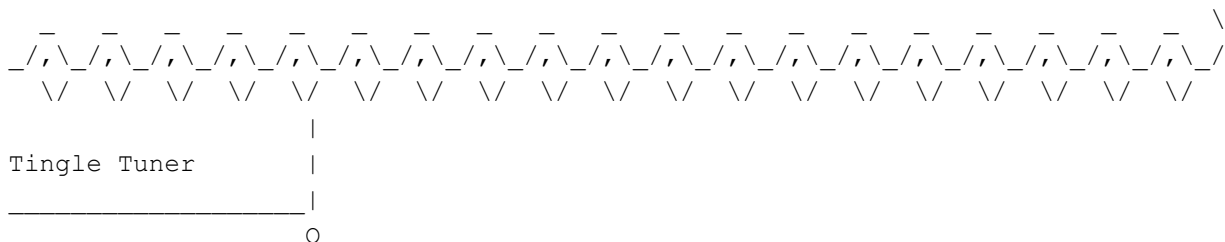
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Location: F5, Pawprint Isle

Equipment Needed: Hookshot, Bow (for killing Wizzrobes)

How to get: At Pawprint Isle, notice the cactus-shaped tree on one of the islets? Hookshot to there from your boat and fall down the Secret Cave. Inside, kill the Wizzrobes as they spawn hordes of enemies, and when they're all gone, a chest will appear containing this chart, which normally had a Silver Rupee inside in the original game.

Treasure location: A4, Two-Eye Reef (Piece of Heart)



A section describing the Tingle Tuner in detail. Of course, this section would be (almost) entirely useless to you if you're playing the HD version on Wii U, since, it...doesn't exist. The Tingle Statues are still around in the HD version though, just use regular bombs to uncover them!



The Tingle Tuner is a special item that allows you to connect to the GBA (Game Boy Advance) with Tingle, providing help for Link. It is a sort of co-op mode if you have a friend who can use the GBA. The requirements to making the Tingle Tuner work are...

- A Gamecube, Wind Waker, and the Tingle Tuner acquired (duh)
- A Game Boy Advance with no game cartridges inserted
- A GCN-to-GBA link cable.

The link cable may be the hardest to find, especially today since the GBA is pretty much obsolete. If you do happen to have all of that, you're all set, even if you own a Wii and are playing Wind Waker through the Wii's backwards compatibility, as you can still use this feature. Once the link cable is connected, turn on the GBA and then use the Tingle Tuner to successfully connect. Once done, the GBA's screen will show a close proximity map on the left, your Rupee count below it, a compass showing which way the wind is blowing, and the current item equipped to the B button. (Will get to that in a minute.) You can press A to have Tingle call Link to him. It just points out where he's at in the game.

Press Start to see the items available that you can assign to the B button, and Select to view the controls for using this feature. The items you can use are...

-
- Seagull Pen: Mark a certain spot on your current grid of the Great Sea. Its only helpful use is if you're looking to get all the light ring treasures in the game for some reason.

Cost: 0 Rupees

- Tingle Bomb: Use and after a few seconds, a bomb will go off on the Wind Waker game wherever the Tingle cursor is positioned.

Cost: 10 Rupees

- Tingle Balloon: Use this to walk along thin air for 5 seconds.

Cost: 30 Rupees

- Tingle Shield: Use this costly service to wrap a protective shield around Link for a measly 10 seconds. It protects from all damage, but since it can't be used in boss fights, its applications are pretty limited.

Cost: 40 Rupees

- Kooloo-Limpah: Only available once you have the magic meter, this gives you a random service when used. Sometimes it even combines services, like Tingle Balloon with Tingle Shield with the shield's duration.

Cost: 40 Rupees

- Tingle Watch: Just tells you what time it is. Pretty useless device, considering almost everyone has multiple clocks in their homes.

Cost: 0 Rupees

- Red Guide Book: Just a how-to on how to use the Tingle Tuner effectively. Not much, really.

Cost: 0 Rupees

- Hand-Me-Down Tingle Tuner: Complete the Knuckle sidequest on Outset Island,

and you will get this. It replaces the Red Guide Book when gotten, and is basically a mini shop. It will sell items (probably depending on your situation...haven't used it much) to you at particularly high prices, so only use when you're in a pinch and you have no shops nearby.

Cost: Varies depending on cost of item. If you buy nothing, you don't pay anything, so you can use it to browse Knuckle's inventory.

- Red Ting: A potion that will heal some hearts. Pretty much the same as a Red Potion. Unfortunately Tings can't be used during bosses. Sorry!

Cost: 20 Rupees

- Green Ting: Only available when you get the magic meter, this is basically a green potion that restores a bit of magic when used.

Cost: 40 Rupees

- Blue Ting: Only available when you get the magic meter, this is basically a blue potion that you can use to refill both health and magic.

Cost: 80 Rupees

That's about all the items. As you can see, it's pretty versatile, though the only really useful services are just the Tingle Bomb and the Tings, considering the Balloon and Shield never really have their uses. They can't even be used to find hidden things either, so I don't see the purpose of them, really. Whenever you want to end the Tingle Tuner feature, just shut off the GBA.

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"Sidequests" /
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There are certain "sidequests" you can do with the Tingle Tuner, which let you get various things. This section attempts to explain all of them. Note that the sidequests that take place in dungeons are pretty useless and don't save, but I feel I should cover them anyway.

Training to use the Tuner

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Something you can do as soon as you get the Tingle Tuner. Once you exit the cell, use the Tingle Tuner and Tingle will have you go on a little quest around Windfall Island, searching for various items. He will first make you go to the Postbox. Do so, and press A on the GBA when you're near. Next, he will want you to find three benches in order. The first is near where you are. First, make sure Tingle's cursor is locked onto you using R on the GBA, then just head up the path until you pass a red door, and it's right there. Next, go to the bench with the seaside view. Just head forward to the guy sitting on the bench by the stairs. Now he wants you to find the third bench on your own. It's still fairly simple, just head up the nearby stairs and the bench should be by Lenzo's.

Next he will want you to find hidden Rupees. One is nearby, but it's just a single Rupee. After finding both (or getting the "right" one) he will want you to go back to the jail cell door (not inside!) and plant a Tingle Bomb there. "R" Tingle to you and get to the door, and plant a Tingle Bomb. Quickly get out of the way, and after he congratulates you, you'll see a pot in front of the door. Break it for a Red Rupee! ...Considering you wasted 10 to use the bomb, you only really get 10 Rupees out of the deal. Oh well.

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## Lower Tingle's Service Prices!

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You can lower the prices of some of Tingle's services, and it's done right on Windfall Island. The objective is the awning above the door of Joy School. To get up there, climb the nearby ladder, go along the stone path, and jump to the awning. Tingle should tell you that you found him, and will lower the price of his balloon and shield services down by 10 Rupees. This also affects the price of his Kooloo-Limpah service. Since I can't get this to work during my first visit to Windfall Island, you probably have to do it either on a return trip to Windfall, or have to use his Tingle Balloon and Shield at least once.

You can lower the prices of Tingle's Tings during the second visit to Forsaken Fortress. Once there, find the room with the large gray pot, and exit the room. Turn on the Tingle Tuner then re-enter it. From above the pot, jump into it and Tingle should find that there's left-over broth in there to make Tings, lowering the costs. Note that this won't work if the Miniblin endless horde is activated.

----- Tingle Statue Clues

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There are five golden Tingle statues in the game, one hidden in each dungeon. Not only do they give you Rupee rewards for bringing them back to Tingle Island, but they also hold clues. The five clues are... Outset Island, Similar Place, Hidden Pot, Leaf Flight, Western Edge.

However, these are just clues. This trick can still be done without having gotten any statues. The first clue is Outset Island, so sail there, obviously. Western Edge is the next clue, so move to the western edge of the island. You will see ledges beside your house. Climb them and sidle to a ledge with a pot. The next clue is Leaf Flight. Make sure the wind is blowing southward and use your Deku Leaf to fly to the next ledge, which has a pot. (I.E.: Similar Place) Now for Hidden Pot. Bring up your Tingle Tuner and around here, Tingle will spot something hidden. Press A on the GBA and Tingle will tell you to use a Tingle Bomb. Use it and stand back and the Hidden Pot will appear. Break it for an Orange Rupee!

The best part of this trick is that the pot resets whenever you enter a house and exit, and you don't need to reveal the pot anymore with a Tingle Bomb once it's done. This is a great and easy way to gain lots of money at a time.

## ----- Finding Knuckle

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On a re-visit to Outset Island, if you search around the beach near your house with the Tingle Tuner on, a sidequest will show up, where you need to find Knuckle, one of Tingle's siblings. I will list the points that you have to go to in order to finish this sidequest. After finding him, he'll want you to find the outdoor bath. It should be obvious, it's just west of your house. After that, he'll want you to go down the ladder that no-one uses. Head to the tower Link slept on at the beginning of the game, then go down the small ladder that leads into the ocean. Next, he'll want you to climb onto the biggest rock on top of the east mountain. Ignore what Tingle says as you get up there, just climb up to the top and find the largest rock, and climb on it. Next, he'll want you to jump off where the bridge is. ...Sounds a little cruel. Oh well. Get to where the start of the bridge should be, set the wind direction to east, and jump off. Glide and let the wind take you back to where you fell, and release the Deku Leaf to fall. You can keep using the Deku Leaf to slow your descent. Once you do that, Knuckle will give you the Hand-Me-Down Tingle Tuner, which will replace the useless Red Guide Book.

Dragon Roost Cavern Treasure Hunt

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Throughout Dragon Roost Cavern are hidden messages that Tingle can pick up. There's no real purpose to them, but it does actually point to a treasure. Thanks to Crono2418 for pointing this out, and giving me the location to the fifth message.

1. Enter the main chamber from the entrance to the dungeon, and approach the lone skull by the group of skulls.
2. In the room west of the big room, there's a hidden message behind the switch behind those boards that you have to burn down.
3. On the outside ledge of the second floor, where the Kargaroc nest is. Stand near the steam jet to get this message.
4. Not far from the second message, this one's written near the warp pot that you get to.
5. The southern room of the second floor, with the first encountered Magtail. The message is by all the water pots in the corner.

The hints lead back to the first room with the first magic pot that you find. Look around for three rocks grouped very close together. They form a bit of a triangle shape. Place a Tingle Bomb there and a Purple Rupee will pop out!

(There's a hidden treasure chest on the south side of the big room in the second floor. Place a Tingle Bomb where Tingle spots something to make it appear. The funny thing about this is that Tingle makes such a big deal of this, claiming that you've struck it rich. When you open it, it's just a Yellow Rupee, which basically refunds exactly the amount of Rupees you used on that Tingle Bomb. Thanks again to Crono2418 for pointing this one out.)

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Forbidden Woods Treasure

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Throughout Forbidden Woods are certain spots in the dungeon that spawn messages from Tetra. There's nothing really special to these, and apparently Tetra is looking for treasure in the Forbidden Woods. Like the last one, this doesn't save. Regardless, I will list where you can get the messages to spawn anyway. Thanks to Crono2418 for letting me know that there's actually a treasure that these hints point to.

1. The first message is in the third floor of the main chamber, the one with the giant flower and gives you access to all floors. The ledge to the north with the Boko Nut has this message.
2. The second message is the room north of the first one! Just take the gondola to the north end and this message will appear.
3. In the very next room, kill the Boko Baba next to you and step near its remains to activate this message.
4. This message is from Gonzo. In the room where you get the Forbidden Tingle Statue, go to the south end and kill the Boko Baba to turn it into a Baba Bud. Hop there and this message may go off.
5. In the room with the supposed "fork" in the road, the top of the ledge that you reach after getting the Big Key, this message plays before you jump off.

The hints lead to the square room in the 2nd floor. See the pile of leaves by the start of the ramp? Place a Tingle Bomb on that pile and a Purple Rupee will appear!

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Throughout the Tower of the Gods are sacred pages that tell of the legend of Tingle and how he helped the Hero of Time. They're quite interesting to read, actually. I will list the locations of the sacred pages. In order to read them, you'll have to be in the main hall (which I guess is the room where you learn the Command Melody?), and press A on the GBA when Tingle has an exclamation mark above his head.

1. The first page is in the western room on the second floor. See the thing near the ceiling where you can swing across with the Grappling Hook? Well, attach to it, stop swinging, and climb up to acquire this.
2. The second page is in the northeastern room on the second floor. To get there, take the east door from the balance scales. Now here, stay on moving platforms until Tingle spots something out in the middle of nowhere. To reach it, you'll have to sacrifice some health and jump to the icon to gain the mid air page, falling into the abyss in the process. If you use the Tingle Balloon, the icon showing where the page is at will disappear, so you can't get it while using that.
3. The third page is in the northern-most room on the second floor. Get on top of the little pedestal thing and use the Deku Leaf to attempt to float over the fence of beams, but float onto the left generator of the beams to collect this page.
4. The fourth page is in the southeastern room on the second floor. To get there, shoot the eye on the south of the room north of the room you need to be in to make a moving platform appear. Take it to the door and enter it. It's the right one if it has two Armos Knights. Walk toward the back pillar and Tingle will spot something inside the pillar. Bomb it to make it fall over (a regular bomb will do) and walk to the Tingle icon to pick up this page.
5. The fifth page is in the eastern room on the second floor. From where the entrance is, a statue is on your left. Approach it and Tingle will home in on it and tell you to go there. Walk over there to collect this page.



Tingle Statues /

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As said before, each dungeon contains a hidden golden Tingle statue. This will help you find them. They have to be found with the Tingle Tuner, and you need at least 10 Rupees so you can use the Tingle Bomb to reveal them.

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 Dragon Tingle Statue  
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 Go to Dragon Roost Cavern.

In the northern room of the 1st floor (reach it using the birdcage platform), swing with the Grappling Hook into the empty alcove just across from the entrance from the main chamber. Plant a Tingle Bomb there to make a chest appear. Open it for the Dragon Tingle Statue.

 Forbidden Tingle Statue
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 Go to Forbidden Woods.

In the northern square-shaped room in the basement floor, the island just to the east of the entrance is the key. Place a Tingle Bomb there to make a chest appear containing this statue.

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Goddess Tingle Statue

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Go to Tower of the Gods.

