The Legend of Zelda: The Wind Waker Nintendo Gallery/Pictograph Guide

by bob99285125

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Hey guys! So I finally bought a GameCube and WW, and started playing, and 3 days after I bought the game I thought HOO-EEY! it would be a good idea to make a pictograph guide! I have all the characters and enemies and other stuff you need to get it all going ... now you just have to go through the fun of getting them all =D

Version Info:

July 29th, 2003 - 1.0 - Getting the pictobox, Upgrading it, Getting into the N.G., Lenzo's pix, and the names and rooms of the N.G.

July 31st, 2003 - 2.0 - Added a diagram of each of the 7 rooms

Next version - I'm gonna add a description for each, and show where they are in each room.

=3. Getting the Pictobox=

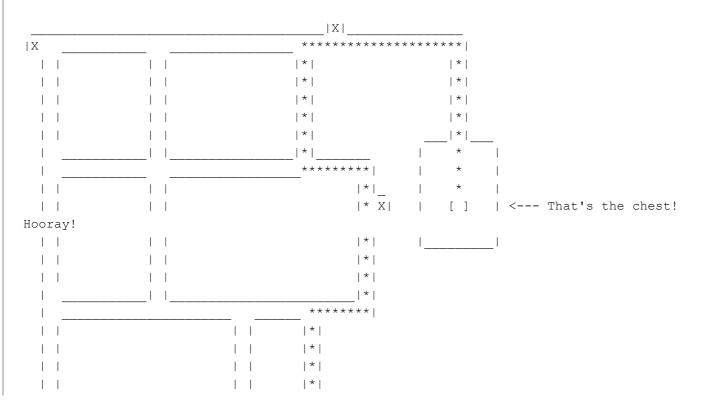
1. Get the sail from the guy in Windfall who always wears a parka.

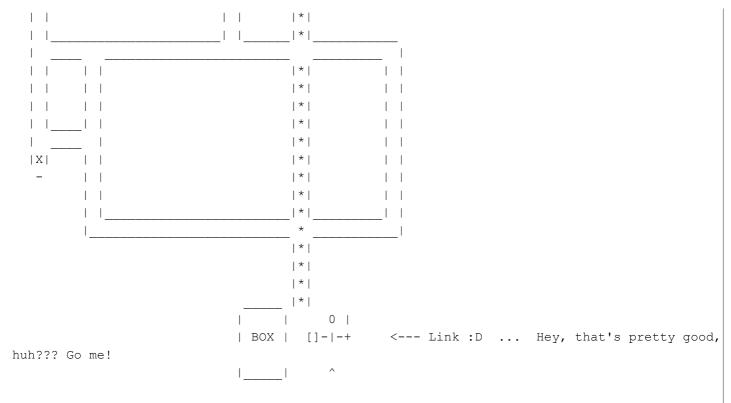
2. Go into the building on the top level of windfall directly to the right of the entrance to the school (right if you are facing the door of the school)

3. Talk to Lenzo, the pictographer. He'll explain how he doesn't trust anyone because someone who he let stay the night stole his pictobox.

4. Head to the jail by exiting the shop, turning right, going through the arch, going down the wooden ramp, and into the door (the dancing dude's back is facing the door)
5. Look in a corner for a switch to let out an old pal (Now that I think about it, I should've let the weirdo stay in prison!!!)

6. After talking to him, move the big box in the middle of the room to enter a passageway.7. Take this route: (Obviously, I marked the route with *'s ... The X's are the mischevious rat traps. Use them to get out quickly when you get the pictobox, so you don't have to take the long route)





8. You will arrive in a large room with a buncha skulls and stones. Read the stones, then open the chest for the pictograph!

=4. Getting the DELUXE Pictobox=

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ITEMS NEEDED

- Normal Pictobox
- Bottle
- Access to Forest Haven

Go talk to Lenzo, and he will ask you for a series of pictures of different people in different situations.

POINTERS

- Leave the shop after finding out the missions and immediately go to the starting location. If you fail, enter and exit a house to reset the people.

