

The Legend of Zelda: The Wind Waker Weapon Drop FAQ

by person701

Updated to v2.2 on Oct 20, 2007

The Legend of

```
|_____/<  _\\ /  <  _\  \  |
|/____//  | |  | |  | |  \\  //||
      //  | |  | |  | |  \\  //_|
      //  | |> | |  | |  ))/____|
      //  | |  | |  | |  ////  | |
      //  | |  | |  | |  _////  | |
//____/|<____/ , ____/<____ ,<_>  <_>
/_____|_the
      ( ) o , \ ( ) |
      \\/ | |) (  \\/ ( | |< (-' |`
```

~Enemy Weapons Guide~

The Most Updated Guide can be found on GameFAQs.com

The following sites are hosting this guide. If you don't see any of the following sites, then they are not allowed to host this guide.

- GameFAQs
- Neoseeker
- Supercheats

~~~~~  
~~~~~  
~~~~~

~(Table of Contents)~

## -Section 1 Opening

- Introduction
- Version History
- FAQs

## -Section 2 The Guide

- List of Weapons
- Controls of your Weapon
- Weapon Stats
- Tips to Remember
- Fighting With Weapons
- Weapon Charts

## -Section 3 Ending

- Conclusion
- Credits
- Legal Information (It's noticable at the bottom of the file, so I don't want to hear, "Oh I didn't see that.")

```
*****
*Just a quick note, press Ctrl + F*
*to bring up a find window. Type *
*the name of the area of the *
*guide you wish to go to and put *
*an * after it. Press enter and *
```

\*you're there! This function is \*  
\*Apple + F for Mac users. \*  
\*\*\*\*\*

~~~~~  
Section 1 Opening *~~~~~
~~~~~

~~~~~  
Introduction*
~~~~~

Hello and welcome to my, person701's, guide. This guide happens to be for Legend of Zelda the Wind Waker. But not the whole game. For me, that's a lot of typing! Anyway, this guide mainly focuses on the weapons some of your usual enemies drop.

This guide will focus on the statistics, along with a couple of charts, of the weapons. This will also teach you how to fight with these weapons. You may think they are there just for fun, but are used for other purposes. A couple of examples would be for a harded play through of the game, if you have no weapon, or just for a plain fun fight.

But one thing you must remember, these weapons can be very effective at times. Maybe even more effective than your sword... Well, with all that aside, I'm gonna go through a couple more things before I get this guide started.

~~~~~  
Version Histroy*
~~~~~

---

Version 1.0

Just the basic guide. I don't know if I'll have to add on to this or not, (except maybe the FAQs section <\_<) but I'm pretty sure I'll eventually find a thing or two to update/add. Untill then, hope you enjoy ;)

-----  
Version 2.0

Okay, small update for such an older game. Oh wells, I love this game. All that was done here was the addition of the "Fighting With Weapons" section and correction of any mistakes.

-----  
Version 2.1

Just added a couple of things in the last version I forgot to add. Also fixed a spelling erros. Nothin' big.

-----  
Version 2.2

Again, nothing big. New contact information and another site that hosts my guide.

---

~~~~~  
FAQs*

~~~~~

=====

Still none. If you have any questions, please feel free to ask.

=====

~~~~~  
Section 2 The Guide*~~~~~
~~~~~

~~~~~

List of Weapons*

~~~~~

Here I'll just make a small list of all the weapons you can find. There's not that many, but I think they're all worth noting. Also note that they are in the order you'll find them in the game.

- Boko Stick
- Machete
- Spear
- Darknut Sword
- Mace
- Phantom Ganon Sword

See, I told you it was a small list. But again, these are listed in the order you'll find them and be able to pick them up.

~~~~~

Controls of Your Weapon*

~~~~~

OK. Sorry, I just had to note this, just as a reminder. I've found myself dropping or throwing my weapon many of times. A quick note that's nice to know of is that if a weapon is hidden, stand still and watch Link's eyes. They are very wanderous and will look at weapons at times.

Fisrt, walk up to the handle of your weapon and press A (you know, the big green button) to pick it up.

-A: This will throw whatever weapon it is you're holding. If you're doing this on a harder play through, it is crucial that you are aware of this function.

-B: This is the basic swing your weapon. Three weapons swing fast, while the other three swing fairly slow.

-B (Hold): This will make Link hold the weapon above his head. Release to do a spin attack. You can't do the Hurricane Spin with these weapons though, that's your sword only.

-B+CS: Alright. Usually the method above is used to hold your spin and wait for the enemy to make their move. If you need to pull a spin off in the middle of the fight, circle the control stick in a circle and press B. This should create a spin attack without holding down the B button and waiting.

-R: If targeting an enemy, you can use this to drop your weapon and bring your

shield up right away. If not targeting, then you can tap it to drop it and crouch real quick. If you press it, you'll be giving the enemy an opening.

-L+CS+A+B: Here's your jump attack. First lock onto the enemy. Then, jump to the left or right. While you're still in the air, press B and Link will fall to earth with a SMALL jump attack. Not much range, but has knockback.

(Thanks to Rockman X for this)

That was my take on it, here's what Rockman has to say:

"You say you can't do the jump attack. You can. Hold L and side jump.

While in air press B. Works just like in OoT."

There they are. Get use to these controls!