From the entrance room with the water, take the north door and end up in the southern room on the second floor. Climb to the top using the elevator platforms, and find a lone platform. Jump to it and place a Tingle Bomb there to make a chest appear containing this statue.

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Earth Tingle Statue

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Go to the Earth Temple.

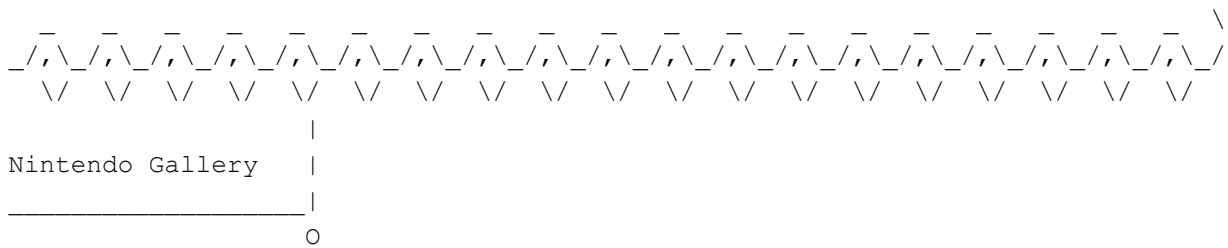
Take the stairs down to B1. The first room of B1 that you come across, there are hanging platforms a bit away to the east of the bridge. Use the Deku Leaf to glide over there, and jump across platforms to a secluded ledge. Kill the Red Bubble and eliminate all the extra junk, then place a Tingle Bomb on the center of the ledge to make a chest appear containing this statue.

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Wind Tingle Statue

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Go to the Wind Temple.

Count the rooms you go through. At the fourth room of the first floor, there should be a gap in the middle with weird magic-sucking tentacles growing at the bottom. Find the spot where Tingle spots something here, and use a Tingle Bomb to make a chest appear containing this final statue.



There's a major sidequest in the game called the Nintendo Gallery. It's a special little area near the Forest Haven where you can view figurines of all the characters, enemies, and bosses in the game. To make figurines, you have to bring the figurine-maker a full-body, color pictograph of said object. Sometimes he may make multiple figurines from a single pictograph. That said, you need the Deluxe Picto Box in order to participate in this, and that means going through at least one boss without taking its picture. So, in order to complete it, Nintendo allowed a second playthrough of the game with the same file, with a new costume for Link, Hylian text translated to English, and starting off with the Deluxe Picto Box, to allow you to finish the Nintendo Gallery. However, it's possible to complete the Nintendo Gallery in one playthrough. This section will not only detail the figurines and how to get them generally, but also provide tips for the problem figurines to help you complete it in one playthrough.

To get the Deluxe Picto Box, first you need to get the regular Picto Box. It can be found inside Tingle's jail cell in Windfall Island. If you don't know



where that is, it's inside the door near where Tott (the Elvis impersonator) is. If you haven't freed Tingle, move the pots around until you find a switch and step on it. You will be given the Tingle Tuner and Tingle's Chart for freeing him. Enter his cell and push away the crate in the back of his cell to find a hole to crawl through. Go through the maze (for a sense of direction, you will need to go as far right as possible from the entrance without reaching any dead-ends or traps that mice set up. [lol mouse traps]) and at the end, you will find the Picto Box. Next, you go to Lenzo, the expert pictographer, who is also on Windfall Island. You do the sidequest he tells you to do successfully to become an apprentice of his. (Tips: First pictograph, take a picture of the guy and the Postbox as he's putting the letter in the Postbox. The letter has to be in his hands. Second pictograph, go to the Milk Bar at day and break something near the guy to startle him to get his picture. Third pictograph, stand in the area by the woman with the long orange dress and wait for a guy to come by and stop and look. Take a picture of them both.) Once that's done, head to Forest Haven and find a Forest Firefly. It glows very brightly. Put it in one of your Empty Bottles, then take it back to Lenzo. He will put the Firefly into your Picto Box, upgrading it to the Deluxe Picto Box!

To open up the Nintendo Gallery, climb up the Forest Haven until you arrive at the branch where you got the Deku Leaf item. Glide to the next Baba Bud, get launched up, and glide to the ledge. Exit outside and you will see an island down below. Make sure the wind is blowing northerly, and glide down there. Once there, talk to the guy and he will tell you to find a crystal switch to hit up high at the Forest Haven out here. Look up with the Telescope to find it, then use a Hyoui Pear to take control of a seagull. Fly it up to the switch and it will hit it, opening up the Nintendo Gallery and lowering the ladder so that you can reach it just by sailing. The way the Nintendo Gallery works is you have to take a pictograph of something, then give it to the sculptor inside. If the picture is good (full-body shot, not too far away) then he will sculpt a figurine of that object. It takes him a day to do so, so the Song of Passing helps greatly here. Anyway, below are the rooms in the Nintendo Gallery and the figurines featured in each of them. The rooms are in clockwise order, starting from when you're facing the sculptor. The figurines will be in alphabetical name order.

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Forest Haven

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Aldo - A Korok who lives in Forest Haven. He's found at Cliff Plateau Isles after the Forbidden Woods is finished.

Carlov - He's the sculptor that's been making these figurines! It's kinda funny that you have to show him a picture of himself to get him to make his figurine.

Deku Tree - The father of all the Koroks, who used to take on human forms. (Kokiri!) Just make sure his whole face is covered with the picture.

Drona - A Korok who lives in Forest Haven. He's found at Private Oasis after the Forbidden Woods is finished.

Elma - A Korok who lives in Forest Haven. He's found at Needle Rock Isle after the Forbidden Woods is finished.

Fado - The Sage of Wind. Once the Wind Temple is completed, visit Lenzo's in Windfall at night, when the moon is a crescent, left side missing. Purchase the Legendary Pictograph from him for 50 Rupees.

Hollo - A Korok who lives in Forest Haven. He tends the potion shop where you

send him Boko Baba Seeds to make Green Potions.

Irch - A Korok who lives in Forest Haven. He's found at Shark Island after the Forbidden Woods is finished.

Linder - A Korok who lives in Forest Haven. He's found at Greatfish Isle after the Forbidden Woods is finished.

Makar - A Korok who lives in Forest Haven. He's responsible for music performance for the annual ceremony, but also proves to have even more importance...

Manny - A guy who just loves figurines, and joins the Nintendo Gallery when you open it. He's constantly around browsing figurines.

Oakin - A Korok who lives in Forest Haven. He's found at Star Island after the Forbidden Woods is finished.

Olivio - A Korok who lives in Forest Haven. He's found at Eastern Fairy Island after the Forbidden Woods is finished.

Rown - A Korok who lives in Forest Haven. He's found at Mother & Child Isles after the Forbidden Woods is finished.

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Dragon Roost Island

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Baito - Works as a part-timer sorting mail. He's the only human (ish) person found on the island.

Basht & Bisht - They work as the law enforcement of the island. One is guarding the exit to the spring, the other stands guard on a platform overlooking the spring. Take a picture of either one to get this.

Chieftain - He's the leader of the Rito tribe. He wears vastly different clothing, so it's easy to spot him.

Hoskit - A guard who always talks about his girlfriend wanting Golden Feathers.

Ilari - Another Rito postman. His picture can be taken easily during a sidequest for a Piece of Heart on Windfall Island (see the appropriate section for details), but if you didn't, he can be found overlooking a pier up where Medli is. You will have to be on your boat and to the east to get his frontal picture. As long as you cover most of him and zoom all the way in, you should get it. I believe he's the one looking out towards the Flight Control Platform in the distance.

Koboli - A mail sorter. He can give you a part-time job sorting mail for Rupees. He watches over Baito when he works.

Kogoli - A Rito who stands near Medli to listen to her harp music. He disappears from the island when you play the Earth God's Lyric to Medli, so get this figurine before then.

Komali - The Chieftain's son. He appears on a ledge outside the island on the way to Rito Village when the Earth Temple is cleared.

Laruto - The Sage of Earth. Once you clear the Earth Temple, visit Lenzo's in Windfall at night, when the moon is half full, left side missing. Purchase the Legendary Pictograph from him for 50 Rupees.

Medli - A girl on Dragon Roost Island. She is Valoo's attendant, so she has a hefty job as it is, but little does she know that she has a greater destiny in store...

Namali - A Rito who walks around and carries a clipboard. His hair is a bit rounded.

Obli - He runs the Flight Control Platform with the help of his brother Willi, held east of Dragon Roost Island. He has an unhealthy obsession with Ritos and as such, dressed himself up like one. And why does he remind me of Waluigi from the Mario games?

Pashli - A Rito who walks around and carries a clipboard. His hair is a bit spiky.

Quill - The postman you saw at the beginning of the game. His figurine can be gotten by getting the Chieftain's photo.

Skett & Akoot - The Chieftain's personal guards. They're pretty much by the Chieftain's side at all times.

Valoo - The sky spirit that protects the Rito tribe. He grants scales to Rito that come of age, granting the ability to fly. His picture can be taken during Dragon Roost Cavern on a second run-through of the game, but this figurine can be gotten on the first playthrough! Just sail out north from Dragon Roost Island, and take a close-up picture of Valoo. Just the head and neck will do. Even if he appears as a silhouette, the game will still accept it.

Willi - Obli's brother. He helps run the Flight Control Platform, held east of Dragon Roost Island. Much like his brother, he's not necessarily a Rito...he just dresses like one.

Zephos & Cyclos - The gods of wind. To get this figurine, take a picture of Cyclos while being sucked into one of his giant tornados. Once you shoot him with the Hero's Bow and get the Ballad of Gales, you cannot get this.

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Dungeon  
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Armos - An animated statue. Their glowing green eyes are vulnerable to arrows, but the jewels on their backs are their main weak point. They're usually found in the Tower of the Gods, but are also in the Wind Temple.

Armos Knight - A larger version of the Armos. These Armos Knights hop towards you, then open their mouths briefly. Chuck bombs into their mouths to destroy them. Like the Armos, they're usually found in the Tower of the Gods, but are also in the Wind Temple.

Boko Baba - A man-eating plant that looks similar to the venus flytrap. It may be the possible evolution of the Deku Baba, since they act similar and the way to defeat them is similar. They are usually found in Forest Haven and Forbidden Woods.

Bokoblin - Imp-like enemies that come in three types: Normal (blue), Elite (green), and Scout (pink). Take a pictograph of either one to get this figurine of all of them.

ChuChu - Jelly-like blobs. These enemies appear from nowhere out of the ground and come to attack you. They come in Red, Green, Yellow, Blue, and Purple, and

usually drop Chu Jelly.

Floor Master - A creepy hand that extends from a dark abyss. Don't let it grab you, or it may take you back a few rooms... As far as the picture goes, it appears that the hand needs to be out. There's only two Floor Masters that have their hands out when you approach them, but don't attack, and that's in the Earth Temple. They are within cursed fog, so be on the lookout.

Gyorg - A shark enemy. These annoying Great Sea enemies surround Link's boat and try to ram into it. They can be killed easily with Ice Arrows. It's hard to take their picture when they jump up from the water, so take their picture when they're about to ram you (they surface their bodies a bit when they do).

Kargaroc - A fierce vulture-like enemy with colorful tails. They often drop Golden Feathers, and sometimes carry Bokoblins and Moblins into battle.

Keese & Fire Keese - Bat-like enemies. They thrive in dungeons and caves. The best way to take their picture is to get their attention, run away from them, and take a picture before they close in on you.

Magtail - A giant fire centipede. When it spots Link, it raises part of its body to look imposing, then gets ready to bite if not left alone. Their weakness is water: being exposed to it will make them shrink up into a ball. They also form into a ball if hit in the eye with the Grappling Hook instead of your sword.

Miniblin - Apparently mini versions of Bokoblins. They carry tridents as their weapon of choice and are usually in large or endless swarms. Distract them with All-Purpose Bait to make your getaway!

Morth - The apparent offspring of Mothulas. They are black, have a single large eye, and have spikes. They try to cling onto Link to weigh him down. To shake them off, perform a spin attack.

Octorok - Has appeared in almost every Zelda game to date (looking at you, Twilight Princess), this squid-like enemy can be found in rivers and in the Great Sea. The Great Sea ones are larger and have spiky heads, and fire bombs at you instead of rocks.

Peahat - A flying plant. They just fly around and ram into Link with their sharp leaves when they see him. In case you don't know what they look like, they look like yellow mini-helicopters.

Poe - Ghosts made from pure hatred. Attacks can't harm them, as they take no physical form. Shine light on them with your Mirror Shield to make them take form. I'm not sure, but I believe that they have to be in solid form before you can take their pictures.

Rat - It's pretty obvious what these are. They can be found in caves, in certain areas of Dragon Roost Cavern, Forsaken Fortress, and the sewers of the Private Oasis.

Red Bubble & Blue Bubble - Floating skulls that are surrounded in either red fire or cursed fire. Red Bubbles can simply be shot down, whereas normal arrows and Fire Arrows are ineffective against the Blue Bubble. They are found in caves, but mostly at the Tower of the Gods.

ReDead - A mummified being with large hoop earrings. When they spot you, they make a screech so horrifying that you're frozen with terror. They are mainly found at the Earth Temple.

Seahat - Gigantic flying fish that swarm in certain areas of the Great Sea. They can go down with one shot of an arrow. Try it, it's sure to sharpen your aiming skills if you shoot them from afar.

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Forsaken Fortress

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Big Octo - A giant octopus. Not many of them are around, but they all hold sunken treasure worth salvaging. To defeat them, shoot cannon bombs at their eyes. They are found in sectors A4, B1, C5, E3, E6, and G6.

Darknut - Knights that only carry their painful jagged swords with them. As you can probably tell, take a picture of a Darknut without a buckler (shield) to get this figurine.

Darknut - Knights with sturdy bucklers (shields) and strong armor. Use parry attacks to whittle its armor down, exposing its vulnerable body. Take a picture of a Darknut wielding a buckler (shield) to get this figurine.

Mighty Darknut - Knights of the highest order. They usually have ruby-colored armor, and always wield bucklers and their traditional jagged sword. For this figurine, not just any Mighty Darknut will do, you will have to take a picture of a caped one. Caped Mighty Darknuts can be found in Hyrule Castle third visit, in the Maze of Terrors in Ganon's Tower, (From start, go back, left, forward, left, forward. You will find four Caped Mighty Darknuts.) and guarding the door to Puppet Ganon in Ganon's Tower.