- BE PATIENT!!!! Seriously, I can't stress this ENOUGH!!!!! The people will come within 2 minutes, trust me.

- Also, these are all to be done during the day when people are out and about.

- You have to get

SITUATION 1: LOVE LETTER

LOCATION The docks, standing so you are about 90* to the left of the red mailbox. WHAT TO DO A man in Red Overalls will approach it, look left and right, and drop a letter in quickly. Snap a shot of his whole body putting the letter IN TO THE MAILBOX. If you wait until it's already in, Lenzo will say something like "Oh, I wanted to see him DOING it!"

SITUATION 2: POT HEAD (hee hee)

The cafe, above the Joyous Volunteer Association stand LOCATION Throw a pot at the head of the guy sitting at a table :D then snap his pic WHAT TO DO as he looks around, shaken.

SITUATION 3: LOVE CONNECTION _____

In the town square, near the ladder up to the rich guy's house's top level. LOCATION Stand in the archway so the woman is almost cut off by the staircase. WHAT TO DO Wait for a man with red hair to come by. He will walk sorta near the woman, stop, and they will take a quick glance of eachother. You gotta get the WHOLE GLANCE, as in you have to see both of their faces (well, I mean, you gotta see their faces looking, so half of the face is good)

3. After taking each picture, go back to Lenzo for your next mission.

4. Once you have all of them, head to Forest Haven.

5. Look in the grass for spheres of light: not the dull blue ones, not the yellow ones on the ground, but bright blue floatin' ones. Swipe your bottle feverishly !!! It took me like 5 minutes to finally catch one of the crafty little guys, but keep at it. By the way, the blue bright one is only one type of firefly that you can catch, so don't worry if it is the right ... species ... or not.

6. Head back to Lenzo's and show him that bad boy!

7. He will take the "7 colored firefly" and use it to make your pictobox pick up colors. How the hell he does it, I have no idea. But he does, and now you can shoot in color.

=5. Getting the Nintendo Gallery= _____

ITEMS NEEDED

- Deku Leaf

- Magic (well, you get that with the deku leaf, so ... nm)

- at least 1 Hyoi Pear

1. Go to the Forest Haven, and get inside the tree.

2. Take the Baba Bulbs up to the SECOND exit (NOT the one with the arrow of shrubbery!!!) 3. Go outside, Wake the Wind in a north-westernly direction, and fly on over to the island in front of you.

4. Talk to the man there to get the lo-down on the Nintendo Gallery. Pay attention to the part about "a secret entrance".

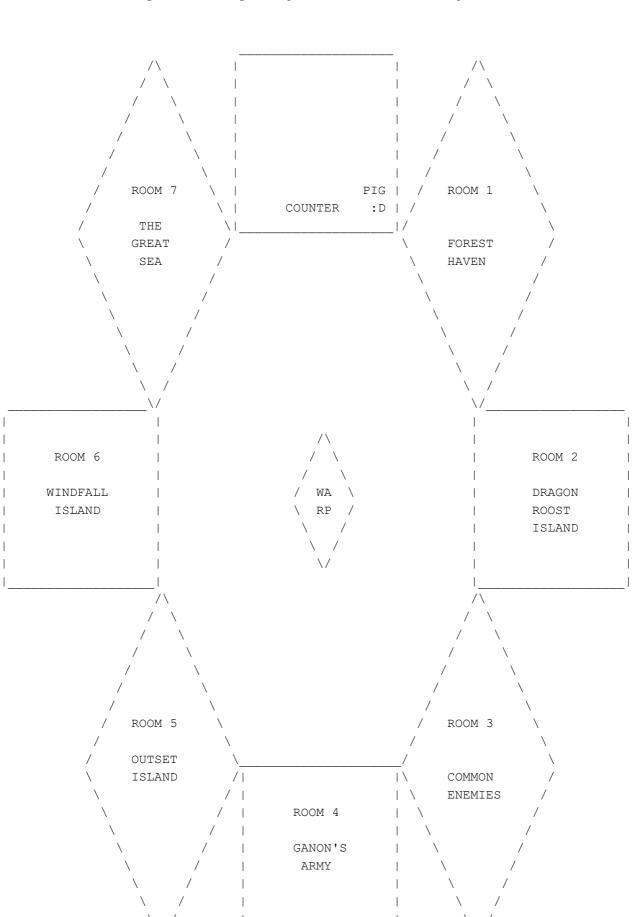
5. Look through your telescope at the side of the main tree, and you will see a section where there is an opening with a white switch.

