

The Legend of Zelda: The Wind Waker FAQ/Walkthrough

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The Legend of Zelda: Wind Waker
Walkthrough By Invader Hera

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1. Story

This was taken from the instruction manual.

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

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

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

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

2. Controls

Control Stick-Move (also used with Wind Waker)

C-Stick-Move Camera (also used with Wind Waker)

Control Pad-See Maps

A-Perform Action

B-Use Sword, (Hold B for Spin Attack or Twirl Control and Press B

X, Y, and Z-Use Item

L-Target Something or Center Camera Behind Link

L+A-Jump Attack

R-Crouch (Crawl with Control Stick), Use Shield if Your Sword is out

Start-Pause and Open Item Menu

3. Items and Item Locations

Bait Bag

Found: You buy the Bait Bag from Beedle's Shop Ship at Outset Island for 20 rupees.

Description: This bag is used to hold All-Purpose Bait (which can be dropped outside rat holes and given to Fishman for maps) and Hyoui Pears (which are used to make seagulls do your bidding).

Bombs

Found: You get these on Windfall Island after getting the first two pearls. (I explained this in the walkthrough.)

Description: Bombs blow stuff up. So don't get close when they blow up. (You can also pick bomb flowers to use as bombs. Glad I don't have any of those growing in my backyard.)

Boomerang

Found: You get this in the Forbidden Woods.

Description: Use the boomerang to hurt or stun enemies and cut vines and stuff. Anything that gets a yellow circle thing on it, you can use the Boomerang on. Targeting multiple things this way lets you hit more than one thing at once.

Bottle

Found: There are four bottles you can get. One, you get from Medli on Dragonroost Island (just play through the game and you'll get it). The second, you buy from Beedle's Shop Ship in C2 for 500 rupees. The other two are a bit harder. In E6, go into the submarine and kill the Rats and all the Bokoblins. A chest with a bottle inside will appear.

For the fourth, go to Windfall Island, and at night, on the pathway to Zunari's shop you'll find a poor girl. Talk to her, then, go towards Zunari's shop until she starts running. Follow her from afar because if she sees you, you'll have to start over. She ends up at Zunari's shop. As she begins to try to open the safe, talk to her. Say you're an ally of justice!", then say you'll listen to her explanation, then say that it's terrible. Later say "Very well", then "Unfortunately, no." Say that you're honest and she'll give you an empty bottle.

Description: Bottles are for carryin things like potion, elixir soup, water, and fairies.

Deluxe Picto Box

Found: First of all, get the Picto Box (its location is in this section). Then, go up the stairs near Zunari (the guy in the blue hood) and through the door to find Lenzo. Talk to him, then, go upstairs. He'll follow you. (You can look at pictures up here.) Go back downstairs, then, talk to him when he's on one side of the counter, and you're on the other and say you'll be his assistant.

He'll give you your first command. Go outside. Down the stairs is a kinda chubby man wearing red. Go to the postbox (along this path you'll find it near the ocean). Stay far enough away so the guy won't see you. When he is here, take his picture when he's holding a letter. You might want to zoom in a bit. Go to Lenzo and show him the picture (by taking out the Picto Box in front of him and choosing the second picture). You'll get the second command. During the day, go up the stairs next to Zunari's shop and into the café. One man is here. Break some plates by walking into them, then, take the man's picture as he trembles. Show it to Lenzo for your third command. Near Lenzo's place is a woman in orange, and there's also a skinny man walking around town. Stand on the school steps (so the kids won't get in your way). When them man passes the woman, they'll look at each other for a moment. Take their picture at this time. Show it to Lenzo. You're his assistant now. He'll give you a Joy Pendant. In the Forest Haven, catch a Forest Firefly (one of the larger glowing balls that lights up the ground around it found near Hollo's place or behind the Great Deku Tree) in a bottle. Show it to Lenzo for the Deluxe Picto Box. Now you can take color photos. (You can bring the firefly as earlier as when you first get to Forsaken Fortress. Just go north to B6, Dragonroost Island, then, west to Windfall. Otherwise, the boat won't let you go.)

Description: This allows you to take color photos, which are mainly the only ones the guy in the Figurine Gallery will take.

Deku Leaf

Found: Forest Haven (after getting the Chuchus off the Deku Tree, you'll climb to a high up branch to find the leaf)

Description: The Deku Leaf is used for gliding (make sure you change the direction of the wind when you're outside) and blowing things away (or spinning propellers).

Delivery Bag

Found: When you go to Dragonroost Island, Quill will give this to you.

Description: This can hold stuff like letters and items for trading.

Grappling Hook

Found: Dragonroost Cavern (explained in the walkthrough)

Description: The Grappling Hook will hook to anything that, when you move the cursor over it, the cursor turns yellow (like horizontal poles or tree branches). It can also steal items from enemies. When hanging, use the control stick to swing, A to let go, and hold R and use the control stick to change direction or climb up or down.

Hero's Bow and Arrows

Found: This is found in the Tower of the Gods, but special arrows are found later. When you learn the Ballad of the Gales, you can warp to Mother & Child Isles for fire and ice arrows. Also, in Ganon's Tower, you'll get light arrows.

Description: This is, obviously, for shooting arrows. Arrows can be used on enemies and to shoot switches that look like eyes. Fire arrows burn and melt things, ice freezes things, and light is used on enemies like Ganondorf, Phantom Ganon, and Puppet Ganon.

Hero's Charm

Found: Go to Windfall Island (B4). Go into the school (near Lenzo's place) and talk to the teacher until you can say, "We need to talk." Tell her you'll help.

Leave and talk to the leader of the kid gang nearby and say you'll do the competition. You have to find all four of them, then, catch them by just touching them. Their locations are: #1-Roll into the tree near the dock, near where a poor man is standing, #2-Go straight from #1 and look behind the gravestone, #3-Go up the pathway near #1 and along a ledge until you get near the arch over the village entrance, continue forward to get behind a bush, and #4-Sidle along a narrow ledge to get behind the bomb shop. They'll talk to you and give you a Piece of Heart. Now talk to the teacher for 50 rupees. When you leave, the gang will talk to you. Go back and show the teacher a Joy Pendant. She'll take one and give you 20 rupees. Do that again, and she'll take 20 (and give you the Cabana Deed). Give her at least 40 for the Hero's Charm.

Description: Equip the Hero's Charm from the Quest Status screen to see enemies'

health bars.

Hookshot

Found: The Hookshot is found in the Wind Temple.

Description: The Hookshot brings you to anything that gets a yellow circle when you point at it, like targets and wooden things. Also, you can use it to bring items and enemies to you.

Magic Armor

Found: Go to Windfall Island (B4), and talk to Zunari (the guy with the outdoor shop) until he asks something. Answer, "A request?" then later answer that you understand for a Town Flower. Now you must trade items to Wandering Merchants on some islands. Trade the Town Flower and 20 rupees for the Sea Flower from Greatfish Isle (D2), trade the Sea Flower and 25 rupees for the Exotic Flower from Greatfish Isle (D2), then, trade the Exotic Flower and 40 rupees for the Sickie Moon Flag from Bomb Island (E6). Now talk to Zunari for magic armor.

Description: This armor protects you from damage, but uses magic power.

Iron Boots

Found: When you have fire arrows, shoot one into the "mouth" of Ice Ring Isle (F5). Then, go into the island to find the Iron Boots.

Description: The Iron Boots are heavy, so wearing them lets you push down springs, break through cracked ground, and walk through strong winds.

Picto Box

Found: On Windfall Island (B4), go to the west side and go through the door in the red wall. Talk to the man in the cell, Tingle. Break the pots to find a switch. Step on it to open the cell. Tingle will give you the Tingle Tuner and Tingle's Chart. Now, go into the cell, and move the crate. Crawl into the hole. (If you go to a Rat, you'll fall into the ocean.) Go forward, left, right, forward, right, left, left, right, forward, right, forward, forward, right. Open the chest you'll find for the Picto Box. (You can read the stones around here to learn how to use it.)

Description: Use the Picto Box to take black and white photographs.

Pirate's Charm

Found: You get the Pirate's Charm early on from Tetra.

Description: Tetra and the King of Red Lions can talk to you through this.

Power Bracelets

Found: When you have the ice arrows, shoot one at Fire Mountain (C6). Once inside the island, you can get the Power Bracelets.

Description: Use these to lift big things, like stone heads.

Sail

Found: When you first get to Windfall Island, you buy the sail for 80 rupees from Zunari, the guy in the blue hood.

Description: The sail is used...to sail. What else?

Skull Hammer

Found: You get this the second time you go to Forsaken Fortress.

Description: The Skull Hammer is used to smash certain switches. It's also useful for flattening Miniblins.

Spoils Bag

Found: You get the Spoils Bag early in the game from one of the pirates.

Description: This bag is used for carrying thins enemies drop, like Joy Pendants and Golden Feathers.

Telescope

Found: You get this early in the game from Aryll.

Description: The Telescope is used for looking at things far away.

Tingle Tuner

Found: On Windfall Island (B4), go to the west side and go through the door in the red wall. Talk to the man in the cell, Tingle. Break the pots to find a switch. Step on it to open the cell. Tingle will give you the Tingle Tuner and Tingle's Chart (which shows where Tingle Island and the Great Fairy Islands are.).

Description: See the Tingle Tuner section to find out what you can do with it.

Wind Waker

Found: You'll get this from the King of Red Lions when you get to Dragonroost Island.

Description: The Wind Waker is used for conducting music.

4. Enemies

The letters are for the left side of the map and the numbers for the top (for the coordinates).

Armos

Found: Wind Temple (A4), Tower of the Gods (D5), E3, Outset Island (G2)

Drops: Nothing

Description: Shoot these statues in the eye with an arrow, then, hit the purple bulge on their backs. They will hop around and then blow up.

Armos Knight

Found: Wind Temple (A4), A7, Tower of the Gods (D5), Outset Island (G2)

Drops: Nothing

Description: When these big Armos open their mouths, throw a bomb in to blow them up.

Beamos

Found: Tower of the Gods (D5)

Drops: Nothing

Description: Certain Beamos only look forward, and you can't pass them until you get close and shoot their eye with an arrow. Others spin their eye around and shoot a laser at you when they see you. You can only defend yourself with your shield, since you can't hurt those.

Big Octo

Found: A6, C3, C6, E5, F1, G4

Drops: Nothing

Description: Out in the middle of the ocean, if you find a flock of seagulls, you should find a Big Octo. If you don't kill it quickly, it will suck you in and shoot you out somewhere. To kill it, target its eyes and shoot each with a bomb. Also, you can shoot each eye with a couple of arrows.

Blue Bubble

Found: Wind Temple (A4), Earth Temple (G3)

Drops: Nothing

Description: If a Blue Bubble touches you, you won't be able to use items or weapons for a limited time (except, I think, a potion or elixir soup may cure you). Use your Deku Leaf to knock them down so you can kill them. Also, the Hookshot works well on them.

Blue Chuchu

Found: A2, A3, A5, A7, B2, C1, C3, C5, D7, E1, E3, F3, F4, G5

Drops: Blue Chu Jelly

Description: You can't touch these electric Chuchus until you stun them with your Boomerang or Deku Leaf.

Boko Babas

Found: Forest Haven (F6), Forbidden Woods (F6), F7, Outset Island (G2)

Drops: Boko Baba Seeds

Description: These nasty plants like to bite and can eat poor Link and chew on him before spitting him back out again. When they stay straight up, you can cut them down and get a Boko stick from them. Boomerangs kill them with ease. (Red buds are Boko Babas; blue buds are just Boko Buds.)

Bokoblins

Found: Forsaken Fortress (A1), A2, Wind Temple (A4), B5, Dragonroost Cavern (B6), C1, C2, C5, C6, C7, D3, D4, D7, E3, E6, F2, F3, F4, F5, F7, G1, Outset Island (G2), G4, G7, Ganon's

Tower

Drops: Joy Pendant

Description: Bokoblins are almost everywhere and are easy to kill. They usually carry around swords and shields, Boko sticks, or telescopes.

Darknut

Found: Wind Temple (A4), Tower of the Gods (D5), E3, F3, F5, Outset Island (G2),

Hyrule, Ganon's Tower

Drops: Knight's Crest

Description: Darknuts have strong armor and a big, strong sword. Target them with your sword out and walk to the side, so that you can use that special A attack that will spin Link behind it so he can cut off its armor. They're not too hard to kill once you get their armor off.

Fire Keese

Found: Wind Temple (A4), A7, B5, Dragonroost Cavern (B6), Fire Mountain (C6), Outset Island (G2)

Drops: Nothing

Description: Fire Keese are quick and can light you on fire. You can quickly kill them with your Boomerang.

Floor Master

Found: Forsaken Fortress (A1), Wind Temple (A4), F1, Earth Temple (G3)

Drops: Nothing

Description: When you get close, the Floor Master pops out of the ground to grab you, so roll to get away. The Floor Master can pull you in the hole in the ground to take you to another room (like the jail in Forsaken Fortress). It can also pick things up to throw to you.

Ganondorf

Found: Ganon's Tower

Description: Ganondorf is the final boss of the game...

Gohdan

Found: Tower of the Gods (D5)

Description: Gohdan is the boss of the Tower of the Gods. Shoot the eyes on its hands and face with arrows.

Gohma

Found: Dragonroost Cavern (B6), Ganon's Tower

Description: Gohma is the boss of Dragonroost Cavern and also found in Ganon's Tower. You have to use the Grappling Hook on the tail on the ceiling to drop the ceiling on it. Once its shell breaks, you can attack its eye.

Green Chuchu

Found: Wind Temple (A4), A7, B5, B7, D4, Forest Haven (F6), Forbidden Woods (F6), Outset Island (G2), Earth Temple (G3)

Drops: Green Chu Jelly

Description: Green Chuchus are easy to kill. You can't hit them when they're in a puddle, so just hit them when they're upright. The jelly they drop can be used for potion making.

Gyorg

Found: Ocean-A5, C2, C3, F2, F7, G5

Drops: Nothing

Description: Gyorgs can knock you into the ocean by ramming your boat. You can easily target them and shoot them with arrows or your Boomerang.

Helmaroc King

Found: Forsaken Fortress (A1)

Description: The Helmaroc King is the boss the second time you go to Forsaken Fortress. The Skull Hammer can crack the helmet on its head. Attack its head and it will die.

Jalhalla

Found: Earth Temple (G3), Ganon's Tower

Description: Jalhalla is the boss of the Earth Temple and also found in Ganon's Tower. Shine light on it with your Mirror Shield to make it solid, then, pick it up and throw it into one of the spiky pillars to break it into many Poes, which you must kill.

Kalle Demos

Found: Forbidden Woods (F6), Ganon's Tower

Description: Kalle Demos is the boss of the Forbidden Woods and found in Ganon's Tower. Cut the tentacles with your Boomerang to drop it from the ceiling, then, attack the middle with your Boomerang or quickly with your sword (before the petals close on you).

Kargarok

Found: Wind Temple (A4), A6, A7, B5, Dragonroost Cavern (B6), Fire Mountain (C6), C7, Tower of the Gods (D5), E1, E2, E7, G4, G7

Drops: Golden Feather

Description: Kargaroks are annoying birds. Boomerangs and arrows work well on them.

Keese

Found: Forsaken Fortress (A1), Wind Temple (A4), A7, Dragonroost Cavern (B6), C2, Tower of the Gods (D5), Ice Ring Isle (F5), Outset Island (G2), G7, Hyrule, Ganon's Tower

Drops: Nothing

Description: Keese are quick, litte bats. You can quickly kill them with your Boomerang.

Magtail

Found: A2, B5, Dragonroost Cavern (B6), Fire Mountain (C6), E6, Outset Island (G2)

Drops: Nothing

Description: If you hit a Magtail in the eye with your sword or a pot of water, it will curl into a ball for a short time. You can pick it up and put it on switches. If it falls into some lava, it will come back immediately.

Miniblins

Found: Forsaken Fortress (A1), A2, A5, B7, F3, Outset Island (G2), G6, Ganon's Tower

Drops: Nothing

Description: Miniblins come in big groups. They are fast and can surround you, so kill them quickly.

Moblins

Found: Forsaken Fortress (A1), A2, A3, Wind Temple (A4), B5, Dragonroost Island (B6), D4, E3, F3, F5, Outset Island (G2) Hyrule, Ganon's Tower

Drops: Skull Necklace

Description: Moblins carry around long spears which can be used to block your attacks. It works well to stun them with your Boomerang before attacking.

Molgera

Found: Wind Temple (A4), Ganon's Tower

Description: Molgera is the boss of the Wind Temple and found in Ganon's Tower. While wearing the Iron Boots, use your Hookshot on the tongue so you can attack it. Watch out for the mini Molgeras.

Morths

Found: Wind Temple (A4), A7, B5, Dragonroost Island (B6), D4, Forbidden Woods (F6), G1, Outset Island (G2), Ganon's Tower

Drops: Nothing

Description: Morths stick to you and slow you down. Spin attack to get them off. Blasts from your Deku Leaf can blow them away from you. Your Boomerang works on them as well.

Mothula

Found: Dragonroost Island (B6), Forbidden Woods (F6), G1, Outset Island (G2)

Drops: Golden Feather

Description: There are flying and non-flying Mothulas, all of which shoot out Morths when attacked. You can kill the non-flying ones easily with your sword. The flying ones swoop down while shooting out fire from their behinds. With a Deku Leaf blast, you can knock them down so you can cut off their wings. A Hookshot will take all their wings.

Octoroks

Found: Forsaken Fortress (A1), D4, Forest Haven (F6), Forbidden Woods (F6), Outset Island (G2), Ocean

Drops: Nothing

Description: In the ocean, Octoroks shoot out bombs. In other places, they shoot out rocks. Deflect those with your shield so the rock hits and kills them. Also, the boomerang can kill them.

Peahats

Found: Wind Temple (A4), B5, Forest Haven (F6) (in front of Forbidden Woods), Outset Island (G2), Hyrule, Ganon's Tower

Drops: Golden Feather

Description: Use your Deku Leaf to knock these pesky things down so you can kill them with your sword. Your Boomerang can cut off their propeller for a short time, so you can kill them as they hop about.

Phantom Ganon

Found: Forsaken Fortress (A1), Ganon's Tower

Drops: Nothing

Description: When Phantom Ganon shoots balls of energy at you, hit them with your sword (or empty bottle, if you're feeling brave) to knock them back. They go faster with every hit. When he's hit, you can slash at him with your sword. Also, Phantom Ganon can appear where you're standing and attack you with his big sword.

Poe

Found: Earth Temple (G3), Ghost Ship, Ganon's Tower

Drops: Nothing

Description: If a Poe attacks you, the controls will be reversed for a short time. Then, the Poe will go away. Also, you can reflect light on them to make them solid and vulnerable.

Puppet Ganon

Found: Ganon's Tower

Description: Phantom Ganon shoots stuff at you, so simply knock it back by hitting it with your sword.

Purple Chuchu

Found: Earth Temple (G3), Ganon's Tower

Drops: Green Chu Jelly

Description: You can't simply attack Purple Chuchus. You can only lead them into light or shine light on them to temporarily turn them to stone. As stone, they can be picked up and thrown to be killed.

Rats

Found: Forsaken Fortress (A1), Windfall Island (B4), Tower of the Gods (D5), E5, E6, G3

Drops: Nothing

Description: When Rats pounce on you, they steal money while also causing you to drop money. If you leave All-Purpose Bait in front of a rat hole, a rat might sell you something.

Red Bubble

Found: Wind Temple (A4), B5, Tower of the Gods (D5), Earth Temple (G3), Outset Island (G2), Ganon's Tower

Drops: Nothing

Description: Use your Deku Leaf to knock the Red Bubble down so you can kill it with your sword. Also, arrows can kill them.

Red Chuchu

Found: Wind Temple (A4), A7, B5, B7, D4, Dragonroost Cavern (B6), Forest Haven (F6), Outset Island (G2), Earth Temple (G3), Hyrule

Drops: Red Chu Jelly

Description: Red Chuchus are easy to kill. You can't hit them when they're in a puddle, so just hit them when they're upright. The jelly they drop can be used for potion making.

ReDead

Found: E5, Earth Temple (G3), Ghost Ship, Ganon's Tower

Drops: Nothing

Description: Don't get close to a ReDead or it will paralyze you. (If that happens, shake the control stick and press buttons to get free before it can attack. If it grabs you, I think you can get away the same way.) Use bombs to kill them.

Sea Hats

Found: C7, D3, D7, E4, G1, G6

Drops: Nothing

Description: These creepy things are found over the ocean and can swoop down on you, knocking you out of your boat. Use your arrows to kill them with one hit (or use the boomerang to knock them into the water so you can finish them off.)

Stalfos

Found: Wind Temple (A4), A7, Earth Temple (G3), Ghost Ship, Ganon's Tower

Drops: Nothing

Description: Watch out a Stalfos's mace. If you get close and attack, make sure you get away before it spins its mace. Attacking it with a sword, the Skull Hammer, or bomb will break it into pieces so you can attack its head until it either dies to comes back into one piece.

Wizzrobes

Found: Wind Temple (A4), A6, A7, B5, B7, Tower of the Gods (D5), E3, F3, F7, Outset Island (G2), Ghost Ship, Ganon's Tower

Drops: Nothing

Description: Many Wizzrobes shoot fire, and they all disappear and appear in random places. Arrows can kill them. They can also summon other enemies.

Yellow ChuChu

Found: B5, D4, Tower of the Gods (D5), Outset Island (G2)

Drops: Red Chu Jelly and Green Chu Jelly

Description: You can't touch these electric Chuchus until you stun them with your Boomerang or Deku Leaf.