Ganondorf - The great King of Evil. After the second visit to the Forsaken Fortress, visit Lenzo's in Windfall at night, when the moon is full. Purchase the Legendary Pictograph from him for 50 Rupees.

Gohdan - The boss of Tower of the Gods. Serves as the final test to prove Link is worthy of his destiny. Gohdan's picture can be taken after the fight, when it is rested back against the wall it emerged from.

Gohma - The boss of Dragon Roost Cavern. This giant lava arachnid's picture can be taken in Ganon's Tower during its refight on the first playthrough, or just in its respective dungeon on the second playthrough. Your choice. Keep in mind that you need to get its head and most of its body in the picture to make it legit. The picture that got it for me was, I was on one of the high wooden ledges, and took a picture as it was leaning back, charging up its strong fire attack.

Helmaroc King - The giant, annoying bird who kidnapped your sister and started your whole adventure. You finally get to deliver justice by smashing his head down. His picture can easily be taken while he's flying around.

Jalhalla - The leader of all Poes and the boss of Earth Temple. Shine light to him using the Mirror Shield, then pick him up and throw him at spikes to split him up into smaller Poes. The best time to take his picture is when he's stunned from light reflected towards him.

Kalle Demos - The parasite boss that thrives in the Forbidden Woods. Cut down its tentacles with the Boomerang to expose its weak center. You need only to capture the bulb with your picture. If you don't have the Deluxe Picto Box when you fight it, you can refight it in Ganon's Tower and take its picture there. (Despite it being black and white, apparently the game only recognizes that you have the Deluxe Picto Box to make the picture viable.)

Moblin - A humanoid enemy with pig-like features. They seem to be Ganondorf's heavy-duty army, though their minds are quite dull, not noticing a barrel being at a different position when they spot it again.

Molgera - The boss of the Wind Temple. Guards the seal to restore the Master Sword to its full power. Its picture can be taken while its maw is just poking from the sand with its tongue hanging out.

Mothula - A gigantic moth with both winged and non-winged forms. Spawns Morths to protect it. Mothulas can be found in wooded areas, such as Forbidden Woods or the forest in Outset Island.

Phantom Ganon - A phantom that Ganondorf created in his own likeness. Use the Master Sword to repel his energy attack, and slash him when he's been struck by his own magic. Appears as a mini-boss in the second visit to Forsaken Fortress, and constantly appears in Ganon's Tower during the maze area until struck with a Light Arrow.

Puppet Ganon - A giant puppet created by Ganondorf. It's creepy looking. To get this figurine on the first playthrough, take a full-body picture of its first form, then save and quit the game. When you get back to the game, you will start back at the room before the final staircase to Puppet Ganon. So just take Ganon's Warp and get the figurine!

Stalfos - An animated skeleton warrior. He wields a mace and, while slow with his attacks, packs a mean punch. An easy way to defeat them is with a bomb, then the Boomerang, then the Skull Hammer. They are mainly found at the Earth Temple.

Wizzrobe - The common Wizzrobe. They appear to be toucans in robes. Just a picture of a simple dark-blue Wizzrobe will do. There are other colors, such as white, but apparently those colors don't count as getting this figurine.

Wizzrobe - This special Wizzrobe is featured as a miniboss of the Wind Temple. Its unique clothing indicates a lvl 99. mage, so take it's photo, as it's the only unique Wizzrobe in the game!

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Outset Island

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Abe - An honest guy who treasures his family above all else. He wears a pale yellow shirt with green ends on his sleeves, and is seen working at the pig pen.

Aryll - Link's adorable little sister. She was kidnapped by the Helmaroc King, and such an incident spawned Link's epic overseas adventure. You can get her figurine with Grandma's picture.

Crab - A beach-dwelling creature. It minds its own business, walking sideways along the sands, and burrows down when someone approaches. This is a kind of tricky picture to take, it has to be an extreme close-up of the crab, enough so that it fills the whole picture. Plus its front has to be seen. (Its front is its eyes.) They can be found on the shores of Outset, Windfall, and Dragon Roost.

Grandma - Your grandma, of course! She always stays in your home. You get Aryll's figurine along with hers.

Jabun - The water spirit. He resides in Outset Island after Greatfish Isle has been wrecked. Once you get Nayru's Pearl, visit Lenzo at Windfall at night

when the moon is half full, with its right side missing. Purchase the  
Legendary Pictograph from him for 50 Rupees.

Joel - Abe and Rose's eldest son. He pretty much always stays at their house,  
featured with a pig pen. He wears a white shirt.

Mesa - A pretty lazy guy, Mesa seems to sleep during the day and do his chores  
at night. You can take a picture of him while he's in his house (eastern  
island) during the night.

Orca - A master swordsman. He's past his prime, but he's still willing to teach  
Link the art of swordplay.

Rose - The obese wife of Abe and mother to her two children, Joel and Zill. She  
absolutely adores animals. Later on in the game, she can be found spending  
time with her children inside her home.

Seagull - A simple seagull. They're found flying around nearly every island,  
and are sometimes seen just flying above the sea. It's not too hard to find  
one.

Sturgeon - Orca's wiser brother. He used to be a swordsman like Orca, but has  
since devoted his life to the art of knowledge. He's shorter than Orca, but  
has an enormous head and a large cane to boot. He lives upstairs from Orca's.

Sue-Belle - Sturgeon's granddaughter. She moved from Windfall because she was  
concerned about her grandfather's health. She has blue hair, wears a pink  
dress, and usually carries a pot of water on her head.

Wild Pig - It's simply that, a wild pig. They love digging and seem to like  
All-Purpose Bait. They are found on Windfall Island as well.

Zill - The younger child of Abe and Rose. Why can't he blow his nose?

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Windfall Island

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Anton - The one who wears a green jacket and walks around the town. He has a
secret love interest to Linda.

Candy the Sailor - The sailor who stands at the end of the long pier outside of
town during the day. He chills in the Milk Bar at night.

Cannon - The guy who runs the Bomb Shop in Windfall Island. He's very greedy
and sells Bombs at outrageous costs, preventing you from getting Bombs until
later, when Tetra's pirates raid his shop. It's a life-changing experience for
him, and later becomes really nice and sells his Bombs at affordable prices.

Dampa the Sailor - The sailor who stands by the Bomb Shop. He loves Skull
Necklaces and has three pet pigs.

Doc Bandam - The potion master. He runs the potion shop in Windfall Island, and
uses ChuChu Jelly to make his specialty potions. At first, he only sells Red
Potion, but give him Green and Blue Chu Jelly to expand his merchandise.

Garrickson - The man with red overalls. He has a love interest, but the love
letters he sends are unwanted. Poor guy with his one-sided affair...

Gossack - The guy who is very timid. He stays in the Milk Bar by day, but who
knows where he is by night...

Gummy the Sailor - The sailor who stands on the stone overpass between the wooden stairs and the school. He wears yellow and has buck teeth.

Kamo - A very dark, brooding fellow. He seems very depressed all the time, and sits on some stairs by day and gazes at the moon by night. He wears purple.

Kane - A sailor that stands near the pier that Candy is on during the day. He spends time at the Milk Bar at night.

Killer Bees - The gang of four troublemakers at Windfall Island. Ivan is the leader, Jin is the one who wears red with overalls, Jan has blue hair, and Jun-Roberto also wears overalls, but has a green shirt. Take a picture of any of them to get this figurine.

Kreeb - A guy with a yellow hat who is very interested in Windfall's windmill lighthouse. He stands up in the balcony of the windmill lighthouse.

Lenzo - The Pictograph master. He wears a yellow robe and has a beard that makes Santa Claus jealous.

Linda - The girl with a long orange dress. Her best friend is Sue-Belle, who lives in Outset Island, Link's hometown. She always stands by the windmill.

Maggie - Always has a thing for romance. This girl used to be poor along with her father, but has since become filthy rich ever since she brought home tons of expensive Skull Necklaces after she's been freed from Forsaken Fortress. She wears an elaborate purple dress and wears a Bunny Hood in the second floor of the rich house.

Maggie's Father - Is quite a poor man, but usurps Mila's Father and becomes rich once his daughter is saved from Forsaken Fortress. He has a very snobbish attitude and constantly bothers you to rescue his daughter when he's poor.

Mila - The daughter of the rich man in Windfall Island, both she and her father became poor after her father spent every last Rupee he had just to fund a search party for her. She wears rags in Windfall Island after she's freed from the Forsaken Fortress.

Mila's Father - Is a rich man in Windfall, but becomes poor once his daughter is freed from Forsaken Fortress.

Minenco - The girl who loves pictographs. She always stands by Doc Bandam's potion shop during the day.

Missy - Dampa's mother. She stands by the lone pier on the east side of Windfall Island. It's quite hidden, actually.

Mrs. Marie - The schoolteacher who has big, bouncy, pink hair.

Pompie & Vera - Two grown women who always spread around gossip. They're found somewhat near Kamo during the day. Take a picture of either of them to get this.

Potova & Joanna - Two children who play in the large flower patch. They tell people rumors that they heard. Possibly Pompie's and Vera's children?

Sam - The guy with extreme sideburns. He loves the seaside view and always sits at the bench by the Milk Bar.

Tott - The Elvis impersonator. He just loves dancing, but is currently trying to remember a certain tune that he just forgot the rythm of.

Zunari - A shop guru whose home is far, far away. He wears his blue parka even in the hottest days. The heat must not bother him too much.

Great Sea

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Ankle - One of Tingle's brethren, who lives on Tingle Island. He wears pink and helps turn the tower.

Beedle - The person who runs his ocean-wide sailing shop service. He, coincidentally, is very fond of beetles.

David, Jr. - One of Tingle's...brethren? He lives on Tingle Island, wears white and helps turn the tower.

Fairy - A health-restoring fairy. They're easily found in the Great Fairy Fountains deep beneath the Fairy Islands.

Fairy Queen - The Queen of Fairies. She gives you the Fire and Ice Arrows. Once you have visited her, visit Lenzo in Windfall at night, when the moon is a crescent, right side missing. Buy the Legendary Pictograph from him for 50 Rupees.

Fishman - An honorable talking fish. Quite the starving artist, he helps Link by drawing out part of his Great Sea chart when fed.

Gonzo - A member of Tetra's pirate crew. Second-in-command, he has a tough exterior, but has quite the soft side, especially when Tetra is involved. His figurine is made with Tetra's pictograph.

Great Fairy - A leader of Fairies. They give you special upgrades. Once you visit one, visit Lenzo's in Windfall at night, when the moon is almost full, right side missing. Purchase the Legendary Pictograph from him for 50 Rupees.

King of Hyrule - The last King of Hyrule, Daphnes Nohansen Hyrule. After visiting the Forsaken Fortress a second time and learning of Tetra's fate, visit Lenzo's in Windfall at night, when the moon is almost full, left side missing. Purchase the Legendary Pictograph from him for 50 Rupees.

Knuckle - One of Tingle's brethren. He lives on Tingle Island, but only appears once you do the proper Tingle Tuner sidequest on Outset Island. (See the Tingle Tuner section.) He wears blue.

Link & the King of Red Lions - A figurine of Link and his trusty talking boat! You get this figurine as a reward for getting all figurines. (Knuckle is optional in the original version.) You only get this when you re-visit after getting your last figurine.

Loot the Sailor - He lives on Windfall Island. He tends the Boating Course south of Forest Haven by day, and chills with the other sailors at Windfall's Milk Bar by night.

Mako - A member of Tetra's pirate crew. He's considered the brains of the group. His figurine is made with Tetra's pictograph.

Niko - A member of Tetra's pirate crew. He's on the bottom rung of the pirate ladder. His figurine is made with Tetra's pictograph.

Nudge - A member of Tetra's pirate crew. He understands Tetra moreso than the other pirates and often helps with her decision-making. His figurine is made with Tetra's pictograph.

Old Man Ho Ho - A guy who looks through a telescope. He's quite fascinated by a lot of things. He's found on various islands.

Princess Zelda - The last princess of Hyrule, who is surprisingly Tetra. You get her figurine with the King of Hyrule's Legendary Pictograph.

Salvage Corp. - Divers who search for sunken treasure to salvage. They come in their own boat and wear diving helmets. They're found on various islands, like Pawprint Isle or Eastern Triangle Island.

Salvatore - A guy who runs the Sinking Ships game at Windfall Island, and the Barrel Shoot game at Spectacle Island. He seems bored with his work, but suddenly becomes enthusiastic when he does his impressions.

Senza - A member of Tetra's pirate crew. He keeps the ship in order, and has a good talent of persuading people. His figurine is made with Tetra's pictograph.

Tetra - The leader of her pirate crew. Can be bossy when she wants to be, but is shown to have a kind side, possibly because of her bloodline. Take her pictograph when both you and Tetra are down at Hyrule. (After second visit to Forsaken Fortress.)

Tingle - You should know him. He wears the familiar green with red underpants. He lives on Tingle Island once you free him.

Wandering Merchant - These merchants wear huge backpacks and hope to set a chain of stores selling various oddities. They look like a certain race that lived in Death Mountain in Ocarina of Time.... They are found on Bomb Island, Mother & Child Isles, and Greatfish Isle.

Zuko - A member of Tetra's pirate crew. He keeps watch of things, and as such, has a very keen eye. He seems to have a bit of a speech impediment though, which poses a problem. His figurine is made with Tetra's pictograph.

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Items  |
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Like many Zelda games, Wind Waker has a large variety of items. This section attempts to explain them all.

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Normal Items /
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These are items that can be assigned to the Y, Z, and X Buttons. This includes all four Empty Bottles. The items will be listed left to right, by columns.

Telescope

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Description: Your sister's telescope, given to you for your birthday! Use it to see distant scenery and help plan your route. Best used in high places.

Gotten: In the beginning of the game, Aryll gives you this after you get your birthday suit. (...The green tunic and cap.)

Sail

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Description: Perhaps your most used item, this item is necessary in order to sail across the Great Sea. Simply use it while on the King of Red Lions and you will sail. If you're anything like me, you'll likely have this item assigned to a button throughout the whole game, including dungeons.

