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The Legend of Zelda: The Wind Waker
A FAQ/Walkthrough by CyricZ
Version 1.4
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****
1. INTRODUCTION
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Hello and Konnichi wa, etc! Welcome to my guide for the latest Zelda masterpiece from those godlike peoples at Nintendo! That's right! It's the Wind Waker, baby! This is the, what... ninth Zelda game now? And only the first one for GameCube, as in there may be more! Waaaah!

Anyway, in this here game, Link takes to the high seas in search of adventure and treasure! Arrrrr!! So, come on in and pour yourself a mug of grog and I'll see if I can help ya landlubbers through this game!

****
2. FAQ
****

Q: What exactly is Zelda: The Wind Waker?

A: Why, it's the latest installment of one of the finest gaming series ever created, of course. Take control of Link once again as you set out to fulfill your destiny, and stuff!

Q: How many blocks does this game take up?

A: This game takes up 12 (that's twelve) Memory Card Blocks.

Q: When does it take place in the Zelda timeline?

A: Officially, the word from Nintendo is that it takes place hundreds of years after Ocarina of Time. At this point in history, the events of OoT are now legend.

Q: What's the deal with the graphics?

A: They're cel-shaded. It actually looks really nice. Screenshots don't do it justice. You have to see it in motion to appreciate it...

Q: LOLOL R U A KID OR SOMETHIN PLAYIN A CARTOON!??1

A: You're the kid if you feel you have to avoid this game to preserve your masculinity....

Q: So, is this game set up like Ocarina of Time?

A: Actually, they're very similar in play styles. The A Button is still the action button, B swings the sword, etc. If you played the GameCube version of OoT, you already have a good jump on the controls...

Q: I'm missing one item in my Item Subscreen! What is it?

A: Most probably the Magic Armor. Check out how to get it in the Items section.

****
3. BASICS
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All right. In this section, I outline the eponymous "basics". This is mostly

stuff you can read in the manual, which I know you're not going to read
anyway, because no one ever does anymore...

==============
3A. Controls =
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Basic Link Controls -

Control Stick: Moves Link in the desired direction. Up moves Link away from
 the camera. Down moves him towards it. Some things can be done automatically
 using just the Stick, such as climbing ladders, or leaping over small gaps.
A Button: Primary Action Button (see below)
B Button: Attack with the sword (see below)
X, Y, Z Buttons: Use Items selected from the Item Subscreen.
R Button: Secondary Action Button (see below)
L Button: Used for L-Targeting (see below)
C Stick: Controls the camera. When you're moving or indisposed, it rotates
 the camera around Link or pans it towards or away from him. If you tap L
 first, you can use Up C to switch to a first person view.
Control Pad: Used for maps. Up brings up your Sea Chart or Dungeon Map on the
 screen and Down removes it. Right brings up your Area Map and changes its
 size. Left puts the Area Map away.
START Button: Go to the Subscreens.

Advanced Link Controls -

Primary Action Button (A): This does maaaaany things. When moving or
 L-Targeting, it can perform evasive maneuvers, like rolls, jumps, or flips.
 When standing still, you can talk to people, read stuff, open doors, pick up
 objects on the ground, and some other stuff...

Secondary Action Button (R): When standing still, this button makes Link
 crouch. Holding it down and moving will make him crawl, which can allow him
 to fit into tight spaces. When L-Targeting, Link will pull out his Shield
 to defend himself. It's also used for a couple other actions when multiple
 actions can be performed with an object. For example, R will allow you to
 grab a nearby block, as opposed to A being used to climb it.

L-Targeting (L): Any object you can L-Target will have a red arrow above it
 when you get close. Holding L (or just pressing it, depending on how you set
 up the options) will let you focus on your target. Using the Control Stick
 will move you in relation to the target. Use this for combat, and you will
 find it a lot easier.

Combat: When in combat, you'll mainly use B for attacking. While not
 L-Targeting, your attack will be a standard horizontal slash. When
 L-Targeting, you can direct your sword based on how you hold the Control Stick,
 to the side for slashing, and up for thrusting. Also, while L-Targeting,
 press A with the sword out to perform a jumping slash that does double
 damage. Also, like past Zelda games, hold down B and release to perform a
 spinning slash. Finally, there's a special move, called "Parry", which can
 be done in certain situations. While in combat, you may see and hear a
 flashing green "A". Hit A at that point to counter your enemy's attack with
 one of your own automatically.

Ropes: A new aspect of Zelda introduced in this game is the art of rope-
 swinging. To grab onto a rope, simply leap out over a gap at it and you'll
 grab it. Pushing Up and Down on the Control Stick will make you swing back
 and forth, and pressing A will let go of the rope. If you want to stop
 swinging, hold R. While holding R, pressing Up and Down will make you climb
 the rope in that direction, and pressing Left and Right will rotate you on
 the rope. Also, when you get the Grappling Hook, using it will cause it to
 act like any other rope.

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3B. Menus/Displays =
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Main Menu: Press START on the Title Screen to access the Main Menu. From
 there, pick a Quest Log, then choose to Start, Copy the file to another,
 Erase the file,

Main Display:
- Upper Left Corner: Displays your Hearts and Magic Power
- Upper Right Corner: Displays your various buttons and what each one would do if you pushed them.
- Lower Left Corner: Displays the Area Map if on dry land or the Compass and Clock if you're sailing.
- Lower Right Corner: Displays the number of Rupees you have.