5. Walkthrough

A. The Beginning

First of all, go to your house. Inside, climb up the ladder and go to your Grandma for Hero's Clothes. Now leave and go to the lookout area. Go to Aryll for the Telescope. Look towards your house then at the red postbox in front of it. Zoom in, then, look up in the sky. After a cut scene, leave and go towards your house. As you do, Sturgeon will talk to you. L-target him and talk to him. Climb up the ladder and go into his house, and talk to him. If you want, you can read the papers on the wall for information. Anyway, leave and go into the building below here. Talk to Orca and practice using the sword with him. Just do what he tells you. After, you'll get the Hero's Sword. Now, go along the path near the lookout. Cut down the plants blocking your path, then, continue along. Cross the bridge to get into the forest. (In here, you can crouch and crawl through the hole in logs for rupees.) After a short time of going through the forest, you'll have to kill a Bokoblin. Next, continue through the forest (by climbing up any logs or ledges in your path.) Not long later, kill two more Bokoblins. Now talk to the girl who fell in the forest from the earlier cut scene. After this, go to your house. Climb up the ladder inside. After seeing that the shield's gone, go down the ladder and talk to Grandma for the Hero's Shield.

Outside, talk to Tetra and say you're ready to leave. Now, on the ship, go through the door to get below deck. Go downstairs and talk to Niko. You have to step on the switch to raise the platforms, then, cross them by swinging on ropes to get to the other side before time runs out. (Use the control stick to swing, A to let go, R to change directions, and hold R and use the control stick to climb up and down.) When you do this right, talk to Niko, then, open the chest for the Spoils Bag. Now, up on deck, climb up the ladder to the crow's nest and talk to Tetra for a cut scene.

B. Forsaken Fortress

You have lost your sword, so you're defenseless until you get it back. Oh, no! (Remember to hide in barrels to get past Moblins and spotlights.

If they see you or see you when you're walking in the barrel, you'll be thrown in jail. In jail, jump from the table to the top of the shelves. Move the pot, and crawl through the hole behind it to escape. Also, remember to avoid Rats when you're in a barrel. They can knock the barrel off.) Go towards the stairs and Tetra will talk to you through the Pirate's Charm.

Go up the stairs. (Around the spotlights nearby, you can get rupees.) You

should go up the nearby steps in a barrel or else the spotlights might see you. Past here, go up the ramp and Tetra will talk to you again. Now, climb up the ladder. Break the pots for a Boko stick (or have the Bokoblin hit your shield until it drops its weapon). Kill the Bokoblin to turn off these two spotlights.

(You don't have to do this, but it will be helpful for later on.) Go back down the ladder and the ramp and into the covered area. (Go left and through the door. Open the chest for the Compass.) (Somewhere in one of the lower parts of a room are Miniblins, just so you know.) Go right and through the door. (Below here is a room where you can get a Piece of Heart...)

Swing across the rope to get to the chest. Open it for the Dungeon Map.

(Through the hallway nearby is the jail you get thrown into when you're caught.)

Swing back across the room and through another door. Go left and up the ladder. Kill the Bokoblin like before, then, go back down the ladder. Go left and through the door. (Below here is the room with the beds in it. On a lower bed, open the chest for 10 rupees. A big door outside on a little ledge leads in here. Above that door is a statue that shoots lasers at you.) Use the rope to swing across to the other side. Go through the door. (If you go forward and left, Tetra will talk to you.) Go forward and through the door (below here is an area with Keese, Moblins, and Rats). Go into a barrel to cross this room without the Moblins or Rats seeing you. (If you go through the small door over here, go forward and right, then, push the crate down. Now you can use it to reach a ladder in the main area outside for a shortcut. Up here, go through a hallway and through a door. Swing across the rope and go through this next door. Go forward and right and up a ramp. The ladder on the left is too high to reach, so climb up the ladder to the right. Kill the Bokoblin to turn off more spotlights.) Go through the big door.

Go up the stairs, then, get in the barrel so you can get past the Moblin. Out of the barrel, go up the ramp and sidle across the ledge (If you didn't turn off the spotlights, you may be seen. Also, at this ledge, climb down the ladder before it. Push the block down so you can use it to get to the ladder mentioned in the previous () for a shortcut.) Sidle across another ledge with two hearts on it. Go upstairs. After you pass the holes in the ground, spikes will come up and block your path. Get your sword back, then, kill the Bokoblin with the sword and shield. The door will unlock, so go through. After a cut scene, (where poor Link doesn't manage to save his sister), you'll meet the King of Red Lions, the talking boat.

C. Windfall and Dragonroost Islands

You'll easily find a man in a blue hood named Zunari. Buy a sail from him for 80 rupees. Go talk to the boat, and he'll teach you how to sail. Sail east to get to Dragonroost Island. Here, your boat will give you the Wind Waker. Practice using it then; go along the path to the left. Pick up the bomb flower and use it to blow up the big rock in the path. Blow up another rock, then, past here; bring a bomb flower up the path to blow up another rock. Sidle across the narrow ledge, then, drop to the right. Blow up the rocks with another bomb flower to make the blocks fall. (Drop down and pull out the bottom block to create a shortcut.) Cross them and go along the path.

Quill will talk to you. Go along the path and into the mountain, and the Chieftain will talk to you. Quill will give you a Delivery Bag. Go up the ramp and through the first doorway to talk to Medli. She'll give you the Father's Letter. Go down the ramp and through the doorway across from the entrance. Go down this hallway and through the door. In the pause screen, open the Delivery Bag and set the Father's Letter to a button, then, use that button to show it to Prince Komali.

Now, leave here and go through the doorway on the bottom floor that you haven't yet to get outside. Drop down and talk to Medli. Say you'll help her, then, pick her up. From a higher ledge nearby, throw her to the ledge she wanted to go her when you see the ashes blowing towards it. When you do this right, she'll give you an empty bottle. Now go to the front of the island and get water from the pond in your bottle. Go back to where you just were and water a

bomb flower (near the entrance to this place) so it grows. Pick it up and throw it so it lands on top of the big rock in front of you. It will blow up, and the area will fill up with water. Swim across and climb up the broken bridge. Go forward and throw a bomb flower into the pot the statue's holding so it falls. With another bomb flower, jump onto the statue and throw the bomb into the pot of the second statue. Cross these then go forward into the mountain.

D. Dragonroost Cavern

Go forward and pull the left block forward and the middle one to the right to reveal a doorway. Go through and kill the two Bokoblins holding flaming Boko sticks. Use one of these to light the two torches (If the fire goes out, relight it with a lit torch.) and a chest will appear. Open it for a small key. The first (green) warp pot is nearby (Climb in to be warped to other pots once you unblock them.) Unlock the door with your new key and go through. Go forward and break the wood with your sword. Past here is a big room with Keese in it. Go along the wood pathway to the left. At the gap, drop down and pull the block from the wall. Get on it and jump to the next part of the pathway to continue. Go forward, then, jump to the area to the right when lava isn't shooting up. Next, cross the bridge, then, blow up the big rock with a nearby bomb flower to reveal a door. Go through.

Throw water pots into the lava to create a cool path (cool as in not hot, not as in awesome) to walk on. This way, you can get to the chest to the left and open it for the Dungeon Map. Cross the lava and climb up the ladder. Kill the Red Chuchu, then, go through the door. Now, go forward and kill the Bokoblin that jumps through the wood. Kill it and use its sword another wood thing. (There are also 2 Red Chuchus in this room.) Anyway, behind one of the wood walls is a chest with a small key inside. Use it to open a door. Go through the door. Grab the nearby rock and throw it at the bomb flower on the wall to blow it up, so the big rock blows up. Go along the path, then, unlock the door with the small key and go through. Kill the four Red Chuchus, then, go forward and a Bokoblin should break through the wood to the left. Kill it, then, pick up its Boko stick and light it with the torch. Burn the wood to the right. Step on the switch behind it to unbar the door. Go through to the outside.

Cross the bridge, kill the Bokoblin, then, climb up the ladder (sometimes lava shoots out over the burned part of the ladder). Kill the Kargarok up here, then, sidle across the ledge (Be careful, lava sometimes shoots out of the hole).

Go around the rock, then, have Link jump up and grab the nearby ledge (or fall from it so he grabs it). Go left, then, climb up onto the ledge. Climb up onto the thing nearby to get up to a higher wooden ledge. Use the bomb flower up here to blow up the big rock to reveal a door. Go through it to get back inside. Pull all the bottom blocks forward so you can climb up them. Go through here to an area with Rats. The King of Red Lions will talk to you. (If you put bait in front of a rat hole, a Rat might sell you All-Purpose Bait or a Hyoui Pear). Pull out the block to the left, then, climb up onto it then up to a higher ledge. Open the chest for the Compass. Break the pot for Boko sticks. Light one with a torch, then, throw it at the wooden thing to burn it. Go over there and climb up the ladder. Open the chest up here for a small key. Go back across the room and unlock the door with the key and go through.

Outside, go up the stairs (there are gaps in it). Kill the Kargarok, then, get the small key in its nest. Go and unlock the door and go through to a dark room. Break a pot for a Boko stick. Light it with a torch to light your way then go along the path to some Keese. Open the chest for a Joy Pendant, then, light the torch. Burn the wood with your Boko stick. Go along this way and light two more torches. The bars will go off of the door so you can go through.

Put a bomb flower next to the (blue) pot to get the rock off of it. Now you can warp between here and the entrance by climbing in the pots. Anyway, cross the bridge and go through the door. Bars will cover the door. Kill the Bokoblin holding the sword. Break the pots to the left to find and kill another Bokoblin holding a Boko stick. Light the stick with a torch then use it to light the unlit torch. A chest will appear. Open it for Treasure Chart #39.

Roll into the wall beneath the ledge to drop the pots. Kill the Bokoblin that breaks free and drops a Boko stick. The bars will leave the doors. Climb up the ladder. (Roll into the wall beneath the ledge to knock the pot down. Break it for a Joy Pendant.) Go through the door.

Throw a water pot at the Magtail so it curls into a ball for a short time. (Don't let it fall in the lava or it will quickly come back.) Then, grab a water pot and jump over to where the Magtail is. Throw the pot onto the moving lava when it's not shooting up; then, go on the cool area of lava. I will shoot upwards so you can jump off onto a higher ledge. Go through the door. Nearby is a Bomb Flower. Use it to blow up the rock straight ahead to reveal a (yellow) warp pot (that will warp to the pot near the dungeon entrance). Also, blow up the other rock to reveal a door. Go through to the outside. Quickly run up the stairs before they fall beneath you. Go through the doorway and the gate will close behind you.

Kill the two Bokoblins (with swords) and the Moblin (that has a spear). Medli will be freed, so talk to her for the Grappling Hook. Go up the stairs nearby and Medli will talk to you. Use the Hook on the pole to swing across the gap. Repeat this to cross another gap. Break the wood with your sword, then, drop down. Go left by using the Hook to swing across some more poles. Go through the door to get back inside. Cross the bridge (kill the Bokoblin on it), then, kill the Bokoblin that jumps out of the pot. After they both die, a chest will appear lower in this room. Either light the Boko stick dropped by the second Bokoblin with a torch to burn the ropes on the bridge (middle ones last) or break them with your sword. Stand in the middle and the bridge will fall. You should land safely on the ground. Open the chest for a Joy Pendant. (If you want back up, throw a water pot on the moving lava to make a platform on it to ride the lava up.) Go through the door.

Jump onto the platform and spin attack to break all the ropes at once so you fall straight down. After falling, jump to the land area nearby. Cross the wobbly platforms to get to a ladder to climb up. Go forward then use your Hook on the pole high up to the left to pull a switch to unbar the door. Jump back onto land and go through door. Hook to the pole, then, hold R and turn towards some land to the right so you can swing and jump to it. Cross some more wobbly platforms, then, Hook to the pole to swing across to a door. Go through the door. Hit the Magtail in the eye so it curls into a ball. Before it uncurls, pick it up and put it on the switch to put out the fire around the chest. Open it for the Big Key. (From now on, there will be Fire Keese in many rooms.) Go to the room with the yellow warp pot (the room right before you go outside and go up stairs to Valoo). Swing across the lava using the pole in the ceiling. There are Magtails over here. The chest to the left contains 10 rupees and in the right chest is a Knight's Crest. Fairies are in the pots. Unlock the door and go through.

Boss Battle: Gohma

Go forward and Gohma will come out of the lava. Gohma can shoot fire (don't be between its claws during this, if you are, roll under one of the claws). Break pots around the room for hearts. After an attack from Gohma, quickly Hook to Valoo's tail in the ceiling. When you let go (I recommend landing on a high up ledge to be safe from Gohma), a big rock will land on Gohma and crack its shell.

This is a good time to watch the ceiling with your Hook as Gohma puts the rock back up. Then, you can hook when Valoo's tail comes back down. Gohma can now hit you with its pincers. When they get stuck in the ground, you can Hook to Valoo's tail easily. Hurt Gohma two more times and its shell will break off. From the lower area (not the higher ledges), use the Grappling Hook on Gohma's eye, then, hit it with your sword as much as you can. Repeat until you win and get a Heart Container.

E. Onwards to Forest Haven

After killing Gohma, go into the wind thin to be warped to the front of the island. Medli and Komali will talk to you, and you'll get Din's Pearl. Go through the tunnel Medli mentioned and swim to the island. In front of the

whole stone, take out your Wind Waker and play up left right (don't touch the control stick). You've learned the Wind's Requiem. Zephus will talk to you. Now go talk to your boat, then, play the Wind's Requiem to make the wind blow to the south. Sail south to the Forest Haven. (As you sail, Fishman will talk to you and give you a Dragonroost Island map. Drop All-Purpose Bait that you can buy from Beedle's Shop Ship near other Fishmen for maps.)

On the island, climb up the ledges and go along the path to the right while avoiding Boko Babas. At the end of the path, use the Grappling Hook on the branch up above to swing to a small island. Don't land in the river or you'll be brought back by the quick current. Also, watch out for Octoroks (deflect their rocks with your shield). (Boko Babas are on the path to the left.) Jump across the islands, kill the Octorok to get it to go away, then, swing to where the second Octorok was using your Hook on a branch. Go inside the place. Go along the river and climb up the small waterfalls. At the Great Deku Tree, Red and Green Chuchus appear on his face. Roll into him to knock them down. Kill them, then, the Great Deku Tree will talk to you.

Now go into the purple bud (Baba Bud). These shoot you up. Use them to get to a higher place. (When shooting out, make sure you line up with the stem of the next bud so you don't miss it.) Use the Hook on the branch nearby to swing to the next Bud. Keep doing this until you get to the Deku Leaf and get magic power. Jump and glide using the Leaf to get over to the Korok that called you. Go outside. Make the wind blow southwest, then, glide using the Leaf to the island in this direction. Now make the wind blow northwest. Facing the Forbidden Woods, wait until the updraft is a bit to your right, then, glide forward into it to go higher. Avoid the Peahats as you fly to the woods. Go on in.

F. Forbidden Woods

The first warp pot (green) is here and so are Green Chuchus. Go up the ramp to the right. Open the chest for the Dungeon Map. Now, from the entrance, go forward and left. Pick up the nut (if you hold it too long, it will burst) and throw it from a slight distance at the plant on the door to kill it. Go through the door and drop down. Boko Babas and Green Chuchus are down here. (If you use your Deku Leaf, you can blow away the leaf piles. Under one is a fairy, under another is a blue rupee.) Get a Boko stick from a Boko Baba, then, light it with a torch. Use it to burn the plant on the chest. Open the chest for a Knight's Crest. Now, use the buds and your Deku Leaf to get to a higher up door with a plant on it. (Watch out for the big tentacles.) Green Chuchus are up here. Anyway, put the bomb flower in front of the door to blow up the plant and go through.

Use your Leaf to spin the propeller thing to the left to bring the lift to you. Get on and spin the other propeller to be brought across the room. Get off and go through the door. There are Peahats and Boko Babas here (and a green rupee under the leaf pile). Use your Deku Leaf to knock down the Peahats so you can kill them with your sword. Kill the Boko Baba on the far right for a Boko Bud. Use it to get to a higher ledge. (You can also glide using your Deku Leaf into the alcove in the tree. Open the chest for 20 rupees.) Use the bud here to get to an even higher ledge. Use your Leaf on the nearby propeller to make the lift come. On the lift, use the Leaf on the other propeller to move across the room.

Get off and break the wood with your sword. Pick up the nut and get on the lift. Put it down, then, once again use your Leaf on the propeller to the left.

On the other side of the room, grab the nut, get off, and throw it at the plant on the door to kill it. Go through the door.

Green tentacles will surround the nut if you get too close, so use your Leaf to blow it towards the door. Pick it up and use it to kill the plant on the door. Go through. There are more big, spiky tentacles in the walls. Go right and use your Hook on the branch above you to swing across the gap. Now jump to the ledge when it comes near, then, to another and then land again. Grab the nut, jump to the hanging platform, then, go right. Jump to land, then, throw the nut at the flower to kill it. Go through the door. There are Morths in the pit and

hiding in nuts on the other side of you. They stick to you, but they don't hurt you. A spin attack will knock them off. In the pit is a chest of 10 rupees. Across the pit, go through the door. Green tentacles come out of the ground here, so you'll have to find a safe path. Go forward to the structure ahead of you, then, go left. Go left to the wall, right, then, right again. Use the bomb flower to blow up the wood nearby. Also, throw it at the other wood area on the other side of the tentacle barrier to break that, too. Behind the wood here is a chest with the Compass inside. Back at the door, go right then left to a structure. Go right to a wall, then, left then left to another structure. Go right then right. Behind the wood here is a chest with a small key inside. (You can use the bud o get to pots of magic, hearts, and a Joy Pendant.) Leave the room.

Go forward. There re Green Chuchus on the other side of the pit now. Go through the door, then, go forward to the hanging platform. Go to the area to the left, then, unlock and go through the door. There are Peahats in here. (Watch out for them. You can't really hurt them, since the Leaf blows them over the water.) Use your Deku Leaf on the propeller to the right so the lift comes.

Get on it and use the Leaf on either propeller. On the other side, go through the door. Boko Babas and a non-flying Mothula is here (which can shoot out Morths). Kill it. Kill the Boko Babas for buds. (You can break the hanging nuts with a jump attack for things like rupees and magic.) Use a bud to get to a higher place. Peahats are up here. Use the buds to get to a higher place. (Up here, you can use your Hook on a high-up pole. Hold R and climb up to get onto the pole. Do this again with another pole, then, get on the ledge when it moves downward. Jump to the next ledge as the ledge your on moves up. When this one moves up, jump to a ledge. Cut down the plants in the way and open the chest for a Joy Pendant.) Go through the door with nothing on it. It will be barred when you get in the room.

Now, you have to kill a flying Mothula. (Get hearts from the grass if you need it.) These swoop down with fire shooting out behind them, so get out of the way. Hit it with a Deku Leaf blast to knock it down for a short time so you can cut off some wings with your sword. After doing this a few times, you'll be able to kill it like the Mothula from before. An area will unbar. Behind it is a chest with a Boomerang in it. Target the two crystals above the door with your Boomerang and hit them to unbar the door. Go through. (The Boomerang can break those nut things easier and helps kill enemies easier.) Target and kill both plants on the door with your Boomerang and go through. Knock down the hanging things with your Boomerang, then, glide across to another ledge with your Deku Leaf. Open the chest for a Joy Pendant and go through the door. You're in that big room with the hanging platform. Target all the vines holding that platform and cut them at once so the platform falls and breaks a hole through the floor. Glide down through the hole with your Leaf. (If you Leaf blow the propeller, air will come up from the flower. Jump into it with your Leaf to be blown upwards if you want to leave.) Go through the door. There are many Morths on little platforms that you can kill easily with your Boomerang. Cross the platforms to the right. There are Green Chuchus and blue magic-draining tentacles here. Cut them with your Boomerang, then, run past before they can grow back and grab you. Go through the door. Jump to the flower than to the ledge. Open the chest for 10 rupees. On the flower, break all the vines holding it with your Boomerang so it falls into the water. Be careful of the Octoroks. (If you want, you can get the bomb flower and use it to blow up the wood. Behind it is a door that leads to a room where you can get Treasure Chart #15.) Use your Leaf to blow in the opposite direction you want the flower to move to cross the water. Get off at some land and watch out for more Green Chuchus and blue tentacles.

Go through the door; green, spiky tentacles will block it. Go up the ramp to get to the top of the tree. Use your Boomerang to hit all five crystals to open the gate in the tree. Open the chest behind the gate for a Big Key. Go back the way you came. In that tall room with the hole in the floor, the level above the level below the hole, jump to where the door is. Target and kill the plants

with your Boomerang. Go through the door. Tentacles are blocking the door, so kill both non-flying Mothulas to unblock it. Also, a chest with a Joy Pendant inside will appear. Go through the door. In these nuts are hearts, magic power, rupees, a fairy, Morths, and Green Chuchus. Also, get a Boko stick from a pot and light it with a torch. Burn the wood on the warp pot (yellow). The boss door is here. Unlock it with the Big Key and go in.

Boss Battle: Kalle Demos

(You can get hearts from the grass near the walls if you need it.) When Kalle Demos's tentacles go into the ground, run, since they will pop up in another place. During this, you can quickly cut the tentacles holding it to the ceiling with your Boomerang (which grow back after a short time). When you cut all of them, it will fall and open up. Attack the middle thing with your Boomerang (If you stand on the flower, you'll get caught when it closes on you.) until the tentacles and petals start moving. Then, it will latch itself onto the ceiling again. After hurting it, it will also hit the ground with its tentacles, so watch out. Continue fighting until you win. Makar will talk to you. Get the Heart Container then go in the swirly wind.

G. The Third Pearl and the Triangle Islands

After killing Kalle Demos, the Great Deku Tree will talk to you, and you'll get Farore's Pearl. (All the Koroks except Makar and Hollo will leave.) Go talk to your boat and turn the wind to the northwest. At D2 (Greatfish Island), the boat will talk to you, then, on the island, Quill will talk to you.

Talk to your boat. (You can't play the Song of Passing until you get the last pearl.) (Check a postbox for a letter from Orca containing 20 rupees.) Sail to Windfall Island. Go to the bomb shop (the lone building on one side of the island), and sidle across the narrow ledge on the left side. Climb up the vines in the back to the roof, then, climb through the hole.

