The Legend of Zelda: The Wind Waker Rupees Guide

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Rupees Guide for The Legend of Zelda: Wind Waker

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< Version 1.0 >

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\$\$ Introduction	\$
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"tingle. Tingle! TINGLE!!!!!"

I'm sure this has all happened to you before. HE is what I like to call the great debtor. Guess what? You all own him 3385 rupees if you want to beat the game. Thus, this rupees guide was created to help you out. Other than Tingle, Zunari will also dig out a great amount from your wallet. However, you do not need to pay him to beat the game. Don't skip "contact and credits" by the way. So, here it is: the rupee guide.

\$\$	\$\$
\$\$ My System	\$
\$\$	\$
\$\$	\$\$

Ok, here, I will explain to you how the strategies work. I base them on three things: Conveniency, Amount, and Difficulty.

Conveniency can also include availibility. If there is a place that is not too convenvient to go to, or if the strategy is not availible for long, than the conveniency would be low. Conveniency will also include the time it takes to grab those rupees.

Amount is simple. It is the amount of rupees that you recieve.

Difficulty is how hard it was to obtain those rupees. If you had to sweat, and try again and again to get those rupees, the difficulty would be high.

Each strategy is rated from 1-10. Ten is the best, one is the worst.

If something is really convenient, it would get a 10. If a strategies pours out a whole lot of rupees, it would get a 10. If a strategy is very simple or easy to complete, it would get a 10.

Example:

Say the strategy was to cut bushes on outset.

Rupees= 10= 1.0 With the bushes, say your goal was 10 rupees. Conveniency= 1.0 Difficulty= 10.0 Not hard at all.

Name= Strategy 1.6 Score= Strategy number. This is NOT an average.

You get it? Good.

\$\$	\$\$
\$\$ The Islands	\$
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\$\$	\$\$

Part A, Outset

You'll notice that you start off with a 200 rupee wallet. Here is one of the places you can get a new wallet. I also can this island rupee island. You'll find out why later.

To access to fairy, you need, the deku leaf, bombs, and the wind waker. From the back of Mesa's house, there should be a path going up. Well, take that path, and you'll find a row of trees. Cut them down. Now, Set the wind direction to west, and look for a tall rock. Climb that rock, open the deku leaf, and fly away. Once inside the forest, just navigate around a little until you find a rock. Blow it up, and inside is the fairy.

(More info in later sections)

Part B, Northern Fairy Island

As the name suggests, there is a fairy somewhere on this island. How do you reach it? Simple. You need the wind waker, and a boat. Teleport, or sail to Windfall island. From there, set the wind to Northwest, and sail along until you reach northern fairy Island. Go inside the shell. (More info in later sections)

Part C, Tingle Island

This is the island where Tingle resides, and keeps his slaves. It is one square Southwest of Windfall. You can also teleport here via the Ballad of Storms.

\$\$	\$\$
\$\$ Rupee Strategies	\$
\$\$	\$
\$\$	_\$\$

Here, I will give you the actual strategies to gain money. I will not include one-time strategies, and neither will I include build-up strategies like killing enemies for rupees, or following treasure charts, and digging up those 200's. Once again, the scores are NOT averages.