Subscreens: Pressing START during gameplay will allow you to access these screens. Use L or R to flip between them.
- Items: Allows you to view the XYZ items you have. Press A to see short descriptions of the items. Press X, Y, or Z to assign the item to that particular button.
- Quest Status: This screen shows more or less every other kind of item etc. you've obtained. You can't manipulate these items, but you can view descriptions. Also on this menu, you can access Options, whereby you can change your Targeting Style, Rumble, and Sound...

On both subscreens you can save your game. It's suggested that you do this as often as possible.

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3C. The Sea and Sailing =
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An integral part of the game is in getting around in your fancy boat, the King of Red Lions. After you give it a Sail, the open seas are available to you.

Boat Controls:

Pressing the A Button while the boat is stopped will make you get in and out of it. You have very limited swimming capabilities, so if there's anything involving water, make sure you use the boat. With no sail up, hold down R and you can cruise the boat VERY slowly. It's good for precise positioning of the boat, but not much for anything else.

Sail: Set the sail using whatever item button you set it for. Once it's up, the wind will become a factor. A yellow arrow points in the direction that the wind's blowing. You get the most speed by going with the wind, naturally. Going against the wind, you can barely reach cruising speed. Use the Control Stick to move the rudder while sailing. At top speed, you can get about a kilometer a minute, which is an entire square, straight across, in one minute. Naturally, if you want to go a different direction at a good speed, it's best to use the Wind Waker to change the wind's direction. You can only do this after you learn the Wind Requiem on Dragon Roost Island. Press R while sailing to leap in your boat. It's really cool...

Crane: Once you obtain the Grappling Hook, you also, technically, have a crane you can use on the boat. Equip it to an item button and use it to drop the crane to the sea depths. If there's anything to find, you'll go into a cutscene as it's pulled up.

The Sea: The Great Sea is split up into a 7X7 large grid. Each square is more or less its own "area". The Sea Chart shows each square as "1000 X 1000", which could more or less be termed a square kilometer.

Islands: Most squares in the game have an island or some sort of, well, anything to land on. In the case of major islands, keep a lookout for fish hopping around near the shore of the island. Spread some All-Purpose Bait near these fish and they will offer to draw you a chart of the square you're currently at. They'll only include major islands on that chart, but they'll also give you information on them.

Treasure: If you're near treasure, you'll hear a chorus that gets louder as you get closer. Of course, to even hear the chorus, you have to be within about five meters of the treasure. It helps to know where it is, of course. Once you find the treasure and the chorus is at its loudest, use the crane to pull it up.

Treasure Charts: This is the real way to find treasure. Once you find these charts, which are scattered all over the land, bring them up and you'll see a 100 X 100 view of an island or system of islands. X marks the spot. It's up to you, of course, to actually find said island or system of islands, but once

you do, you can use the Treasure Chart to follow yourself to the X.

Tingle: If you have Tingle activated, he can also find and mark treasure for you. You'll find that there are a LOT more sunken chests than you have Charts for. Fortunately, you'll also find that there's nothing truly good in those chests that you can't find by chart.

Compass: The compass in the lower left corner of the screen points where north is. If it's pointing up, you're heading north. If it's pointing to the left, that means north is to your left and you're heading east.

Clock: Time only flows on squares that aren't major islands. If there's a half-sun, half-moon, time is flowing. If there's just a sun or moon, time is standing still. Some islands (particularly inhabited ones) are different at night and day.

Etc.: Barrels, platforms, watchtowers, and buoys are scattered all over the sea. Most of these are relatively useless to you, except for maybe some quick cash.

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3D. Miscellaneous =
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Rupees -

As always, Rupees are the currency of this Zelda game. Rupees are worth more depending on their color:

Green: 1 Rupee
Blue: 5 Rupees
Yellow: 10 Rupees
Red: 20 Rupees
Purple: 50 Rupees
Orange: 100 Rupees
Silver: 200 Rupees

You'll start by only be able to carry 200. Opportunities may arise for increasing your wallet size.

Enemy Drops -

When you destroy enemies, they can drop items to replenish you. Here's what they can drop.

Rupees: Green, Blue, Yellow, and Red, depending on the enemy.
A Heart: Replenishes one heart
Magic Jars: The small kind will refill your magic gauge by 1/4 and the large one will refill half your magic. If your magic is doubled, it'll only be 1/8 and 1/4, respectively.
Bombs: 5 each pickup
Arrows: 10 for a "single", 30 for a "triple"
Vortex Balls: Large enemies can drop these multi-colored swirly balls. Hit them with a weapon and they'll explode into a bunch of drops.

Dungeon Items -

Most of the dungeons of this game have a set of items to help you get around in it.

Dungeon Map: By pressing Up on the Control Pad, you can view a full map of the dungeon. Areas you haven't visited yet are black. Areas you have visited are green. The flashing room is your current position.

Compass: When you view your map, you can see the locations of chests and the boss of the dungeon. Also, on the main game screen's minimap, you can see yourself move around and where you entered the room (in case you get turned around). Also, if you have a friend helping you in the dungeon, they'll appear as a purple dot on the map.

Small Key: When you get one of these keys, simply use them on a locked door. The key will disappear once used.

Big Key: This is found in a pretty blue and gold chest. With it, you can enter the final room of the dungeon and face off against its evil master.

****
4. WALKTHROUGH
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BIG NOTE: This walkthrough will only cover important and story-specific stuff. If you want the side-questy stuff, head to the sections further on that makes the most sense about what you want.