There will be a cut scene, during which the pirates will mention the password. Leave and drop onto the ship from where that grave is. Go to the door and talk.

Someone will ask a question, and you'll have to give them the password. (When the question is, "What do pirates love more than the sea?" the answer is Treasure. Otherwise, the password is probably Plankton. If you forget, you can ask the King of Red Lions for it.) Anyway, in the ship, go down the stairs to talk to Niko. Now, you have to step on the switch to open the gate for a limited time. You have to swing from rope to rope (Time your jumps, since the ropes move and swing.) On the other side, open the chest for 30 Bombs. Tetra will talk to you through the Pirate's Charm.

Leave and sail south to Outset Island. At the island, you're boat will talk to you. Anyway, go behind the island and into the whirlpool. Before being sucked in, shoot the cracked wall with bombs until it breaks. The boat will take you to Jabun, where you'll get Nayru's Pearl. (Now the day and night cycle will return.) Go to Northern Triangle Island (C4), and give the statue Din's Pearl. Also, go to Eastern Triangle Island (C5), and give the statue Farore's Pearl. Finally, go to Southern Triangle Island (E4), and give the statue Nayru's Pearl.

After this, you'll end up in front of the Tower of the Gods, which rose just recently.

H. Tower of the Gods

In here, the water rises and lowers. You can move in the boat by holding R. Go right. When the water is low, go through the door. There are electric Yellow Chuchus in here; remember to stun them with your Boomerang. When the water rises, the blocks and Chuchus float. Anyway, when the water is low, you can move the blocks around. But, first you can go on those ledges when the water rises and drop bombs to blow up the cracked walls. (After blowing up walls, more Chuchus appear.) There are boring pots behind the wall to the left, but behind the other wall is a chest with the Dungeon Map inside. Now, when the water is low, push a block over so it's near the back left corner of the room. When the water rises, put a bomb on the block, which will blow up the wall and the block. Push another block over here, and when the water rises, you can get

into the alcove. A Chuchu and some pots are in here, containing bombs and a Joy Pendant. Now leave this room and go over to the land nearby when the water rises. Pick up an Armos and put it on the glowing switch to unbar the door. Go through. There's another Yellow Chuchu here. When the water is lowered, drop into the pit and put a crate on the switch to create a bridge as long as the water is low. Climb up the ladder and cross the bridge while it's there. Pick up the statue, then, leave the room. Go over to the colorful area and put it in the indent. A gate will lower, so go through there on your boat. On land, put an Armos on each of the two switches to unbar the door.

Go through. In the pit are blocks. You need to cross the water with the big ones, so when the water is lower, push them into a row. (You only need four, evenly spaced blocks, so you only need to move one, luckily. Then, back near the door, get a Boko stick from the pot and light it with a torch. Cross the blocks when the water rises, then, light the two torches. Open the chest that appears for a Small Key. Now five Yellow Chuchus appear. Anyway, leave the room. In the main area, use your bomb cannon on your boat to blow up the cracked walls (to the left of the entrance, if your back is to it). Climb though here when the water is high. There is a Yellow Chuchu near the higher door. Go through this door. A Red Bubble is in here. Use your Deku Leaf to knock it down so you can kill it. Open the chest for the Comass. (If you shoot the eye with an arrow, which you'll get later, a chest with Treasure Chart #6 will be revealed.) Leave the room. When the water lowers, go to the lower door. A Yellow Chuchu is here. (Break the pots near the higher door for a Boko stick. Light it with a torch, then, light the torches near the lower door. Open the chest that appears for a Joy Pendant.) Unlock the door with your Small Key and go through. Kill the four Yellow Chuchus to make stairs appear. Go up and grab the statue. When the water is low, leave the room and go up the stairs to the left. Put the statue in the indent in the colorful floor. A waterfall will stop, revealing a doorway.

Go to the doorway (it's across from the entrance) and go in when the water is high. Go through the door. There are Rats and a Beamos here. The Beamos shoots a laser, so defend yourself with a shield if you need to. (You can't hurt it, so don't try.) You have to carry the two Armos across the room and put them on two of the switches, then, you have to stand on the third. This will cause some platforms to start moving up and down. Ride up the platforms and go through the door. Go right through the glowing, unbarred door. Kill the Yellow Chuchu, then, ride across the moving platform. (Later, while on this platform, you can shoot the eye in the alcove with an arrow. Ride the platform that starts moving to get to a door. Through there is a room where you can get a Joy Pendant for killing two Armos Knights. [Throw bombs in their open mouths to kill them.]) Kill the other two Yellow Chuchus and go through the door. Now, go forward until you get to a pillar. Press R to call the statue. Lead it along the winding pathway under the white area. Past here, pick it up and jump across the gap. Go through the door.

Ride across the platform, then, go through this door. The statue will go forward onto a pillar. Go to the stone that appeared. Take out your Wind Waker and play the song. (Control stick to the left; C-stick left, nothing, right, nothing.) You learned the Command Melody. Go through the door that unbarred. Kill the two Red Bubbles that are floating above the pit. Use your Grappling Hook on the closest pole above and swing across the gap. Go through the door. Use your Hook on the pole above you to swing across the gap, then, call the statue with R. Step on the switch nearby to create a bridge. Use the Command Melody to control the statue. Make it cross the bridge. Then, as Link, swing back across the gap. Carry the statue through the door. Put the statue on the switch to unbar a door. Use your Grappling Hook on the nearest pole, turn, and swing to the door that unbarred. Go through and it will bar behind you.

You have to kill a Darknut. It has strong armor and a big, strong sword. You need to target it with your sword out and walk to the side, so that you can use that special A attack that will spin Link behind it so he can cut off its armor. Once its armor is off, you can attack it until it dies. The door will unbar

and a chest with a Hero's Bow inside will appear. (Now some Armos will be "alive." Shoot arrows in their eye then hit their back to kill them. Also, you may find a Wizzrobe in some rooms now. Arrows will kill them.) Leave the room.

Shoot the eye in front of you with an arrow so two platforms will start moving. Glide over to the left on your Deku Leaf. Grab the statue and cross the platforms. Go through the door and the statue will hop forward. Go through the door that unbarred.

There are Keese in this room and two platforms above some water. When one rises, the other lowers. (There's a cracked wall near the water. I'm explaining what's behind it in the Treasure Chart section under #30.) Go through the door on the right side of the pit. Shoot the eye above the door so a chest will appear up on a higher ledge. Ride the moving platform down to where a Red Bubble is. Kill the Red Bubble, then, jump to the platform in front of you. Shoot the eye with an arrow so the platform it's on will start moving. (The other platforms take you to pots.) Ride this platform up, then, jump off onto the ledge. Open the chest for a Small Key. Jump onto the next platform and ride it up. Jump to another and kill the Red Bubble. Shoot the eye with an arrow so the platform it's on moves. Ride this platform over to a ledge where the chest appeared. Open it for a Joy Pendant. Leave the room.

Go back to the original entrance to this room where the Armos are. Throw two Armos on one of the platforms, then, cross the higher one. Unlock the door with the small key and go through. The statue in this room is blocked by lasers. So, climb up onto the block in front of you and jump onto the pillar either to the left or right. Jump to the next pillar, then, glide over the lasers with your Deku Leaf. Call the statue, then, grab it and throw it through the lasers.

Play the Command Melody, then, make the statue go on the switch to turn off the lasers. Grab the statue and go through the door. (There is a Wizzrobe in here now.) Put the statue down and cross the room. Throw three Armos onto one platform. Cross back over and carry the statue across the room and through the door. The statue will go forward and a light will appear. Walk into it to be brought into another room.

There are two Beamos in here. Grab the two Armos statues and put them on two of the three statues. Stand on the third to make the lasers disappear. Open the chest behind the lasers for the Big Key. The Armos will come to life, so kill them to unbar the door. Go through to outside. There are two Kargaroks out here and Beamos along the stairs. Certain Beamos only look forward, and you can't pass them until you get close and shoot their eye with an arrow. Go along the stairs. At the end, unlock the door with the Big Key and go through.

Boss Battle: Gohdan

In this room, make sure you don't fall onto the lower blue ground or you'll get electrocuted. Anyway, go forward and Gohdan will come out of the wall. The hands will try to smash you, push you, or slap you, so stop them both by shooting each hand's eye with two arrows. After this, the head will come after you. It shoots fire things at you, so just run. Shoot it in each eye twice with an arrow so it falls. (If you run out of arrows, it'll snort some out its nose for you. How nice...) Throw a bomb into its mouth to hurt it. Repeat two more times to win. Now get your Heart Container and go into the light.

I. Hyrule Castle

After killing Gohdan and watching a cut scene, you will be outside Hyrule Castle. Everything is black and white and frozen, so why don't we go fix that? Go inside and go in front of the statue of Link. Talk to the boat. Push the three blocks so that they cover the triangles on the picture of the Triforce on the ground. The Link statue will move to reveal stairs, so go down them. Go get the Master Sword and color and motion will be restored. Now, go back upstairs. The statue will cover the stairs and the exit is blocked, so you need to kill all 10 Moblins and 7 Darknuts first. Now get out of here and go into the light on your boat to return to the Great Sea.

J. Back to Forsaken Fortress (and What Happens After)

(Around this time, check a postbox for a letter from the Ship Shop owner at Rock Spire Island and a lousy 1 rupee.) Go back to Forsaken Fortress. Watch out for cannons. On the south side, blow up the small gate with a bomb (or get close and let a cannon do it for you). Sail in here, then, your boat will talk to you. Don't worry about the spotlights. Anyway, go up to the big open area. Go towards the big door and Phantom Ganon will appear. He will shoot balls of energy at you a few times, then, appear where you're standing and swing his sword. Target him and hit the balls of energy with your sword to knock them back. Keep doing this (it goes faster with every hit) until it hits him. Quickly run to him and attack him with your sword. Repeat until you win. The big doors will unbar and a chest will appear. Open the chest for the Skull Hammer. Use this to smash down any spiky cylinders in your path. (Also, remember to glide over any gaps in the way with your Deku Leaf.) Now, watch out for the cannons here. You'll also have a few extra enemies to watch out for. There are more Miniblins around, the Rats carry bombs, and there are also Bokoblins with swords and shields. Also, watch out for the Floor Master, which can bring you to the jail cell and the Octorok in the water of the same room. Anyway, go the same way as you did in the beginning of the game. (Kill the Bokoblins controlling the spotlights so that when you sidle across the narrow ledges you won't get shot down by bombs from the cannons.) Outside the door at the end of the path, pound the switch with your hammer to unlock the door. Go through and there will be a cut scene.

Boss Battle: Helmaroc King

Now, you must run up the pathway from the rising water, avoiding Bokoblins and the Helmaroc King. The Helmaroc King can knock down parts of the wooden pathway, so if you need to, you can use the Grappling Hook on poles to swing across gaps. At the top, you can get some hearts from a few small pots, then, hit the big bird's head with your hammer. Climb out of this pit, and it will close up after the Helmaroc King flies back up. The Helmaroc King can blow you towards the spiky walls, so either keep rolling or go over to the spikeless wall. When the Helmaroc King is on the ground, stand near it so it pecks at you.

Get out of the way so its head gets stuck in the ground. Hit it with the hammer. After a few hits, it will also fly low and scrape its talons over the floor. After a total of four hits, the armor on its head will come off. Continue hurting it with your sword, hammer, and arrows until it dies. Get the Heart Container, then, go up the newly opened path and through the door for another cut scene. Back at Hyrule Castle, lead Tetra inside and into the basement for yet another cut scene. Now, leave the castle, talk to your boat, then, return to the Great Sea.

K. Getting to the Earth Temple

Back at the Great Sea, check the postbox. You will need to pay 201 rupees for the IN-Creditable Chart, which shows where the Triforce Charts are. (To carry over 200 rupees, go to Outset Island (G2) and go along the path to the forest. At the broken bride, make the wind blow west, then, climb to the top of the wooden thing here. Glide across here on your Deku Leaf and go into the forest. Go through here until you find a big rock. Blow it up with a bomb, then, drop into the hole that is revealed. Go forward and the Great Fairy will let you carry 1000 rupees.) You will also get a letter from Aryll and 20 rupees. (Make sure you know Ballad of the Gales, which you get from going into a cyclone and shooting Cyclos with arrows.) Play Ballad of the Gales and warp to Mother & Child Isles. You'll end up in the big island where the Fairy Queen will give you fire and ice arrows. Go to Fire Mountain (C6), and shoot the lava shooting out the top with an ice arrow. You have 5 minutes to start climbing up. (Watch out for the Kargarok.) Around the middle is a more obvious path going left, but go right instead. Along this path, you'll have to sidle across a narrow ledge. Shortly after, at the top of the mountain, drop into the hole. There are Fire Keese in here. Cross the platforms in the lava. (They'll sink,

so you can't go back.) Kill the 2 Magtails to make a chest appear. Open it for Power Bracelets.) Now you can lift the stone head and escape. Now go to Headstone Island (G3) and lift that big headstone out of the way. Go through the doorway that's revealed. Go forward and take out your Wind Waker. With the control stick to the right, play down, down, nothing, right, left, nothing with the C-Stick to learn the Earth God's Lyric. After talking to Laruto, go to the upper floor of Rito Village on Dragonroost Island. Go through doorway between the mail sorting place and where the Chieftain is to get outside. Go right and swing across gap using Hook on the pole. Go up ladder to find Medli. Go in front of her and play the Earth God's Lyric, and there will be a cut scene. Now, on the boat, bring Medli back to Headstone Island. After the boat talks to you there, you will end up inside. Play the Earth God's Lyric at the big stone.

L. Earth Temple

You can pick up Medli with A, call her with R, and control her after playing the Command Melody. Pick up Medli and go forward and jump so she flies you over to the door. Carry her through the door. (If you leave her behind or quit the game, go back to the room you left off to find her.) There are Moblins here. (In rooms with enemies, you may want to leave Medli behind and kill them first.) Lead Medli upstairs. Pick her up and jump so she can fly to the pillar in front of you. Put her down and step on the switch. Play the Command Melody, then, keep pressing A to fly her to the next pillar. Have her step on this switch to unbar the door. Fly back to Link. As Link, bring her down and carry her through the door. The door will bar behind you. There are 3 Red, 3 Green, and 3 Purple Chuchus here. Kill the Red and Green Chuchus then stand in the light. The Purple ones can't get you (The light turns them to stone.). Play the Command Melody and press A to have Medli hold out her lyre. Light will reflect off of it. Reflect light on the invisible treasure chest on the dais, (the two statues behind you, if you want), and the Chuchus. As Link, lift and throw the Chuchus to kill them. The door will unbar, but first open the chest for the Dungeon Map and blow up the wood on the yellow warp pot. Now carry Medli through the next door.

If you go into that mist, you won't be able to use any weapons or items (unless you take a potion or elixir soup). So, play the Command Melody to control Medli. Have her go into the light the right at the edge closets to the mist. Have her shine light on the switch in the mist with her lyre. Return to Link with R and go to the switch. Hit it with the Skull Hammer to unbar a door. Carry Medli through. Two Red Bubbles come out of the coffins. Kill them, then, go forward and climb up the ladder on the left. Pull the block to let in light. Then, play the Command Melody and have Medli shine light on the "invisible" chest on the dais. As Link, open it for a small key. Now, quickly kill the Floor Masters before they take Medli. (If they do, go into the previous room and use the Command Melody to have her fly out of the cage.) (When you have the Mirror Shield, have Medli step on the switch to unbar the door. Have Link go in alone and reflect light onto the yellow things to reveal a chest with a Joy Pendant inside.) Carry Medli out of here. Unlock the other door in this room and carry Medli through.

There are 3 Red, 3 Green, and 2 Purple Chuchus. Kill the Red and Green ones, then, shoot the lone wall hanging with some light shining through with a fire arrow. Have the Purple Chuchus go in the light, then, put the stone Chuchus on the two switches to make stairs. Run up them with Medli before the Chuchus revive. Three more Purple Chuchus come, also. Push the big block to unbar the door and create a short cut. Carry Medli through the door. Kill the Floor Master. Now push the closest block as far as it will go, so the ceiling will let in some light. Play the Command Melody to control Medli. Make her go into the light and shine light onto the statue on the block and the yellow things on the wall to the left and the right. Behind the right wall is the second blue warp pot. Behind the third wall is a block. As Link, push the block that had the statue on it so a chest appears on a higher ledge. Now push the other block so that you can climb on it to get to the higher ledge. (Throw Medli up here or

have her fly.) Open the chest for the Compass. (Your boat will tell you through the Pirate's Charm that you can now see where Medli is on the Dungeon Map.) The door should be unbarred now, so carry Medli through. Go forward and kill the two Moblins and two Poes. (If the Poes attack you, the controls will be reversed for a short time. Then, the Poe will go away. Also, you can make Medli fly up to the light and shine light on them to make them solid and vulnerable.) After killing everything, there will be stairs. First, have Medli fly up to the light and reflect light on the statues. Open the chest behind them for a Joy Pendant. Go up the stairs. Go through the door on the left (It doesn't matter if you bring Medli in here or not.). Drop into the pit. One at a time, go to the coffins so they open. In three of them are ReDeads. Don't get close to them or they'll paralyze you. (If that happens, shake the control stick and press buttons to get free before they can attack. If they grab you, I think you can get away the same way.) Use bombs to kill them, so the ladder lowers. Get the small key from one of the coffins and leave. Unlock the nearby door with the key and go through (Medli can't come). You have to kill a Stalfos. Watch out for its mace. If you get close and attack, make sure you get away before it spins its mace. Attacking it with a sword, the Skull Hammer, or bomb will break it into pieces so you can attack its head until it either dies or comes back into one piece. After killing it, you'll have to kill two more. After, stairs will appear. Go up the stairs and open the chest for the Mirror Shield. Light will shine through a hole in the ceiling. Use your shield to reflect the light onto the sun above the door to unbar it. Go through. Go back to the room with the statue and the mist. (A way to get there is to have Medli go up in the light in this room and reflect it forward and down. Have Link reflect it onto the yellow thing on the wall to reveal a hallway. In there, have Medli shine light towards the statue; have Link reflect the light onto the yellow thing to reveal some pointless rupees. Now, carry Medli through the door to the statue/mist room.) In here, have Medli reflect light on one eye, while Link does the same with the other. The mist will go away and stairs will be revealed. Carry Medli down the stairs and through the door. Go down the stairs here. There are Blue Bubbles here (and Floor Masters beneath the mist). The Blue Bubbles can do the same to you as the mist can, and the Deku Leaf is an effective weapon against them. (That area to the left requires the Tingle Tuner. Watch out for the Red Bubble.) Anyway, cross the bridge and play the Earth God's Lyric with Medli nearby to make the big rock go away. Carry Medli through the revealed door. Kill the ReDeads, then, reflect light onto the statue on the block, the statue to the right, and the mirror to the left to break all three statues. Carry Medli through the door on the right. There are Floor Masters in the mist. As Link, cross the mist by going forward to a Floor Master, left to a wall, right to a Floor Master, right to a wall, left to a wall, then, left and right to a chest with a Small Key inside. The mist is gone now, so kill the Floor Masters to make a chest with Treasure Chart #20 inside appear. Carry Medli out of the room and through the door across from here. There are Floor Masters in the mist. An easy way to cross here is put Medli close enough to the edge so the Floor Master comes out of its hole. Shoot it with arrows until it dies. Now have Medli fly across the room. Stand so this Floor Master is out. As Link, kill it with arrows, then, cross the mist. (You can have Medli fly you both over the mist, but you might get grabbed.) Push the mirror as far as it will go, then, hit the switch with the Skull Hammer so light comes through the ceiling and shines into the other room. Leave this room, then, throw Medli up to the locked door. Push the block over so you can use it to get up there, then, unlock the door with the Small Key and carry Medli through. The light from the earlier room is shining in here. Kill the Red Bubbles and Poes. (You have to face the light so it reflects.) Alone, you can break two of the statues. For the other, have Medli shine light towards the wall where the two statues were. From a distance, so you don't call her, have Link reflect her light (face her so it reflects) to get rid of the other statue to reveal a door.

Carry Medli through. There are Keese here and ReDeads and a Stalfos in the coffins. (Make sure the coffin lids don't fall on you.) The forward path leads to a chest with 20 rupees inside. Lead Medli to the rock at the end of the other path. Play the Earth God's Lyric so the rock goes away. Carry Medli through the revealed door. Go down the stairs and low up the rock on the yellow warp pot. Have Medli fly to the door lower down in the room. Now, go down the stairs, climb down some vines (If you climb below the mist, you'll find Floor Masters.), then, go the rest of the way down the stairs. Carry Medli through the door.

Have Medli fly to the top of the thing in front of you and step on the switch to let some light in through the ceiling. Now drop down and push both mirrors (the one to the left and right) as far as they will go. The right will reflect light. Have Medli go in front of it on the dais and reflect the light onto the dais in the alcove nearby. Have Link use her reflected light to shine on the yellow things on the walls so they go away. Pull this mirror that's revealed as far as it will go. (Also, reflect light onto the nearby chest to make it visible. Open it for 50 rupees.) Also, reflect light onto the big statue so it goes away. Pull the revealed mirror as far as it will go. Light will reflect across many mirrors now. Go to the other side of the room. On this dais, reflect light on the chest containing a Joy Pendant. (Also, shine light on the single yellow thing to make the wall disappear. Go through the revealed door to a room where you get Treasure Chart #12 by shining light on the coffin and killing three Stalfos.) Also, reflect light on the big statue so it disappears.

Pull the revealed mirror as far as it will go. Have Medli stand on the dais and reflect light onto the lower dais nearby. Have Link reflect her light onto the yellow things on the walls. Pull the revealed mirror as far as it will go. Light will reflect on all the mirrors now. On the two daises near the big face on the wall, have Medli and Link reflect light onto its eyes. A door will be revealed. Go through (you may want to leave Medli behind) and the door will unbar behind you.