_____ Strategy 5.1 _____ Location= Dragon Roost Island Conveniency= 7.1 Amount= 24r= 4.4 Difficulty= 4.9 Instructions: Teleport to dragon roost island. If you've already been here, follow the path until you come to an opening. Enter. This is the mail game. It is on the second floor. There will be a rito sorting letters. Talk to him. Description: Basically, you have to sort the letters into different boxes. It is a simple, but by no means an easy game. Your goal is 24 letters. DO NOT pass 24 letters, because if you do, the part-timer will arrive, and in order to get rupees you will have to break your record. To maintain this game's availibility, you have to score under 25 letters. I bumped up the score because the game is actually quite fun. He will give you 75 rupees the first time you get 25 letters. But, it's not worth it. Just keep scoring 24. Strategy 7.1 _____ Location= Dragon Roost Conveniency= 6.5 Amount= 70= 8.0 Difficulty= 8.2 Instructions: When you first get on the island, there should be a tunnel. Follow that tunnel, when it clears again, turn immediately to the right. There should be a rock. Bomb it, and jump in the hole. There are many doors arranged into a circle. There are also pots through every door. When you enter a room, and defeat the enemies inside, a fire will light up at the top of the room. When all the doors are lighted, the locked door will open. Enter, and break all the pots. Description: No real descriptions are necessary. Simply exit, and re-enter the hole for another chance at 70 rupees. _____ Strategy 7.2 _____ Location= Windfall Conveniency= 6.8 Amount= 50= 6.5 Difficulty= 8.4 Instructions: This event takes place on Windfall inside. There should be a quy in a

blue shirt that says, "I don't look rich, but trust me, I've got a lot of cash." His name is Dampe. Talk to him. You need to give him three skull necklaces, and he will give you the chance to participate in a game. Skull necklaces are common, but because they are not infinate, I toned down the conveniency.

Description:

You have two minutes to collect three pigs. Two of them are to the left of Dampe in the grassy area. The last pig is by the jail cell. The trick is to crawl. If you don't crawl, you won't finish the game. When you're about 1.2 meters away from a pig, crawl up to it, stand up, and press A. It's not a hard game at all.

Strategy 9.6

Location= Outset Conveniency= 4.1 Amount= 1200= Hell.No. Difficulty= 2.8

Instructions:

Go to outset. You should see an old man looking through a telescope. From that point, set the wind to west, and use your deku leaf to traverse to a ledge with a huge stone. You MUST have the power bracelets. Pick up that stone, and jump in. There will be 40 floors you must undergo. Each floor is filled with enemies, but every 10th floor will have rupees except the last one. So, just go down to the 40th floor, and don't forget to break those pots! Step into the light on the 40th floor. Another way to enter the hole is to use the hookshot while you're behind Granny's house.

Description:

Well, this challenge is hard, and long, but it's worth it. It's actually pretty fun, and can be done in less than 30 min no problem. Only three times through the Savage Labrinth(that's the name), and you have +3500 rupees! There should be a Savage Labrinth Guide somewhere, so be sure to visit there if you are having trouble.

Strategy 6.9

Location= Outset Conveniency= 6.6 Amount= 5-20= 6.0 Difficulty= 9.3

Instructions:

Get LOTS of bait. You MUST have the power bracelets. Pick up the plump black pig inside the fence behind abe's house. Throw him over, and start digging. Drop bait right in front of the pig, but if the pig doesn't devour it in about 6 seconds, it will disappear.

Description: Your fruit will vary. Sometimes it's a twenty, sometimes, it's only 10

arrows. The following have appeared once before while I was digging: (Separately) 5 bombs, 5 arrows, 1 rupee, 5 rupee(blue), 10 rupee(yellow), 20 rupee(red) -----Strategy 7.3 _____ Location= Overlook Island Conveniency= 6.4 Amount= 90= 9.0 Difficulty= 6.9 Instructions: Overlook is the island on the Northeast corner. Land on it, than hookshot to the tower on the farthest right. From there, keep hookshot-ing until you reach the second tallest tower. There should be a hole. Enter. Description: There are 6 rooms, and four rooms which need to be ignited. Defeat the enemies inside the room to ignite the door. After all rooms are ignited, 4 darknuts will appear in the main room. Kill 'em. Use the darknut sword to break some of those pillars. Some have cash in them. A door with the picture of a sun at the top will open. Go inside, and break the pots. _____ Strategy 7.3 _____ Location= Stone Watcher Island Conveniency= 6.5 Amount= 90= 9.0 Difficulty= 6.9 This is the exact same as Overlook island. Except, there are only two darknuts at the end. No big difference. Just lift up the stone, and enter the hole. _____ Strategy 8.2 _____ Location= Islet Of Steel Conveniency= 8.8 Amount= 65= 7.5 Difficulty= 7.8 Instructions: Go to the Islet of Steel, one square northwest of southern fairy Island. This place is full of ship, but the one you want to bomb is a staying still, supposedly blocking an entrance. Strike that ship

down, and enter. Swim to the treasure chest. Get the pots. Swim

out. Swim in. Get the pots. And so on.