Gotten: Once you land on Windfall, find the guy in a parka and he'll sell this to you for 80 Rupees.

Swift Sail

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Description: Thanks to superior craftsmanship, this sail has amazing wind-catching capabilities. Not only will you sail much faster than normal, but the wind will always be at your back! When sailing, just press A to turn it on, and press it again to turn it off. (ONLY IN THE HD VERSION)

Gotten: In the HD version of this game (available on Wii U), this item can be found at the auction house in Windfall Island just as soon as you can do said auctions. Considering how massively helpful this new item is, I recommend getting this as soon as possible.

Wind Waker

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Description: Your second most-used item, this musical instrument allows you to conduct the gods' chorus to sing songs that you learn along the way. For a list of those songs, see the specific section for it.

Gotten: As soon as you arrive on Dragon Roost Island, the King of Red Lions gives you this. It's useless until you learn a song for it, of course.

Grappling Hook

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Description: A rather unique item, with this you can swing across gaps that have something to grapple around. You can hang with the Grappling Hook and pull yourself up to where you grappled if you want to. It's used a lot in Dragon Roost Cavern.

Gotten: Medli gives you this after freeing her from Bokoblins and a Moblin halfway through Dragon Roost Cavern.

Spoils Bag

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Description: A bag that can hold eight different kinds of spoils, which are dropped by defeated enemies. For a list of spoils, see the "Bag Items" section here.

Gotten: After setting off for Forsaken Fortress while on the pirate ship, clear Niko's platforming training to get this. It's required anyway.

Bait Bag

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Description: A bag that can hold up to eight different kinds of bait, which can only be bought at Beedle's Shops. For a list of bait types, see the "Bag Items" section here.

Gotten: Any Beedle Shop can carry it. Your best bet is the Beedle Shop by Dragon Roost Island. You can buy it first thing as soon as you stop off at the island first time.

Delivery Bag

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Description: A bag that holds eight different kinds of mail-able items. Pretty simple really.

Gotten: After visiting the Rito, the postman gives you this.

Boomerang

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Description: A device that always comes back to you. It can be used to stun enemies and cut down soft things, like tentacles. While it's out, it can lock on to up to five targets at once.

Gotten: After beating the Winged Mothula mini-boss in Forbidden Woods.

Hero's Bow

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Description: A handy weapon that allows you to shoot arrows at distant objects. Very useful. Later on, you will acquire different arrow types. They are Fire, Ice, and Light. To switch between them, have your Bow out and use R to switch between the three arrow types. Using these special arrows requires magic power.

Gotten: After beating a Darknut miniboss in Tower of the Gods.

Hookshot

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Description: A really neat invention that allows you to transport yourself to high places. You usually have to find something wooden to Hookshot to though.

Gotten: For defeating the Wizzrobe mini-boss in Wind Temple.

Deku Leaf

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Description: A magical leaf that will blow a strong gust of wind when used on the ground, and will let you glide for as long as you have magic when used in the air.

Gotten: Visit the Great Deku Tree at the Forest Haven, then climb up using Baba Bud launches to collect this.

Bombs

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Description: Crude but effective explosive devices. Pull one out and place it to blow up weak walls or boulders. If used while sailing, they get turned into cannon artillery to defend yourself at sea! Just be careful of your ammo.

Gotten: After getting Farore's Pearl and learning of Tetra's pirate crew docked at Windfall Island, sail there, listen in on the pirates' conversation in the bomb shop to learn of a code, then sneak onto the pirates' ship. Use the code to enter, and pass Niko's test to get the bombs.

Skull Hammer

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Description: A large hammer where you can pound down switches and enemies. Sometimes the shockwave can stun enemies.

Gotten: Visit Forsaken Fortress a second time and you will battle Phantom Ganon as a mid-boss. Defeat him to get this.

Tingle Tuner

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Description: An item in the game that lets you connect to your GBA, allowing Tingle to help you in various ways. Good for a co-op mode if you have a friend with the GBA. Note that this item is useless unless you have a GBA (no game carts inside) and a GCN/GBA link cable.

Gotten: Free Tingle from the underground jail cell in Windfall Island, and he will give you this, along with Tingle's Chart.

Tingle Bottle

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Description: Replacing the Tingle Tuner in Wind Waker HD, use this item to create or receive messages, attach pictographs if you so choose, and send them off to Miiiverse.

Gotten: In the HD Version, free Tingle from the underground jail cell in Windfall Island, and he will give you this, along with Tingle's Chart.

Picto Box

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Description: A camera that can take black-and-white pictures. It can store up to three pictures/pictographs at a time. Not very useful unless you're looking to completing the Nintendo Gallery, in which you should upgrade it to the Deluxe Picto Box...

Gotten: In Tingle's jail cell in Windfall, push away the crate to reveal the entrance to a maze of tunnels you can crawl through. At the end of the maze is this item inside a treasure chest.

Deluxe Picto Box

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Description: A camera that can take multicolor pictures. Your Picto Box has been upgraded to this!

Gotten: Bottle a Forest Firefly in the Forest Haven, then give this to Lenzo at Windfall Island to get this. In the HD Version, all you need to do to upgrade it is to finish Lenzo's little Picto Box sidequest.

Iron Boots

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Description: Boots that can be put on and off. They're so heavy that you can barely walk, but strong winds won't blow you away.

Gotten: Is the prize inside Ice Ring Isle just west of Forest Haven. You will need the Fire Arrows to gain access to the frigid island. Shoot a Fire Arrow at the cave entrance that is blowing frigid air to thaw out the island briefly. Head inside, grab the item, and exit all within five minutes before the island turns frigid again.

Magic Armor

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Description: An item that puts up a magic-consuming barrier around you when activated. Prevents you from taking any hits! In the HD version, this is fueled by Rupees instead of magic, and only removes Rupees when you take damage.

Gotten: Zunari at Windfall Island gives you this as thanks for expanding his business after completing the lengthy and expensive Island Trading Quest. For more information, check the "Bag Items" section.

Empty Bottle #1

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Description: A bottle that can fit almost anything inside.

Gotten: After helping Medli across the plugged-up pond in Dragon Roost Island, she gives you this.

Empty Bottle #2

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Description: A bottle that can fit almost anything inside.

Gotten: In sector C6 of the Great Sea, there's a submarine in the center of the sector. Enter the submarine and take down the Bokoblins to make a chest containing this appear.

Empty Bottle #3

????????????????

Description: A bottle that can fit almost anything inside.

Gotten: Enter Beedle's Shop Ship that surrounds Rock Spire Isle on sector E2, and purchase it for 500 Rupees. Must have visited one of the wallet-upgrading Great Fairies first to be able to buy it.

Empty Bottle #4

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Description: A bottle that can fit almost anything inside.

Gotten: After the second visit to Forsaken Fortress, return to Windfall Island

at night to find a poor blonde-haired girl standing around. Talk to her, then walk away. She will take off somewhere. Follow her sneakily down to Zunari's shop and confront her. Answer all of her questions with the top answer and she will give you this.



Equipment /

These are items that can be equipped, such as swords and shields. Usually they are automatically equipped, but whatever. This will also detail some of the quest status items, since there's not much actual equipment in the game.

Hero's Sword

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Description: A general blade that does a pretty good job. It's pretty weak though.

Gotten: Orca gives you this if you visit him after spotting Tetra being dropped into the forest of Outset Island.

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Master Sword

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Description: The legendary blade of evil's bane, said to have been wielded by the very Hero of Time many years ago.

Gotten: After clearing the Tower of the Gods, venture through Hyrule Castle to find this in the castle's basement.

Hero's Shield

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Description: A shield said to have been used by the Hero of Time himself! You will have to rely on this somewhat tiny shield to protect yourself.

Gotten: Grandma will give this to you before you set out to free your sister.

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Mirror Shield

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Description: A shield with a highly reflective surface. You can use it to reflect light at focused areas.

Gotten: A prize for defeating a number of Stalfos in a certain room in the Earth Temple.

Power Bracelets

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Description: Bracelets that can be worn on your wrists. Once worn, they grant the wielder immense strength, able to lift and throw boulders 10 times his size.

Gotten: Is the prize inside Fire Mountain just south of Dragon Roost Island. You need Ice Arrows in order to open up Fire Mountain to head inside. Once the eruption is stopped, you have five minutes to get in, get the bracelets, and

escape before it starts erupting again.

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Pirate's Charm

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Description: A magical stone with which Tetra can speak to you from long distances. The King of Red Lions can also use this somehow.

Gotten: Tetra sneaks this into your pocket before you get launched to the Forsaken Fortress the first time.

Hero's Charm

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Description: A special mask that allows you to see the health of enemies when worn.

Gotten: Give Mrs. Marie, the schoolteacher at Windfall Island, 60 Joy Pendants, after giving her the initial first one. 20 will get you the Cabana Deed, which is needed to find a Triforce Chart/ Shard, and another 40 gets you this. In the HD version, Mrs. Marie instead gives you an added Treasure Chart for 40 Joy Pendants. To get this now, you just need to reach the bottom of the Savage Labyrinth.

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Piece of Heart Chart

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Description: Shows you how many more Pieces of Heart you need to make a new Heart Container for your health. It takes four pieces to make a new heart.

Treasure Charts

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Description: Shows you how many treasure charts you've collected.

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Wind Waker Song Chart

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Description: This shows you the songs you have learned for your Wind Waker. It shows you how to play each song that you highlight.

Triforce Piece Chart

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Description: Shows the pieces of the Triforce of Courage that you have acquired. You need to complete this in order to face Ganon one final time.

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Din's Pearl

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Description: A pearl made from the power of the goddess Din. You get this as a reward for clearing Dragon Roost Cavern.

Farore's Pearl

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Description: A pearl made from the courage of the goddess Farore. You get this as a reward for clearing Forbidden Woods.

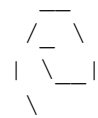
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## Nayru's Pearl

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Description: A pearl made from the wisdom of the goddess Nayru. You get this from Jabun after getting the bombs and finding him in Outset Island.



Bag Items /

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These are items that you can store in your Bags. There are three kinds: Bait, Spoils, and Mail. I'll list them by type, in the order the game puts them in.

## Joy Pendant

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Description: These pendants are said to flock to those who spread joy, like butterflies gather around nectar-filled blossoms.

Gotten: They're found randomly, but Bokoblins usually carry them. You can get them by either defeating them (random chance) or snatching it from them with the Grappling Hook. (Always works.) Held in your Spoils Bag.

## Red Chu Jelly

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Description: There's a gelatinous substance in the red jelly. It's an effective cure for exhaustion, but can't be used in its current state.

Gotten: By defeating Red Chuchus.

## Golden Feather

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Description: A certain strangeness emanates from this beautifully shining golden feather. Winged girls are said to be fond of these treasures.

Gotten: By defeating Kargarocs.

## Skull Necklace

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Description: They may look worthless, but these fine accessorires are quite valuable amongst connoisseurs.

Gotten: By defeating Moblins.

## Knight's Crest

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Description: All who are skilled in the ways of the sword know the value of a crest such as this!

Gotten: By defeating Darknuts.

## Boko Baba Seed

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Description: This source of the monster plant's magic is said to be most

helpful when mixed in the proper quantities.

Gotten: By defeating Boko Babas.

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Green Chu Jelly

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Description: There is a gelatinous essence in the green jelly that is filled with magic power, but you can't use it in its current form.

Gotten: By defeating Green ChuChus.

-----  
Blue Chu Jelly

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Description: There is a gelatinous substance in the blue jelly that is a cure-all, but you can't use it in its current state. Blue ChuChus are rare, and there are only about 23 of them. Once one Blue ChuChu has had its Jelly taken, it no longer drops some.

Gotten: By defeating Blue ChuChus.

-----  
All-Purpose Bait

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Description: Bait used for all purposes. Can be used to feed fish and pigs, and to distract small enemies.

Gotten: Only sold at Beedle Shops for 10 Rupees. Each purchase gives you three servings. Held in your Bait Bag.

-----  
Hyoï Pear

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Description: A special pear that seems to have special powers. Use it while outside and a seagull may take it. You will now be able to control the seagull. Push down on the Control Stick to ascend, up on the stick to descend, and left and right to turn. Press A to flap the seagull's wings, allowing you to go faster and/or ascend faster. Used to hit far-off things.

Gotten: Only sold at Beedle Shops for 10 Rupees. Held in your Bait Bag.

-----  
Father's Letter

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Description: A letter to Prince Komali, the Rito, from his father. Why can't he just talk to his son...?

Gotten: Talk to Medli the first time to get this.

-----  
Note to Mom

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Description: A note to a part-timer mail sorter's mom. Deliver it and you may get something good later on!

Gotten: At Dragon Roost Island, play the mail sorting minigame and get 25 letters or more sorted. Come back later after exiting the area to find the part-timer working there. He'll want to see that legendary score you made, so sort another 25 letters or more and he will give you this to send to the Post-

box.

-----  
Maggie's Letter

~~~~~

Description: A letter from Maggie to her beloved Moblin Moe at Forsaken Fortress. Just put it in a Postbox.

Gotten: Talk to Maggie in the second floor of the rich house (which is also the home of nightly auctions) at Windfall Island after the second visit to Forsaken Fortress, and she will give you this to mail to Moe.

Moblin's Letter

~~~~~

Description: A letter to Maggie from a Moblin in Forsaken Fortress. You got this from the postman, so hand-deliver it to Maggie.

Gotten: After mailing Maggie's Letter, a day later a Postman will attempt to mail Moblin's Letter to Maggie, but get kicked out by her father. Find the Postman in the Milk Bar and agree to help him to get this.

-----  
Town Flower

~~~~~

Description: This little flower is reminiscent of the town. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Can be bought at Zunari's shop during the day on a later visit to Windfall, but he gives you one for free if you accept to be his salesman, starting a big trading sequence.

Sea Flower

~~~~~

Description: This flower reminds you of the vast sea. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Town Flower to the Wandering Merchant on either Bomb Island or Mother & Child Isles for 20 Rupees to get this.