6. Take control of a gull with the Hyoi pear, and have the gull smack the switch with his beak.

7. Hop in the hole, and enter the gallery!!!

8. To be an official member, you need a pic of someone. Either shoot the guy who was outside, or the guy behind the counter, and show the pictograph to the guy behind the counter.

9. You're in!



The Nintendo Gallery is actually a big circle cut into 8 segments:

The following is a list of each statue, and their placement in the room. "xx" means I don't have the statue yet, and even if the room looks like I can assume the placement, I don't want to jump to any conclusions. If you know where some go, Please PM or IM me :)

6.1 |ROOM 1| - Forest Haven - 14 Statues

	<i>,</i> , ,	<i>,</i> , ,	(1.0.)	
(xx) 	(XX)	(xx)	(13)	(14)
I	(xx)	(xx)	(xx)	I
1	(xx)	(xx)	(xx)	
I	()	o) (0	2.	I
	(0	2) (0	3)	
1		(01)		I
 		DOOR		I

01. Makar

02. Fado

03. Deku Tree

04. Elma

05. Hollo

06. Olivio

07. Drona

08. Rown

09. Irch

10. Linder

11. Aldo

12. Oakin

- 13. Carlov the Sculptor
- 14. Manny

6.2 |ROOM 2| - Dragon Roost Island - 18 Statues

 	(xx)	(xx)	(xx)	(xx)	
	(xx)	(x	x)	(xx)	
	(xx)	(02)	(03)	(xx)	
	(xx)	(0	1)	(xx)	
 	(xx)			(xx)	
i I	(xx)			(xx)	
_		DO	OR		

01. Medli

02. Laruto

03. Komali 04. The Rito Chieftan 05. Kogoli 06. Paghli 07. Skett & Akoot 08. Koboli 09. Baito 10. Hoskit 11. Quill 12. Valoo 13. Zephos & Cyclos 14. Ilari 15. Namali 16. Basht & Bisht 17. Obli 18. Willi _____ 6.3 |ROOM 3| - Common Enemies - 19 Statues _____ 1 | (XX) (XX) (XX) (XX) | | (11) (12) (xx) (xx) | (XX) (XX) (XX) | (xx) (07) (xx) (xx) (xx) | - 1 (XX) (XX) DOOR | 01. Floor Master 02. Magtail 03. Keese & Fire Keese 04. Bobokin 05. Red Bubble & Blue Bubble 06. Rat 07. Boko Baba 08. Miniblin 09. ChuChu 10. Peahat 11. Gyorg 12. Octorok 13. Seahat 14. Kargaroc 15. Armos 16. Armos Knight 17. Morth 18. Poe 19. ReDead

6.4 |ROOM 4| - Ganon's Army - 18 Statues

(xx)	(xx)	(xx)	(xx)	(xx)
(xx)	(xx)	(11)	(xx)	(xx)
(xx)	(x	x) (x	x)	(xx)
(xx)				(xx)
(xx)				(xx)
(xx)				(xx)
		DOOR		

01. Darknut

- 02. Gohan, the Great Arbiter 03. Darknut 04. Wizzrobe 05. Mighty Darknut 06. Moblin 07. Phantom Ganon 08. Wizzrobe 09. Stalfos 10. Jalhalla, Protector of the Seal 11. Ganondorf 12. The Monstrous Helmaroc King 13. Mothula 14. Puppet Ganon 15. Molgera, Protector of the Seal 16. Kalle Demos 17. Gohma
- 18. Big Octo

6.5 |ROOM 5| - Outset Island - 14 Statues

(xx) (xx) (08) (09) | (xx) (XX) | | (xx) (XX) | | (03) (xx) | | (xx) (xx) | 1 | (xx) (xx) | |_ DOOR