You have to fight a Darknut and two Blue Bubbles. (It helps to kill the Bubbles first.) After you kill them all, the door will unbar and so will the bars around the chest. Open the chest for the Big Key. Go back a couple of rooms to get back to the top of that room with the long stairway. Either glide across the way with the Deku Leaf or have Medli fly you across. Without Medli, unlock the door with the Big Key and go through.

Boss Battle: Jalhalla

Watch out for the spikes along the walls. At first, Jalhalla will shake flames out of his lantern. Later, he'll suck you towards him, then, either blow out fire or blow you towards the spiky walls. Even later, he'll turn purple, and if he falls on you, the controls will be reversed for a limited time. To hurt him, get in the light and reflect it onto him with your shield until he becomes solid. Then, pick him up and throw him into the big pillars of spikes along the walls. He will split into lots of Poes, so kill them. (Later, the light moves to different places.) Anyway, kill all the Poes to win. Get the Heart Container, then, go into the light for a cut scene.

M. Getting to the Wind Temple

Go to Ice Ring Isle (F5) and shoot a fire arrow into the mouth of the stone head blowing out cold air. The ice will stop (for five minutes), so get on the southwest side where you can climb up a few ledges. Go along the slippery path (and slide across a few areas) until you get to some moving platforms. (These tilt, so be careful.) Cross these then go into the stone head and drop into the hole. Watch out for Keese in here. Go right, then, slide slowly across the slide to the left. Open the chest for Iron Boots. Now go to Gale Island (A4). On shore, put on your Iron Boots and walk forward through the wind. At the rock blowing wind, break it by hitting it with the Skull Hammer and the wind will go away and a "doorway" will be revealed. Go through and go forward to the big rock. Get out your Wind Waker and play (with the control stick to the right) up, up, down, right, left, right to learn the

Wind God's Aria. Fado will talk to you. Now, you must go see Makar. To find him, go to Forest Haven. Go up the path to before waterfall, then, have wind blow about south. Either jump, fall, then glide with the Deku Leaf, or jump into the water and fall and glide while falling into waterfall to get behind the waterfall to the alcove where Makar is. Play the Wind God's Aria to him. Now you can bring him on your boat to Gale Island. After the boat talks to you, Link and Makar will go inside. Go to the rock and play the Wind God's Aria so Makar plays the song and the rock goes away. They will drop into a hole into the Wind Temple.

N. Wind Temple

Carry Makar through the door. Go forward and drop down. Kill the Wizzrobe. Now have (control him with the Command Melody) Makar plant a tree in each of the two spots of soil. A chest with 100 rupees inside will appear. Go forward and kill the Stalfos, then, blow up the wood on top of the green warp pot with a bomb (or have the Stalfos run into it with its club). From here, press A to have Makar fly up. Have him step on the switch to make the air current go away. Now, have Link climb onto the spring. Put on the Iron Boots then take them off to be throw up. Glide with the Deku Leaf to the ledge nearby. Do the same on this spring to glide to the other side of the room. Carry Makar through the door. Kill the two Armos here, then, use the Deku Leaf to blast the propeller to make the gate go up. Go forward and past the spiky thing. (The switches control the gate.) Have Makar plant a tree in each of the two spots of soil to unbar the door. Carry Makar through. (In the pit are blue tentacles that grab you and suck out your magic power.) Have Makar fly to each of the three higher ledges and plant a tree in the soft soil. After all three trees are planted, both doors will unbar and Floor Masters will come and take Makar. Go through the door nearby.

Makar is in the cage in this room, and he can't get out yet. Anyway, kill the Peahats, then, go forward and kill the two Armos Knights. Go through the door. There are also Peahats in this room. Go forward past the spike, then, drop down. (If you want, you can go on the cracked ground, put on your Iron Boots, and fall through.) Kill the Floor Master, then, spin the propeller with a blast from your Deku Leaf. The gate will go up (on the other side is another Floor Master). Get on the spring, then, put on and take off your Iron Boots to spring upwards. Cross the room (to the left is an alcove with a chest containing a Joy Pendant) over to where more Peahats and a spiky thing are. (The propeller controls the gate.) (You're going to want to come back here with Makar later so you can move the rock and get into the room where the Big Key is.) Go through the door to the right. (In the pit are more blue tentacles. You need magic power here, so only cut grass when you need magic power.) First, glide forward with your Leaf into the air current then to the higher ledge. Step on the switch to open up the gate nearby for a ledge. Glide to the ledge. Kill the Wizzrobe. (You can cross these ledges and glide through the gate directly in front of you to get to a ledge with a chest containing the Dungeon Map.) Make sure you have full magic power, then, cross the ledges so you can glide into the air current. Glide through the hole in the gate to the glide. Glide into an air current then up to the ledge. Kill the Wizzrobe and the Peahats, then, glide forward, through the air current, and to the ledge. Go through the door. (To the right, use a bomb to blow up the wood on top of the blue warp pot.) Go forward and step on the switch. Put on your Iron Boots, and the floor will open up. Fall down to the bottom of the pit. (Use the Deku Leaf to slow you down.) There are Peahats down here. Go through the unlocked door. Stand on any cracked area of ground and put on your Iron Boots to fall through. Watch out for spikes. Kill the two Floor Masters down here. Now push the block with the spring on it to the back of the room onto the grey square and push the other block next to it. Use the block to climb onto the spring. Put on then take off your Iron Boots to be thrown upward to the other side of a row of spikes. Open the chest for a Small Key and the spikes will go away. (If you break the other four squares of cracked ground, a chest with Treasure Chart #35

inside will appear.) Leave the room and go forward. Unlock the door with the small key and go in. The door will bar behind you. You have to kill a red Wizzrobe, which can shoot fire and summon other enemies, such as: blue Wizzrobe, Darknut, Keese, Moblin, Peahats, and Kargaroks. Once you kill the red Wizzrobe, kill the rest of the enemies and a chest will appear. Open it for the Hookshot.

You can use the Hookshot on things like targets which have a yellow star thing on them when you point the Hookshot at it. Hookshot to the target on the wall to get to a higher ledge. Pound the switch with the Skull Hammer to unbar the door. Leave the room.

Now, use your Hookshot on targets to get from ledge to the ledge along the wall of the pit. Around the middle, you can glide with your Leaf to the chest containing the Compass. Sometimes you may need to use springs to get to higher places. From the top ledge in the pit, you can use the Hookshot on the target near Makar's cage. Stand to the side, then, put on your Iron Boots and use the Hookshot on the statue's head to pull it down and free Makar. (In his cage is a chest with a Joy Pendant inside.) (For later, you're going to do this: Carry Makar through the door near the Armos Knights. Go to the other side of the room like you have before. Play the Wind God's Aria. The rock will go away if Makar's nearby. Go through the door, preferably without Makar.

Kill the three Darknuts to unbar the door and open the gate. Open the chest for the Big Key.) Now, drop Makar down into the pit, and have him plant trees in both soil spots. A fan will start (and a few things will move along the edge of the pit when it's on that may hurt you if you get close). Link can use the wind to glide upward with his Deku Leaf. (It doesn't matter what you do with Makar at the moment.) Glide upward to find a chest with a Joy Pendant inside and a door. Go through the door. It will bar behind you. Kill the seven Armos, then, open the chest behind the gate that rises for a small key. Leave the room. Carry Makar back to the room where the Floor Masters got Makar. Kill the Wizzrobe, which can summon Fire Keese and Red Bubbles. Use the trees Makar planted and your Hookshot to get to the top of the room. Have Makar fly up to you, then, carry him through the door. Kill the Blue Bubbles as you go along this room. (The Hookshot can bring them to you.) (There are blue tentacles in the pit.) Have Makar fly to each ledge and plant a tree in the soil. Be careful of the Floor Master at the top. Hookshot to each tree. At the top, carry Makar through the door. Put Makar on one switch then stand on the other to open the fan and the gate in front of you. Both of you should drop back down in the pit. When the fan stops, drop into a hole to get below the blades. (When you step on the switch, the elevator lowers. When you step off, it rises again.) Unlock the door with the small key and carry Makar through.

Kill the two Stalfos and the Wizzrobe, which summons Morths. First, use your Hookshot on the targets (and the targets on the statue heads) until you get to the top of the room (because if you make the chest appear, it may be harder to get back up here). Step on the switch and put on the Iron Boots to unbar the other door. (Now you can wear your Iron Boots and use your Hookshot the foreheads of the statues on the walls to pull them down. Two have Bokoblins in them. Kill them so a chest appears. Open it or Treasure Chest #5.) Carry Makar through the door. Kill the Bokoblins with the swords and shields and the Armos Knights. (In the pit are more of those blue tentacles.) Have Makar fly over the wind currents (Watch out for the Floor Master.) and plant a tree in the soil. The wind currents will go away, so have Link use the Hookshot on the tree. Kill the Floor Master and the Peahats, then, carry Makar through the door.

In here, wear your Iron Boots to get through the wind. Push a block in front of each of these first two spikes. Then, push the third block into the ditch. Take the block in front of the first spike and push it over the block in the ditch and in front of the third spike. Carry Makar across here and through the doorway. At the rock, play the Wind God's Aria to make it go away. Blow up the wood on the yellow warp pot and get some fairies from a pot. Make sure you have the Big Key (I explained the location after rescuing Makar from the cage.). Unlock the door with the Big Key and go through without Makar.

Boss Battle: Molgera

Drop into the pit and go forward for a cut scene. The sand will slowly pull you towards Molgera. If you get too close, it can eat you (then spit you out). Be careful, since it moves places sometimes. To hurt it, wear your Iron Boots and use your Hookshot on its tongue. Hit the tongue with your sword until the boss gets away and baby Molgeras will come. They go through the sand and jump, so get them with your Hookshot then kill them. (You can get hearts from them.) Sometimes after hurting Molgera, it will..."fly around" somehow. Anyway, after a short time you should win. Get the Heart Container, then, go into the light for a cut scene.

O. Triforce Charts and Shards

When you get a chart, have Tingle at Tingle Island decipher each for 398 rupees. (In order to carry that many rupees, go to Outset Island (G2) and go along the path to the forest. At the broken bride, make the wind blow west, then, climb to the top of the wooden thing here. Glide across here on your Deku Leaf and go into the forest. Go through here until you find a big rock. Blow it up with a bomb, then, drop into the hole that is revealed. Go forward and the Great Fairy will let you carry 1000 rupees.) Find the shards the same way as you would treasure (using the charts to see where to use the Grappling Hook).

#1

Triforce Chart: Go to Islet of Steel (E2). Destroy the cannon boat in front of the entrance by shooting bombs at it. Go inside the island and up the stairs. Play the Wind's Requiem on the blue dais and a chest will appear. Open it for Triforce Chart #1.

Triforce Shard: The shard can be found at Greatfish Isle (D2).

#2

Triforce Chart: Go to Windfall Island (B4). Go into the school (near Lenzo's place) and talk to the teacher until you can say, "We need to talk." Tell her you'll help. Leave and talk to the leader of the kid gang nearby and say you'll do the competition. You have to find all four of them, then, catch them by just touching them. Their locations are: #1-Roll into the tree near the dock, near where a poor man is standing, #2-Go straight from #1 and look behind the gravestone, #3-Go up the pathway near #1 and along a ledge until you get near the arch over the village entrance, continue forward to get behind a bush, and #4-Slide along a narrow ledge to get behind the bomb shop. They'll talk to you and give you a Piece of Heart. Now talk to the teacher for 50 rupees. When you leave, the gang will talk to you. Go back and show the teacher a Joy Pendant. She'll take one and give you 20 rupees. Do that again, and she'll take 20 and give you the Cabana Deed. (Give her at least 40 for the Hero's Charm.) Now go to the Private Oasis (E5). Talk to the door, then, show it the Cabana Deed from the Delivery Bag. Go inside. Use the Grappling Hook on the pole near the ceiling to make the fire in the fireplace go out. Drop into the newly revealed hole. There are Rats in here. Go through the passageway, then, climb down the ladder. Crawl into the closest hole. (Go right, left, left to a room where you can roll into the wall to knock the pots down, or right, forward, right, right back to the other hole, or right, forward, right to a room with pots.) Go right, forward, forward, right. Climb up the ladder. Hit the switches with the Skull Hammer to open two gates. To the right is the entrance, so go left. Go down the ladder. (Crawl through the hole to the right and go left twice to find a chest of 100 rupees.) Go forward and crawl through the hole left, right, right. Climb up the ladder. Go along and hit the switch with the Skull Hammer to open a gate that leads to the entrance. Fall into the hole and kill the two ReDeads. Crawl through the hole behind the pots. Go up the ladder and play the Wind's Requiem on the blue dais. Open the chest that appears for Triforce Chart #2. Pound the switch with the Skull Hammer and leave.

Triforce Shard: The shard is at Gale Isle (A4).

#3

Triforce Chart: Go to Bird's Peak Rock (E7). Kill as many Kargaroks from the ground as possible (with arrows), then, use a Hyoui Pear to control a seagull. Have it fly through each crystal on every nest on every peak to open a gate. As Link, drop through the hole behind the gate. Go forward and up the stairs. On the blue dais, play the Wind's Requiem. A chest will appear with Triforce Chart #3 inside.

Triforce Shard: The shard is at Stone Watcher Island (E3).

#4

Triforce Chart: You need to first go to Diamond Steppe Island (F1) for the Ghost Ship Chart. From your boat, use your Hookshot on the lowest palm tree. Repeat this until you get to the top of the island. Drop into the hole. There are warp pots (blow off the tops with bombs) and Floor Masters. Go in this order: (all other pots lead back to the entrance) nearby pot, the pot nearby, the far away pot to the right, and the far away pot to the left. Open the chest for the Ghost Ship Chart.

Here is where the Ghost Ship is found.

Full moon-Crescent Mon Island

Tiny bit of top missing-Diamond Steppe Island

Top half missing-Bomb Island

Upward facing crescent-Spectacle Island

Downward facing crescent-Five-Star Isles, bottom half missing-Star Belt

Archipelago

Tiny bit of bottom missing-Greatfish Isle

Go to where the Ghost Ship is at night and sail into it. Inside, drop down.

There will be two Poes and a Wizzrobe that can summon ReDeads and Stalfos. Kill the Poes and Wizzrobe, then, whatever the Wizzrobe summoned. The ladder will lower, so climb up. Open the chest for Triforce Chart #4. You'll have to leave the ship, which will never return.

Triforce Shard: The shard is behind Outset Island (G2).

#5

Triforce Chart: Go to Needle Rock Island (E1). Use bombs to sink the gold cannon boat, then, go to white circle where it sank. Use the Grappling Hook to get the chest with Triforce Chart #5 inside.

Triforce Shard: The shard is at Cliff Plateau Isles (F7).

#6

Triforce Chart: Go to Outset Island (G2). Go to the side of the island near Grandma's house up on the ledges. Look up and use your Hookshot on the tree. Lift the big rock and throw it. Drop into the revealed hole. Bottle a few fairies from the pot (you'll need them), then, drop down the next hole.

Here are the levels and the enemies you'll face:

1A-Keese

1B-Miniblins

1C-Bokoblins w/Boko sticks

1D-Red Chuchus

1E-Magtails

1F-Keese and Miniblins

1G-Fire Keese and Magtails

1H-Fire Keese and Bokoblins w/flaming Boko sticks

1I-Moblins

"Replenish Level" (You can leave now, but you'll have to restart later if you come back. You can also get stuff from the pots.)

2A-Peahats

2B-Green Chuchus

2C-Boko Babas

2D-Bokoblins w/shields and flaming Boko sticks

2E-wingless Mothulas (and Morths)
2F-Boko Babas and Peahats
2G-Green Chuchus and Bokoblins w/swords in pots
2H-wingless Mothulas (Morths) and Bokoblins w/swords
2I-flying Mothulas (Morths)

"Replenish Level"

3A-Wizzrobes

3B-Armos

3C-Armos Knights and bomb flowers

3D-Yellow Chuchus in pots (be careful when breaking pots)

3E-Red Bubbles

3F-Bokoblins w/swords and shields and Darknut

3G-Armos and Wizzrobes

3H-Red Bubbles, Armos Knights, and bomb flowers

3I-Darknuts

Play Wind's Requiem on the blue floor dais. Open the chest that appears for Triforce Chart #6.

Triforce Shard: The shard is at Southern Triangle Island (E4).

#7

Triforce Chart: Go to Stone Watcher Island (E3). At the top, lift the stone and throw it. Drop into the revealed hole. Go through the door, then, go through the door to the left. Kill four Armos. Leave and go through the door to the left. Kill the two Moblins. Leave here and go through the door two to the left. Kill the three Wizzrobes. Leave again and go through the door to the left. Kill the five Bokoblins. Leave and kill the two Darknuts. Go through the door that unbarred. Play the Wind's Requiem on the blue dais. A chest with Triforce Chart #7 inside will appear.

Triforce Shard: The shard is at Seven-Star Isles (A6).

#8

Triforce Chart: Go to Overlook Island (A7). Use your Hookshot from your boat to get to the lowest palm tree. Continue this until you find a hole. Drop in. Go through the door, then, go through the door to your left. It will bar behind you. You can use the bomb flowers to kill the three Armos Knights. The door will unbar, so leave. Go through the door on the left, which will also bar behind you. Kill the two Stalfos. The door will also unbar, so leave. Go through the door next to the fancy barred one. There are two Wizzrobes here that can summon: Red and Green Chuchus, Fire Keese, Keese, Morths, and Kargaroks. Kill the Wizzrobes, then, the other enemies. Leave, then, go through the door to your left. The door will bar, so kill the five sword and shield carrying Bokoblins to unbar it. Leave and kill the four Darknuts. A door will unbar, so go through. On the blue dais, play the Wind's Requiem. A chest will appear with Triforce Chart #8 inside.

Triforce Shard: The shard is at Two-Eye Reef (G4).

When you collect all of these, the Triforce of Courage will be complete and the boat will talk to you.

P. Back to Hyrule Castle

Go to the Tower of the Gods (D5). Go into the light to get back to Hyrule Castle. Go in and down into the basement. Go forward and there will be a short cut scene. Fire will surround you, and you'll have to kill two Mighty Darknuts. Once they're gone, the fire will go away. Go back upstairs. Go out through the back doorway and go forward. At a barrier, swing your sword to break it. Now, go along the path. There are Peahats, Red Chuchus, Moblins, and a Darknut at the end. Next, use your Hookshot on the targets on the arches to get across the gaps. Go forward. Inside this place, go forward and through a door.

Q. Ganon's Tower and the End

Go forward and left across the first bridge. Kill the Bokoblin with the sword and shield, then, go through the door. In here, use your Grappling Hook on one of the pole things. Jump to the floating thing in the lava. Repeat. At the third thing, hold R and climb up. From up here, glide forward with your Deku Leaf. Kill the Red Bubbles, then, go through the door. You have to fight Gohma again. When you fight these bosses, you have the same items as you had when you first fought it, so you don't have an advantage except with your health. Kill Gohma like you did before.

Back in the main room, cross the bridge to the right of the previous one. Kill the Bokoblin, then, go through the door. There are many big tentacles in here, but you shouldn't have to worry about them. Use your Deku Leaf on the propeller to spin it. The lift will come, so get on. Use the Leaf on the propeller one or two more times to move a little bit. Then, wait until just before a platform moves down to glide over to land on it. While it's still down, Deku Leaf blast the propeller. When the lift is close and the platform goes up, jump on. As soon as the platform (on the right) goes up, start gliding to land on it. When it goes up, jump to the next platform. When this one goes up, glide to land. Kill the Peahats then go through the door. Kill Kalle Demos.

Back in the main room, cross the first bridge on the right. Kill the Bokoblin, then, go through the door. Kill the Wizzrobe, then, get on the spring. Put on and take off your Iron Boots to get into the air. Glide over spikes and gaps and between the air currents. Kill the Bokoblins in the pots, then, use your Hookshot on one of the targets on the wall above you. Go through the door and kill Molgera.

Back in the main room, cross the bridge to the left of the previous one. Kill the Bokoblin, then, go through the door. There are many coffins. To open them, just go near them. Don't get too close or the lids might fall on you. In them are ReDeads, Red Bubbles, items, and a fairy. Past here go up stairs to where a switch and light is. In and near these coffins are Purple Chuchus, Poes, items, and a fairy. Shine light on a Purple Chuchu, then, put it on the switch so stairs form. Go up the stairs before the Chuchu revives itself. Another switch is here. In these coffins are Purple Chuchus and items.

Past the coffins is light. Shine light on a Chuchu, then, put it on the switch. When you run to the stairs, a Stalfos will appear, so you'll probably have to try again to get up the stairs. Go through the door and kill Jalhalla.

Back in the main room, a doorway will appear, so go through. Go up the stairs and kill the Miniblins. Go through the door. Go through the door on the right. The candles are numbered in the order: Molgera, Gohma, Jalhalla, and Kalle Demos. Now, leave the room and go through the door across from you. Hit all four crystals with your Boomerang. Target them in the same order as I just said. A portal will appear and your boat will come. (If you go into the portal, you'll end up in Forsaken Fortress.) Leave the room and go through the door across from you. Drop into the darkness to another room. You need to hit Phantom Ganon so he drops his sword. The hilt will point to the next door to go through. Phantom Ganon will do two different things. He can circle you with many copies of himself. Only one is real. After they attack, all the fake ones will disappear. Attack the real one. Also, he will shoot balls of energy at you. If it's blue, just knock it back with your sword. If it's pink, charge up a spin attack first to hit them. Eventually, you'll get to a room that bars the doors. After hurting Phantom Ganon, open the chest that appears for Light Arrows. The doors will unbar, so go through the last one. You're back in a previous room. Phantom Ganon uses both attacks now, and you will be unable to hit him normally. Shoot him with a Light Arrow to kill him. Now, use his sword to break through the wall opposite the entrance to this room. Go through this doorway. Go up the stairs. You'll have to fight Moblins and Darknuts. When you kill them all, a door will unbar, so go through and watch a cut scene.

