## The Legend of Zelda: The Wind Waker Mini-Game Guide

by HMking

Updated to v1.0.8 on Feb 20, 2005



Section 1: Guide Info

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(Important Information)

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(Version History)

Version 1.0.0
(01/06/05)=
\*Started the guide

Version 1.0.1-1.1.0 (01/09/05) = \*Fixed a spelling error \*Added Fun Level to the mini-games descriptions \*Centered the table of contents (01/16/05) = \*Added the Reference Map of the Ocean \*Added more information to the Location of mini-games \*Added Bird-Man Contest Mini-Game \*Added Boating Mini-Game (02/07/05) = \*Added Hide-And-Go-Seek Mini-Game

(Legal Information)

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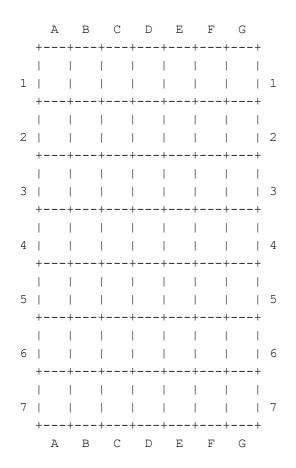
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Throughout the decriptions, I'll mention islands. Since some people do not know where these islands are, I have made an ASCII map of the ocean below. When you see something like "Dragon Roost Island (F2)", go to the square on the map where F and 2 meet.



Official Mini-Games:

Name:	Mail Sorter	
Location:	Dragon Roost Island (F2)	
Required:	NOTHING	
Fun Level:	3/5	
Description:		

On the second floor of the big mail center on the island, talk to the guy behind the counter. You will be given the opportunity to help him work. If you accept, you will be required to sort letters you are given. To do this, highlight the box that matches the symbol of the letter. Then toss it in. The faster you sort, the more you get payed. Keep going and going until the post guy asks you to mail a letter for him. Do so and a day later, you will get a letter from the mail guy.

Name: Merman Shooter Location: Anywhere on the ocean (A1-G7) Required: Bait and Hero's Bows (no need for arrows) Fun Level: 3/5 Description:

After getting the Hero's Bowq, call up Merman (the talking fish) and agree to play his game. What you have to do is shoot him with the bow as he jumps in the air and back into the water. Everytime you hit him (using only 10 arrows), you get 10 rupees. If you hit him everytime (with all 10 arrows) you will win 200 rupees. Name: Picture Puzzle Location: Private Oasis (E5) Required: Cabana Deed and 10 Joy Pendants (Butterfly necklaces) Fun Level: 4/5 Description:

Before you can do this game, you must get the Cabana Deed. To do this: Talk to the pink haired teacher lady on Windfall Island. She will say something about five kids. Exit the school and talk to the kids until they want to play hide and go seek. Play it with them. After finding all five, talk to the teacher again. Then come out of the school. After a talk with the kids again, go back in the school and give 20 Joy Pendants (The Butterfly necklaces) to get the Cabana Deed.

Now sail to the square south of the Tower of The Gods. Now walk up to the house and show the Cabana Deed to the door. That's right, show a piece of paper to a wooden door. You will now be allowed to enter the house. Walk to the wall with a picture on it. Now go to the wall opposite of it. There should be a messed up looking panting. Press A in front of it and try to make the puzzle look like the picture on the opposite wall. Everytime you complete a puzzle, you get 50 rupees. It's a good money maker and its pretty fun, but the puzzles are pretty hard.

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Name: Find The Piggy
Location: Windfall Island (D2)
Required: 3 Skull Necklaces
Fun Level: 3/5
Description:
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Give the pirate looking guy that gives financial advice (he's by the pigs) 3 skull necklaces. He will ask you to get his three pigs back to him in 2 minutes. If you can do it, you will be given 50 rupees.

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Name: Battle Ship, Zelda Style
Location: Windfall Island (D2)
Fun Level: 5/5
Required: 10 Rupees
Description:
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Go to the building across from the school and talk to the guy to play a game. If you've ever played the game Battle Ship, its exactly what you do here. You shoot at different squares until you hit the hidden ship. Once you've run out of bombs or hit all ships, the game is over.

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Name: A Night At The Auction House
Location: Windall Island (D2)
Required: Rupees to bid with
Fun Level: 4/5
Description:
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Enter the house with a red door. If you end up on a top level, hop down to the lower level. Talk to the guy that looks like an eskimo and agree to take part in the auction. Here's what you can find and the starting bid:

Treasure Chart 38(60 rupees)Joy Pendant(40 rupees)Heart Piece(80 rupees)Treasure Chart 18(60 rupees)

Name: Barrel Shooting Location: Spectacle Island (C2) Required: NOTHING Fun Level: 5/5 Description:

Using the cannon, shoot at the barrels using the A button. if you win you get Heart Piece, Treasure Chart 17, and 100 rupees.

Name: Bird-Man Contest Location: Flight Control Platform (G2) Required: Deku Leaf, big magic meter, 10 Rupees, have learned Wind's Req. Fun Rating: 4/5 Description:

After you have the Deku leaf and big magic meter, head over to The Flight Control Platform (G2). By playing Wind's Requiem ( $^{<}$  >) make the wind blow northwest. Then talk to the guy on the top platform and pay him 10 Rupees to enter the contest.

The object of this mini game is to fly across the ocen to the big banner. In order to do this though, you must fly into the little air spirals, to give you more lift. More lift=more distance covered faster.

If you can get to the banner, you will be given a heart piece. And doesn't want that?!

Name: Boating Location: Boating Course (F7) Required: NOTHING (Not even the Wind Waker because wind auto sets itself) Fun Rating: 5/5 (Not really fun itself, but getting all the Rupees is) Description: Go to the Boating Course (F7). Here you can race against the clock to collect a bunch of Rupees (which you can keep). The Rupees appear on barrels floating in the water. For some of the barrels you have to jump over them to reach the Rupees (Just hit R to jump). The rest you just run over to

Everytime you complete it (collect all the rupees) the time limit you are given is reduced by 10 seconds. As long as you are fast, you can keep on going for a long time collecting a ton of Rupees.

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Name: Hide-And-Go-Seek
Location: Windfall Island (D2)
Required: NOTHING
Fun Rating: 3/5
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collect the Rupees.

Description: This is really part of getting the Cabana Deed, but its really a mini-game on its own. Go to the school house (more like room, but whatever) and talk to the teacher (Pink haired lady). She will mention five racals that have been skipping school and other bad stuff. So head outside of the school house and talk to the boys. They wil challange you to a nice game of hide-and-go-seek. Fun! By the way, these boys are known as the Killer Bees. Scary huh? Anyway, look all around the island for the boys. Look in trees, hidden paths, behind the bomb shop, and other odd places.

Did I miss a mini-game? If so, drop me an email (HMKing88@gmail.com) with the subject "Wind Waker" listing the name, location, whats required, and a helpful description of it. You will be given full credit for your contribution in the below section.

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Section 3: Contact Info/Credits

(Contact Information)

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(Credits)

Information for the guide gathered from game play and the offcial BradyGames

Wind Waker guide.

My legal information was found at Gamefaqs.com (I slightly modified it)

Also thanks to Dallas and AstroBlue's guide FAQ, which after reading it, made

me want to write another guide, so I wrote this! Thanks guys!
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-----L-E-G-E-N-D--O-F--Z-E-L-D-A--T-H-E--W-I-N-D-W-A-K-E-R-------

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