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4A. Outset from Outset (Outset Island and Forsaken Fortress) =
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Outset Island -

After enjoying the recap at the opening, you'll find we begin with Link asleep (seems to be a pattern in Zelda games). Little sis Aryll wakes him up and tells him that Grandma is looking for him.

You can explore Outset Island for a bit and talk to various people. Poke around in some houses if you wish or in the field, as there are Rupees to be found. If you wish, grab three pigs and carry them up to the pen for more Rupees (to grab them, crawl up to them slowly, then stand up and pick them up). Now, to spend some of your new-found Rupees. Head to the shore. Note the weird-looking ship in the water. Swim inside. This is Beedle's Shop Ship. Something you should really get your hands on in there is a BAIT BAG. Also, buy a serving of All-Purpose Bait and a Hyoi Pear.

After you're done goofing around, go and talk to Grandma and she'll give you the outfit all boys your age receive when they come of age. After you're done your little chat, head out. If you haven't already, go to the two floor house and speak to each of the brothers. One has several tips for the game on the walls, and the other will teach you basic sword practice.

Now, go and speak to Aryll and she'll give you the TELESCOPE as your birthday present. Use it as she instructs and you'll see a postman dropping letters off at the postbox. Then, she'll instruct you to look up, so do so, and you'll see a real big bird carrying a girl in its claws. The two are being pursued by a ship firing cannon shot. The bird takes a hit and ends up dropping the girl in the nearby mountain summit. Being the helpful type you are, you'll want to go and see what the commotion is about. Aryll will mention defense.

Head to Orca the trainer, and he'll teach you all the sword techniques you'll need for now. Once that's done, he'll let you keep the HERO SWORD, feeling you've earned it. Now, you can fool around chopping grass, small trees, and bushes, or you head up the mountain path on the left side of the island. Climb up, chopping down anything in your way, then hop across the gap in the suspension bridge, and head into the Faerie Forest.

Fairy Forest -

This is rather basic. Head straight through the brush and circle around the back. Note the weird-looking rock sitting in this area. Anyway, you'll also want to note the Bokoblin opposite you. Show him you've been practicing your sword skills. Once he's kaput, climb up the stump to the higher ground and you'll eventually reach the girl, who turns out to be the leader of a group of pirates. Her name is Tetra, and she doesn't seem to think much of you.

Anyway, one of her cronies will show up to escort the both of you out. As you leave, you'll find Aryll on the opposite side of the bridge waiting for you. Then, things get pear-shaped. Aryll gets carted off by that big bird thing. You and the pirates regroup down by their ship and you'll meet that weird postman you saw earlier. He'll explain that several girls with pointed ears have been kidnapped recently, and that it would behoove you to head to the Forsaken Fortress to find your sister, and Tetra will begrudgingly agree to take you on as a swabbie...

You need to say goodbye to Grandma now. Head up the ladder to find the family shield is missing. Head back down and you'll say your farewells to Grandma and she'll give you the HERO SHIELD. Now, talk to Tetra to get movin'.

Tetra's Ship -

So, you can converse with the scurvy dogs, but to get ahead, head below decks and speak with Niko, who's quite relieved to no longer be the bottom of the pirate food chain. Niko will present you with a little challenge. Here's the basic gist: Step on the switch and some platforms will pop up. You have to swing from rope to platform and so on to reach the other side. Use this time to get a feel of ropes. The platforms aren't very big, so make sure you're facing the proper direction, and press A to let go at the height of your swing, NOT at the bottom, because if you do, your momentum will carry you over the platform.

Once you make it to the other side, Niko will let you have the SPOILS BAG. Nifty. Now, head back above deck and speak to Tetra, who's in the crow's nest. She'll point out Forsaken Fortress, and you'll be just about on your way there, in a rather unorthodox manner...

Forsaken Fortress -

You'll find yourself smack in the middle of the fortress. You'll soon find that Tetra can speak to you through a charm you're now carrying. This area isn't a true "dungeon" of sorts, but there is a Map and Compass to find, as well as a Piece of Heart...

Oh, and you lost your sword. Smooth...

So, I can't really give a standard "walkthrough" of this area, because it's quite open-ended. You can get around in several ways. I will, however, lay down some key points.

Here's the lowdown. You'll notice outside are several searchlights scouting around. Avoid those if you don't want to be thrown in a cell. Those are the only problems outside, except for the problems of actually getting around and stuff.

Inside, things are a little more complicated. There are two basic floors to this area. The lower floor has multiple Moblins patrolling. Unfortunately, without a sword, you cannot fight these guys at all. If they see you, they'll toss you in the cell. To avoid them, pick up a barrel and you'll drop it over yourself. Move slowly behind the patrolling Moblins to get past them. If they "notice" a moving barrel, stop moving immediately and they'll soon lose interest.

Now, in the odd chance you get thrown behind bars, it's not hard to get out, just a bit time-consuming. Climb up on the table and hop onto the shelves. Pick up the pot to reveal a little passage. Crawl into it (use R to crouch) and pop out the other side.

Now, there is a Map and a Compass on the upper floor in the two sections in the southeast. They're not terribly important, but there they are.

What IS rather important is the PIECE OF HEART. It's in the southwestern room on the first floor, which is just below the room with your cell. If you get there, you'll have to sneak behind Moblins to get out. The room has a cell, which you can open by a nearby switch hidden behind some pots. You'll find the PoH in the chest inside.