Boss Battle: Puppet Ganon

Phase 1

Puppet Ganon can hit you with its arms and fall on you. Sometimes,

Keese will come. Anyway, cut the blue strings attached to Puppet Ganon with your Boomerang. It can't do anything but fall on you now. When the tail is down, hit the light blue thing on the end with a Light Arrow. After a total of three hits, you should win this part.

Phase 2

Now Puppet Ganon is a spider. It can only land on you, and a lot of Keese come to harass you. Use the water to see Puppet Ganon's reflection. When it's falling, try to get near the back end so you can shoot the light blue thing with a Light Arrow. After a total of three hits, phase 3 will start.

Phase 3

Now it's a fast moving snake. Morth will come here now, but they don't really do anything. You need to hit the thing's head with your sword (spin attacks work best) to stun it so you can shoot the tip of the tail with a Light Arrow. Later, it will move faster and get stunned for less time. You may as well just try to hit the tail without stunning it, which isn't too hard if your aim is good. After three hits, you win.

After another cut scene, get onto the dais and jump onto the rope. Hold R and climb up to a higher place. Nearby is something to use your Grappling Hook on. Climb up to a higher place. There are pots up here. Look around for another Grappling Hook thing. Once you're on a higher level, you'll find pots, Morths, and a warp pot. Use a bomb to blow off the wood on the top. This pot can warp you to the bottom of the room. Now, get closer to the thing on the wall so you can use your Hookshot on the target. Up here, go through the doorway.

Boss Battle: Ganondorf

After a cut scene, you finally get to fight Ganondorf, the last boss. Anyway, when the A button gets all weird like, press it to do that special attack so you can stun him. Attack him while Zelda shoots him with a Light Arrow. After two hits, he'll knock poor Zelda over. Keep attacking Ganon until Zelda gets back up. Now, keep using that special A attack until Zelda talks to you. You need to hold up your shield now. When Zelda aims an arrow at you, don't move too much so she can hit your shield. If you do this right and Ganon gets hit, then, you quickly need to do that special A attack so Link kills him. Yay, you beat the game!

6. The Islands

This section just lists what you can find on each island. (For the coordinates, letters are for the left side and numbers are for the top.)

A1-Forsaken Fortress

Items/Upgrades: Pirate's Charm, Skull Hammer

Heart Pieces: One

Charts: None

A2-Star Island

Items/Upgrades: None

Heart Pieces: One

Charts: None

A3-Northern Fairy Island

Items/Upgrades: Rupee Upgrade

Heart Pieces: None

Charts: Treasure Chart #22

A4-Gale Isle

Items/Upgrades: Wind God's Aria, Hookshot, Triforce Shard

Heart Pieces: None

Charts: Treasure Charts #5 and #35

A5-Crescent Moon Island

Items/Upgrades: None

Heart Pieces: One

Charts: Treasure Charts #9 and #10

A6-Seven-Star Isles

Items/Upgrades: None

Heart Pieces: One
Charts: Treasure Chart #16

A7-Overlook Island
Items/Upgrades: None
Heart Pieces: None
Charts: Triforce Chart #8, Secret Chart

B1-Four-Eye Reef
Items/Upgrades: None
Heart Pieces: None
Charts: Treasure Chart #19, Great Fairy Chart

B2-Mother & Child Isles
Items/Upgrades: Ice and Fire Arrows
Heart Pieces: None
Charts: None

B3-Spectacle Island
Items/Upgrades: None
Heart Pieces: One
Charts: Treasure Chart #17

B4-Windfall Island
Items/Upgrades: Sail, Tingle Tuner, Picto Box, Deluxe Picto Box,
Song of Passing, Bombs, Cabana Deed, Hero's Charm, Magic Armor, Bottle
Heart Pieces: Nine
Charts: Treasure Charts #2, 7, 18, 23, 24, 29, 31, 33, and 38;

Tingle's Chart

B5-Pawprint Island
Items/Upgrades: None
Heart Pieces: Two
Charts: None

B6-Dragonroost Island
Items/Upgrades: Wind Waker, Delivery Bag, Bottle, Grappling Hook,
Din's Pearl, Wind's Requiem
Heart Pieces: Two
Charts: Treasure Charts #11 and #39

B7-Flight Control Platform
Items/Upgrades: None
Heart Pieces: One
Charts: Island Hearts Chart, Platform Chart

C1-Western Fairy Island
Items/Upgrades: Arrow Upgrade
Heart Pieces: None
Charts: None

C2-Rock Spire Island
Items/Upgrades: Bottle
Heart Pieces: Two
Charts: Treasure Charts #4 and #37

C3-Tingle Island
Items/Upgrades: None
Heart Pieces: One
Charts: None

C4-Northern Triangle Island
Items/Upgrades: None
Heart Pieces: None
Charts: Octo Chart

C5-Eastern Fairy Island
Items/Upgrades: Bomb Upgrade
Heart Pieces: None
Charts: None

C6-Fire Mountain
Items/Upgrades: Power Bracelets
Heart Pieces: None

Charts: None
C7-Star Belt Archipelago
Items/Upgrades: None
Heart Pieces: None
Charts: None
D1-Three-Eye Reef
Items/Upgrades: None
Heart Pieces: One
Charts: Treasure Chart #32
D2-Greatfish Isle
Items/Upgrades: Triforce Shard
Heart Pieces: One
Charts: None
D3-Cyclops Reef
Items/Upgrades: None
Heart Pieces: None
Charts: Treasure Chart #21, Light Ring Chart
D4-Six Eye Reef
Items/Upgrades: None
Heart Pieces: One
Charts: Treasure Chart #26
D5-Tower of the Gods
Items/Upgrades: Command Melody, Hero's Bow
Heart Pieces: None
Charts: Treasure Charts #6 and #30
D6-Eastern Triangle Island
Items/Upgrades: None
Heart Pieces: None
Charts: None
D7-Thorned Fairy Island
Items/Upgrades: Arrow Upgrade
Heart Pieces: One
Charts: None
E1-Needle Rock Island
Items/Upgrades: None
Heart Pieces: None
Charts: Triforce Chart #5
E2-Islet of Steel
Items/Upgrades: None
Heart Pieces: None
Charts: Triforce Chart #1
E3-Stone Watcher Island
Items/Upgrades: Triforce Shard
Heart Pieces: One
Charts: Triforce Chart #7
E4-Southern Triangle Island
Items/Upgrades: Triforce Shard
Heart Pieces: None
Charts: None
E5-Private Oasis
Items/Upgrades: None
Heart Pieces: None
Charts: Treasure Chart #27, Triforce Chart #2
E6-Bomb Island
Items/Upgrades: Bottle
Heart Pieces: Two
Charts: None
E7-Bird's Peak Rock
Items/Upgrades: None
Heart Pieces: None

Charts: Triforce Chart #3
F1-Diamond Steppe Island
Items/Upgrades: None
Heart Pieces: One
Charts: Ghost Ship Chart
F2-Five Eye Reef
Items/Upgrades: None
Heart Pieces: None
Charts: Treasure Chart #41
F3-Shark Island
Items/Upgrades: None
Heart Pieces: None
Charts: None
F4-Southern Fairy Island
Items/Upgrades: Bomb Upgrade
Heart Pieces: One
Charts: Treasure Chart #40
F5-Ice Ring Isle
Items/Upgrades: Iron Boots
Heart Pieces: None
Charts: Treasure Chart #36
F6-Forest Haven
Items/Upgrades: Deku Leaf, Boomerang, Farore's Pearl, Forest Water
Heart Pieces: Three
Charts: Treasure Charts #1, 3, and 15
F7-Cliff Plateau Isles
Items/Upgrades: Triforce Shard
Heart Pieces: None
Charts: Treasure Chart #25
G1-Horseshoe Island
Items/Upgrades: None
Heart Pieces: None
Charts: Treasure Charts #8 and #28
G2-Outset Island
Items/Upgrades: Telescope, Bait Bag, Nayru's Pearl, Rupee Upgrade,
Triforce Shard, Hurricane Spin
Heart Pieces: Three
Charts: Triforce Chart #6
G3-Headstone Island
Items/Upgrades: Earth God's Lyric, Mirror Shield
Heart Pieces: One
Charts: Treasure Charts #12, 14, and 20
G4-Two-Eye Reef
Items/Upgrades: Magic Upgrade, Triforce Shard
Heart Pieces: None
Charts: Treasure Chart #13
G5-Angular Isles
Items/Upgrades: None
Heart Pieces: Two
Charts: None
G6-Boating Course
Items/Upgrades: None
Heart Pieces: None
Charts: Sea Hearts Chart, Submarine Chart
G7-Five-Star Isles
Items/Upgrades: None
Heart Pieces: Two
Charts: None

7. Side Missions and Upgrades

The letters are for the left side of the map and the numbers for the top (for the coordinates).

Arrow Upgrades

On Thorned Fairy Island (D7), smash the three switches with the Skull Hammer to make the tentacles go away. Drop into the hole and go forward to see the Great Fairy. Now you can carry 60 arrows. Go to Western Fairy Island (C1), and hit the switch with the Skull Hammer so the fire goes away. Drop into the hole and go forward to talk to the Great Fairy. Now you can carry 99 arrows.

Auctions

On Windfall Island, you can bid at night in the building near Zunari's shop with a red door. To bid, press A quickly to fill up your meter, then you can bid. The more you bid, the longer you "freeze" everyone. During this time, it helps to almost fill up the meter to take up time, but don't bid until after people are "unfrozen". Then, you can freeze them again and repeat the process until you win. One time it's a Joy Pendant, starting at 40 rupees. At another time, it's a Piece of Heart starting at 80 rupees. Another time, it's Treasure Chart #38 starting at 60 rupees.

Beedle

When you buy stuff from Beedle, you get points. Buy stuff from him for 30 points for Silver Membership and a day later, check the mail and pay 10 rupees for a letter. You'll get the Complimentary ID. When you give it to Beedle, he simply says you're great. Then, get 60 points for Gold Membership and a day later check the postbox and pay 10 rupees for a letter. You'll get the Fill-Up Coupon to refill your stock of items (but it doesn't apply to all products).

Blue Potion

In Forest Haven (F6), go into the place near the Great Deku Tree to find Hollo. Show him a Boko Baba Seed. He can make you blue potions to replenish your health and magic if you give him four seeds for each.

Bomb Upgrades

Go to Eastern Fairy Island (C5) and blow up the big rock with a bomb. Fall through the hole and go forward. The Great Fairy will let you carry 60 bombs now. Then, go to Southern Fairy Island (F4). Burn the wood outside with a Fire Arrow, then, drop inside. The Great Fairy will let you carry 99 bombs.

Double Magic Power

Go southwest of Two-Eye Reef (G4), and you'll find a flock of seagulls. Go to them and a Big Octo will come. Hit the eyes with bombs or a couple of arrows each to kill it. The Great Fairy will come and double your magic power.

Elixir Soup

Go to Outset Island (G2) and take out a fairy in front of Grandma to make her better. Now whenever you want, she'll give you Elixir Soup, which replenishes health and magic and doubles your attack power until the first time you get hurt. (Each bottle is two helpings.) (Check a postbox for a letter from Grandma and 20 rupees.)

Figurine Gallery

(You need a Hyoui Pear from Beedle's Shop Ship.) In Forest Haven (F6), use the Baba Buds to get to a higher treetop where you got the Deku Leaf. Glide to the Bud nearby then glide to the next straight forward and go outside. Have the wind blow northwest and glide to the island in that direction. Use the

Pear to control a seagull. Fly it into the crystal on the side of Forest Haven to open the figurine gallery and drop a ladder to create a shortcut to get up here. Take color photos of people and creatures and show them to the guy in there for figurines. (The Figurine section has more information.)

Mail Game and Baito

On Dragonroost Island (B6), on the upper floor of Rito Village, talk to the guy sorting mail to play a game where you have a limited time to throw letters into the boxes with the same symbols. If you go at least 10, you'll get 1 rupee for ever 2 letters. Play again and if you get 20 or more, you'll get a rupee per letter. Play again and you'll get 3 rupees per letter. Now Baito will be up here. Talk to him and show him that you can sort 25 letters, and he'll give you a Note to Mom. Use your Delivery Bag to mail it in a postbox (plus 5 rupees to send it). A day and night letter, check the postbox for a letter from his mom, Kashiko, and you'll get a Piece of Heart. (You can play the game again, but you'll only get 1 rupee per letter if you sort more than 25.) Even later, Baito will send you a letter. You'll have to pay 10 rupees, but he sent you 20.

Rupee Upgrades

Go to Outset Island (G2) and go along the path to the forest. At the broken bride, make the wind blow west, then, climb to the top of the wooden thing here.

Glide across here on your Deku Leaf and go into the forest. Go through here until you find a big rock. Blow it up with a bomb, then, drop into the hole that is revealed. Go forward and the Great Fairy will let you carry 1000 rupees. Next, go to Northern Fairy Island (A3), and drop into the hole. Go forward and the Great Fairy will let you carry 5000 rupees.

Sword Upgrade

Go to Outset Island (G2). Show Orca a Knight's Crest when you have at least ten, and he will teach you the Hurricane Spin (hold B then release). It uses a little bit of magic power (and makes Link dizzy and unable to move for a short time).

Trading

To start trading, you need to talk to Zunari, the man in the blue clothes that you bought the sail from on Windfall Island. Then, you can trade items with the Wandering Merchants on Mother & Child Isles (B2), Greatfish Isle (D2), and Bomb Island (E6). You can use these item to decorate Windfall Island.

You can trade in this order:

Mother & Child Isles

Sea Flower, 20 Rupees

Town Flower, 10 Rupees

Pinwheel, 55 Rupees

Big Catch Flag, 85 Rupees

Big Catch Flag, 85 Rupees

Exotic Flower, 25 Rupees

Big Sale Flag, 35 Rupees

Big Sale Flag, 35 Rupees

Big Sale Flag, 35 Rupees

Sickle Moon Flag, 40 Rupees

Shop Guru Statue, 200 Rupees

Postman Statue, 100 Rupees

Greatfish Isle

Sea Flower, 20 Rupees

Exotic Flower, 25 Rupees

Sea Flower, 20 Rupees

Hero's Flag, 75 Rupees

Fountain Idol, 60 Rupees

Exotic Flower, 25 Rupees

Fountain Idol, 60 Rupees
Skull Tower Idol, 60 Rupees
Postman Statue, 100 Rupees
Fountain Idol, 60 Rupees
Fountain Idol, 60 Rupees

Bomb Island

Sea Flower, 20 Rupees
Town Flower, 10 Rupees
Sickle Moon Flag, 40 Rupees
Hero's Flag, 75 Rupees
Fountain Idol, 60 Rupees
Sickle Moon Flag, 40 Rupees
Fountain Idol, 60 Rupees
Sickle Moon Flag, 40 Rupees

Big Catch Flag, 85 Rupees

Fountain Idol, 60 Rupees
Fountain Idol, 60 Rupees
Postman Statue, 100 Rupees

Also, you can trade in order to get Magic Armor and a Piece of Heart:

Town Flower and 20 rupees for Sea Flower from D2

Sea Flower and 25 rupees for Exotic Flower from D2

Exotic Flower and 40 rupees for Sickle Moon Flag from E6 (Get magic armor from Zunari)

Sickle Moon Flag and 65 rupees for Fountain Idol from E6

Fountain Idol and 35 rupees for Big Sale Flag from B2

Big Sale Flag and 75 rupees for Hero's Flag from D2

Hero's Flag and 100 rupees for Postman Statue from D2

Postman Statue and 200 rupees for Shop Guru Statue from B2

Shop Guru Statue to D2 for Piece of Heart

8. Tingle Tuner

Tingle Statues

When you get all the Tingle Statues, go to Tingle Island (C3) and talk to the man in pink. He gives you 50 rupees per statue and 500 for all five.

Dragonroost Cavern

After getting the Grappling Hook, you'll later end up on a platform that you need to drop by cutting the ropes with a spin attack. Shortly after, you'll unbr a door and go through. In this room, you need to use the Grappling Hook on the pole, but then hold R and turn right to jump to another place. Instead, use the Hook on the pole and jump forward into an alcove. Drop a Tingle Bomb. Open the chest that appears for the Dragon Tingle Statue.

Forbidden Woods

On floor B1, there's a room where you crossed some water on a red flower. At the beginning of that room, you can drop down and blow up some wood with the bomb flower. Through the door here is a room with a Treasure Chart #15 inside. Go to the little thing of land to the right of the door and drop a Tingle Bomb. Open the chest that appears for the Forbidden Tingle Statue.

Tower of the Gods

There is a room you can get to by going straight ahead and through a door. It is a tall room with Rats and a Beamos in the center. Ride the platforms up to the second floor. From the top platform, jump to an unmoving one. Drop a Tingle Bomb and jump off so you don't get hurt. Come back and open the chest that appeared for the Goddess Tingle Statue.

Earth Temple

There's a room with a bridge and two Blue Bubbles above it. Glide to the left

with the Deku Leaf. Cross the platforms to a ledge. Kill the Red Bubble, then, use a Tingle Bomb to make a chest appear. Open it for the Earth Tingle Statue.

Wind Temple

Go to the room where Makar got taken by the Floor Masters (Go straight through a few rooms from the entrance to find this room.). Drop down. Around the middle here (where you can see something on the Game Boy Advance screen), drop a Tingle Bomb. Open the chest that appears for the Wind Tingle Statue.

EXTRA STUFF

Knuckle

Go to Outset Island, then, read what your Game Boy Advance screen says. You have to find a few places, and you can't go in any buildings or you'll fail. First, go into the pool of water behind grandma's house. Next, go to the lookout and climb down the short ladder going down into the water. Next, go up the pathway nearby. At the top of the hill, go onto the biggest of the three rocks (the one farthest east). Next, go to where the bridge leading to the forest was and drop straight down onto a rock. You get the Hand-Me-Down Tuner, and now Knuckle is on Tingle Island.

Forsaken Fortress

On the first floor of Forsaken Fortress, on the east side, you'll find a large cooking pot. Climb up the ladder to a higher place so you can jump in. You get Left-Over Broth and the price of Ting went down.

Windfall Island

Use the Game Boy Advance's control pad to move the green cursor to the ? near the postbox on the Game Boy's screen. Check it with A. Now you need to find three benches in a certain order. You can't go into any buildings or you'll fail. Press the Game Boy's R button to return the green cursor to you, then go to the bench a bit before Zunari's shop and touch it. Next, go to a bench closer to Zunari's shop that faces the ocean and touch it. Now go up the stairs and touch the bench a bit camouflaged with the brick wall. Now go to the outside of the jail door. Drop a Tingle Bomb and break the pot that appears for 20 rupees.

Go to the middle part of Windfall Island and up the big, wooden stairs. At the top, make the wind blow west and glide with the Deku Leaf to the awning above the school. The price of the Tingle Balloon and the Tingle Shield went down.

Tower of the Gods

Go to the room on the second floor where you brought the three statues. Go through the door on the left. Cross this room to the next. Use your Grappling Hook on the pole above. Hold R and climb up to get onto the pole to get Page 1 of the Legend. Back in the statue room, go through the door on the left. Go through the door on the right. There are many moving platforms here. Jump to the one moving up and down, then to the one straight ahead. Some green thing will go forward. When the platforms nears it, jump to it for Page 2. (You'll probably end up falling into the pit. Oh, well.) In the previous room, go into the room where you found the statue. Climb onto the block, then, jump to the statue to your left. Jump to the next statue, then, glide to the thing where the green thing went to (where lasers shot from earlier). Here is Page 3. Back in the statue room, go through the door on the left. Ride the platform and if you haven't yet, shoot the eye to the right with an arrow and ride the platform that appears up. Go forward and use a bomb to knock over the pillar straight ahead. Go to where it was for Page 4. Now go to where the statue was first found. Go left to the green thing for Page 5. (Tingle says to read it in the hall. I think he means the tall room with the Beamos in the middle.)

9. Heart Piece and Container Locations

The letters are for the left side of the map and the numbers for the top (for the coordinates).

A. Heart Pieces

#1: After finishing Forbidden Woods, check the mailbox for a letter from the Chieftain. He sent you a Piece of Heart.

#2: In Forsaken Fortress (A1), from the main area outside, go up the stairs and into the covered area. Go right and through the door. Drop down to the lower area. Watch out for Rats. Move the barrels to find a switch. Step on it to open the cell door. Go in and open the chest for a Piece of Heart.

#3: Go to Star Island (A2), and blow up the rocks (and watch out for the Miniblins) until a hole is revealed. Drop down. Kill three Magtails, then two Bokoblins with Boko sticks, then, two more with swords and shields, and then two Moblins. Open the chest that appears for a Piece of Heart.

#4: Go to Crescent Moon Island (A5) and use treasure chart #11 to find the Piece of Heart under the water with your Grappling Hook.

#5: Go southwest of Seven-Star Isles (A6) to find a Big Octo (look for seagulls). Target its eyes and shoot them with bombs or arrows. When it dies, use your Grappling Hook where it sinks for a Piece of Heart.

#6: Go to Spectacle Island (B3). You can play a game here for 50 rupees. You have to shoot five pirate ships; you have 10 cannonballs. The cannon moves with control stick, and A is to shoot.

Win the game for a Piece of Heart.

#7: Go to Windfall Island (B4). Go in the building where Salvatore is and talk to him to play a game for 10 rupees. (The building I'm talking about is around the middle of the island across from the school.) You have 24 chances to hit the squid thingies. One takes four hits, another three, and another two. It's like Battleship. When you find one, the other hits for that squid or next to each other. You get a Piece of Heart when you win.

#8: On Windfall Island, you can bid at night in the building near Zunari's shop with a red door. To bid, press A quickly to fill up your meter, then you can bid. The more you bid, the longer you "freeze" everyone. During this time, it helps to almost fill up the meter to take up time, but don't bid until after people are "unfrozen". Then, you can freeze them again and repeat the process until you win. One time, it's a Piece of Heart starting at 80 rupees.