~~~~~

Weapon Stats*

~~~~~

Here's where I compile all of the weapons and you choose which one(s) you like the best. Also these are in the order of which they can be found and picked up. But before we get into the stats, let me run you by some things first.

This is what stats you'll find and what each part means.

Weapon Name: The name of the weapon.

Weapon Holder: The enemies that hold/produce the weapon.

Swing Time: How long it'll take Link to swing the weapon.

Enemy Prospective: How the enemy will use the weapon. Includes damage they'll do also.

Your Prospective: How Link will use the weapon and how you can get the best out of it.

When I explain how much damage a weapon will do in enemy hands, I'll be explaining it in points. 4 points is the same as a whole heart while 1 point is equivalent to a quarter of a heart. So if you begin the game with 3 hearts, you have 12 points of damage. Since there are a total of 20 hearts in the game, you can have a max of 80 point of health.

Now, shall we get to listing the stats. But one last note, the Phantom Ganon Sword has VERY little use of the game. Actually it only has one use, to destroy the barrier that leads to Ganondorf, there's not even any fights with this sword. Now, to the stats!

~~~~~

Weapon Name: Boko Stick

Weapon Holder: Bokoblin, Boko Baba

Swing Time: Fast

Enemy Prospective: All the Bokoblins will do is notice your presence, charge at you, and give a lot of time to attack them. One hit from this will take 1 point of health. As for the Boko Babas, once killed, their stem is the Boko Stick

Your Prospective: Overall, when used by Link, is the weakest weapon in the game. But can be a fairly good weapon if used with its fast swing time. A nice note of this weapon is it can be set on fire to bring light to dark areas.

~~~~~

Weapon Name: Machete  
Weapon Holder: Bokoblin  
Swing Time: Fast

Enemy Prospective: The Bokoblin will do the same as if it had a Boko Stick. Notice, charge, and give you a huge opening. One swing from this will do 1 point of damage.

Your Prospective: Link gets a nice little bonus off this weapon. As you can see, in a Bokoblins hands, the Boko Stick and Machete are the same strength. However, when Link gets ahold of the Machete, it is stronger. This is a really nice close range weapon.

~~~~~

Weapon Name: Spear
Weapon Holder: Moblin
Swing Time: Fast

Enemy Prospective: Wow. These guys are very aggressive when they lose their weapon. They'll chase after you just to knock it out of your hands and get it back. But anyways, the Moblins really use this weapon. They can poke you which will take 1 point of health. If they bring it over their head and swing it straight down, it'll do 2 points. But when they swing this horizontally, try not to get hit. It does 4 points of damage. Ouch.

Your Prospective: Well, easily the best weapon in the game, though when you first are able to pick it up, you'll have nothing to fight. This is the best for 3 reasons.

1. This weapon swings fast for having such big size.
2. This weapon has great range, the longest of all actually.
3. This weapon is one of the more powerful.

See, isn't it a great weapon to have?

~~~~~

Weapon Name: Darknut's Sword  
Weapon Holder: Darknut, Mighty Darknut  
Swing Time: Slow

Enemy Prospective: Umm, painful this will be. Try to avoid getting hit by any attacks from a Darknut. As one hit will take 4 health points. Though they walk slow, once their armor is off, they're something to fight with, more than a handful actually. They'll get their weapon back at all costs, but if you have their weapon and there is another weapon that's closer, they'll pick that one up instead.

Your Prospective: Still quite powerful, but unless you really know how to use this weapon to its fullest, avoid the bigger enemies (i.e. Darknuts, Moblins, etc). You can also destroy those pillars in certain holes and rooms with this sword. The first time you find this able to be picked up, it's only use is to destroy pillars.

~~~~~

Weapon Name: Mace
Weapon Holder: Stalfos
Swing Time: Slow

Enemy Prospective: They use this weapon in the most interesting of ways. First

off, no matter how you get hit with this, it's gonna take 2 points of health. You can get hit in one of three ways: the initial swing, the spin, or the vertical strike. If you want to see a Stalfos do something funny, break him apart, pick up its Mace, and wait for it to rejoin. Watch him.