Now, about those searchlights. Making your way around the upper floor, you can find ladders that lead up to the three searchlight stations in three locations, which are the southernmost outside path, then the ones directly east and west of them. Although you have no weapon, you can take out the operators. With no sword, you'll need to use their own weapons against them. Either block their attacks until you knock the weapon out of their hands, or toss and break the nearby pot. Either way, press A to grab a Boko Stick weapon. Pretty cheap model, really. Use B to swing and A to toss it. Knock out the bad guy to stop the searchlight for good. The one you really want to stop you can only access from the west side, because it turns off the searchlight which looks at the upper ledges. The others just monitor the plaza.

Anyway, another key point to remember is on the north side. You'll find a box sitting on an upper ledge. Push it down to the plaza and you have a quick way

up to the upper floor. Handy.

The big important room is to the west of the aforementioned box. You'll find Moblins wandering around on the upper floor here. Now you know it's important. Get in a barrel and sneak over to the far double door. Open it up to get on the upper ledges. Sneak past the Moblin up here and continue climbing. You'll eventually reach an area with a largely missing floor. To get across the broken floor, you have to push yourself up against the wall and press to sidle along it. Once you reach the end, keep moving up the wall, sidling a little more, and you'll finally reach the top, where you'll find your sword (go you), as well as a peeved Bokoblin. Teach him the meaning of pain and you'll be able to enter the room where Aryll is kept captive, along with several other girls...

Of course, things won't go as planned, thanks, once again, to the big bird. He'll take you before a large and mysterious-looking man. This man will point out to sea, and the bird will give you a nice toss. As you lie on the open sea, you'll be picked up by a strange boat...

4B. Setting Sail (Windfall Island and Dragon Roost Island)

You'll eventually regain consciousness, and you'll find that it's the boat itself that saved you. It calls itself the King of Red Lions, and it offers its services to you. Unfortunately, it doesn't have a sail, so you'll need to find one on the island.

Windfall Island -

This island has quite a few people on it, and several shops, too. There's a Bomb Shop near the water, but the prices are rather outrageous. Go into the town itself and you'll find several buildings. There's a potion shop that you can't buy anything from because you don't have a bottle. Bummer. There's a rather extravagant-looking red door which leads to a fancy house, where some guy will get very huffy if you bust his vases. There's also a cafe, where you can get a bit of info. There's a school, where the teacher wants you to go find a group of kids who goof off. There's also a peddler who has your awesome sail for sale! Only 80 Rupees! If you don't have enough, poke around for pots hiding in bushes to find more Rupees. Buy the SAIL.

Now, you could set sail, but there's one more thing to do here (or two). Go around the south side of the island. There's a little path near the beach leading up to a gravestone. Sure, you can talk to Tott, who's hanging out there. You can also go into a nearby door. You'll find the jail, and who would be inside, but good ol' Tingle. Find the switch to open the door behind some pots and he'll be so glad he's out that he'll give you the TINGLE TUNER. Check his section to find out what to do with Tingle.

But wait, there's more! Pull the box in the back of Tingle's cell. Enter the narrow passage. Ready? Turn right, left, go straight to the far wall, right, left, left, right, right, right. You'll end up in a grotto with the PICTO BOX in it. There's a big sidequest involving the Picto Box, so head to the section in "Sea-Wide Sidequests" for more information.

There's more stuff to do on Windfall, and if you want to learn about it, go to Windfall Island's section in "The Islands of the Great Sea".

You're all set here for now. Go back to your boat and you'll set sail for Dragon Roost Island. Set up your sail using the item button and just point yourself in the direction of the island (east), and get movin'! Wheeee! On the way, you may find some stopping points, with barrels and such, and some Bokoblins. They're not big cash spots, so don't go nuts looking for them.

Once you're about halfway there, veer south towards a island dotted with palm trees. You'll notice another boat here. Talk to the divers, and you'll get yourself a TREASURE CHART.

Once you sail far enough east, you'll reach the shores of Dragon Roost.

Dragon Roost Island -

Land and the King of Red Lions will give you "THE WIND WAKER", a baton which

gives one the power of the gods, or so they say. You'll practice with it for a bit, then you can head inland. Head through the tunnel near the beach and you'll see a monument out in the distance. Swim out to it and you'll see a stone with writing. Oooo... Pull out your Wind Waker in front of the stone and you'll pull up your first tune. Once you finish, the Wind God, Zephos, will have a bit of chat with you. He'll tell you about his brother Cyclos, and how the smashed stone was once his. You now know the Wind Requiem, which you can use to change the wind's direction.

If you neglected to buy a Bait Bag on Outset, Beedle's Shop Ship is here. He also shows up in many other places, too...

Note the large number of Bomb Flowers dotting the landscape. How curious. Take this opportunity to be a demolitionist and clear out some of those pesky big rocks by throwing Bomb Flowers at them. Climb up the hillside and find a ledge that you can sidle across. Bust up a rock that has blocks sitting on top of it so they'll fill the gap and you'll be able to proceed through another cave after speaking with the postman from before.

Now, you'll find that you've entered the realm of the Rito bird people. These folks specialize in flying and delivery. They even have a post office right in their cave. But first, you'll talk to their chieftain, in the middle of the room, who tells you about two problems: the dragon Valoo becoming very upset recently, and Prince Komali, who is reluctant to perform his "rite of passage" and get his wings. You'll also be given a DELIVERY BAG.

First, head up to the upper floor and enter the first room to speak with Medli, and she'll give you the FATHER'S LETTER, which will be put in your Delivery BAG. Go visit the Prince now. He's on the first floor in the back. Give the Prince the Letter from your bag and he'll explain that he doesn't want to go to the rite of passage. Talk to him some more and he'll talk about his ball, the Din's Pearl. There's nothing more you can do for him here, so head back to the main cave.