-----  
Exotic Flower

~~~~~

Description: This beautiful flower blossoms in tropical regions. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Sea Flower to the Wandering Merchant on Greatfish Isle for 25 Rupees to get this.

Pinwheel

~~~~~

Description: A simple windcatcher that is easy to look at. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Exotic Flower to the Wandering Merchant on Mother & Child Isles for 55 Rupees to get this.  
-----

Sickle Moon Flag

~~~~~

Description: A rather fancy flag. Look at all the wavy things! If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Pinwheel to the Wandering Merchant on Bomb Island for 40 Rupees to get this.

Big Catch Flag

~~~~~

Description: This flag encourages fishing for a big haul! If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Sickle Moon Flag to the Wandering Merchant on Mother & Child Isles for 85 Rupees to get this.

-----  
Fountain Idol

~~~~~

Description: A small statue depicting a girl holding a pot of water. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Big Catch Flag to the Wandering Merchant on Bomb Island for 65 Rupees to get this.

Skull Tower Idol

~~~~~

Description: An ugly statue showing many skulls stacked on top of one another. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Fountain Idol to the Wandering Merchant on Greatfish Isle for 60 Rupees to get this.

-----  
Big Sale Flag

~~~~~

Description: This flag looks like it attracts customers! If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Skull Tower Idol to the Wandering Merchant on Mother & Child Isles for 35 Rupees to get this.

Hero's Flag

~~~~~

Description: This flag is perfect for a hero! If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Big Sale Flag to the Wandering Merchant on Bomb Island for 75 Rupees to get this.

-----  
Postman Statue

~~~~~

Description: This statue is the carving of the postman, hero of all Ritos. If you find a place where you think it belongs, set it to and place it with Y, Z,

or X.

Gotten: Sell the Hero's Flag to the Wandering Merchant on Greatfish Isle for 100 Rupees to get this.

Shop Guru Statue

~~~~~

Description: This golden statue depicts the pride of every merchant's dream. If you find a place where you think it belongs, set it to and place it with Y, Z, or X.

Gotten: Sell the Postman Statue to the Wandering Merchant on Mother & Child Isles for 200 Rupees to get this.

-----  
Cabana Deed

~~~~~

Description: A deed written in old yellow parchment. Now that you have this, the cabana on the Private Oasis is yours to keep!

Gotten: Give Mrs. Marie, the schoolteacher at Windfall Island, 20 Joy Pendants.

Complimentary ID

~~~~~

Description: An ID that you show to Beedle. He will compliment you when you show it to him in any of his shops. Get it!? Complimentary ID, and he compliments you? Hahahaha...heheh...eeehh...bad joke. It does restore your hearts however, which is good.

Gotten: Acquire 30 shop points at his shops (buy 30 of his items) to acquire Silver Membership. Wait a day or so for something to arrive at a Postbox. Read the mail and you will get this.

-----  
Fill-up Coupon

~~~~~

Description: Show this to Beedle and you will get a free fill-up of Arrows, Bombs, magic, and health! Very useful.

Gotten: Acquire 60 shop points at his shops (buy 60 of his items) to acquire Gold Membership. Wait a day or so for something to arrive at a Postbox. Read the mail and you will get this.



Common Pick-ups /

These are items that appear from broken pots and defeated enemies, such as Recovery Hearts and Rupees.

Rupees

~~~~~

Description: Rupees are the game's currency. There are various colors of Rupees, and the color depends on how much the Rupee is worth. Green is worth 1, Blue is worth 5, Yellow is worth 10, Red is worth 20, Purple is worth 50,

Orange is worth 100, and Silver is worth 200.

-----  
Recovery Hearts

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Description: A heart that heals...one heart of your health bar. Find these whenever you can!

Magic Pots

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Description: Wooden pots that contain magic power. The bigger the pots, the more magic is restored.

-----  
Arrows

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Description: Arrows for your Bow. How many are shown in the pick-up determines how many arrows you get back. One arrow is 5, two are 10, three are 15.

Bombs

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Description: Bombs. Simple as that. Picking up one restores your bomb count by 5.

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Dungeon Items /

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These are items that can be found only in dungeons, excluding the Normal Items found in their respective dungeons.

-----  
Dungeon Map

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Description: A map of the current dungeon you are exploring. Green areas are rooms that you've visited, black areas are rooms that you have not visited, and the flashing green area indicates the room you are currently in.

Compass

~~~~~

Description: A device that lets you see where you are in the mini-map function for the dungeon, and pinpoints treasure chest locations. Kinda useful in my opinion.

-----  
Big Key

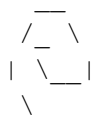
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Description: The key to open the way to the boss! These are usually very well hidden.

Small Key

~~~~~

Description: A key that lets you open a locked door. They can only be used in the dungeon they're found in. These cannot open boss doors.



Bottle Items /

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This shows items that can be stored in your bottles, from potions to fairies. Alphabetical order, of course.

-----  
Blue Potion

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Description: A cure-all potion. Restores all health and magic! Simply wonderful. This rare potion can be bought at Doc Bandam's if you give him at least 15 Blue Chu Jellies.

-----  
Elixir Soup

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Description: Homemade soup. It's so good that it restores all health and magic, and doubles your attack power until you get hit. Not only that, but it has two servings! You get this from Grandma (and can get a refill at any time) when you re-visit Outset Island and cure her sickness with a bottled Fairy.

-----  
Fairy

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Description: A health-restoring fairy. When fallen in battle, these will help you spring right back to your feet! When simply used, they restore a lot of hearts to your health.

-----  
Forest Firefly

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Description: A firefly from the forest that shines brightly. Perhaps this could be used as a remote light source?

-----  
Forest Water

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Description: Special water from the Forest Haven. Has special nutrients that make trees grow and prosper. It can be used to water trees unlimited times, but the nutrients will dissolve after 20 minutes, turning it into regular Water. This is needed for a sidequest involving a Piece of Heart.

-----  
Green Potion

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Description: Potion that refreshes the spirit. It restores all of your magic power, and is made with Green Chu Jelly.

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Red Potion

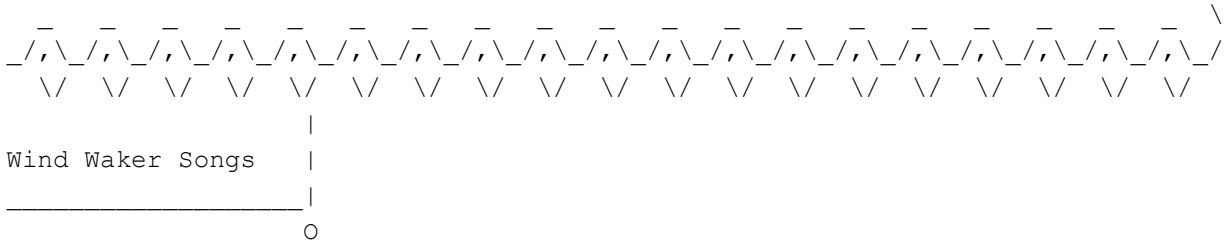
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Description: Special potion that heals the body. It restores 8 hearts when drunk. These are made with Red Chu Jelly.

-----  
Water

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Description: Some simple water. Use it to water stuff. Some of this is at least needed to enter the first dungeon, Dragon Roost Cavern.



Wind Waker Songs

This lists all the songs learned with the Wind Waker, in the order the game status subscreen lists them.

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Wind's Requiem

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Learned: After clearing the Dragon Roost Cavern, visit the small shrine past a tunnel under the Postbox in the Island and bring out your Wind Waker to learn this.

How to play: In 3/4 time; Up, Left, Right

What it does: Lets you change the direction the wind blows at will. Used to help with sailing.

-----  
Ballad of Gales

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Learned: Once you have the Hero's Bow, approach one of those giant tornados scattered around the Great Sea and Cyclos will try to suck you in. Shoot him with about three arrows and he will teach you this song.

How to play: In 4/4 time; Down, Right, Left, Up

What it does: When played, allows you to warp to various spots around the Great Sea. Pretty helpful!

-----  
Command Melody

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Learned: In the Tower of the Gods dungeon. Once arrived at the second floor, bring the first statue to the central room and a stone slab will appear in the center. Follow the notes on it with your Wind Waker to learn this song!

How to play: In 4/4 time; Left, Center, Right, Center

What it does: When played near certain things, allows you to control that object. Plays a big role in the Tower of the Gods, Earth Temple, and Wind Temple.

-----  
Earth God's Lyric

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Learned: After the second visit to the Forsaken Fortress, you will have to go through the Earth Temple and the Wind Temple to revive the power of the Master Sword. Go to Headstone Island and throw away the giant boulder blocking the entrance using the Power Bracelets (can be found in Fire Mountain), and head inside. Get out the Wind Waker while standing in front of the giant rock with markings on it to learn this.



How to play: In 6/4 time; Down, Down, Center, Right, Left, Center

What it does: Awakens the Earth Sage in Medli, opens up large rock doors in the Earth Temple. Basically helps you finish the Earth Temple.

-----  
Wind God's Aria

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Learned: After the second visit to the Forsaken Fortress, you will have to go through the Earth Temple and the Wind Temple to revive the power of the Master Sword. Go to Gale Isle and approach the wind-blowing rock using the Iron Boots (can be found in Ice Ring Isle) and smash the rock with the Skull Hammer. Head inside and get out the Wind Waker while standing in front of the giant rock with markings on it to learn this.

How to play: In 6/4 time; Up, Up, Down, Right, Left, Right

What it does: Awakens the Wind Sage in Makar, opens up large rock doors in the Wind Temple. Basically helps you finish the Wind Temple.

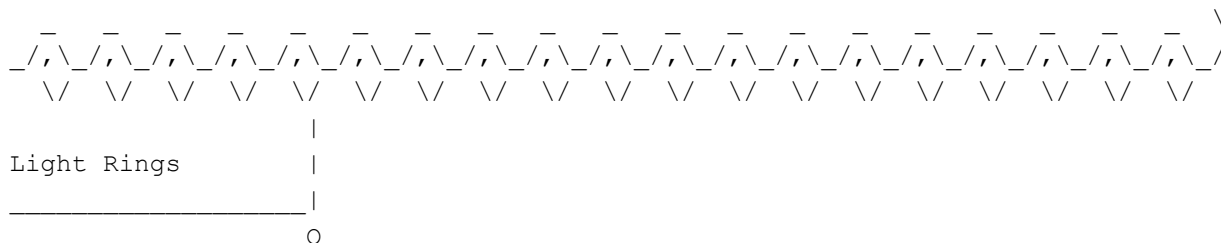
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Song of Passing

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Learned: Once you have the Wind Waker, sail back to Windfall Island. Talk to Tott, the Elvis wannabe that dances near a gravestone. Play the Wind Waker without using any notes, and Tott will recognize the rythm needed for his dance. Follow his dance moves with your Wind Waker to learn this.

How to play: In 3/4 time; Right, Left, Down

What it does: Change day to night or night to day in a flash.



Light Rings are rings of light that appear in the Great Sea, marking sunken treasures. Some only appear at night, and can be a bit hard to find. This section will tell you how many light rings are in each grid on the Great Sea Map, and their general locations and prizes. This includes the light rings marked by charts. Also, light rings appear from the sunken remains of downed cannon ships, but the treasures obtained there are random. Also note that the light rings that only appear under a full moon actually re-appear at the next full moon if they've been salvaged already. If you need extra help, check out me and Crono's collaboration effort with the Light Ring Map on GameFAQs.

NOTE: All light rings except the ones covered by Charts appear in the same place in both the first and second quests. To elaborate, the light rings are switched up for the Treasure Charts in the second quest. They still appear near the same islands and have the same treasures, but they might be in a different position if you're following this guide while on the second quest.

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Sector A1, Horseshoe Island

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- A light ring is a bit southeast of the island. Found with Treasure Chart 9,

this contains a Silver Rupee.

- A light ring south of the island holds a Purple Rupee.
- A light ring north of the island holds a Purple Rupee.
- East of the above light ring is another. This one holds a Red Rupee.

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Sector A2, Outset Island

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- A light ring can be found south of the island. Found with Triforce Chart 4, this contains a Triforce Shard.
- A light ring west/southwest of the island holds a Red Rupee.
- A light ring containing a Purple Rupee is north off the western tip of the island.
- Northwest of the above light ring is another. This one holds a Purple Rupee.
- East of the island is a light ring. This one holds a Purple Rupee.

Sector A3, Headstone Island

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- A light ring is just southwest of the island. Found with Treasure Chart 40, this contains a Silver Rupee.
- A light ring north of the island contains a Red Rupee.
- A light ring is located northwest of the submarine. This one holds a Purple Rupee.

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Sector A4, Two-Eye Reef

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- Within the reef, a light ring can be found just south of the southern "eye." Found with Triforce Chart 8, this contains a Triforce Shard.
- Far to the south and a little west of the island is a light ring containing a Red Rupee.
- Southeast of the island is a light ring containing a Purple Rupee.
- Inside the reef are five light rings that only appear at night. Salvage them for four Red Rupees and a Yellow Rupee.

Sector A5, Angular Isles

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- A light ring is just north of the islands. Found with Treasure Chart 15, this contains a Piece of Heart.
- Northwest of the isles is a light ring containing a Red Rupee. It's just west of a raft.
- Northeast of the isles is a light ring containing a Purple Rupee. It's just east of a raft.

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Sector A6, Boating Course

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- A light ring is a bit northeast of the islands. Found with Treasure Chart 32, this contains the Sea Hearts Chart.
- A light ring is way off to the south, a bit off-center to the left. For extra reference, it's southwest of a group of rafts southeast of the island.
- A light ring is way off to the northeast corner of the sector. Just sail towards there and you should find it. (Easiest during the night.)

Sector A7, Five-Star Isles

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- A light ring is just south of the first three rocks on the west. Found with Treasure Chart 33, this contains a Piece of Heart.
- Southwest of the isles is a light ring out in the middle of nowhere. Salvage it for a Purple Rupee.
- Way south of the isles is a light ring. For reference, it's just west of a submarine surrounded by rafts.
- At night, during the full moon, appear three light rings within the isles. Each contains a Red Rupee.

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Sector B1, Diamond Steppe Island

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- A light ring is south/southwestern of the island. Found with Treasure Chart 23, this contains a Piece of Heart.
- A light ring sits at the northeast corner of the sector. This holds a Red Rupee.
- A light ring sits at the northwest corner of the sector. This holds a Purple Rupee.
- A Big Octo is a bit southwest of the island. Kill it and salvage the light ring treasure it leaves behind for an Orange Rupee.