Description: Nothing really, but it can be repeated as mentioned earlier. Quite convenient. _____ Strategy 8.1 _____ Location= Bird Rock Peak Conveniency= 8.8 Amount= 70= 7.5 Difficulty= 7.6 Instructions: This strategy is pretty much the same as the previous strategy, except it's harder. You have to have one hyoi pears. I suggest two. When using the first hyoi pear, fly around the peaks, and gather all the karokoks, or those birds. Gather them to where Link is standing, and press "R". Now, as Link, Kill off all the birds, and put up the second Hyoi pear. Now, just fly around, and hit all the switches. Description: You can re-enter the hole many times to get as much cash as you want. _____ Strategy 5.0 _____ Location= (insert name here)'s Oasis Conveniency= 6.2 Amount= 50-200= 7.0 Difficulty= 2.1 Instructions: Once you have the Cabana Deed from Mrs.Maria, the school teacher, go to your own island, and find the house. Go inside to find two pictures: One that is complete, and one that is incomplete. Step up to the imcomplete one, and press A. Description: THIS is HARDER than the Savage Labrinth in my opinion. You basically must arrange to puzzle so that only the top-right square is missing, and every other square is holding the correct piece. There are 16 different puzzles. Once you reach the 16th one, you will get 200 rupees, and the whole thing will restart. It goes something like Zill, Aryll, Tingle... and there are other FAQs out there to help you. _____ Strategy 7.8 _____ Location= The great Sea Conveniency= 7.0

Amount= 1 to +200= 7.0

Difficulty= 9.5

Instruction: Simple. Just sell beedle whatever you got. The following is a small chart: Red chu jelly= 1r,,,,,green chu jelly= 2r blue chu jelly= 3r,,,,,golden feather= 5r Baba leaf= 5r,,,,,,,,knight's crests= 5r(keep 10 for Orca) Skull Necklace= 5r,,,,,joy pendent= 5r(keep 20 for Mrs.Maria) If there are any spoils I'm missing- tell me. I don't recommend you to sell the skull necklace. Refer back to Windfall Strategy 7.2 for disposing skull necklaces. Description: Beedle will send you a chart in the mail pointing out his different store locations. _____ Strategy 9.0 _____ Location= The Great Sea Conveniency= 8.8 Amount= 10-200= 9.0 Difficulty= 6.0 Instructions: Get some bait. Go to a place where you see the fishman exercising. Drop the bait. He should now draw you a chart. Ok, but that isn't what we're looking for. Find him, and drop the bait again. This time, he will invite you to a game for free. Description: This game is HARD when you're going for the 10. You get arrows, and the fishman jumps 10 times. If you hit the fishman once, you get 10 rupees. Twice, 20 rupees, and so on. But if you hit him ten times, you get 200 rupees, but the fishman will no longer be available in that square. Good luck. With my crappy aiming, I've cleared only 2 squares. Most of the time, you will score 9 shots. That's good. After you finish the game, the fishman will swim away. Sometimes, to get to him again, you have to change the wind direction. That is why the conveniency score was dropped. Nonetheless, this is a GREAT way to gain money almost where ever you are. _____ Strategy 6.8 _____ Location= Great Sea Conveniency= 7.0 Amount= 20 or 50= 6.4 Difficulty= 9.0 Instructions: Scattered thoughout the Great Sea will be rings of light with a diameter of Link's waist. Send the grappling hook down those rings to hook up