If you're strapped for Rupees, head up to the second floor and talk to the guy at the post office desk. You can sort letters for him for Rupees. The first time you do it, if you break 10 letters, you'll get a Rupee for every two letters. The second time, if you pass 20 letters, you'll get a Rupee for every letter. The third time, if you pass 25 letters, you'll get three Rupees for every letter. It's fun, and a good test of your reflexes.

So, now that all the extra stuff is done, head down to the lower floor, and leave by the passage that the Rito guard is standing next to and you'll end up in front of Dragon Roost Cavern. Drop down the hole and talk to Medli and she'll ask you to toss her up. Pick her up, climb on the nearby stone, and wait until the wind is blowing towards the far end. Toss her then and she'll give you your first EMPTY BOTTLE. Fill it with water from the nearby spring, then climb up the broken bridge and dump the water on the dried-up plants and they'll grow into Bomb Flowers. Pluck one and wait until its about to explode before tossing it on the big rock below (you don't want it fizzing out in the water). Once the rock blows up, the pond will fill up again and you can swim across. Now, there's a small pool of lava ahead of you. Pick the nearby Bomb Flowers and toss them into the green pots on the statues so that they blow up on them. Once both statues are knocked into the lava, cross them and enter your first dungeon.

*** LEVEL 1 *** Dragon Roost Cavern -

Entrance Room: Pull the blue statues out of the way to the next room. Defeat the two Bokoblins. To leave the room, take one of their sticks, light it on the torch, if it's not already lit, and use it to light the other torches. You'll earn a Small Key and you can open the door. That pot with mist in the room is a Magic Pot which you can use to warp once you find others.
Lava Pit: Toss a rock at the boarded-up door, then head left. Drop off the planks to a ledge, and pull a block out. Climb on it, then continue on the wood planks. Head across the suspension bridge and try to ignore the Keeses, because you're not exactly on stable ground. Toss a Bomb Flower at the rock to head to the next room.
Watering Hole: To cross the little pit here, toss a water jar into the lava to harden it. Hop over to the left side to get the DUNGEON MAP. After that, you can cross over to the far end. Climb up the ladder and watch out for the Red ChuChu. Defeat him and proceed up to the next room.
Boarded Room: Head over to the far wall and defeat the Bokoblin. Use his

sword to start hacking down the boarded walls. Behind the second wall, you'll find a Small Key. Watch out for Red ChuChus. Exit by the other door.
Lava Pit: Toss a pot at the Bomb Flowers on the wall to blow the rock, then cross over to the locked door.
West Room 1F: Head towards the boards on the left to fight a Bokoblin. Defeat him, and use his stick to light the other boards on fire. Step on the switch and head through the door.
Western Cliff: Cross the suspension bridge and quickly deal with the Bokoblin so the bridge doesn't get cut. Climb the ladder and take out the Kargaroc to get a Golden Feather. Now, carefully sidle past the gap, avoiding the fire jet. Next, hang onto the wooden ledge and edge across it. Climb up the rocks and toss the Bomb Flower up here on the big rock to open the way to the next room.
Stacked Block Room: Pull on the middle block so that the stack drops, then pull it left. Then, pull on the middle block again so that the stack drops once more. Climb up on the stacks to the doorway. Watch out for Rats. You'll get a call from the pirates, so answer it. Pull out the block and hop up to the treasure chest to get the COMPASS. Break the nearby pot with sticks in it. Grab one, light it on the torch, and throw it at the far boards to burn them. Get the Small Key in the chest. Unlock the door and leave.
Northern Cliff: Climb the stairs. Take out the Karbaroo and take the Small Key in its nest. Unlock the door.
Dark Room: First, take out the Keeses a ways into the room. Then, smash one of the pots with sticks. Light the stick, then start lighting torches and burning down boards. Once you light them all, the door at the far end will open. Oh, and there's a Joy Pendant in a treasure chest nearby.
Lava Pit: You can bomb the rock off this pot. Climb in and you'll warp back to the green pot at the entrance. Cross the bridge to the next room.
Table Room: Defeat the Bokoblin. Climb up to the wooden ledge. Get the sticks from the pot up here and use them to light the other torch and find a TREASURE CHART. There's also a Joy Pendant in the pot on the shelf. Roll into the wall to knock it down. To leave this room, you have to defeat two more Bokoblins, and they're sleeping in pots. One on a shelf on the lower floor, and one in the series of pots on low table along the wall. Defeating them will open the doors.
Magtail Room: That little worm across the way is the eponymous Magtail. Toss a water jar at it to cause it to roll up in a ball. Hop across to the platform and give it heck while it's curled up. After it's toast, toss another water jar onto the flame jet nearby. Hop onto the platform created and you'll get carried up to the next floor.
Boss Door Room: Yeah, but it's across a big pool of lava, so you're not getting there yet. Use the Bomb Flower to blow both rocks. One has another Magic Pot, and the other has the door to the next area.
Southern Cliff: You'll get a shot of Valoo from here, looking rather miffed. Climb up the disentegrating steps along the outside and enter the door. Defeat the two Bokoblins, and then the big Moblin (which has your first Skull Necklace), to free Medli. She'll give you the GRAPPLING HOOK as a reward. Use it as she describes to escape this cage area, then swing across to the boards, which you can chop down with your sword. Drop down back to the entry point and face left to find more points where you can grapple. Cross all these points and you'll reach the next door.
Bridge Room: Cross the bridge and defeat the two Bokoblin to make a chest with a Joy Pendant appear at the bottom of the room. To get to the bottom safely, take the stick lying nearby, light it, then burn all the ropes on the bridge. Stand in the middle and you'll drop down to the path below. Leave by the door down here.
Lava Pit: We're back here again. Climb up the steps and into the cage. Stand in the center and use a spin attack (charge up B) to cut all three ropes at once so the platform drops onto the lava below. Head through the passage and jump across the platforms and climb up the ladder. To open this door, look up and find a hanging switch. Use your Hook to hang from it and the door will open. Hop back and enter.
Lava Passage: If you have Tingle, use the Tingle Bomb on the far side of the room to uncover the DRAGON TINGLE STATUE. Latch to the hook above and grab it, and then turn on the hook to drop to the other passage. Cross to the other side.
Big Key Room: There's a Magtail here, and no water. To stun it, it's best to use your Grappling Hook on its face just as its jaws open. It'll curl up and you can pick it up and drop it on the switch, which needs constant weight. Open the chest and take the BIG KEY. Leave and head back to the Lava Pit. You may want to go after the boss now, but let's take a little side trip, first. From the first floor Lava Pit area, go to the West Room 1F, which