Sector B2, Five-Eye Reef

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- A light ring is inside the reef, east of the middle "eye." Found with Treasure Chart 12, this contains a Silver Rupee.
- Southeast from the reef are two light rings fairly close together, guarded by a pack of Gyorgs. Both contain Purple Rupees.
- Near the southwest corner of the sector is a light ring containing a Red Rupee.
- There are five light rings lining the north outside shore of the reef that appear only at night. They contain three Purple Rupees, a Red Rupee, and a Yellow Rupee.

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Sector B3, Shark Island

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- A light ring is just east of the "tail" of the island. Found with Treasure Chart 16, this contains a Silver Rupee.
- East and a bit north of the island lies a light ring surrounded by Octoroks. This holds a Purple Rupee.
- Far north of the island lies another light ring surrounded by Octoroks. This holds a Purple Rupee.
- Not too far northwest of the island lies a light ring surrounded by three Octoroks. This holds a Red Rupee.
- Just southeast of the island lie five light rings close together, appearing only at night. They contain three Red Rupees, a Yellow Rupee, and a Purple Rupee.

Sector B4, Southern Fairy Island

~~~~~

- A light ring is just southwest of the island. Found with Treasure Chart 4, this contains a Piece of Heart.
- There's a light ring containing a Purple Rupee far southeast of the island, south of the trio of watchtowers.
- East of the island is another light ring. This contains a Red Rupee.

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Sector B5, Ice Ring Isle

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- A light ring is just southwest of the island. Found with Treasure Chart 17, this contains a Silver Rupee.
- A light ring containing a Red Rupee is east of the island.
- There's a light ring far north and a bit east of the island that contains a Purple Rupee. It's in the middle near the north edge of the sector.

Sector B6, Forest Haven

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- A light ring on the north side of the main island, between the main island and a smaller island that has a chest containing a Treasure Chart, can be found. Found with Treasure Chart 31, this contains a Piece of Heart.
- A light ring is found just southeast of the southern small island. This one has a Purple Rupee in it.
- A light ring is a bit northeast of the group of islands. This one contains a Red Rupee.

-----  
Sector B7, Cliff Plateau Isles

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- A light ring can be found just southwest of the isles. Found with Triforce Chart 5, this contains a Triforce Shard.
- A light ring is found way to the southeast of the island, kinda off-center near the southern edge of the sector. This contains a Purple Rupee.
- Far off the east of the island is a light ring containing a Red Rupee.

Sector C1, Needle Rock Isle

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- A bit west of the island is a light ring. Found with Treasure Chart 28, this contains a Silver Rupee.
- Near the west side of the sector, in the middle, is a light ring containing a Purple Rupee.
- Northwest of the island is a light ring, aside from the Battleships. Salvage it for a Purple Rupee.
- Northwest of the island are three Battleships. They may leave sunken treasure sometimes when downed. The golden one will always leave sunken treasure. Salvage it for Triforce Chart 5.

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Sector C2, Islet of Steel

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- A bit northwest of the enemy base island is a light ring. Found with Treasure Chart 35, this contains a Silver Rupee.
- West and a bit north of the islet is a light ring containing a Purple Rupee.
- A light ring is southwest of the islet. This holds a Purple Rupee.
- South of the islet is another light ring. This holds a Red Rupee.
- Battleships surround the enemy base. Three of them all drop light rings. Salvage them for a Red Rupee in each.

Sector C3, Stone Watcher Island

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- Just northeast of the island, a light ring can be found. Found with Triforce Chart 3, this contains a Triforce Shard.
  - South and a bit west of the island is a light ring containing a Red Rupee.
  - Far northeast of the island is a light ring containing a Purple Rupee.
-

Sector C4, Southern Triangle Island

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- Just southwest of this island is a light ring. Found with Triforce Chart 6, this contains a Triforce Shard.
- A light ring south of the island, by a Seahat, contains a Purple Rupee.
- There's a light ring east of the island that holds a Red Rupee.

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Sector C5, Private Oasis

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- A light ring a bit to the southwest of the island is here. Found with Treasure Chart 1, this contains a Silver Rupee.
- Far north and slightly west of the island is a light ring containing a Purple Rupee.
- North a bit and slightly east of the island is a light ring holding a Red Rupee.
- West and slightly north a bit of the island is a flock of seagulls. Sail there and kill the Big Octo that appears to make a light ring appear. Salvage it for an Orange Rupee.

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Sector C6, Bomb Island

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- A light ring is just east of the island. Found with Treasure Chart 20, this contains a Piece of Heart.
- A Red Rupee can be found in a light ring southwest of the island, west of the submarine.
- There's a light ring south of the island a ways, holding a Purple Rupee.

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Sector C7, Bird's Peak Rock

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- A light ring is south of the larger island, west of the smaller island. Found with Treasure Chart 36, this contains a Silver Rupee.
- Southwest of the isles is a light ring containing a Red Rupee. Yippee.
- East and a bit north of the isles is a light ring. Salvage it for a Purple Rupee.

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Sector D1, Three-Eye Reef

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- A light ring is inside Three-Eye Reef, north of the southern "eye". Found with Treasure Chart 38, this contains a Piece of Heart.
- Northeast of the reef is a light ring. This contains a Red Rupee.
- North-ish of the previous light ring is another. Salvage for a Purple Rupee.
- Southwest of the previous light ring is another. This one holds a Purple Rupee.
- At the outside southeast corner of the reef are five light rings that only appear at night. They contain a Purple Rupee, three Red Rupees, and a Yellow Rupee.

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Sector D2, Greatfish Isle

~~~~~

- A light ring is found between the two southern-most pieces of island. Found with Triforce Chart 1, this contains a Triforce Shard.
- East of the isle is a light ring containing a Red Rupee.
- North of the western piece of island is a light ring holding a Purple Rupee.
- Four light rings are found around the island at night when the full moon is out. Each one contains a Red Rupee.

Sector D3, Cyclops Reef

~~~~~

- There's a light ring inside Cyclops Reef, southwest of the eye. Found with Treasure Chart 21, this contains the Light Ring Chart.
- North of the west side of the reef is a light ring. Salvage for a Purple Rupee.
- Just northwest of the above light ring is another. This one has a Red Rupee.
- Around the southwest corner of the sector is another light ring. This one holds a Purple Rupee.
- Five light rings surround the outside northwest corner of the reef at night. They hold four Red Rupees and a Yellow Rupee.

-----  
Sector D4, Six-Eye Reef

~~~~~

- A light ring is inside Six-Eye Reef, east of the bottom two east "eyes." Found with Treasure Chart 6, this contains a Silver Rupee.
- South of the reef is a light ring. Inside is a Red Rupee.
- Farther south from the above ring is another one. This one has a Purple Rupee.
- West of the reef is another light ring surrounded by Octoroks. Salvage it for a Purple Rupee.
- Within the reef is a Battleship that drops a light ring when defeated, but only at night. Its treasure is a Yellow Rupee.
- There are four light rings within the reef that only appear at night. They hold three Purple Rupees and a Red Rupee.

Sector D5, Tower of the Gods

~~~~~

- A light ring is located in the "courtyard" of the Tower of the Gods. Found with Treasure Chart 14, this contains a Silver Rupee.
- Northeast of the tower is a light ring containing a Purple Rupee.
- Southwest of the tower is a light ring containing a Red Rupee.

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Sector D6, Eastern Triangle Island

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- A light ring just southeast of the island can be found. Found with Treasure Chart 34, this contains a Silver Rupee.
- There's a light ring southeast of the island that contains a Purple Rupee.
- West and a bit south of the island is a light ring that contains a Purple Rupee.

Sector D7, Thorned Fairy Island

~~~~~

- A light ring is just northwest of the island. Found with Treasure Chart 5, this contains a Piece of Heart.
- North and a bit east of the island, just past some watchtowers, is a light ring containing a Red Rupee.
- From the center of the sector, head straight north. You should find a light ring close to the north edge. Salvage it for a Red Rupee.
- Far northwest of the island is a light ring guarded by three Seahats. This holds a Purple Rupee.

-----  
Sector E1, Western Fairy Island

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- A light ring is a bit southeast of the island. Found with Treasure Chart 8, this contains a Silver Rupee.
- At the southwest corner of the sector is a light ring holding a Red Rupee.
- East of the island is a light ring. Salvage it for a Purple Rupee.

Sector E2, Rock Spire Isle

~~~~~

- A light ring is almost touching the northwestern shore of the isle. Found with Treasure Chart 2, this contains a Piece of Heart.
- There's a light ring east of the north end of the isle. This one has a Red Rupee.
- Far southeast of the isle is another light ring. This one has a Purple Rupee.
- South of the isle are two Battleships. Each one drops sunken treasure in light rings once they are downed. Salvage them both for an Orange Rupee and a Piece of Heart.

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#### Sector E3, Tingle Island

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- A light ring is just northeast of the island. Found with Treasure Chart 10, this contains a Silver Rupee.
- West of the island is a light ring containing a Purple Rupee. Be wary of Gyorgs.
- Sail north from the previous light ring to find another. This one has a Red Rupee.
- North of the island is a flock of seagulls, signaling a Big Octo. Sail there and kill it to spawn a light ring. Salvage the treasure for a Piece of Heart.

Sector E4, Northern Triangle Isle

~~~~~

- A light ring is just south and a little west of the island. Found with Treasure Chart 26, this contains the Octo Chart.
- West and a bit north of the island is a light ring surrounded by seemingly endless Octoroks. It contains a Purple Rupee. To make it easy to get, just shoot down Octoroks with your arrows until the Octoroks spawn fairly far from you so they can't hit you. Otherwise, with persistence, they finally all die.
- Sail east from the previous light ring and you will eventually find another. This one holds a Red Rupee.
- Four light rings surround the island at night during the full moon. Each one contains a Red Rupee.

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#### Sector E5, Eastern Fairy Island

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- A light ring is just west of the island. Found with Treasure Chart 3, this contains a Silver Rupee.
- West of the island (or south from the previous light ring) is a light ring. Salvage it for a Red Rupee.
- A bit far northwest of the island is a light ring that holds a Purple Rupee.

Sector E6, Fire Mountain

~~~~~

- A light ring is just southwest of the island. Found with Treasure Chart 37, this contains a Silver Rupee.
- South of the isle is a light ring that holds a Red Rupee.
- At the northeast corner of the sector is a light ring that contains a Purple

Rupee.

- Far to the southeast of the volcano isle, there's a flock of seagulls. Approach it to fight an eight-eyed Big Octo. Once defeated, it drops sunken treasure in the form of a light ring. Salvage it for an Orange Rupee.

-----  
Sector E7, Star Belt Archipelago

~~~~~

- There is a light ring kinda east of the isles. Found with Treasure Chart 27, this contains a Silver Rupee.
- Southwest of the isles is a light ring guarded by two Seahats. This one has a Purple Rupee.
- Southeast of the isles is a light ring guarded by two Seahats. This one has a Purple Rupee.
- North of the previous light ring is another, guarded by a single Seahat. This holds a Red Rupee.
- Two light rings are found within the archipelago at night during the full moon. Salvage them for a Purple Rupee and a Red Rupee.

Sector F1, Four-Eye Reef

~~~~~

- A light ring is northeast of the northeast "eye." Found with Treasure Chart 41, this contains the Great Fairy Chart.
- Southwest of the reef are three light rings in fairly close proximity to each other, surrounded by all kinds of debris and explosive barrels. The east one contains a Purple Rupee, the south one contains a Red Rupee, and the north one contains a Purple Rupee.
- Within the reef are five light rings that appear only at night. The treasures are a Purple Rupee, three Red Rupees, and a Yellow Rupee.

-----  
Sector F2, Mother & Child Isles

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- A light ring is a bit east of the child island. Found with Treasure Chart 29, this contains a Silver Rupee.
- West and a little south of the island is a light ring containing a Purple Rupee.
- Far west and a little north of the island is a light ring containing a Red Rupee.

Sector F3, Spectacle Island

~~~~~

- A light ring is just southwest of the island. Found with Treasure Chart 22, this contains a Silver Rupee.
- East of the island is a light ring that contains a Red Rupee.
- Far north of above light ring is another one. This one has a Purple Rupee.

-----  
Sector F4, Windfall Island

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- A light ring is just northeast of the island. Found with Treasure Chart 18, this contains a Green Rupee.
- Not far northeast from the island is a light ring. Salvage it for a Red Rupee.
- South of the island is another light ring. This one has a Purple Rupee.

Sector F5, Pawprint Isle


~~~~~

- A light ring is just north of Pawprint Isle. Found with Treasure Chart 30, this contains a Piece of Heart.
- A bit far northeast of the island is a light ring. Salvage for a Red Rupee.
- Farther north from the above light ring is another. It holds a Purple Rupee.

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#### Sector F6, Dragon Roost Island

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- A light ring amidst all the rock spires on the island's northeastern side. Found with Treasure Chart 39, this contains a Silver Rupee.
- Southeast of the island is a light ring containing a Red Rupee.
- East of the island will find you a light ring. Salvage it to get a Red Rupee.
- Southwest of the island is a light ring containing a Purple Rupee.

Sector F7, Flight Control Platform

~~~~~

- A light ring is a bit east of the platform. Found with Treasure Chart 19, this contains the Island Hearts Chart.
- Just south of the submarine here, a light ring can be found. This holds a Purple Rupee.
- Northeast of the control platform is a light ring containing a Purple Rupee.
- North of the control platform is another light ring. This holds a Red Rupee.

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#### Sector G1, Forsaken Fortress

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- A light ring is just northeast of the island. Found with Treasure Chart 25, this contains a Silver Rupee.
- There is a light ring just west of a large rock far south of the fortress. This one has a Red Rupee.
- At the northwestern corner of the sector is a light ring containing a Purple Rupee.