20 rupees, and sometimes 50 rupees. It isn't very convenient to stop

sailing, than search around for the treasure spot. Description: The light ring will disappear when you get close. That is what lowered the conveniency score. _____ Strategy 8.7 _____ Location= Boating Coarse Conveniency= 8.5 Amount= -30 to 120= 8.8 Difficulty= 8.5 Instructions: Simply go to Forest Haven via the Ballad of the Winds, and sail one square south. Talk to the man. Game fee is 30 rupees. Description: The wind is always behind you as long as you are on coarse. It is possible to get a total of 150 rupees. I tried it just now, and got 120 rupees with 1:36 seconds remaining. It's an easy game, and the time limit isn't strict at all, so take it easy. Just make sure to get those yellow and red rupees. Ignore the green ones if you feel like it. \$\$ \$\$ \$ \$\$ Path to Financial \$\$ Freedom \$ \$\$ \$\$ Alright, here, I'll give a very, very short part of the walkthrough to help you out. But, there will be a lot a stuff to skip, so, no, this isn't a real walkthrough. 1. ==== Release the Prisoner ==== On your first trip to Windfall, you must release.....your debtor. Simply go the the cell located behind Tott, the dancer. Inside the prison, pick up some barrals, and hit the switch. 2. ==== The Fairy Escapee

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On your second trip to outset(some remember this as the long night), get the wallet upgrade number one. From your watchtower, there should be a bridge. Follow that bridge to a sandy path. Follow that sandy path to a row of trees. Cut those trees, and follow the path. Miniblins will come by to freak you out. Just ignore them, and keep going. Arrive at the bridge to find it broken. Turn around, and go to a huge rock. Climb the rock, change the wind direction to west, and take off with your deku leaf. Enter the forest of fairies, and navigate through it until you see a rock. Bomb the rock, and jump in the hole.

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3. ====
The First Demand
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I don't know exactly when this happens, but eventually, the In-credible chart will come by, with a demand for 201 rupees. Pay the amount, get the chart.

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4. ====
Time for the final wallet
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Teleport to windfall after you have the master sword, and the ballad of the gales. Sail one square Northwest of Windfall. That is where you will get the second wallet upgrade.

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5. ====
Grab it while you're scared
====
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I won't go through the details in this one. But, you'll need the Ghost ship chart. Board the Ghost ship, beat the enemies inside, and go into the treasure room. Get the pots FIRST. If you open the treasure chest, you will be kicked out of the Ghost ship, and it will never appear again. Current account: 50 Plus: 100 from Ghost ship Total= 150

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6. ====
The Overlook Pots
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Go to overlook island, and follow strategy 7.3 on Overlook island. Current Account: 150 Plus: 90 Total= 240

7. ====
Kill the Stone Watcher
====

Go to Stone Watcher island, and follow strategy 7.3 on Stone Watcher island. Current Account: 240 $\,$

Plus: 90 Total= 330 8. ==== Steal from the Islet of Steel ==== Go to the Islet of steel, and follow strategy 8.2 on the Islet of Steel. Break the pots, swim out. Than swim in again, break the pots. Now, repeat once more Current Account: 330 Plus: 200 Total= 530 9. ==== Those aren't your eggs. ==== Go to Bird Rock Peak, and follow strategy 8.1 on Bird Rock Peak. Break the pots, step into the light, re-enter the hole, re-break the pots, and than step into the light. Repeat once more for a total of three rounds. Current Account: 530 Plus: 200 Total= 730 10. ==== Whose Bank Account is this? ==== Go to outset, and follow strategy 9.5 on outset island. Remember, after you've gotten the treasure chest on the 30th floor, keep going to the 40th or 50th floor if you like. Current Account: 730 Plus: 1200 Total= 1930 11. ==== This pig reminds me of Dampe. ==== Now that you are already on outset, feed the pig until it earns you 30 rupees. Current Account: 1930 Plus: 30 Total= 1960 12. ==== Catch those pigs! ==== Teleport to Windfall. Talk to the guy wearing a blue shirt. He stands near the bomb shop. Follow strategy 7.2 on Windfall. You should have 6 skull necklaces, so play the game twice. Current Account: 1960