#9: Go to Windfall Island (B4). Go into the school (near Lenzo's place) and talk to the teacher until you can say, "We need to talk." Tell her you'll help.

Leave and talk to the leader of the kid gang nearby and say you'll do the competition. You have to find all four of them, then, catch them by just touching them. Their locations are: #1-Roll into the tree near the dock, near where a poor man is standing, #2-Go straight from #1 and look behind the gravestone, #3-Go up the pathway near #1 and along a ledge until you get near the arch over the village entrance, continue forward to get behind a bush, and #4-Sidle along a narrow ledge to get behind the bomb shop. They'll talk to you and give you a Piece of Heart.

#10: Go to Windfall Island (B4). Outside Lenzo's place is a ledge above nearby stairs (near Zunari's shop). Go along it to find a ladder. Have the wind blow north, then climb up the ladder and step on the switch to start windmill. Now, at night, go into Salvatore's place (a building near Lenzo's place, across from school). Go up the stairs and through the door. Go along here and jump onto the thing on the windmill (one of the ferris wheel kind of things). At the top, the thing up here should be spinning. From the moving cart thing, shoot a Fire Arrow into the light thing

to light it. A chest on a small island will become visible. From near the bomb shop, have the wind blow south. Use your Deku Leaf to glide to the island. Open the chest for a Piece of Heart.

#11: Go to Windfall Island (B4). After turning on the light house (see the Heart Piece explanation above), go up to the Ferris wheel thing (by going up the stairs in Salvatore's place if you forgot). Talk to the guy up here for a Piece of Heart.

#12: After beating the Helmaroc King at Forsaken Fortress, go to Windfall Island (B4). Go to the middle area where the school is and go up the big stairs. Go through the door to the upper floor of the rich people house. Talk to the girl and say you'll send her letter. You'll get Maggie's Letter, so go mail it (you'll have to pay 5 rupees). Return to Maggie's house to see her father in a fight with the postman. Now, go to the café next to Zunari's shop and talk to the postman. Say you'll deliver his letter, so you'll get the Moblin's Letter. Give it to Maggie for a Piece of Heart.

#13: Go to Windfall Island (B4). Around the middle, during the day, you'll find a woman in an orange dress. When you have the Deluxe Picto Box (see the Items section if you don't have it), talk to her and say you'll take her picture. Take a full body picture, then, find the man walking around the village. (He wears a blue and white shirt and a green vest.) Show him the picture. Now wait several days. During the day, go into the café to find them. Talk to the woman for a Piece of Heart.

#14: Go to Windfall Island (B4), and talk to Zunari (the guy with the outdoor shop) until he asks something. Answer, "A request?" then later answer that you understand for a Town Flower.

Now you must trade items to Wandering Merchants on some islands. Trade the Town Flower and 20 rupees for the Sea Flower from Greatfish Isle (D2), trade the Sea Flower and 25 rupees for the Exotic Flower from Greatfish Isle (D2), trade the Exotic Flower and 40 rupees for the Sickle Moon Flag from Bomb Island (E6), trade the Sickle Moon Flag and 65 rupees for the Fountain Idol from Bomb Island (E6), trade the Fountain Idol and 35 rupees for the Big Sale Flag from Mother & Child Isles (B2), trade the Big Sale Flag and 75 rupees for the Hero's Flag from Greatfish Isle (D2), trade the Hero's Flag and 100 rupees for the Postman Statue from Greatfish Isle (D2), trade the Postman Statue and 200 rupees for the Shop Guru Statue from Mother & Child Isles (B2), then, trade the Shop Guru Statue to Greatfish Isle (D2) for a Piece of Heart.

#15: After trading for items (see the previous Heart Piece description or the Trading part of the 7. Side Missions and Upgrades section), you can decorate Windfall Island with the items you can buy from Zunari's outdoor shop. Put them in all fourteen stands outside (any will do, so you can just put cheap Town Flowers everywhere). Then, talk to the guy sitting on the bench near Zunari's shop for a Piece of Heart.

#16: Go to Pawprint Isle (B5) and use treasure chart #30 to find the Piece of Heart under the water with your Grappling Hook.

#17: Go to Pawprint Isle (B5). Cut the grass until you found a hole in the dome. Crawl through and fall through the hole. (In here, you will find Red and Green Chuchus, rocks to blow up, and three chests not containing the Piece of Heart. Two are found at the end of pathways, one with a Joy Pendant, and the other with 50 rupees. The third is found in that big, main room. Use your Grappling Hook to hook to those poles over that ledge and climb up to them. Repeat until you get into an alcove with a chest of 20 rupees.) Anyway, go forward from the entrance to a room with 3 Red Chuchus. Go along the path to the right. Among some more Red Chuchus is the chest containing the Heart Piece.

#18: At Dragonroost Island (B6), on the upper floor of Rito Village, talk to the guy sorting mail to play a game where you have a limited time to throw letters into the boxes with the same symbols. Get at least 10, then, play again and get at least 20. Play one more

time and get at least 25. Now Baito will be up here. Talk to him and show him that you can sort 25 letters, and he'll give you a Note to Mom. Use your Delivery Bag to mail it in a postbox (plus 5 rupees to send it). A day and night letter, check the postbox for a letter from his mom, and you'll get a Piece of Heart.

#19: At Dragonroost Island (B6), in Rito Village, talk to the guard on the upper floor outside the room where the Chieftain is. Then, take out a Golden Feather from your Spoils Bag and give him 20. You'll get 100 rupees. About a day later, check the postbox for a letter from the guard's girlfriend. You'll get a Piece of Heart.

#20: Go to the Flight Control Platform (B7). You need to pay 10 rupees. In order to win this, you need double magic power. Anyway, you need to make the win blow northwest, then, glide using the Deku Leaf. Go into air currents to go higher. The way I did this was I jumped and waited a second for gliding so I went into the first air current. Then, as you go forward, try to get into the other air currents without turning much (You need to go straight into them so you're always going towards the end.). You need to go at least 257 yards to win a Piece of Heart.

#21: Go to Rock Spire Island (C2) and use treasure chart #2 to find the Piece of Heart under the water with your Grappling Hook.

#22: Find two cannon boats near Rock Spire Island (C2). Use bombs to sink them, then, use your Grappling Hook where they sank. Under one you'll bring up a chest with a Piece of Heart inside.

#23: In C2 (Rock Spire Island), you can buy a Piece of Heart from Beedle's Shop Ship for 950 rupees.

#24: North of Tingle Island (C3), you'll find a Big Octo. Target its eyes and shoot them with bombs or arrows to kill it. Use your Grappling Hook where it sank to get a Piece of Heart.

#25: Go to Three-Eye Reef (D1) and use treasure chart #38 to find the Piece of Heart under the water with your Grappling Hook.

#26: Go to Greatfish Isle (D2). There's a swirly part of land where you can find a Korok. Make the wind blow northwest, then, glide with a Deku Leaf in that direction. Between two areas of land is an alcove. Land here and open the chest for a Piece of Heart.

#27: Go in the submarine in D4. Kill the 3 Moblins in here. (In pots and barrels are Green, Yellow, and Red Chuchus and Morths.) Climb up the ladder that lowered and open the chest for a Piece of Heart.

#28: Go to Thorned Fairy Island (D7) and use treasure chart #5 to find the Piece of Heart under the water with your Grappling Hook.

#29: Go to Bird's Rock Peak (E1). Try to kill as many Kargaroks as possible, then, use a Hyoui Pear to control a seagull. Fly it up to the peak and make it hit the crystal. The fire around a chest will go away. Open the chest for a Piece of Heart.

#30: Go to the sea platform east of Stone Watcher Island (E3). Blow up all the cannons. A chest will appear with a Piece of Heart inside.

#31: Go to Bomb Island (E6) and use treasure chart #20 to find the Piece of Heart under the water with your Grappling Hook.

#32: Go to the top of Bomb Island (E6), and blow up the rock. Drop through the hole. Two Magtails are here. Attack one so it curls into a ball, then, pick it up and put it on the switch to unbar the door. Go through. Go along the narrow path to the left. Step on the switch and some fires will go out. Go back and cross the now unblocked path. More Magtails are here. Attack them so they curl into balls. Throw one in the middle of the fire to the left; throw the other so it rolls into the second fire on the right. The fire around

the chest will go away. Open it for a Piece of Heart.

#33: Go to Diamond Steppe Island (F1) and use treasure chart #23 to find the Piece of Heart under the water with your Grappling Hook.

#34: Go to Southern Fairy Island (F4) and use treasure chart #4 to find the Piece of Heart under the water with your Grappling Hook.

#35: Go to Forest Haven (F6) and use treasure chart #31 to find the Piece of Heart under the water with your Grappling Hook.

#36: After beating the Forbidden Woods, get Forest Water from around inside Forest Haven (F6) (from the deeper water near the entrance). You have twenty minutes to water all eight Korok's

trees for a Piece of Heart. The Koroks can be found on Cliff Plateau Isles (F7), Private Oasis (E5), Shark Island (F3), Needle Rock Island (E1), Greatfish Isle (D2), Eastern Fairy Island (C5), Star Island (A2), and Mother & Child Isles (B2), which should be marked on your sea chart (if not, ask the Deku Tree about Koroks so he'll mark your map). (The harder ones to find are probably the Greatfish Isle (D2) and Cliff Plateau Isles (F7) Koroks. One is on the spiral piece of land on the south side of Greatfish Isle (D2). For the other, climb onto the island, then jump across some land until you find a hole. Drop in. Jump across these weird platforms, then, go around the spikes. One of the Boko Babas becomes a Boko Bud when you kill it. Use this to get to a higher place. Up here, burn some wood with a fire arrow to unblock a path. Jump towards it and take out your Deku Leaf immediately after jumping to get onto the ledge. Go into the light to get to the top of the island, where the Korok is.)

#37: Go to Outset Island (G2). When you have the Power Bracelets, go up the path near Orca's house to find a big pig in a pen. Pick it up and throw it out of the pen. You need to bring it to

patches of dark soil and put All-Purpose Bait on the soil so it digs. One of these has a Piece of Heart. The best way to bring it places is to carry it a short ways at a time so it doesn't get

mad and try to kill you as easily. The soil can be found near Orca's house, two across the bridge near Orca's house, and up the hill leading up to the forest near the top.

#38: Go to Outset Island (G2), and talk to Orca to fight him. If you hit him 500 times before he hits you three times, then, you'll get a Piece of Heart.

#39: Go to Outset Island (G2). Go to the side near Grandma's house up on the ledges. Look up and use your Hookshot on the tree. Lift the big rock and throw it. Drop into the revealed hole.

Bottle a few fairies from the pot (you'll need them), then, drop down the next hole.

Here are the levels and the enemies you'll encounter:

1A-Keese

1B-Miniblins

1C-Bokoblins w/Boko sticks

1D-Red Chuchus

1E-Magtails

1F-Keese and Miniblins

1G-Fire Keese and Magtails

1H-Fire Keese and Bokoblins w/flaming Boko sticks

1I-Moblins

"Replenish Level" (You can leave now, but you'll have to restart later if you come back. You can also get stuff from the pots.)

2A-Peahats

2B-Green Chuchus

2C-Boko Babas

2D-Bokoblins w/shields and flaming Boko sticks

2E-wingless Mothulas (and Morths)

2F-Boko Babas and Peahats

2G-Green Chuchus and Bokoblins w/swords in pots

2H-wingless Mothulas (Morths) and Bokoblins w/swords

2I-flying Mothulas (Morths)

"Replenish Level"

3A-Wizzrobes

3B-Armos

3C-Armos Knights and bomb flowers

3D-Yellow Chuchus in pots (be careful when breaking pots)

3E-Red Bubbles

3F-Bokoblins w/swords and shields and Darknut

3G-Armos and Wizzrobes

3H-Red Bubbles, Armos Knights, and bomb flowers

3I-Darknuts

Play Wind's Requiem on the blue floor. Open the chest that appears for Triforce Chart #6. Go in the light that won't make you leave, and use your Mirror Shield to shine it on the statue. Drop in the revealed hole.

4A-ReDeads and light

4B-Blue Bubbles

4C-Purple Chuchus and light

4D-Poes and light

4E-flying Mothulas (Morths)

4F-Moblins, ReDeads, and light

4G-Purple Chuchus, Morthulas (Morths), and light

4H-Moblins, Poes, and light

4I-Blue Bubbles, Stalfos, and lights

Rupees in pots

5A-(stay away from the walls) Miniblins

5B-Red, Green, and Yellow Chuchus

5C-hit switch w/Skull Hammer, then, Wizzrobes

5D-Bokoblins w/swords, shields, and flaming Boko sticks

5E-Stalfos and ReDeads

5F-Moblins and Darknuts

5G-Darknuts and Wizzrobes

5H-Stalfos and bomb flowers

5I-Darknuts and statues that shoot fire

Open the chest for a Piece of Heart.

#40: Go to Headstone Island (G3). Use a Hyoi Pear to control a seagull. Have it fly to the top of the island and get the Piece of Heart.

#41: Go to Angular Isles (G5) and use treasure chart #15 to find the Piece of Heart under the water with your Grappling Hook.

#42: Go to Angular Islands (G5). Climb up onto the bigger block pile. You can only pull the darker blocks with the symbols on them, so find one and pull it out. Climb up to a higher ledge and find another one. Push it forward once. Climb up and jump to the ledge that is a bit forward and to the left. Pull this block out so the other one falls. Climb to the top of the block pile. Open the chest for a Piece of Heart.

#43: Go in the submarine in G7. There are Keese, three Bokoblins with flaming Boko sticks, and three Bokoblins with swords and shields. Kill all the Bokoblins to make a ladder appear. Go up the ladder and go forward. A chest will appear. Open it for a Piece of Heart.

#44: Go to Five-Star Isles (G7) and use treasure chart #33 to find the Piece of Heart under the water with your Grappling Hook.

B. Heart Containers

#1: Kill Gohma in Dragonroost Cavern (B6)

#2: Kill Kalle Demos in Forbidden Woods (F6)

#3: Kill Gohdan in Tower of the Gods (D5)

#4: Kill the Helmaroc King in Forsaken Fortress (A1)

#5: Kill Jalhalla in Earth Temple (G3)

#6: Kill Molgera in Wind Temple (A4)

10. Treasure Chart and Special Chart Locations

The letters are for the left side of the map and the numbers for the top (for the coordinates).

Treasure Charts

#1

Location: In the Forbidden Woods (F6), go to the second room. Use the Boko Buds and your Deku Leaf to get to a higher door. Use the bud here to get to a higher place. You'll find a chest up here with a plant on it. Use your Boomerang to kill the plant. Open the chest for the chart.

Treasure: The treasure can be found near the Private Oasis (E5). It is 200 rupees.

#2

Location: After beating the Helmaroc King, go to Windfall Island (B4). Go to the middle area where the school is and go up the big stairs. Go through the door to the upper floor of the rich people house. Show the man your Skull Necklaces. He'll take twenty of them and give you Treasure Chart #2.

Treasure: The treasure is a Piece of Heart found near Rock Spire Island (C2).

#3

Location: In Forest Haven (F6), use the Baba Buds to get to a higher treetop where you got the Deku Leaf. Glide to the Bud nearby then glide to the next straight forward. Use the Baba Bud here then glide back in the direction you came to get to a higher treetop. Glide forward to the high up ledge and go outside. Make the wind go southeast, then, glide to the island this way. Open the chest for the chart.

Treasure: The treasure is near Eastern Fairy Island (C5). The treasure is 200 rupees.

#4

Location: Go to the Shop Ship near Rock Spire Isle (C2) and buy the chart for 900 rupees.

Treasure: The treasure is a Piece of Heart found near Southern Fairy Island (F4).

#5

Location: In the Wind Temple (A4), when you can get below the fan, there's a door down here. Go through. Kill the two Stalfos and the Wizzrobe, which summons Morths. Wear your Iron Boots and use your Hookshot the foreheads of the statues on the walls to pull them down. Two have Bokoblins in them. Kill them so a chest appears. Open it or Treasure Chest #5.

Treasure: The treasure is a Piece of Heart found near Thorned Fairy Island (D7).

#6

Location: In the Tower of the Gods (D5), in the main room you can blow up some walls to the left. Behind here, through the upper door, you'll find an eye on the wall. Shoot it with an arrow and part of the wall will move to reveal a chest. The chart is inside.

Treasure: The treasure (200 rupees) is at Six-Eye Reef (D4).

#7

Location: Go to Windfall Island (B4). Go in the building where Salvatore is and talk to him to play a game for 10 rupees. (The building I'm talking about is around the middle of the island across from the school.) You have 24 chances to hit the squid thingies. One takes four hits, another three, and another two. It's like Battleship. When you find one, the other hits for that squid or next to each other. Win twice for the Treasure Chart.

Treasure: The treasure is 200 rupees found near Star Island (A2).

#8

Location: Go to Horseshoe Island (G1). Use the nuts to get into the holes on the other side of the tentacles. You can throw the first one in to make the tentacles go away. Next, it is best to use the Deku Leaf to blow the nut into the hole. Past here, use the Deku Leaf to push the nut on the other side of the tentacles into the hole. A chest will appear. Go to the top of the island and

have the wind blow east. Use you Leaf to glide to where the chest is. Open it for the chart.

Treasure: The treasure is 200 rupees found near Western Fairy Island (C1).

#9

Location: Go north of Crescent Moon Island (A5) to find a submarine. In the submarine are Miniblins. As you kill them, four torches will light up, then, a ladder will appear. Climb up and open the chest for Treasure Chart #9.

Treasure: The treasure is 200 rupees found near Horseshoe Island (G1).

#10

Location: Go to Crescent Moon Island (A5) and open the chest there for Treasure Chart #10.

Treasure: The treasure is 200 rupees found near Tingle Island (C3).

#11

Location: In the Dragonroost Cavern on Dragonroost Island, there's a room with Red Chuchus and two wooden areas near one of the doors (a Bokoblin and a switch behind them). Kill the Bokoblin for a Boko stick. Light it with a torch, then, go back towards the door you're not currently near. Face away from the door and throw the stick right so it hits a wooden thing and burns it. Use the Grappling Hook to swing over to it using the pole. Open the chest for the Treasure Chart.

Treasure: The treasure is near Crescent Moon Island (A5). It is a Piece of Heart.

#12

Location: In the Earth Temple (G3), around the end is a room with many mirrors. Eventually, light will reflect across both sides of the room. On the left side of the room (if your back is to the entrance), on the wall you'll find a single yellow ting. Reflect light on it so the wall disappears. Go through the revealed door. Reflect light on the coffins to open them. Drop down and kill the three Stalfos that come out. A chest appears. Pull the block from the wall, climb on it to get back up, and open the chest for the chart.

Treasure: The treasure is found among Five-Eye Reef (F2). It is 200 rupees.

#13

Location: Go to Two-Eye Reef (G4) and shoot bombs to blow up all the cannons. (You may need to blow up the cannon boats nearby, also.) A chest will appear. From the entrance to the reef, you can climb up onto the rocks. From a high place near the chest, have the wind blow towards it, then, use your Deku Leaf to glide to the chest. Open it for Treasure Chart #13.

Treasure: The treasure is the Secret Cave Chart found at Overlook Island (A7).

#14

Location: Go in the submarine in G3, and you'll fall in a pit full of bomb flowers and bomb tossing Rats. The ladder is blocked by fire. Kill the Rats and a chest will appear and a ladder will appear. Climb the ladder and open the chest for Treasure Chart #14.

Treasure: In D5, you can find 200 rupees.

#15

Location: In Forbidden Woods (F6), is a room where you use a flower to float over water with Octo Roks in it. After the flower falls from the vines holding it, jump to the ledge and grab the bomb flower, then, go over to the other ledge and blow up the wood. Go through the door behind it. (There is magic under the leaf pile.) There are Peahats, Morths, and Boko Babas in here. Cross the platforms to get to the big middle one. Go behind here and go on the upward leading platforms. Kill the Boko Baba for a bud. Use it to get to a higher ledge. Use a Deku Leaf Blast on the nearby propeller, then, glide onto the lift as it comes. Quickly blast the farther propeller to be taken to the other side of the room. (If you don't do this right, get on the lift and jump onto the top edge of the middle tree. Blast the propeller in front of you to bring the lift back across the room.) Grab the bomb flower, then, throw it from the lift into the hole in the top of the tree to blow up the plant on the chest. Jump in and open the chest for Treasure Chart #15. (Crawl out the hole in the tree to get out.)

Treasure: The treasure is a Piece of Heart found near Angular Isles (G5).

#16

Location: In A6, only the middle of the three sea platforms has a ladder, so climb up. (You can easily jump to each platform.) Kill the first Wizzrobe that appears, and a chest will appear (20 rupees inside). Kill the second Wizzrobe, and a chest with a Golden Feather inside will appear. Kill the next two for a chest with Treasure Chart #16 to appear.

Treasure: The treasure is 200 rupees found near Shark Island (F3.)

#17

Location: Go to Spectacle Island (B3). You can play a game here for 50 rupees. You have to shoot five pirate ships; you have 10 cannonballs. The cannon moves with control stick, and A is to shoot. Win the game twice for Treasure Chart #17.

Treasure: The treasure is 200 rupees found near Ice Ring Isle (F5).

#18

Location: On Windfall Island, you can bid at night in the building near Zunari's shop with a red door. To bid, press A quickly to fill up your meter, then you can bid. The more you bid, the longer you "freeze" everyone. During this time, it helps to almost fill up the meter to take up time, but don't bid until after people are "unfrozen". Then, you can freeze them again and repeat the process until you win. One time, it will be Treasure Chart #18 starting at 5 rupees.

Treasure: The treasure is 1 rupee found near Windfall Island (B4). (Well, that was a waste of time.)

#19

Location: Go to Four-Eye Reef (B1). Blow up all the cannons with bombs (and maybe the cannon boats, too) to make a chest appear. Now go to the entrance and climb onto the island. Go to the highest part of the west side and make the wind blow east. Glide with the Deku Leaf to the chest. Open it for Treasure Chart #19.