had Red ChuChus and a Bokoblin.
West Room 1F: Take out the Bokoblin and grab his stick again. Burn the stick, and this time, throw it at the boards across the lava pit. Use the Hook to get across and take the TREASURE CHART. Now, make your way, using Magic Pots back up to the Boss Door Room.
Boss Door Room: Cross the room with the Hook, defeat the Magtail. Open the chests to receive Rupees and a Knight's Crest. Enter the Boss Door.
GOHMA: This is what's been giving Valoo such a pain the rear. The Gohma can attack you with its claws or with fire breath. You'd be wise to act before he can unleash these attacks. This fight takes place in two stages. In the first stage, use your Hook to latch onto Valoo's tail. Let go as soon as you find safe ground. Valoo will knock down the ceiling onto Gohma, who's armor will crack. Do this three more times to completely destroy the armor. At this point, just use the Hook on Gohma's eye (L-Target it). Once he's pulled to you, slash with the sword. Repeat until Gohma blows up.

Take the Heart Container and step into the wind funnel. You'll find yourself at the foot of the mountain. Medli and Komali will congratulate you and Komali will give you Din's Pearl. Now, your destination is south. If you've already earned the Wind Requiem, use it to point the wind south, otherwise head to the monument that the two Rito point out to get it.

On your way out, you'll find a fish, and he'll offer to draw you a map of the island on your chart, and he'll tell you about his friends, too, who will do the same. Just find them splashing near major islands and spread some All-Purpose Bait in the area.

While we're in the area, let's head back to Windfall Island (use the Wind Requiem to point west). Once you're back there, show your Wind Waker to the guy dancing out in front of the grave and he'll show you the Song of Passing, which you can use to change day into night into day. Sounds just like the old Sun Song, too. Also, you can return some Red Chu Jellies for a free Red Potion, if you wish, but there's not much else to do.

If you're up to it, head back to Dragon Roost Island and south to the Forest Haven. On your way, it'd be a good idea to mark Pawprint Island, which is between Windfall and Dragon Roost, and the three islands between Dragon Roost and Forest Haven: Fire Mountain, East Triangle Island, and Bomb Island.

In the same square as Bomb Island, look for something near the western part of the square. It's a submarine. Destroy its occupants (mostly Bokoblins) and you'll earn your second EMPTY BOTTLE.

4C. Familiar Forest Faces (Forest Haven and Forbidden Woods)

Forest Haven Island -

Now, head south all the way and you'll find Forest Haven. The KoRL will drop you off near the shore. So, start climbing up the hillside. Take out the Boku Babas and you'll earn some Boku Baba Seeds. When you reach the end of the path, use a branch to swing across, and make sure you land on solid ground, as the water will sweep you away. There are Octoroks up here, which you can defeat by blocking their shots back at them. Hop from land spot to land spot to reach another branch. Swing across it to a pool and enter the Forest Haven.

Forest Haven -

Head up and around the back of the massive tree in this area, and you'll find that it's, in fact, the Deku Tree, with a whole bunch of Chuchus on its face. Take this opportunity to get some Green Chu Jelly. Roll into the Deku Tree to knock them off and clean house. You'll then have a long dialog with the Deku Tree, which culminates in the task to find Makar, a Korok, and with retrieving a leaf from the Deku Tree's branches.

So, run around the left side and hop into a Baba Bud. They send you flying. Push forward to move forward as you fly. Hop from one Bud to the next. After the fourth bud, hop onto a set of upper branches. Use the Hook to hop to the next set of Buds. Fly up to the DEKU LEAF and claim it for your own. Use it to float across to where one of the Koroks point you. Once you reach the ledge, head out the door.

You'll need to point the wind to the SW to coast over to the platform sticking out of the water to the left. After that, point the wind to the NW. To get over to the Forbidden Woods, you'll have to get caught in the updraft circling the platform. It's actually pretty far out, so coast out a good distance before it gets between you and the Forbidden Woods, let it catch you and float towards the tree. Watch out for the Peahats and enter the dungeon.