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Plus: 100
Total= 2060
13. ====
    The 12 year old is hired.
    ====
Teleport to Dragon Roost, and visit the mail game. Now, follow strategy
5.1 on Dragon Roost. You can either play the game 3 times, with scores
24,24,25. Or, 24,24,24,24,24. The second option perserves the
availibility of the game. Don't forget that the first time you play, your
salary is half a rupee for every piece of mail.
Current Account: 2060
Plus: 110
Total= 2170
14. ====
    Enter the cave
    ====
Follow strategy 7.1 on Dragon Roost Island. This is one with the secret
cave.
Current Account: 2170
Plus: 70
Total= 2240
15. ====
    Buy this now, Beedle.
    ====
When you exit the cave, and walk to the beach, you should see Beedle's
shop ship somewhere. Go inside, and sell 60% of your stuff. This
requires that you get rid of anything that is not a joy pendant. When I
approached Beedle at this time, I had 32 green chu jellies, and 10 baba
seeds. That is enough to make +60 rupees. I'll assume you want to keep
your other spoils.
Current Account: 2240
Plus: 50
Total= 2290
16. ====
    Where'd you get all those rupees?
    ====
Teleport to Forest Haven. Now sail one square south to the boating coarse.
Pay 30 rupees. You have plenty of time, so take your time and be sure to
get as many rupees as you can grab. However, goal is 130, which means a
100 rupee profit. Play the game twice.
Current Account: 2290
Plus: 200
Total= 2490
17. ====
    Stay Still, Fishy
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==== Find the fishman, and feed him some bait. Now play the game until you get 200 rupees out of him. This could be done once if you have great aim. Current Account: 2490 Plus: 200 Total= 2690 18. ==== Now you're on your own. ==== Right now, you still need 400 rupees until you have enough. However, I started the account with 50 rupees at the beginning, but I'm pretty sure most of you had much more. You should have gained a lot after getting Tingle's In-credible map. Not only that, you will get a lot of rupees along the way as well. Some of you may also have stopped for Strategy 6.8 on the Great Sea. But, there will be those of you who still don't have enough. Simply follow the Rupee strategies in the above chapter. What I would do is go down the Savage Labrinth again, but it is up to you. 19. ==== There are two more ____ Get the last two triforce charts on Needle Rock, and Link's oasis. There are other great FAQs out there to help you. 20. ==== Fine! Take it, you greedy..... ==== Go to Tingle Island. But, before you actually go in, play with the fish once more until you get 100 rupees. Now, climb the ladder of mis-fortune, and speak to Tingle. Your 8 Charts will be decifered for 3184 rupees. \$\$ ŚŚ \$\$ Conclusion \$ \$\$ \$ \$\$ \$\$

So now, you have paid all you must. I hope this guide has helped you. I was stalling in creating this guide because I thought money wasn't a huge issue in Wind Waker. But, according to the boards, it apparently is.

If you have any suggestions, or new strategies, contact me. More to be

explained next. Ok, people, you're almost at the end.

My email is lzxiang24@yahoo.com. However, I am only accepting suggestions and new strategies that will rate above 5.0.

Credits:

YOU, for reading this FAQ. What is an FAQ if it has no audience?

CJayC, for posting this FAQ, and hosting Gamefaqs.

All you other FAQ contributors out there. You guys were the ones that inspired me. Not to mention the great examples I've been learning from. Thank you.

I am known as fastpawn as well, so don't get confused.

My parents. This isn't my computer you know. You can never thank your parents too much.

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