Sector G2, Star Island

~~~~~

- A light ring can be seen a bit northwest of the island. Found with Treasure Chart 7, this contains a Silver Rupee.
- South and a bit west of the island is a light ring that contains a Purple Rupee.
- Near the southeast corner of the sector is a light ring that contains a Purple Rupee.
- Near the northeast corner of the sector is a light ring that holds a Red Rupee.

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#### Sector G3, Northern Fairy Island

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- A light ring can be found just southwest of the island. Found with Treasure Chart 24, this contains a Silver Rupee.
- A bit northeast of the submarine is a light ring that contains a Purple Rupee.
- North and a bit east of the island is a light ring that holds a Red Rupee.

Sector G4, Gale Isle

~~~~~

- A light ring can be found just south of the eastern rocks of the island.

Found with Triforce Chart 2, this contains a Triforce Shard.

- Southwest of the island is a light ring that holds a Red Rupee.
- Far south of the island is a light ring that contains a Purple Rupee.

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Sector G5, Crescent Moon Island

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- A light ring is just northeast of the island, within swimming distance. Found with Treasure Chart 11, this contains a Piece of Heart.
- A bit southwest of the island is a light ring that contains a Red Rupee.
- North of the island is a light ring that holds a Purple Rupee.

Sector G6, Seven-Star Isles

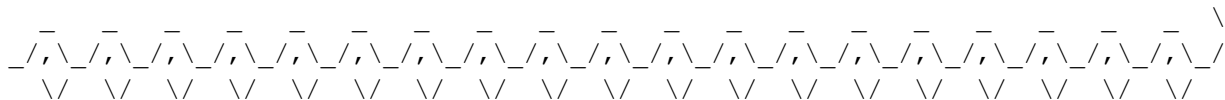
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- Just north of all the isles is a light ring. Found with Triforce Chart 7, this contains a Triforce Shard.
- At the northwest corner of the sector is a light ring. Salvage for a Red Rupee.
- South of the isles is a light ring that holds a Purple Rupee.
- A bit far southwest from the isles is a flock of seagulls. Sail there to find a twelve-eyed Big Octo. Kill it to reveal this light ring. It contains a Piece of Heart.
- While at night when the full moon is out, three light rings will appear within the isles. Salvage them all to get a Red Rupee from each.

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Sector G7, Overlook Island

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- A light ring is just northwest of the island. Found with Treasure Chart 13, this contains the Secret Cave Chart.
- There's a light ring southeast of the island. This contains a Red Rupee.
- Near the northeast corner of the sector is a light ring containing a Purple Rupee.



Blue Chu Locations |

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This section details where to find all the rare Blue ChuChus in the game. The purpose for this is to be able to have the coveted Blue Potion item in the game. Once you have acquired enough Blue Chu Jelly, you can give it to the Potion maker in Windfall Island to make Blue Potion available to purchase.

Sector A1, Horseshoe Island []

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This Blue ChuChu chills by the second hole in the mini-golf game, but only at night.

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Sector A5, Angular Isles [ ]

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This Blue ChuChu is on top of the larger island with the treasure chest. Simple enough.

Sector A6, Boating Course []

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This Blue ChuChu is on the rock on the northern island. To get to that island, get onto the highest point on the southern island, make sure the wind is blowing northward, and use the Deku Leaf to glide over there.

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Sector B1, Diamond Steppe Island [ ]

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This Blue ChuChu is on the third tier of the island, the ledge just below the source of the waterfall. You need the Hookshot to even get on the island.

Sector B3, Shark Island []

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This Blue ChuChu is on the island's "nose," or the highest ledge on the island. To get there, first activate all four switches on the island to make an updraft appear. Stand on the island's "tail," make the wind blow southeast, and glide to the updraft using the Deku Leaf. Now that you're high enough, glide to that high part.

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Sector B4, Southern Fairy Island [ ]

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This Blue ChuChu is hiding near the west palm tree.

Sector B7, Cliff Plateau Isles []

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This Blue ChuChu is by the treasure chest on the higher plateau with the Korok and the tree. You'll have to traverse the Secret Cave in order to get up there.

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Sector C1, Needle Rock Isle [ ]

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This Blue ChuChu is chilling around the east side of the island.

Sector C3, Stone Watcher Island []

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This Blue ChuChu is hiding behind the "stone watcher." (The giant boulder with a face.)

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Sector C7, Bird's Peak Rock [ ]

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On the smaller island is a cage blocking a Secret Cave. Look up near the cage to find a branch/small log sticking out of the wall. Climb up there using the Grappling Hook, and find this Blue ChuChu on the top here.

Sector D7, Thorned Fairy Island []

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This Blue ChuChu is beside the eastern palm tree.

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Sector E1, Western Fairy Island [ ]

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This Blue ChuChu sits beside the southern palm tree.

Sector E2, Rock Spire Isle []

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This Blue ChuChu waits beside the Secret Cave on the isle.

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Sector E3, Tingle Island [ ]

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This Blue ChuChu is somewhere on Tingle Island. Look around the east side, but not too close to the edge.

Sector E5, Eastern Fairy Island []

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This Blue ChuChu is by the only palm tree on the island.

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Sector F2, Mother & Child Isles [ ]

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This Blue ChuChu is by the Korok on the smaller island.

Sector F3, Spectacle Island []

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This Blue ChuChu is underneath the bridge. Just pass under the bridge to make it appear.

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Sector F5, Pawprint Isle [ ]

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This Blue ChuChu is a bit random and out of the way to get. Notice the two rocks that are shaped like the heads of ChuChus? You can hop onto the smaller one. Do so, then glide over to the larger rock using the Deku Leaf. This Blue ChuChu is on the rock.

Sector G2, Star Island []

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This Blue ChuChu hides underneath the southeastern boulder. Bomb the boulder or lift it with the Power Bracelets.

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Sector G3, Northern Fairy Island [ ]

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This Blue ChuChu resides by the eastern palm tree.

Sector G5, Crescent Moon Island []

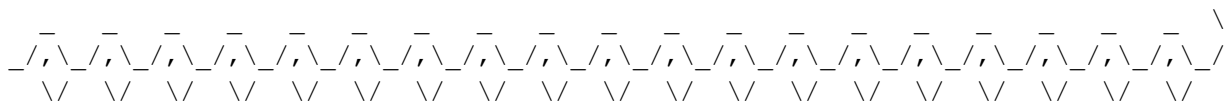
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Two Blue ChuChus guard the treasure chest here, which contains a Treasure Chart.

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Sector G7, Overlook Island [ ]

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First, you need the Hookshot to get on the island. From the lowest island, the second island hides a Blue ChuChu in the grass.



Enemies

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Enemies, enemies, enemies. They are the brutes that always prevent your progress. And there are usually a lot of types of enemies. This details each enemy in alphabetical order.

Anti-Magic Tentacle

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Grown in wooded areas, these weird tentacles with claws at the end try to latch on to Link and not only impede his progress by holding him down, but also leech his magic power. They can be killed with a simple slash. There is no official name for this, but some fans call it the Tailpasaran in honor of the Ocarina of Time enemy, which has a long body and a head similar to the claw of this thing. They are also sometimes called Dexivines as an honor to the Dexihand species in Majora's Mask.

Armos

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Animated statues that come after Link. You can disable them by shooting their glowing eyes, but you can destroy them if you break the gem on their backs with sword strikes while they're stunned with the arrow-in-eye. It's best to just kill them anyway, they become a nuisance if left alone.

Armos Knight

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Larger animated statues that come after Link. These statues work differently. They hop toward Link, and after a bit, they open their mouths, then close them before hopping towards Link again. While their mouths are open, throwing a bomb in there will destroy them.

Battleship

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A battleship manned with a cannon. They sail around certain areas (usually reefs, which act as enemy bases) and start firing cannon bombs at Link when he sails by. The only way to retaliate is with your own cannon fire. Some of them seem to hold treasure within, as sometimes when they are downed, a light ring (depicting sunken treasure) appears within their sunken remains. The treasure is usually miniscule though. It is unknown as to who or what pilots these battleships, or if they have a mind of their own.

Beamos

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A statue with a glowing orb on its top. When approached, the orb grows and glows brighter before sending out a powerful beam that can send Link flying. They can be "killed" by shooting their orbs with an arrow.

Big Octo

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A giant squid-like enemy that hides in the Great Sea. There aren't too many of them, but they're pretty dangerous. They hide usually where seagulls flock. Big Octos have multiple eyes, which are their weakpoints. Use cannon bombs (in

other words, if you don't have bombs and you face one of these, you're screwed) on their eyes to damage them. Once all eyes are "blinded" the Big Octo will die and leave behind a treasure that you can salvage.

Blue Bubble

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A form of the Bubble enemy. It surrounds itself in blue-ish purple fire that, when they touch you, prevents you from using any weapon whatsoever, for a brief time. The time is cut short if you expose yourself to a focused light source, however. They can be defeated by dousing their flames with the Deku Leaf or with Ice Arrows first.

Boko Baba

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A venus-flytrap type enemy that is thought to be the evolved descendants of the Deku Baba. This enemy can either do a headbutt attack, bite, or attempt to eat you. The latter is the most devastating attack, so avoid it when it starts licking its lips. To kill it, you must either sever its head from its stalk, or hit it with the Skull Hammer or Boomerang. If you have neither of those, you will have to slash its head until its stalk is upright.

Bokoblin

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The main infantry unit under Ganondorf, and are thus one of the more common enemies. They come in three colors; blue, green, and purple. Blue Bokoblins are the standard infantry unit and are resilient in any combat. Green Bokoblins are the elite infantry, capable of wielding both swords and shields. Purple Bokoblins are the scouts of the army, usually wielding only a telescope to spot threats farther than normal, but can defend themselves pretty easily. All Bokoblin types have the same health and attack power.

ChuChu

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Weird jelly-like enemies, they slosh around and sometimes attack. They come in a variety of colors, and each color (except for two) drop a different type of jelly that you can collect in your Spoils Bag. Red ChuChus are pretty easy, and when slain, drop Red Chu Jelly. Green ChuChus hide in a puddle of their own goo to avoid getting slashed, but can be slain with either an upwards slash (down to up) or stunned with the Boomerang from afar before slashing. These drop Green Chu Jelly. Blue ChuChus are pretty rare, and drop Blue Chu Jelly when defeated. These ChuChus can surround themselves in electricity, and only drop their jelly once. Yellow ChuChus always surround themselves in electricity except for rare occasions, and can only be defeated by stunning them first with the Boomerang or with an Arrow. They drop random Chu Jellies, but very rarely. Purple ChuChus hide in shadows and are pretty stubborn. They do not drop any jellies, and constantly reform when struck. The only way to defeat them is to turn them to stone using a light source, then using something like a hammer or bomb to destroy them.

Darknut

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A resilient enemy, quite possibly the toughest enemy in the game, excluding bosses. This enemy wears armor and wields a rather large, jagged sword. The way to kill these powerful enemies is to use parry attacks until their armor all falls off. Doing so will make them vulnerable to normal sword strikes, so go

all out. There are different types of Darknuts, and some wear shields. Others, called Mighty Darknuts, wear red armor, a cape, a shield, and their sword. These are rare, and actually are a separate figurine in the Nintendo Gallery, along with the shielded ones.

Floor Master

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A long, tendril-like hand emerging from a dark portal. Avoid approaching the dark portals, as this hand will reach out suddenly and pull you in. Floormasters, I believe, can only be defeated with a parry attack. At least, that's the easiest method. They occasionally throw things to attack, if there is anything nearby it. If you're sucked in, they will either take you to the beginning of the room, or just a few rooms back.

Gyorg

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A shark enemy that dwells in the Great Sea. When they spot Link sailing around, they will attempt to swim past the boat and make a ramming attempt to knock Link off. When not sailing, they surround you and ram attack one at a time. You can easily avoid their ram attacks during sailing by making your boat jump (press R) at the right time. They can be killed with any projectiles.

Kargaroc

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A vulture-ish bird which flies around and is not only used for aerial combatants, but also for carrying around infantry. Killing them usually yields a Golden Feather, an item that can be carried within the Spoils Bag, but they are usually above high places, pits, and the ocean, so it's easier to just snatch the feathers using the Grappling Hook.

Keese

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Basically, the bats of the game. They fly around in an erratic fashion for the most part, but will surround Link and eventually attack if they see him. They come in three variations and are only found in caves or dungeons. Normal Keese, Fire Keese, which can put Link on fire to give him added damage, and Ice Keese, which can freeze Link. Keese can freely change into either form by being exposed to flame (Fire Keese) or cold areas. (Ice Keese)

Magtail

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A giant centipede that lives in hot areas and is easily susceptible to water and/or ice. They crawl around until they spot Link, then they raise part of their bodies, spread open their pincers, then try to bite Link. Striking their eyes with the Grappling Hook can make them crawl into a ball, but exposure to water also does the trick. During this state, they can be picked up and carried. They may even be used for switches that can't stay down. They can be killed however. The easiest way to do this is to do a parry move when they are about to strike. Link will jump high and strike the Magtail with a piercing downward stab.

Miniblin

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Small but very powerful in numbers, Miniblins are pretty small. They wield

pitchforks and have horn-ish protrusions on top of their heads, so you could say that they are little imps, or demons. They usually come in endless numbers, so you may be better off running away. If you can't, throw some All-Purpose Bait to distract them.

Moblin

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A pig-like creature that serves under Ganon. Their main weapon of choice is a polearm, a rather long wooden weapon with a spear at the end. It is advisable to not go face to face with these guys at the beginning of the game. Rather, you should simply stay away from them and not get seen, as they act as guards that will imprison you if you're spotted. Once you have the Master Sword though, they won't be able to do anything of the sort, so feel free to wail on them.

Morth

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An infant Mothula. These small, black, prickly things will gather around and stick to you, hampering your movement. They really don't do any damage, so they are more of an annoyance. Just use a spin attack to knock them off of you.

Mothula

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Yep, a mothula. These are giant forest bugs that...pretty much look like moths. They come in both winged and non-winged varieties. The non-winged are more aggressive, but just take a few slashes to kill. The winged variety can be killed with the Boomerang or arrows to cut down their wings to turn them into non-winged Mothulas, and can be killed outright with any elemental magic arrows. One appears as a mini-boss in the Forbidden Woods, so to kill that, you will have to use the Deku Leaf's wind-blowing ability to stun it, then slash its wings off. All types of Mothulas produce Morths to slow Link down to provide them a better kill.