Treasure: The treasure is the Island Hearts Chart found near the Flight Control Platform (B7).

#20

Location: In the Earth Temple (G3), there's a room with a bridge and two Blue Bubbles. Past here is a room with two ReDeads. Go through the door on the right after making the big statue go away. After opening the chest on the other side of the room, the mist will go away. Now kill all the Floor Masters. A chest with the chart inside will appear.

Treasure: The treasure is found near Bomb Island (E6); it is a Piece of Heart.

#21

Location: Go to Cyclops Reef (D3). Blow up all the cannons with bombs (and maybe the cannon boats, too) to make a chest appear. Now go to the entrance and climb onto the island. Go to the highest part of the east side and make the wind blow west. Glide with the Deku Leaf to the chest. Open it for Treasure Chart #21.

Treasure: The treasure is the Light Ring Chart found near Cyclops Reef (D3).

#22

Location: In A3, go into the submarine are four Moblins in the lower area. But, all you have to do is swing across the ropes to the other side. Go forward and a chest with appear. Open it for Treasure Chart #22.

Treasure: This treasure is 200 rupees found near Spectacle Island (B3).

#23

Location: Go to Windfall Island (B4). Go in the building where Salvatore is and talk to him to play a game for 10 rupees. (The building I'm talking about is around the middle of the island across from the school.) You have 24 chances to hit the squid thingies. One takes four hits, another three, and another two. It's like Battleship. When you find one, the other hits for that squid or next to each other. Win with a score of 19 or less for Treasure Chart #23.

Treasure: The treasure a Piece of Heart found near Diamond Steppe Island (F1).

#24

Location: On Windfall Island (B4), go into Salvatore's place (in the middle part of the town, across from school). Go up the stairs and through the door. Go

along here and jump onto the thing on the windmill (one of the Ferris wheel kind of things). (This may be easier if it's spinning.) Glide west with your Deku Leaf to a balcony over Lenzo's place. Go in. Open the chest on the left for Treasure Chart #29 and the chest on the right for 50 rupees. Crawl through the hole between the chests. Go left to the wall and use the Deluxe Picto Box to take a picture of Lenzo and the woman. Leave and go to two women near Zunari's shop. Talk to them, then, show them the picture for Treasure Chart #24.
Treasure: The treasure is 200 rupees found near Northern Fairy Island (A3).

#25

Location: Go to Cliff Plateau Isles (F7). On the island, you'll find a hole, so drop in. You can rotate the floating platforms in here by using a Deku Leaf blast on the leaves on their sides, but you should be able to cross them the way they are. There are Boko Babas over here. Go along the path while avoiding the spiky tentacles. You'll get to a Boko Baba that changes into a Boko Bud when you kill it. Use the Bud to get to the higher ledge. Jump to the next ledge. (Go to the end and go to the edge so you can hang from it, then, drop down. You'll land next to a chest surrounded by tentacles. Open it for a Joy Pendant and these tentacles will go away.) Burn the wood in front of you with a fire arrow, then, jump and immediately take out your Deku Leaf to glide into the alcove. Go into the light to appear above ground. Go up a few ledges, and open the chest for the chart.

Treasure: This treasure is 200 rupees found near Forsaken Fortress (A1).

#26

Location: Go to Six-Eye Reef (D4). Blow up all the cannons with bombs (and maybe the cannon boats, too) to make a chest appear. Now go to the entrance and climb onto the island. Go to the highest part of the south side and make the wind blow north. Glide with the Deku Leaf to the chest. Open it for Treasure Chart #26.

Treasure: The treasure is the Octo Chart found near Northern Triangle Island (C4).

#27

Location: Go to the Private Oasis (E5). Go to the back porch and get on the rail. Use the Hookshot on the palm tree to get up to the ledge. Open the chest for the chart.

Treasure: The treasure is 200 rupees found near the Star Belt Archipelago (C7).

#28

Location: Go to the top of Horseshoe Island (G1), (You need to throw the nuts into the holes or blow them in with the Deku Leaf to get past the tentacles up here.) and drop into the hole. Kill the Mothulas (one with wings, two without) (and their Morths). Open the chest that appears for the chart.

Treasure: The treasure is 200 rupees found near Needle Rock Isle (E1).

#29

Location: On Windfall Island (B4), go into Salvatore's place (in the middle part of the town, across from school). Go up the stairs and through the door. Go along here and jump onto the thing on the windmill (one of the Ferris wheel kind of things). (This may be easier if it's spinning.) Glide west with your Deku Leaf to a balcony over Lenzo's place. Go in. Open the chest on the left for Treasure Chart #29.

Treasure: The treasure is 200 rupees found near Mother & Child Isles (B2).

#30

Location: In the Tower of the Gods (D5), on your way to the third statue is a room with two platforms over water that are attached by a chain. Go on the left platform so it lowers. There's a cracked wall down here. The only thing that seems to work in blowing it up is holding the bomb, then, jumping to the wall just before it blows up. (Sorry, Link!) Anyway, do this and go through the door behind the wall. Play Wind's Requiem while standing in the wind thing on the floor. A chest will appear with the chart inside. (Also, the two Armos Knights will come alive.)

Treasure: The treasure is a Piece of Heart found near Pawprint Isle (B5).

#31

Location: On Windfall Island, during the day, a guy is sitting on some steps. Talk to him (and tell him you understand how he feels) until he tells you to bring him a picture. Take a picture of the full moon with the Deluxe Picto Box and show it to him during the day for the chart.

Treasure: The treasure is a Piece of Heart found near Forest Haven (F6).

#32

Location: At Three-Eye Reef (D1), blow up all the cannons (and possibly the cannon boats as well) with bombs to make a chest appear. Climb up onto the island by the entrance, and go around to the side close to the chest. At the highest part, make the wind blow east so you can use your Deku Leaf to glide to the chest. Open the chest for Treasure Chart #32.

Treasure: The treasure is the Sea Hearts Chart found near the Boating Course (G6).

#33

Location: Go to Windfall Island (B4). Talk to the person outside the potion shop, then, take her picture. Show it to her for the Treasure Chart.

Treasure: The treasure is a Piece of Heart found near Five-Star Isles (G7).

#34

Location: Talk to the guy on the submarine in F4 for Treasure Chart #34.

Treasure: The treasure is near Eastern Triangle Island, which is in the same sector (D6) as where you got the chart. It is 200 (silver) rupees.

#35

Location: In the Wind Temple (A4), there's a room with a deep pit. If you fall down it, using the Deku Leaf to slow yourself, you'll find two doors. Through one door you get the Hookshot. Go through the other door. Stand on any cracked area of ground and put on your Iron Boots to fall through. Watch out for spikes. Kill the two Floor Masters down here. Now push the block with the spring on it to the back of the room onto the grey square and push the other block next to it. Use the block to climb onto the spring. Put on then take off your Iron Boots to be thrown upward to the other side of a row of spikes. Open the chest for a Small Key and the spikes will go away. Repeat breaking the cracked squares and coming back up to the upper level just as you did until all of the five squares are broken. (After opening the chest with the Small Key inside, you'll find three Armos in the lower level. After four blocks are broken, five Red Chuchus will be down here. After all five are broken, five Green Chuchus will be down here.) A chest will appear with the chart inside.)

Treasure: The treasure is 200 rupees found near the Islet of Steel (E2).

#36

Location: Go to Ice Ring Isle (F5), and shoot a fire arrow into the mouth of the tone head shooting out ice. You have 5 minutes to get on the middle of the eastern shore to find a frozen chest. Melt the ice around it with a fire arrow, then, open the chest for the chart.

Treasure: The treasure is 200 rupees found near Bird's Rock Peak (E7).

#37

Location: Go onto Rock Spire Island (C2). At the top of the slope, take out a bomb. Hold it until it starts flashing faster and is about to blow up (but not flashing too fast) and throw it so it blows up the rock while in the air. Repeat this until you clear the path enough to get to a hole. Drop in. Break the pot for some Boko sticks. Light one with a lit torch, then, light the two unlit torches with it. Use your sword to kill all the many Keese that appear. A chest will appear with the chart in it.

Treasure: The treasure is 200 rupees found near Fire Mountain (C6).

#38

Location: On Windfall Island (B4), you can bid at night in the building near Zunari's shop with a red door. To bid, press A quickly to fill up your meter, then you can bid. The more you bid, the longer you "freeze" everyone. During this time, it helps to almost fill up the meter to take up time, but don't bid until after people are "unfrozen". Then, you can freeze them again and repeat

the process until you win. One time, it's Treasure Chart #38 starting at 60 rupees.

Treasure: The treasure is a Piece of Heart at Three-Eye Reef (D1).

#39

Location: In Dragonroost Cavern in Dragonroost Island (B6) is a room with a bridge and the second warp pot. Cross the bridge and go through the door. Bars will cover the door. Kill the Bokoblin holding the sword. Break the pots to the left to find and kill another Bokoblin holding a Boko stick. Light the stick with a torch then use it to light the unlit torch. A chest will appear. Open it for Treasure Chart #39.

Treasure: The treasure is on the north of Dragonroost Island (B6). Watch out for the Kargarok. The treasure is a silver (200) rupee.

#40

Location: Go to the platforms in F4 (southeast of Southern Fairy Island) and destroy cannons with bombs. (All I did was destroy the cannons on one platform.) A chest will appear on the platform without a ladder, so climb up onto one of the other platforms and glide with your Deku Leaf to the platform. (Depending on which platform you are on, you need to glide either east or north.) Open the chest for Treasure Chart #40.

Treasure: The treasure is 200 rupees found near Headstone Island (G3).

#41

Location: Go to Five-Eye Reef (F2) and blow up all the cannons with bombs to make a chest appear. Now go to the entrance and climb onto the island. Go to the highest part of the west side and make the wind blow east. Glide with the Deku Leaf to the chest on the center pillar. Open it for Treasure Chart #41.

Treasure: The treasure is the Great Fairy Chart found near Four-Eye Reef (B1).

Special Charts

Beedle's Chart

Location: On your way to the third pearl, at Outset Island, check the postbox for a letter from Beedle containing this chart.

Description: This chart shows you where all of Beedle's Shop Ships are.

Ghost Ship Chart

Location: Go to Diamond Steppe Island (F1). From your boat, use your Hookshot on the lowest palm tree. Repeat this until you get to the top of the island. Drop into the hole. There are warp pots (blow off the tops with bombs) and Floor Masters. Go in this order: (all other pots lead back to the entrance) nearby pot, the pot nearby, the far away pot to the right, and the far away pot to the left. Open the chest for the Ghost Ship Chart.

Description: This shows where the Ghost Ship is found and allows you to get in.

Full moon-Crescent Mon Island

Tiny bit of top missing-Diamond Steppe Island

Top half missing-Bomb Island

Upward facing crescent-Spectacle Island

Downward facing crescent-Five-Star Isles, bottom half missing-Star Belt

Archipelago

Tiny bit of bottom missing-Greatfish Isle

Great Fairy Chart

Location: Use Treasure Chart #41 and your Grappling Hook to find this chart near Four-Eye Reef (B1).

Description: This chart shows where the Great Fairies and the Fairy Queen can be found.

IN-Credible Chart

Location: After beting the Helmaroc King, check the postbox. You will need to pay 201 rupees for the IN-Creditable Chart. (To carry over 200 rupees, go to Outset Island (G2) and go along the path to the forest. At the broken bride, make the wind blow west, then, climb to the top of the wooden thing here. Glide across here on your Deku Leaf and go into the forest. Go through here until you find a big rock. Blow it up with a bomb, then, drop into the hole that is revealed. Go forward and the Great Fairy will let you carry 1000 rupees.)

Description: This chart shows where the Triforce Charts are (and later, the Triforce Shards).

Island Hearts Chart

Location: Use Treasure Chart #19 and your Grappling Hook to find this chart near Flight Control Platform (B7).

Description: This chart shows what islands you can find Pieces of Hearts at.

Koroks (shown on the Sea Chart)

Location: In Forest Haven (F6), go on the lily pad and talk to the Great Deku Tree. Ask about Koroks the Island Koroks for this.

Description: This shows where each Korok can be found (with a leaf picture).

Light Ring Chart

Location: Use Treasure Chart #21 and your Grappling Hook to find this chart near Cyclos Reef (D3).

Description: This chart shows where you can find rings of light that appear in the ocean at night when the moon is full. Light rings only give you rupees and are found at Five-Star Isles (G7), Seven-Star Isles (A6), Star Belt Archipelago (C7), Northern Fairy Island (A3), and Greatfish Isle (D2).

Octo Chart

Location: Use Treasure Chart #26 and your Grappling Hook to find this chart near Northern Triangle Island (C4).

Description: This shows where Big Octos can be found.

Platform Chart

Location: Go to B7, and go into the submarine. It's dark, but just drop down and go forward. Step on the switch to turn on the lights. Kill first a Wizzrobe, then, three Green and three Red Chuchus. Next, kill the two Wizzrobes before killing the Miniblins. (You need to be quick with your bow to keep from targeting the Miniblins when you're trying to shoot the Wizzrobes.) A ladder will appear, so climb up it. Go forward and open the chest that appears for the Platform Chart.

Description: This chart shows you where all the sea platforms are.

Sea Hearts Chart

Location: Use Treasure Chart #32 and your Grappling Hook to find this chart near the Boating Course (G6).

Description: This chart shows where all the Heart Pieces found by Treasure Charts can be found.

Secret Cave Chart

Location: Use Treasure Chart #13 and your Grappling Hook to find this chart near Overlook Island (A7).

Description: This chart shows what islands have secret caves.

Submarine Chart

Location: Go to the Boating Course (G6). From the main area, have the wind blow north and use your Deku Leaf to glide to a smaller island. Drop into the hole. While fighting off Miniblins, hit each crystal in each of the three alcoves with something (like an arrow or your Boomerang). Open the chest that appears for the Sumarine Chart.

Description: This chart shows where submarines can be found.

Tingle's Chart

Location: On Windfall Island (B4), after saving Tingle, you'll get this chart. (In the Side Missions section, I explained how to rescue Tingle.)

Description: This chart shows you where Tingle Island and Great Fairies can be found.

Triforce Charts

See part 0 of the Walkthrough to find the locations of the Triforce Charts.

11. Random Rupee Locations

This section describes all the extra places where you can collect rupees (Basically things I couldn't find any other place for.). The letters and numbers are coordinates of islands, letters for the vertical squares and numbers

for the horizontal rows of squares.

B4-Near the dock is a blue-shirted guy. Show him Skull Necklaces and give him three to play a game. You need to find three pigs and put each right at his feet with the R button, so he says something. You have two minutes. Two pigs are easy to find, the other is near the jail (near the dancing guy and the tombstone). You get 50 rupees.

B4-From the second floor of the rich people's place, drop down onto the auction stage. Open the chest for 20 rupees.

B4-Winning Salvatore's game (after getting the Heart Piece and the Treasure Chart from it) gets you 50 rupees.

B4-After getting items for trading, put a Postman Statue on top of the town gate. Talk to the man in green nearby for 50 rupees.

B5-From your boat, Hookshot to a palm tree. From here, Hookshot to the weird tree and fall through the hole. Go forward. A Wizzrobe will appear. It can summon Fire Keese and Magtails. Kill them, then, two Wizzrobes will come that can summon Yellow, Red, and Green Chuchus, Fire Keese, and Red Bubbles. Kill them all and three Wizzrobes will appear that can summon Morths, Keese, Bokoblins with Boko sticks or swords and shields, Moblins, Peahats, and Kargaroks. Kill them and a chest with 200 rupees inside will appear.

B6-Go to the front of the island and look up and little left to see bombs. Shoot one with an arrow so they blow up and a rock blows up. Open the chest that fell for 200 rupees.

B6-From the front of the island, go through the tunnel leading to where you learned the first song. Blow up the rock with a bomb and drop into the hole. Go through the door to the left and kill four Keese. (In most directions, you will be taken back to the beginning door.) Go through the door to the left of one with the flame over it. Kill two Mothulas (plus any Morths), then go through the door left of the barred one. Kill three Bokoblins holding Boko Sticks, then go through the last door that's not fancy and has no flame over it. Kill three Red Chuchus. The door will unbar, so go through. Open the chest for 50 rupees.

B6-Go to the upper floor of Rito Village, and go through doorway between the mail sorting place and where the Chieftain is to get outside. Go to the outcropping to the left, and have the wind blow northeast. Glide to the pillar with the Deku Leaf (You may want to shoot the Kargaroks from afar, and also have extra magic or get it from potions or the grass on the pillar.). Have the wind blow north, then glide to next pillar. Have the wind blow west, then, glide to the ledge. Go forward (There are Keese over the chest.) and open the chest for 100 rupees.

C6- Kill the Big Octo here by shooting the eyes with bombs or arrows. Use the Grappling Hook on the white circle where it sank for 100 rupees.

E1-Go to Needle Rock Island. Shoot the ice with a fire arrow to reveal a hole. Drop down. You need to shoot the tops of six torches with fire arrows to light them. The first is nearby. The second is on the other side of the rail nearby.

Look up to the left to see #3. Look up to the back of the ship to the right near a catapult where #4 is. Straight ahead is another ship behind torch #2. Hidden behind the rail on the left side is torch #5. To the left of the previous torch, look up to see torch #6 on the top of the crow's nest. A chest with 100 rupees inside will appear.;

E5-A little bit west is many gulls, where you can find a Big Octo. Target its eyes to hit them with bombs or arrows to kill it. Now use the Grappling Hook where it sank for chest of 100 rupees.

E5-Inside the house, you can play 16 puzzles on walls for many rupees.

F1-To the southeast of the island is a Big Octo. Target its eyes and shoot bombs or arrows at them. When it dies, go to the white circle where it sank, then, use the Grappling Hook. You'll get a chest with 200 rupees inside.)

F3-On Shark Island, you have to quickly hit four switches. The order I did it was: go to the southwest corner and hit the switch with the Skull Hammer, climb up the nearby ledge and step on the switch, drop from the ledge and hit the

crystal, then, go north, get on the switch, and put on the Iron Boots. The fire around the hole disappears, so drop in. You'll have to kill Miniblins, Bokoblins with swords and shields, Moblins, and later Darknuts and Wizzrobes. Eventually, a chest with 200 rupees inside will appear.

F3-On Shark Island, you have to quickly hit four switches. The order I did it was: go to the southwest corner and hit the switch with the Skull Hammer, climb up the nearby ledge and step on the switch, drop from the ledge and hit the crystal, then, go north, get on the switch, and put on the Iron Boots. An updraft will appear, so make wind blow southeast then Deku Leaf glide from the Iron Boots switch into updraft then onto the top of the highest ledge where rupees are.

F5-In Ice Ring Isle when you're leaving after getting the Iron Boots, you can go through the wind wearing your Iron Boots and fall into the hole. Melt the ice with fire arrows [preferably one at a time] and kill the three Moblins, two sword and shield Bokoblins, and one Darknut. Open the chest that appears for 100 rupees.

G2-Talk to Orca. Hit him 100 times before he hits you 3 times for 50 rupees. (Pressing A when it changes shape counts as 2 hits.)

G2-On the lookout side of the island, go inside the house at night. Crawl through the hole under his bed. Open the chest for 20 rupees.

G5-From the boat, Hookshot to the palm tree. Drop into the hole. You can only pull the blocks that are darker and have designs on them. Pull the block on the left over to the right. Climb up and pull the block here out. Drop down and pull the previous block away once. Climb back up and pull this block again so some blocks fall. Pull this next block out, then, climb up as far as you can. Pull this block out, then, climb to the top. Use your Mirror Shield to reflect light onto the chest in the highest alcove to make it visible. Glide to it with your Deku Leaf. Open it for 200 rupees.

G6-Talk to Loot and pay 30 rupees to play. You have 4 minutes to get to the finish line and collect rupees. Go over horizontal barrels, and jump over vertical barrels. If you hit them you fall out of the boat. (Later there are exploding barrels.)

Ocean-If you give bait to the Fishman after you got the map there, you can play a game. Shoot the fish. You have 10 arrows. Each hit is 10 rupees. Hit him all 10 times for 200 rupees.

Ocean-Use your Grappling Hook on random white circles on the ocean for rupees.

Ocean-Sink cannon boats, then, use your Grappling Hook on the white circle where they sank for rupees.

12. Figurines

The letters and numbers are coordinates of islands. Letters for the vertical side (up and down); numbers for the horizontal side (left and right).

DRAGONROOST ISLAND

Baito-This guy sometimes is found around the front of the island, near the blocks you can climb to get up to the Rito village. Later, after winning the mail game in Rito Village, you can find him in the mail sorting place in the village.

Basht and Bisht-One of them is on the bottom level of Rito Village, the other is outside (leave through the room the Chieftain is in). You only need the picture of one of them.

Chieftain-The Chieftan is found in an upper room of Rito Village.

Hoskit-He is on the upper part of Rito Village outside the room the Chieftain's in.

Ilari-During the day, go outside through the exit near the mail sorting place. To get his picture, either get one from your boat or from a ledge you can glide to (to the left).

Koboli-Koboli can be found on the upper floor of Rito Village at the mail sorting place.

Kogoli-I think he is outside during the day (go through the exit near the mail

sorting place), but I couldn't get his picture. You can get his picture at night, though, when he's inside.

Laruto-Pay Lenzo 50 rupees for her Legendary Pictograph (when the bottom half of the moon is missing).

Medli-Medli is in Rito Village at the beginning of the game and several other places. Later, she's outside Rito Village, where you find her before going to the Earth Temple. Also, she's with you in the Earth Temple until you finish it.

Then, she's in the room where you defeated Jalhalla.

Namali-He can be found walking around Rito Village.

Obli-He can be found on the Flight Control Platform (B7).

Pashli-He can be found walking around Rito Village.

Prince Komali-Earlier on, Prince Komali is in Rito Village until you finish Dragonroost Cavern (but you probably don't have the Deluxe Picto Box yet). Much later in the game, you can find Prince Komali outside on the path to Rito Village.