Your Prospective: Not much to say here except that the Mace is one of the stronger weapons. It swings slow like the Darknut Sword and has a tad short of reach. Again, stay away from stronger enemies. Though, once you learn how to use this, you may be of professional rank with your weapons... just maybe.

~~~~~

Weapon Name: Phantom Ganon's Sword

Weapon Holder: Phantom Ganon

Swing Time: Slow

Enemy Prospective: All Phantom Ganon will use this for is to gang up with his clones on you and swing, which might I add takes 4 points of health. He also uses it to reflect the balls of energy back at you.

Your Prospective: ... .. I have nothing to say here. Just it is the same reach as the Darknut's Sword (I think at least, you can't really compare) and that you don't even fight with this sword. Just swing it at those dark blocks to gain access to Ganondorf himself.

~~~~~

Tips to Remember*

~~~~~

Use these tips to give you the upper hand in fights. Not only that, but they are just general reminders. Most are pretty simple, but others are crucial to your success at times.

- Don't Target: Yes, that is the one thing you should never do when fighting with these weapons (unless you plan to do a jump attack). As it slows you down and gives you less ways to maneuver out of the enemies reaches. Instead, as an alternative, zoom your camera all the way out. With the camera zoomed out, you can view a wider area, you can see where you're moving, and you'll have the advantage of watching all enemy movements.
- The Boko Stick & Machete: When held by Bokoblins, these do the same damage. However, when Link gets ahold of the Machete, it is stronger by about 40%. Wow, big bonus huh?
- Set it on fire!: If you're in a dark area, chances are that there is a flame or two near by. Set the Boko Stick on fire! It'll give more light to the area and allow for more sight for Link.
- Dropping Weapons: There are some times when you'll need to drop your weapons to advance. You'll be forced to drop it if: you're swimming, climbing a ladder, exiting a room/area, going in/out of a hole, or if you get hit.
- Protection: These weapons can't guard. So if you need protection there are two ways to grant safety: 1. If in a wide open area, run. -or- 2. If it's a close area, target the enemy and shield.
- Don't press that button!!!: Don't ever press the R trigger (unless the above tip applies). Pressing it while not targeting will cause you to drop your weapon and crouch for a second, which is all it takes for an enemy to hit you. You already know with these weapons, never let your guard down.

- Dropping your weapon: You might be thinking, "Didn't we just go through this?" Well, not this part. As said above I said "Don't PRESS the button." There is a fine line between press and tap. Tap the R trigger to drop your weapon without crouching. Or if you want another weapon, while you're running for it press R while running to just drop it and leave it behind.
- When to spin: This I shouldn't have to explain, but I'll add it anyways. As usual, charge up your spin when your enemy is recovering from an attack. If you need, you can use the control stick to inch closer or farther from your enemy.
- Attack the back: Remember to attack the back of enemies. Depending on their size, those that stand on their feet will be knocked off to the side. Just remember to attack the enemy with a weapon of their size (i.e. Moblin with Boko Stick or Machete, Darknut with Darknut's Sword). This allows you to take some time to plan out a next attack or run for health or... well, it opens up a lot of options. Just use the time it takes for your enemy to get back up to do whatever.
- Need that knockback fast?: Want to knock an enemy over quickly? Use that jump attack. It's fairly close range so you'll need some timing in between enemy attacks. But hey, when you need that time to do whatever, this is worth it if you can do it.
- Spin it!/: Just a quick little note here. Since these weapons are all about hit and runs (mostly with the bigger ones that is), you want to make a quick attack and get away right. Use quick spins to speed up your attacks (CS+B).

~~~~~

Fighting With Weapons*

~~~~~

See, told ya I'd get around to it. You should know your weapons stats by now, so what next you ask? Learn to use it in combat. I'll classify each weapon as one of the three following: Fast/Weak, Slow/Powerful, and the Ultimate Weapon. Each one of the weapons falls under one category. So, ready to learn to fight with your weapon?

#### ~Fast/Weak Weapons~

Weapons: Boko Stick, Machete

Mastery: 1/3

Well, these weapons may be weak, but their speed greatly makes up for it. Basically, you can rush enemies with these. Though rushing shouldn't and isn't the best option at all times.

Catching your enemy off guard isn't all that needed for these weapons (unless it's an enemy such as, oh per say a Darknut). These are, as seen above, the easiest weapons to master.

Good use of these weapons are either continuous swinging (not random swings) or a back attack followed by either a spin or more back attacks.

~~~~~

~Slow/Powerful Weapons~

Weapons: Darknut's Sword, Mace

Mastery: 3/3

Because of the slow swing times, these are hard weapons to master. However, when used properly, their strenght can be quite the hassle for the enemy. Using the range on these is crutial as it puts space between you and the enemy. This space keeps the enemy away from you thous preventing them from hitting you. Which all in all means you won't take damage.