*** LEVEL 2 *** Forbidden Woods -

Entry Room: Deal with all the Green ChuChus in the area. Head to the right side of the room to take the DUNGEON MAP. Head to the left side and grab the Boko Nut. Toss it at the plant covering the door to destroy it. Open the door.
Tendril Room: Down in the basement is a Knight's Crest. Bash up the Boku Babas to take their sticks, then throw them at the plant on the chest. To get back out, and to the other side, you'll need to use both the Baba Buds and the Deku Leaf. As you get boosted up, float over to the next highest Baba Bud. Try to avoid the swinging tendrils so you don't get busted up. Find a way to the highest point in the northeast to find a Joy Pendant in a pot. Note that there's a chest to the southwest. Unfortunately, you have nothing to remove the plant on it with. Head through the exit to the north.
Gondola Room: Flap the Deku Leaf at the switch on your left to get the gondola over to your side, then flap in the opposite direction to move it back to the other side. Exit by the north door.
Buds'N'Gondola Room: Take out the Peahats by flapping at them with the Leaf, then slashing them, and take out the Boku Babas. One Baba leaves behind a Bud. Hop in and leap up next to the door. Alternatively, you can hop up to a nearby hole in the tree for a chest with 20 Rupees. Call the gondola with the swtich and head over to the other side. Break the boards with your sword and grab the Boku Nut. DROP it on the Gondola (using R) and head back to the other side. Toss the nut at the plant on the door to get to the next room.
Surprise Room: Don't get too close to the Boku Nut, because tendrils burst out of the floor. Use the Deku Leaf to flap the Nut off its plant, then use it on the plant on the door.
Korok House Room: Walk around the east side. Hook across the gap over the tendril. Cross to the north side on the moving vines. Take the Boku Nut and walk over to the west door. Toss the Nut on the door to open it. Also, keep climbing up using moving vines and you'll reach your second Magic Pot.
3F West Passage: There are Morths across the gap in this room. Use Spin Attacks to dust them off quickly. The chest below contains 10 Rupees. Leave by the west exit.
Tendril Maze Room: As the name suggests, tendrils burst out of the ground to form a psuedo-maze. Make your way over to the left (south) side. Use the Bomb Flower to blow both the nearby boards, and the one in the far corner (toss it over the tendrils). The chest next to you has the COMPASS. Make your way around the maze to the other corner to get a Small Key. You can use the Baba Bud to get up to the platforms, one of which has a Joy Pendant. Leave this room and head back to the...
Korok House Room: Head to the north part and open the locked door.
North Passage: Flap the Gondola over to your side, and cross. Avoid the Peahat, as it'll be tough to kill with water all over the floor.
Hanging Pod Room: Take out the Mothula, Peahat, and Boku Babas. You can use the sticks to break up the hanging pods for some items. Use the Baba Bud to float up one level of trees, then another. There's a chest high above you. To get there, use the Hook on the nearby stick, then climb all the way up the Hook and onto the stick. Hook to the next stick and drop onto the platform. Ride the moving vines up to the top and grab the Joy Pendant in the chest. Watch out for Peahats, and leave by the north door.
Mothula Room: Mini boss time in this room, in the form of a full-grown Mothula. You can either swat it with the sword when it gets low enough, or flap it with the Leaf to stun it and then swat it. Each swat removes one of its four wings. Watch out for its diving attack and Morth deployment. When you clip all its wings, it switches to ground mode, where it's basically a normal Mothula that can take quite a few more hits. Eventually, it'll go down and the north door will open. Open the chest and claim the BOOMERANG. Look above the south door and target both switches. Toss it and the door will open.
Hanging Pod Room: Use the Boomerang on the two plants on the door and pass through.
North Passage: Use the Boomerang to remove all the pods in your way, then use the Deku Leaf to cross the pit. Take the Joy Pendant and leave through the

south door.
Korok House Room: Use the Boomerang on the five cables holding up the house and it will make a nice big hole in the floor. You can follow it down, or you can take this opportunity to go back to...
Tendril Room: The second room of the dungeon. Float all the way up the chest in the southwest corner. Boomerang the plant and take the TREASURE CHART.
Korok House Room: Drop down into the basement. Enter the door down here.
Basement Passage: Boomerang the Peahat and the Morths. Hop over to the right. Take out the Green ChuChus and avoid the grabbing vines and head to the next room.
Big Flower Room: Cross the flower and grab the 10 Rupees in the chest. Cut the flower's four strands with the Boomerang and drop down. Grab the Bomb Flower down here and blow open the boards.
Treasure Room: To the right, in the corner, is Tingle's second statue, the FORBIDDEN TINGLE STATUE. Have him set a bomb to make it appear. Now, start crossing the platforms to the center. Kill all the Boku Baba until one becomes a Baba Bud. Hop in and drift over to the upper platform. Fan the gondola switch to bring it over, then ride it to the other side. Once there, grab the Bomb Flower and toss it down the hole in the ceiling. It'll blow the plant on the chest and you're free to drop down and collect the TREASURE CHART. Head back to the Big Flower Room.
Big Flower Room: Drop the flower again, and this time we're going to ride it down the river. Use the Deku Leaf to fan yourself in the opposite direction. Use your Shield to bounce back the Octorok attack and climb up to the opposite side. Enter the door.
Big Key Room: Climb up the slope to the top. Use the Boomerang to hit all five switches. To do this, start with one of the switches next to the tree and work your way around. If you don't, you might not get them all. Get the BIG KEY and prepare for attack by Moblins. Take out the two Moblins. To leave this room, use the Hook to attach to the branch above and swing up to the door.
Basement Passage: Proceed back to the...
Korok House Room: Fan the rotating switch to start an updraft. Hop in the Baba Bud and ride the updraft with the Deku Leaf. Use the Boomerang on the two plants on the door down here and head through.
2F Passage: Take out the two Mothulas in this room. Take the Joy Pendant in the chest and press on east.
Boss Door Room: You're best just leaving all these pods alone, as they have Green ChuChus. You can use the sticks in the pot to light the covering of the Magic Pot on fire to open it up, or you could just head through the Boss Door.
KALLE DEMOS: This mutated plant has Makar captive. It has two main attacks, slamming its tendrils on the ground and burrowing them under the ground to come up and attack from underneath. What you need to do is cut down all the tendrils attached the ceiling with the Boomerang. As you can only target five at a time, this isn't going to be easy. Keep targeting and throwing the Rang. Once all tendrils are down, the plant will fall, exposing the puny little central plant. You have two options. Either whack it repeatedly nonstop and take some damage when the plant closes, or hit a couple of times and retreat. The option is yours. Hit the central plant enough times and you'll have successfully committed herbicide.