Quill-I think the Quill figurine appeared when I got the Chiefian figurine. You can't take his picture until you start another game with the Deluxe Picto Box, where you'll find him at the beginning.

Skett and Akoot-These two are on the upper floor of Rito Village in the same room as the Chieftan. You only need a picture of one of them.

Valoo-Go as high up as you can in Dragonroost Cavern to find Valoo. All you need is a picture of his head.

Willi-He can be found on the Flight Control Platform (B7).

Zephus and Cyclos-Go to a cyclone (B2, C4, F3), and take a picture of Cyclos (just his cloud will do) for this figurine.

ENEMIES #1

Armos-Armos are the little statue things that can be found in Wind Temple (A4), Tower of the Gods (D5), E3, and Outset Island (G2).

Armos Knight-Armos Knights are the big statue things that can be found in Wind Temple (A4), A7, Tower of the Gods (D5), and Outset Island (G2).

Boko Baba-These evil plants are found at Forest Haven (F6), Forbidden Woods (F6), F7, and Outset Island (G2).

Bokoblin-These enemies can be found in many places, including: Forsaken Fortress (A1), A2, Wind Temple (A4), B5, Dragonroost Cavern (B6), C1, C2, C5, C6, C7, D3, D4, D7, E3, E6, F2, F3, F4, F5, F7, G1, Outset Island (G2), G4, G7, and Ganon's Tower.

Bubble-These flying skulls can be found at Wind Temple (A4), B5, Tower of the Gods (D5), Outset Island (G2), Earth Temple (G3), and Ganon's Tower.

Chuchu-Chuchus are found in A2, A3, Wind Temple (A4), A5, A7, B2, B5, Dragonroost Cavern (B6), B7, C1, C3, C5, D4, Tower of the Gods (D5), D7, E1, E3, F3, F4, Forest Haven (F6), Forbidden Woods (F6), Outset Island (G2), Earth Temple (G3), G5, Hyrule, and Ganon's Tower.

Floor Master-Floor Masters are hands found in Forsaken Fortress (A1), Wind Temple (A4), F1, and Earth Temple (G3). To take their picture, run to one, then, run away to get its hand above ground so you can take a picture. Gyorg-It's best to take their pictures when they're swimming towards you with their heads up. They're found in the ocean, obviously, at A5, C2, C3, F2, F7, and G5.

Kargarok-These birds are found at Wind Temple (A4), A6, A7, B5, Dragonroost Cavern (B6), Fire Mountain (C6), C7, Tower of the Gods (D5), E1, E2, E7, G4, and G7. To get a good picture, watch them with the camera until they face you so you can take their picture.

Keese-These bats are found at Forsaken Fortress (A1), Wind Temple (A4), A7, B5, Dragonroost Cavern (B6), C2, Fire Mountain (C6), Tower of the Gods (D5), Ice Ring Isle (F5), Outset Island (G2), G7, Hyrule, Ganon's Tower. Like the Kargarok, just watch them until they face you so you can get a good picture.

Magtail-Magtails are found in A2, B5, Dragonroost Cavern (B6), Fire Mountain (C6), E6, and Outset Island (G2).

Miniblin-You need to be fast to take a picture of one of these. Try to take a picture before any can get near you. They can be found at Forsaken Fortress (A1), A2, A5, B7, F3, Outset Island (G2), G6, and Ganon's Tower.

Morth-These pathetic, little things are in the Wind Temple (A4), A7, B5, Dragonroost Island (B6), D4, Forbidden Woods (F6), G1, Outset Island (G2), and Ganon's Tower.

Octorok-Octoroks are found at Forsaken Fortress (A1), D4, Forest Haven (F6), Forbidden Woods (F6), Outset Island (G2), and in the Ocean.

Peahat-Peahats are at the Wind Temple (A4), B5, Forest Haven (F6) (in front of Forbidden Woods), Outset Island (G2), Hyrule, and Ganon's Tower. There isn't really a front to them, so just take a picture from any angle.

Poe-These ghosts are found at the Earth Temple (G3), Ghost Ship, and Ganon's Tower.

Rat-Rats are found at Forsaken Fortress (A1), Windfall Island (B4), Tower of the Gods (D5), E5, E6, and G3. They are fast, so you also need to be quick to get their picture.

ReDead-ReDeads are at E5, Earth Temple (G3), Ghost Ship, and Ganon's Tower.

Seahat-Seahats are found floating around the ocean at C7, D3, D7, E4, G1, and G6.

ENEMIES #2

Big Octo-To find a Big Octo, you need to first find a flock of seagulls out in the middle of the ocean. They can be found in: A6, C3, C6, E5, F1, and G4.

Blue Wizzrobe-These weird, bird-like enemies can be found in the Wind Temple (A4), A6, A7, B5, B7, Tower of the Gods (D5), E3, F3, F7, Outset Island (G2), Ghost Ship, and Ganon's Tower.

Darknut #1-Most Darknuts will give you this figurine. They are at Wind Temple (A4), Tower of the Gods (D5), E3, F3, F5, Outset Island (G2), Hyrule, and Ganon's Tower.

Darknut #2-Other Darknuts you find later on give you this figurine. They are found at Wind Temple (A4), Tower of the Gods (D5), E3, F3, F5, Outset Island (G2), Hyrule, and Ganon's Tower.

Helmaroc King-Take a picture of the Helmaroc King when you're fighting it at Forsaken Fortress.

Ganondorf-Buy his Legendary Pictograph from Lenzo for 50 rupees (when the moon is full).

Gohdan-Gohdan can be found in the Tower of the Gods.

Gohma-Unless this is your second game, you won't be able to take Gohma's picture the first time. But, you can later take its picture in Ganon's Tower. (It's okay that the second one is in black and white. If it was taken with the Deluxe Picto Box, then, it counts.)

Jalhalla-Jalhalla can be found in the Earth Temple and Ganon's Tower. (It's okay that the second one is in black and white. If it was taken with the Deluxe Picto Box, then, it counts.)

Kalle Demos-You can get Kalle Demos's picture in the Forbidden Woods and Ganon's Tower. (It's okay that the second one is in black and white. If it was taken with the Deluxe Picto Box, then, it counts.)

Mighty Darknut-When you go back to Hyrule Castle after you have all the Triforce pieces, in the basement, you'll have to fight two of these. It is best to kill one so you can easily take the picture of the remaining one. There also may be two right before you fight Puppet Ganon in Ganon's Tower.

Moblin-Moblins are at Forsaken Fortress (A1), A2, A3, Wind Temple (A4), B5, Dragonroost Island (B6), D4, E3, F3, F5, Outset Island (G2) Hyrule, and Ganon's Tower.

Molgera-Molgera can be found in the Wind Temple and Ganon's Tower. (It's okay that the second one is in black and white. If it was taken with the Deluxe Picto Box, then, it counts.)

Mothula-Mothula are found at Dragonroost Island (B6), Forbidden Woods (F6), G1, and Outset Island (G2).

Phantom Ganon-Phantom Ganon is at Forsaken Fortress (A1), and Ganon's Tower.

Puppet Ganon-Puppet Ganon is found in Ganon's Tower.

Red Wizzrobe-This can be found in the Wind Temple (A4) in the room where you get the Hookshot.

Stalfos-These skeletons can be found in the Wind Temple (A4), A7, Earth Temple (G3), Ghost Ship, and Ganon's Tower.

FOREST HAVEN

Aldo-He's next to the Great Deku Tree. (only here before beating Forbidden Woods) Later, he's at the top of Cliff Plateau Isles in F7 (To get here, climb onto the island, then, jump across some land until you find a hole. Drop in. Jump across these weird platforms, then, go around the spikes. One of the Boko Babas becomes a Boko Bud when you kill it. Use this to get to a higher place. Up here, burn some wood with a fire arrow to unblock a path. Jump towards it and take out your Deku Leaf immediately after jumping to get onto the ledge. Go into the light to get to the top of the island, where the Korok is.).

Carlov-Carlov is in the Nintendo Gallery.

Deku Tree-The Deku Tree is right in Forest Haven. You can't miss him.

Drona-Drona is behind the Great Deku Tree. (only here before beating Forbidden Woods). Later, he can be found at the Private Oasis (E5).

Elma-Use the Baba Buds to get to a higher treetop where you got the Deku Leaf. Glide over to where a Korok called to you. Go outside to find Elma (only here before beating Forbidden Woods). Later, he can be found at Needle Rock Island (E1).

Fado-Buy his Legendary Pictograph from Lenzo for 50 rupees (when only the upper crescent of the moon is showing).

Hollo-He's in the place in front of the Great Deku Tree.

Irch-Use the Baba Buds to get to a higher treetop. Here's Irch. (only here before beating Forbidden Woods) Later, he's on Shark Island (F3).

Linder-He's in front of where you find Hollo. (only here before beating Forbidden Woods). Later, he's at Greatfish Isle (D2) on a spiral piece of land to the south.

Makar-He's near the Great Deku Tree between saving him from Kalle Demos and the Wind Temple.

Manny-He's in the Nintendo Gallery.

Oakin-He's next to the Great Deku Tree. (only here before beating Forbidden Woods). Later, he's at Star Island (A2).

Olivio-Use the Baba Buds to get to a higher treetop where you got the Deku Leaf.

Glide over to where a Korok called to you. Go outside, then, have the wind blow southwest. Use your Deku Leaf to glide to the island in this direction. Here is Olivio. (only here before beating Forbidden Woods) Later, he's at Eastern Fairy Island (C5).

Rown-Use the Baba Buds to get to a higher treetop where you got the Deku Leaf. Glide over to where a Korok called to you. This is Rown. (only here before beating Forbidden Woods). Later, he can be found at Mother & Child Isles (A2).

GREAT SEA

Ankle-Ankle is the pink-clothed guy on Tingle Island (C3).

Beedle-Beedle is in the shop ships at B3, B4, B5, B6, C2, D2, D5, D6, E4, F3, F6, and G2.

David Jr.-David Jr. is the white-clothed guy on Tingle Island (C3).

Fairy-Fairies can be found all over, like in fairy fountains and pots.

Fairy Queen-Buy her Legendary Pictograph from Lenzo for 50 rupees (when only the bottom crescent of the moon is showing).

Fishman-Fishman can be found in every part of the ocean. He's the fish that gives you charts. To get his picture, just zoom in on him and take a picture as soon as he's facing the camera enough.

Gonzo-You get his figurine when you get Tetra's figurine.

Great Fairy-Buy their Legendary Pictograph from Lenzo for 50 rupees (when a little bit is missing off the top of the moon).

King of Hyrule-Buy his Legendary Pictograph from Lenzo for 50 rupees (when a little bit is missing off the bottom of the moon).

Knuckle-With the Tingle Tuner on, finish some stuff on Outset Island to make him appear on Tingle Island (C3). (See the Tingle Tuner section if you don't know what I'm talking about.)

Link and the King of Red Lions-You get this figurine once you get all the figurines (except for Knuckle).

Loot-Loot is found at the Boating Course (G6) during the day, and at night in the café on Windfall Island (B4).

Mako-You get his figurine when you get Tetra's figurine.

Niko-You get his figurine when you get Tetra's figurine.

Nudge-You get his figurine when you get Tetra's figurine.

Old Man Ho Ho-He's the man with the telescope who can be found at A3, E3, E5, E6, G1, G2, and G4 (climb up onto the rocks at the entrance to the reef).

Princess Zelda-You get her figurine when you get the King of Hyrule's figurine.

Salvage Corp-These are the guys on the submarine. They can be found in different places. (I found them at B5, C4, D6, and G1.)

Salvatore-Salvatore is in a building on Windfall Island (B4) near the school and on Spectacle Island (B3).

Senza-You get his figurine when you get Tetra's figurine.

Tetra-Take her picture when she's following you in Hyrule Castle after beating the Helmaroc King. (It helps to run away, then, take a picture of all of her before she can catch up.) Also, if you've beaten the game with the Deluxe Picto Box, you can take her picture at the beginning of a newly started game.

Tingle-Tingle is the green-clothed guy on Tingle Island (C3).

Wandering Merchant-One can be found on the small island near Mother & Child Isles (B2). Another is on a raft at Greatfish Isle (D2). The last one is on Bomb Island (E6).

Zuko-You get his figurine when you get Tetra's figurine.

OUTSET ISLAND

Abe-During the day, you can find him outside his house (behind Orca's house).

Aryll-You get Aryll's figurine when you get Grandma's figurine.

Crab-These can be found on many islands, such as B3, E3, and G3.

Grandmother-Grandmother is in the house on the west side of the island.

Jabun-Buy his Legendary Pictograph from Lenzo for 50 rupees (when the top half of the moon is missing).

Joel-He's outside earlier in the game. Later, he's in his house (behind Orca's house).

Mesa-He is on the Lookout side of the island. Earlier in the game, he's outside his house during the day. Later, he's in his house at night.

Orca-On the lower floor of the two-story house.

Pig-Pigs are found on Outset and Windfall Island.

Rose-She's in her house (behind Orca's house).

Seagull-These can be found all around many islands. It's a bit hard to take their pictures, though. You just need to zoom in and wait until they face you.

Sturgeon-On the upper floor of the two-story house.

Sue-Belle-During the day, she's walking around the island. At night, she's in Sturgeon's house.

Zill-He's outside earlier in the game. Later, he's in his house (behind Orca's house).

WINDFALL ISLAND

Anton-He is the guy wearing green who walks around town during the day.

Candy-He's near the dock during the day and in the café at night.

Cannon-He's in the bomb shop.

Dampa-He's near the dock during the day and in the café at night.
Doc Bandum-He is in the potion shop near the entrance to the town.
Garrickson-He is the guy wearing red who walks around town a little bit during the day.

Gillian-She's in the café.

Gossack-He is in the café during the day.

Gummy-During the day, climb up a ladder around the middle of town to the top of a wall, where you can find him. It's easier to take his picture at night, when he's in the auction place (a bit before Zunari's shop), at the end of an auction.

Kamo-During the day, he's sitting on some steps. At night, climb up a ladder around the middle of town to the top of a wall, where you can find him.

Kane-During the day, he's near the dock. At night, he's in the café.

Killer Bees-These are the four, little boys outside the school. (You should probably just take a picture of one of them.)

Kreeb-Around the middle of the town, go into Salvatore's place and up the stairs. Through the door, you'll find Kreeb.

Lenzo-Lenzo is in the camera place.

Linda-Linda is the woman wearing orange found kind of near the school.

Maggie-After killing the Helmaroc King, Maggie is in the big, rich house. (Near the school are steps leading up to the doorway of this place.)

Maggie's Father-Earlier in the game, he's at the tree near the dock. Later, he's in the big, rich house. (Near the school are steps leading up to the doorway of this place.)

Mila-After killing the Helmaroc King, you can find her outside. During the day, she's near Zunari's shop. At night, go along the path towards Zunari's shop to find her.

Mila's Father-Earlier in the game, he's in the big, rich house. (Near the school are steps leading up to the doorway of this place.) Later, during the day he's at the tree near the dock and in the café at night.

Minenco-She's near the potion shop near the entrance to the town.

Missy-During the day, go down a pathway near Zunari's shop to find her near the water. You can take her picture from your boat.

Mrs. Marie-Mrs. Marie is the pink-haired woman in the school.

Pompie and Vera-During the day, they are near Zunari's shop. (You only need a picture of one of them.)

Potova and Joanna-These two girls can be found during the day either in the school or outside on the green, open part of the island.

Sam-Near Zunari's shop, he's on a bench during the day.

Tott-Tott is the creepy guy wearing white who dances by the tombstone.

Zunari-Zunari is the guy wearing the blue parka thing. You can find him outside during the day and in the auction place at night.

13. Songs

The left side of the map being letters and the top is numbers (how I got the coordinates).

Ballad of the Gales

Learned: Go into a cyclone and shoot Cyclos with arrows until he talks to you.

Controls: Control stick left; C-Stick: Down, Right, Left Up

Use: This lets you warp to certain islands if you play it while on your boat (Mother & Child Isles, Windfall Island, Dragonroost Island, Tingle Island, Greatfish Isle, Tower of the Gods, Southern Fairy Island, Forest Haven, and Outset Island).

Command Melody

Learned: in the Tower of the Gods (D5)

Controls: Control Stick left; C-Stick: Left Nothing Right Nothing

Use: This song can be used to control certain statues (Tower of the Gods) and

Medli (Earth Temple) and Makar (Wind Temple).

Earth God's Lyric.

Learned: in Headstone Island (G3), move the big rock and go through doorway

Controls: Control stick right; C-Stick: down, down, nothing, right, left, nothing

Use: This song is needed in certain parts of the Earth Temple.

Song of Passing

Learned: on Windfall Island (B4) (by taking out Wind Waker in front of dancing guy and waiting until he teaches you the song)

Controls: No Control Stick; C-Stick: Right, Left, Down

Use: to change day to night and back again

Wind God's Aria

Learned: On Gale Island (A4), right before the Wind Temple entrance

Controls: Control Stick right; C-Stick: Up, Up, Down, Right, Left, Right.

Use: This song is needed in certain parts of the Wind Temple.

Wind's Requiem

Learned: on Dragonroost Island (B6) (by taking out your Wind Waker in front of the full stone on a small island you can get to through a tunnel around the front of the island)

Controls: No Control Stick; C-Stick: Up Left Right

Use: to control wind direction

14. Sea Platforms and Submarines

The left side of the map being letters and the top is numbers (how I got the coordinates).

Sea Platforms

A2-Up here is a chest with a Golden Feather inside and two Bokoblins with telescopes.

A6-Only the middle of the three platforms has a ladder, so climb up. (You can easily jump to each platform.) Kill the first Wizzrobe that appears, and a chest will appear (20 rupees inside). Kill the second Wizzrobe, and a chest with a Golden Feather inside will appear. Kill the next two for a chest with Treasure Chart #16 to appear.

B5-Kill both Bokoblins. A chest will appear with 20 rupees inside.

C1-Up here is a chest with a Skull Necklace inside, two Bokoblins with telescopes, and two with swords and shields.

C2-Only the middle of the three sea platforms has a ladder, so climb up.

There's a chest with 20 rupees inside and two Bokoblins with telescopes and two with swords and shields. Have the

wind blow east, then, Leaf glide to the lower sea platform. (You should avoid the updraft.) There are only two telescope Bokoblins here. From the middle platform, have the wind

blow northwest. When the updraft is a bit to the left, glide towards the taller platform. Use the updraft to get higher. Two telescope Bokoblins are up here.

C5-There are three Bokoblins with telescopes here.

C6-A Bokoblin is up here and a chest with 10 rupees inside.

C7-Up here is a chest with 20 rupees inside and two Bokoblins with telescopes and two with swords and shields.

D3-There are 2 sword and shield Bokoblins and 2 with telescopes. Kill them and open the chest that appears for a Golden Feather.

D4-There are simply two Bokoblins with telescopes here.

D7-There are two sea platforms. The one closer to the Seahats doesn't have a ladder so climb up the ladder of the other one. Have the wind blow southwest, then, glide with your Deku Leaf

onto the other sea platform. Kill the four telescope wielding Bokoblins and a chest with a Boko Baba Seed will appear.

E2-Kill the two Bokoblins with telescopes and the two Wizzrobes. A chest with a Skull Necklace inside will appear.

E3-There are two telescope Bokoblins here. Open the chest for 20 rupees. (Blow up the cannons so a chest appears with a Piece of Heart inside.)

E6-Up here are two Bokoblins with telescopes. Kill them and open the chest that appears for 20 rupees.

F2-Kill the four sword and shield Bokoblins and 2 telescope Bokoblins. Open the chest for a Golden Feather.

F4-There are three platforms (one without a ladder). The ones with ladders have two telescope Bokoblins each. From up here, change the wind either north or east (depending where you are) to glide to the ladderless platform with your Deku Leaf. There are three telescope Bokoblins here. (Watch for cannon fire here.) (If you destroy the cannons with bombs, a chest will appear. [All I did was destroy the cannons on one platform.] Go to the platform without the ladder, then, open the chest for Treasure Chart #40.)

F7-Up here is a chest with a Boko Baba Seed in it. There are also, three white Wizzrobes and four Bokoblins with telescopes.

G1-There are two sea platforms here. On them are Kargaroks and Bokoblins with telescopes. Step on the switch on each platform to make two chests appear.

G4-Up here are a few Kargaroks, a Bokoblin with a sword and a shield, and about six Bokoblins with telescopes. There are also a chest with 50 rupees inside and pots you can unfreeze with fire arrows. (A fairy's in one of them.)

G7-There are just two Bokoblins with telescopes here.

Submarines

A3-In the submarine are four Moblins in the lower area. But, all you have to do is swing across the ropes to the other side. Go forward and a chest with appear. Open it for Treasure Chart #22.

A5-In the submarine are Miniblins. As you kill them, four torches will light up, then, a ladder will appear. Climb up and open the chest for Treasure Chart #9.

B7-Go into the submarine. It's dark, but just drop down and go forward. Step on the switch to turn on the lights. Kill first a Wizzrobe, then, three Green and three Red Chuchus. Next, kill the two Wizzrobes before killing the Miniblins. (You need to be quick with your bow to keep from targeting the Miniblins when you're trying to shoot the Wizzrobes.) A ladder will appear, so climb up it. Go forward and open the chest that appears for the Platform Chart.

D4-There's a submarine here where you can find a Piece of Heart in it.

E6-In here, there are Rats and Bokoblins. Kill the Bokoblins and a chest with a bottle inside will appear.

G3-Go in the submarine, and you'll fall in a pit full of bomb flowers and bomb tossing Rats. The ladder is blocked by fire. Kill the Rats and a chest will appear and a ladder will appear. Climb the ladder and open the chest for Treasure Chart #14.

G7-Go in the submarine. There are Keese, three Bokoblins with flaming Boko sticks, and three Bokoblins with swords and shields. Kill all the Bokoblins to make a ladder appear. Go up the ladder and go forward. A chest will appear. Open it for a Piece of Heart.

15. Copyright Stuff

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