Also, use quick spins (B+CS) as much as possible to speed up these weapons. As a recape, to matser these weapons, use spacing and quick spins.

~~~~~

~The Ultimate Weapon~

Weapon: Spear  
Mastery: 2/3

Not a lot to say here. Spacing can win over your fights so many times with this thing. It's power is good and the swing time is nice. Just use spacing. That's it. From there, it's downhill for the enemy.

~~~~~

Weapon Charts*

~~~~~

Here, I'll give you an assortment of charts that will give a basic idea of what weapon dominates the others and in what catagory it would.

~Range~

- ```

/1. Spear \
|2. Darknut's Sword|
|3. Mace |
|4. Boko Stick |
|5. Machete |
\ \

```

\*\*\*\*\*  
\*Notice that Phantom Ganon's Sword isn't on the list. I belive its reach is \*  
\*the same as the Draknut's Sword, but you only use it for one thing, so I \*  
\*feel it's not worth noting. \*  
\*\*\*\*\*

~Damage (When used by enemies)~

| Weapon Name           | Swing | Ver. Swing | Spin  | Inital Swing | Stab |
|-----------------------|-------|------------|-------|--------------|------|
| Boko Stick            | -1pt  | ---        | ---   | ---          | ---  |
| Machete               | -1pt  | ---        | ---   | ---          | ---  |
| Spear                 | -4pts | -2pts      | ---   | ---          | -1pt |
| Darknut's Sword       | -4pts | ---        | ---   | ---          | ---  |
| Mace                  | ---   | -2pts      | -2pts | -2pts        | ---  |
| Phantom Ganon's Sword | -4pts | ---        | ---   | ---          | ---  |



~Damage (When used by Link)~

\*\*\*\*\*  
\*This chart goes from highest to lowest.\*  
\*\*\*\*\*

|                    |
|--------------------|
| 1. Darknut's Sword |
| 2. Mace            |
| 3. Spear           |
| 4. Machete         |
| 5. Boko Stick      |

\*\*\*\*\*  
\*Again, note that Phantom Ganon's Sword is not on this list. You never get\*  
\*involved in any fights, so I can't judge how strong it is.\*  
\*\*\*\*\*

~Swing Time~

| Slow                  | Fast       |
|-----------------------|------------|
| Darknut's Sword       | Boko Stick |
| Mace                  | Machete    |
| Phantom Ganon's Sword | Spear      |

~Weapon Rarity~

\*\*\*\*\*  
\*This chart goes from Common to Rarest.\*  
\*\*\*\*\*

|                          |
|--------------------------|
| 1. Boko Stick + Machete  |
| 2. Spear                 |
| 3. Darknut's Sword       |
| 4. Mace                  |
| 5. Phantom Ganon's Sword |

\*\*\*\*\*  
\*It's kinda of hard to judge if you'll see the Boko Stick or the Machete\*  
\*more. I'm not going to actually go through the whole game to count >.< \*  
\*\*\*\*\*

~Usage~

\*\*\*\*\*

\*This chart will judge how useful a weapon is in the game.\*

\*\*\*\*\*

| Weapon Name           | Usage | What the weapon's used for                                                               |
|-----------------------|-------|------------------------------------------------------------------------------------------|
| Boko Stick            | 2/3   | You can light these on fire to burn or light various objects.                            |
| Machete               | 1/3   | This weapon has one poor use, to destroy wooden blockades in Dragon Roost Cavern.        |
| Spear                 | 0/3   | ---                                                                                      |
| Darknut's Sword       | 1/3   | In certain areas, you can use this to knock down pillars, which will usually drop items. |
| Mace                  | 0/3   | ---                                                                                      |
| Phantom Ganon's Sword | 3/3   | This is so important because it lets you finish the game. It grants access to Ganon.     |

~~~~~  
Section 3 Ending*~~~~~

~~~~~  
Conclusion\*  
~~~~~

Well, there it all is. Your weapons stats, uses, and a lot of charts and tips to mix in with it. Well, I've taught you all I know. Well, come to think of it, maybe I haven't. I could teach how to use each weapon (hey that's a great idea!). I'm not the best with hellos and goodbyes, but the information inbetween is worth the while. Well, hope for updates and this is person701 saying, "Later".

~~~~~  
Credits\*  
~~~~~

GameFAQs and Neoseeker for hosting my guide.
Nintendo for making a wonderful game.

Rockman X for a very interesting finding.
Thanks to DRMARIO72 for pointing out a mistake towards the beginning of the guide.

~~~~~  
Contacts- If you need to reach me for reasons stated below, you can get to me at [person701@gmail.com](mailto:person701@gmail.com).

- Reasons I'll except your email are:
- Spelling errors (this is probably full of em' :'( )
  - If you have a question