01. Crab

02. Mesa

03. Jabun

04. Orca

05. Sturgeon

06. Sue-Belle

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07. Seagull
08. Aryll
09. Link's Grandma
10. Wild Pig
11. Rose
12. Abe
13. Joel
14. Zill
    ____
6.6 |ROOM 6| - Windfall Island - 27 Statues
    ____
| (xx) (xx) (xx) (25) (xx) (xx) |
| (xx) (xx) (xx) (xx) |
(xx) (xx) (xx) (16)
                                  1
         (XX) (XX) (XX)
(XX) (XX)
(XX) (XX) (XX)
                                 (XX)
                    (XX)
1
          (xx)
                    (XX)
DOOR
01. Minenco
02. Anton
03. Missy
04. Kreeb
05. Garrickson
06. Pompie & Vera
07. The Shop Guru, Zunari
08. Tott
09. The Pictographer, Lenzo
10. Windfall's Gang of Boys: The Killer Bees
11. The Joyful Teacher, Mrs. Marle
12. Potova & Joanna
13. Maggie's Father
14. Maggie
15. Mila
16. Mila's Father
17. Gummi the Sailor
18. Kane the Sailor
19. Dampa the Sailor
20. Candy the Sailor
21. Linda
22. Sam
23. Gillian
24. Gossack
25. Bomb-Master Cannon
26. The Potion Master, Doc Bandam
27. Kamo
    _____
6.7 |ROOM 7| - The Great Sea - 24 Statues
    _____
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NOTE: This room has 22 statues, plus one when you get every statue (except for the following), and plus one that you get from doing Tingle stuff. So, Since I have neither, my 7th room looks like this. When I finish the statues, or get a GBA, I will update this.

l I	(13)	(14)	(16)	(17)		
(12)	(xx	:)	(XX)		
(11)	(XX	:)	(XX)		
(10)	(xx	:)	(20)		
(09)	(XX	:)	(XX)		
(08)	(XX	:)	(XX)		
(07)	(xx	:)	(XX)		
(06)					
		DOC	R			
01.	Fairy					
02.	Great F	airy				
03.	Queen o	f Fairie	S			
04.	Traveli	ng Merch	ants			
05.	Old Man	Но Но				
06.	Mako					
07.	Niko					
	Zuko					
09.	Nudge					
10.	10. Senza					
11.	11. Gonzo					
12.	12. Tetra					
	Merman					
	King of					
	Link &	-	of Re	d Lions		
	Princes					
17.	Salvage	Corp.				
18.	Salvato	re				
19.	Loot th	e Sailor				
	Beedle					
	Tingle					
22.	Ankle					
23.	David J	r.				
24.	Knuckle					

If you go to Lenzo after getting into the Nintendo Gallery, he will talk to you about the Legendary Pictographs. They are just black and white pix of important things that you can't take pictures of in the game. There is a different picture each day of the week, so talk to him, get a pic, play the song of passing twice, and get another. The pictures are:

DAY 1: Laruto, The Earth Sage DAY 2: The King of Hyrule DAY 3: Ganondorf DAY 4: A Great Fairy DAY 5: Jabun, the big damn fish who only speaks Hyrulian (... But you can call him "Jabun") DAY 6: The Queen of the Fairies DAY 7: Fado, The Wind Sage =8. Legal Stuff / Contact=

LEGAL STUFF:

This game was made and developed by Nintendo and Shigeru Miyamoto (DA GENIUS)

You rip it off, I'll hack a midget into the Matrix to kick your shins :D I'm kidding, guys. But I helped you guys out, so don't go copying off of this, please.

This guide is ONLY FOR NEOSEEKER.

CONTACT:

If you read this guide and liked it (or didn't), send a thanks to me!

=9. Special Thanks=

May the road rise to meet you --May the wind be always at your back--The sun shine warm upon your face The rains fall soft upon your fields And until we meet again, May God hold you in the hollow of his hand.

=) See you guys in the forums.

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