Octorok

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Famous enemies that have appeared in every Zelda save one, they are octopus-like enemies that dwell in the water. There are two types. One dwells in the Great Sea and shoots out bombs. Another dwells in freshwater ponds and rivers, and shoots out traditional rocks. Deflect the rocks back at the freshwater Octoroks with the shield or Master Sword slash to kill them, and use cannon bombs to kill the Great Sea Octoroks.

Peahat

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A flying plant enemy that pollutes the airspace with its sheer annoyance. Using its leaves as helicopter blades, it flies around and swoops down at Link whenever he's spotted. Their blades protect them from sword strikes, but can be stunned with a blow from the Deku Leaf, the Hookshot, or the Boomerang, where you can finish them off. They sometimes drop Golden Feathers like the Helmarocs, but using the Grappling Hook on them guarantees one of these coveted feathers.

Poe

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A ghost that wanders in dark places. They appear translucent at first, and thus cannot be attacked. However, they turn into solid objects when light is shone on them, making them vulnerable. They attack by throwing their lanterns at Link and possessing him for a short time, reversing his controls.

Rat

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Just that, a rat. These rats are very annoying and are money-grubbers, knocking off lots of Rupees from you when they tackle you. Collect them back before they steal them! Use All-Purpose Bait to make them leave you alone. Some rats carry around bombs. Just call these Bombchus.

Red Bubble

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A floating skull enemy. This Bubble is surrounded in flame, and will attack relentlessly if it sees Link. Their flame can set Link on fire if he's not careful. There are various ways to kill the Red Bubble, one being arrows, others being extinguishing their flames with the Deku Leaf or Hookshot. Either way, once their flames are down, one or two sword strikes will kill them.

ReDead

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A mummy-like enemy. They appear to be undead tribal people, with the way they look. When seen from afar, they appear slumped and lifeless, but when Link draws near, they screech and their eyes glow red as they approach Link as he's frozen in terror. Don't let them hump Link! His dignity must remain intact! Also, their screeches are best described as an elephant roaring after having its balls kicked.

Seahat

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A giant fish of the Great Sea that resembles a Peahat, but behaves differently. They fly around using their upper fins as helicopter blades, and when they see Link, they divebomb to the water and swim along it at rapid speeds in an attempt to knock Link off his boat. They can be killed with arrows or two Boomerang hits.

Stalfos

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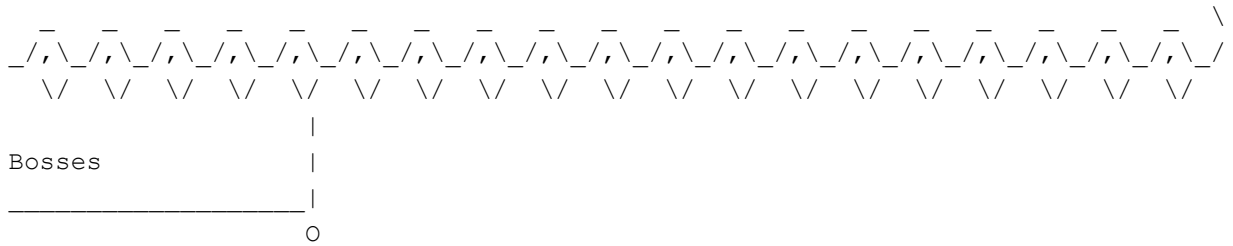
A skeletal warrior. It is basically an animated skeleton wielding a spiked club. The best way to defeat them is to bomb their bodies apart, then stun the head by throwing the Boomerang at it, then smashing it with the Skull Hammer. Three items for one enemy! If you fail to destroy the head in time, it will magically reform its body. If you snatched the Stalfos' weapon before it reforms, however, it will yank off one of its own arms to use as a battering weapon.

Wizzrobe

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A mage. Wizzrobes in this game take the form of birds (almost like toucans) in robes, and usually throw fireballs as their main attack. However, some Wizzrobes summon other enemies into the battle, making the battle exceedingly difficult. They come in all colors, but a special orange Wizzrobe is the mini-boss of the Wind Temple. This one-of-a-kind highest level mage has the ability

to summon other Wizzrobes and tougher enemies such as Darknuts, making this Wizzrobe a formidable foe. Note that the Wind Temple Wizzrobe miniboss has its own figurine for the Nintendo Gallery.



As tradition in Zelda games, at the end of each dungeon is a boss to fight, and when they are defeated, they drop a Heart Container. This also contains mini-bosses that can be encountered either partway through a dungeon, or outside dungeons. Note that mini-bosses do not drop Heart Containers.

Gohma
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Fought: Dragon Roost Cavern

Gohma is the cause of what is making Valoo angry, as it constantly bites and tugs Valoo's tail. Gohma attacks by using its pincers to slam down on you, and cornering you in before breathing fire on you. In order to down this oversized arachnid, you'll have to use the Grappling Hook on Valoo's tail hanging from the ceiling. Swing from it and jump from it and part of the ceiling will fall onto Gohma, cracking its shell. Do this for a total of three times and Gohma's shell will completely break off. At this point, it retains its same attacks, but has a new vulnerability. Target Gohma and use the Grappling Hook on its eye to stun it, making it slump towards you. Slash its eye to damage it. Repeat this until Gohma is dead.

Kalle Demos
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Fought: Kalle Demos

Kalle Demos is an overgrown plant that has swallowed Makar, the Korok. It can attack with its tentacles seperately, but can also attack with them all at once, or come up from the ground and emerge, flailing violently in an attempt to hit you. To reveal the vulnerable inside of the flower, you will have to cut down the vines that hold it up. Bequick, the vines can regrow if you waste your time. Once all the vines are cut, the flower will fall to the ground, open up, and expose its vulnerable Boko Baba-like inside. Do a series of slashes on it, then immediately try to escape before the whole flower swallows you up. If it does, it will chew you up and spit you out, causing at least a heart of damage. Repeat the same process until Kalle Demos is defeated.

Gohdan
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Fought: Tower of the Gods

This boss seems to have taken inspiration from other Nintendo games, such as Andross from Star Fox 64, Eyerok from Super Mario 64, and certain bosses in other Zelda games. Nevertheless, this boss doesn't physically harm you as far as I can remember, but he does push you off the arena onto the electric floor with his hands if you're not careful. To expose this boss's weakness, you will have to shoot Arrows at the eyes on its hands until they're both downed. If successful, the eyes on Gohdan's head will open. At this point, the head might

fire a series of projectiles at you that explode when hit. Avoid them.
(Gohdan's only really damaging attack, probably) Shoot the head's eyes with Arrows until they're both "blinded," causing the head to fall to the ground. Throw a Bomb in its mouth to damage it. Repeat the process with shooting the hands (only if the head's eyes aren't open), shooting the eyes, and throwing Bombs into its mouth to pass the test. If you run out of Arrows and Bombs, the head will spit them out for you.

MINI-BOSS: Phantom Ganon
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Fought: Forsaken Fortress

What's a 3D Zelda game without a boss fight inspired by pong? Phantom Ganon appears when you re-visit Forsaken Fortress. Your objective in this fight is to reflect its magic attacks using slashes from your sword. It might send its magic attack back to you, so play some ping-pong until one of you get hit. If Phantom Ganon is hit, it will get stunned and float down to the floor. Quickly head to it and slash it as much as you can. Repeat the process until he disappears.

Helmaroc King
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Fought: Forsaken Fortress

This freaking annoying bird is the one who kidnapped your sister and threw you into the ocean before! Time for some sweet payback. Unfortunately, the Helmaroc King doesn't have many attacks. It just flies around, and at the most scrapes the floor to try to attack you. If it lands, it does one of two attacks: Slam its beak into the ground to try to peck you, and slightly hover above ground and try to blow you into the spikes on the sides of the walls. If it does the former attack, its beak will get stuck on the ground. Take out your Skull Hammer and slam its head to crack the helmet on its head. Repeat the process for about three more times and its helmet will completely crack apart. Now, just wait for its peck attack (it's more hesitant in doing the attack now, so be patient) then start slashing its head. Repeat until dead.

Jalhalla
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Fought: Earth Temple

The leader of all Poes. Well, I guess. It reminds me more of Boolossus from Luigi's Mansion, in that a bunch of different Poes join together with a mysterious mask to form a giant Poe. But anyway, Jalhalla's attacks consist of reversing your controls by possessing you, blowing a huge gust at you in an attempt to blow you into the spikes on the wall, a variant of that gust attack where he instead blows through his lantern, turning his breath into a makeshift flamethrower. He also shakes his lantern, spreading fire around. In order to damage Jalhalla, you must find a light source and quickly get there, and use your Mirror Shield to reflect light at Jalhalla until he solidifies. Go and pick him up with your Power Bracelets (which you should already have) and throw him into one of the spiky purple pillars. This will make him break apart into the regular Poes, so go and slash as many Poes as you can. (They die in one hit, and this is much easier if you learned the Hurricane Spin beforehand.) After some time, or a certain number of Poes have been defeated, Jalhalla will reform and do that gust flamethrower attack. Repeat the process until he's dead.

MINI-BOSS: Wizzrobe

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Fought: Wind Temple

This isn't just any Wizzrobe, this is a high-level Wizzrobe with crazy summoning abilities, able to summon other Wizzrobes and tougher enemies such as Darknuts. The main challenge of the fight is the enemies that are spawned. Usually the other Wizzrobes that are spawned also have summoning abilities, so focus on them first to knock down on the amount of enemies. Simply shoot the Wizzrobe mini-boss with elemental arrows until he is defeated. For me, it took about 5 or 6 Fire/Ice Arrows to down it. On the plus side to this hectic fight, it's a good way to stock up on Spoils, considering most of the enemies summoned drop Spoils. Get your Grappling Hook out! Also, considering how unique-looking this Wizzrobe mini-boss is, he has his own figurine in the Nintendo Gallery. He won't appear again after this fight, so get his picture if you want to finish the gallery!

Molgera

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Fought: Wind Temple

Possibly the biggest boss Link faces in this game, second to Puppet Ganon. This giant Lanmola-like boss (they are worm-like creatures in LoZ, LttP, and LA) first flies around the room, then burrows itself within the sand. It will then come up at a spot in the sand (signified by the sand forming a crater-like sinkhole) with its jaws sticking up out of the sand, its tongue waving in the breeze. Get close to it, but not too close, as it will swallow you and chew you up for two hearts of damage. Hookshot its tongue to you and slash its tongue until Molgera screams and its tongue starts bleeding. It will then send out Baby Molgeras to try to annoy you. Killing them (Hookshot them to you first) yield hearts, so if you need some, go on killing them. Eventually through all this, Molgera will fly around again and this time try to fly right into you with its mouth extended. Avoid it as it sinks back into the sand, and try this again until Molgera is dead.

Puppet Ganon

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Fought: Ganon's Tower

It appears Ganondorf has no true beast form of himself in this game, as Puppet Ganon is a marionette that Ganondorf created himself. This Puppet Ganon comes in three forms: a pig, a spider, and a Moldorm. The first form is the pig form, and it moves around creepily with its limbs flailing everywhere. It has only two attacks (well, three). One is that it sends its fists flying towards you in a long-range punch, and it sometimes lands itself on you when you're trying to hit its weak spot. It also occasionally summons Keese. In order to reach the weak point of this boss, you must use the Boomerang to cut down all the ropes holding up the limbs of Puppet Ganon, including its tail. Once all are cut (they each need to be hit twice to cut), aim and shoot a Light Arrow at the blue orb at the end of its tail. Repeat this twice more and the pig form will be vanquished.

Up comes the spider form! This form's main attack is flying very high above you, then crashing down on you. Keese are also constantly summoned. To do this easily, pan out the camera as far as it can go, and use its reflection on the water as key. When it falls, find the nearest opening to its tail and move quickly. Shoot its tail with a Light Arrow to damage it. Repeat twice more for

it to move onto its final form, a Moldorm-like worm form. It will primarily squirm around the room much like a Moldorm, so its only form of attack is ramming you. In order to properly subdue it, you need to strike its head using your sword. That means you need to be close, but here's the catch: When its head is struck, it will stop for a moment, but it's dependant on the power of the strike. If struck with a simple slash, it will stop for a half-second before continuing. To make it stop for the longest time, hit it with a spin attack. During its downtime, shoot a Light Arrow into its tail to harm it. Repeat twice more to finish the boss. If you happen to run out of magic during the fight, the constant Morths that spawn will drop magic pots. Also, if you have any Bait, use that. It will lure the boss over to the Bait, setting up a perfect shot at its tail. Thanks to Anthony for this Bait trick.

FINAL BOSS: Ganondorf

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Link and Zelda team up against Ganondorf in an epic battle to the death! Ganondorf blocks pretty much all of your attacks with his double katana, but doing so provides a distraction for him as Zelda fires her Light Arrows at him. Once he's stunned with one, slash him as much as you can. Eventually, after this process repeats itself for about three times, Ganondorf will wise up and smack Zelda unconscious. You're on your own for now, so just avoid Ganondorf's attacks. The most notable attack is his double-katana jump strike. Parry this and start slashing him. After enough parries and slashing, Zelda will wake up and attempt to fire Light Arrows at him again. However, it's ineffective, as Ganondorf keeps dodging them, even if you try to keep him busy by constantly clashing swords with him. Talk to Zelda and she will devise a new tactic. She will fire the Light Arrow at you instead. L-Target Ganondorf, and when Zelda is about to fire a Light Arrow, put up your Mirror Shield. The Light Arrow should reflect off of your shield, onto Ganondorf. Now, don't attack him, otherwise you'll have to try again. Instead, wait until he attacks and parry it to end the battle. If you're in need of some hearts and don't have potions, just Hookshot Zelda to steal her heart(s)!

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Credits  
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- Nintendo - For creating the Zelda series! As always.
- You - For taking the time to read this, and inspiring me to keep writing FAQs with your helpful and friendly emails.
- Anthony Ruetz - Emailed a tip about Phantom Ganon, worm form. Check it out, it's on the Boss section and the Walkthrough!
- Crono2418 - For helping me out with the Tingle Tuner section, and for inadvertently helping me with the Light Rings section.
- Devon - Let me know of a loophole in the Legal Notices, so I fixed it. Thanks!

\*\*If you want to see my other guides, check my contributor page on GameFAQs. I plan on making a guide for every Zelda and Metroid out there, and who knows what else. Until next time, fellow Zelda fans!