The Great Deku Tree will thank you for your efforts and give you Farore's

Pearl. You can now leave the Forest Haven island system.

4D. The Hero's Trial (The Last Pearl and the Tower of the Gods)

All righty! Now, nearly the entirety of the Great Sea is open to you. Hooray! You can take this time to explore EVERYWHERE and mark the entirety of the map using the fishees. Check Section 5: The Islands of the Great Sea, to find out what you can get at each of the islands. I won't bring up all that stuff here...

However, I will mention stuff to get on the sea that will be indispensible.

For instance, head to coordinates A3, the Northern Fairy Island. Speak to the fairy and your wallet size will be increased so you can hold 1000 Rupees.

Next, go to coordinates G4 (yeah, I know it's a long way). At the south end, you'll see some seagulls in the middle of the water. Float towards them and

a Big Octo will leap out. To defeat it, target its eyes with the Boomerang. Several hits on all of them will remove the threat and release a Great Fairy who will double your Magic Meter.

Also, look for some wiggling postboxes. The first one you find will have a PIECE OF HEART in it. Keep checking postboxes in other locations, and you may get more mail.

Okay, head for Greatfish Isle, where the King of Red Lions points you. Once you get there, you'll find it's a complete mess. The water spirit, Jabun, has fled from his home. The Rito postman will come and explain about the pirates that were here recently. You'll have to head back to Windfall Island to find them.

Now, with the storminess that just set in, it'll be perpetually night until you do something about it. Sail back to Windfall Island you'll find Tetra's ship has docked. The KoRL will suggest looking for them quietly.

Windfall Island -

Get onshore. Notice that there's a light on in the Bomb Shop. It's locked, though. Sneak around the back by sidling along the wall and climbing up the vines. Once you enter the shop, you'll see Tetra and her crew stealing bombs from the owner. Tetra will notice you, but won't say anything. The crew will take off, but not before you hear the password for sneaking into the ship. It changes every game, but if you forget, just ask your boat.

Hop on the ship and say the password for Niko. Once you get into the hold, he'll have another rope course for you. This one's tougher. Stepping on the switch gives you roughly two minutes to make it to the other side. Make sure you aim your jumps for the center of the swinging ropes. In the case of the moving ropes, it's advisable to wait until they stop moving to jump. It's quite difficult, but that's about all the help I can give. Once you reach the other side, Niko will let you take the BOMBS. Tetra will tell you that she's gonna head for the island the next morning. Fortunately, time's stopped, so you don't have to worry about that. Your mission is now to head back to Outset Island so you can find Jabun, so set sail.

Outset Island -

Have chats with everyone on the island. You'll notice that poor Grandma has taken ill... If you want, you can train in combat with Orca. Getting lots of hits will get you prizes, such as a PIECE OF HEART.

Also, head up to the summit of the island. Turn the wind west, hop up on the very top of the broken bridge, and float over to the other side using the Deku Leaf. Now, enter the Fairy Forest again. Use a Bomb on the big rock and drop into the Fairy Fountain. Speak to the Great Fairy to get the second Wallet upgrade, which can hold 5000 Rupees.

Also, grab a Fairy while you're here. Go to your house and give it to your poor sick grandma. She'll be all cured and give you Elixir Soup, which is a super potion...

Your objective here, though, is to head around the back of the island. You'll get swept up in a big whirlpool. Don't panic. Take out your Bombs and you'll pull out the ship's cannon. Start firing away at that big stone door. First, bust up the top part, then the middle part, then the bottom part, and you'll be able to enter.

Jabun and the KoRL will chat for a bit, and then you'll get the Nayru's Pearl. The KoRL will now tell you to place the pearls on the Triangle Islands. There are three of them, and their coordinates are marked on the Sea Chart. Go to each island and walk up to the small statue there. Once all three are in place, a big familiar shape will appear in the sea and a really big tower will rise up out of the sea. That's the Tower of the Gods, and you gotta go in.

Now, I suggest a few things before heading in there. Obviously, you may want to look for some more Pieces of Heart, but there are a few real important things, too.

Go to Eastern Fairy Island (C5) and Southern Fairy Island (F4). Use Bombs to blow open their doors. At each of these locations, you'll find a Bomb

carrying upgrade, which will increase your stockpile to 60, then 99.

Go to Rock Spire Isle (C2) and you'll find a special Shop Ship. This one has an EMPTY BOTTLE, a TREASURE CHART, and a PIECE OF HEART for sale. They're all quite expensive, but worth it.

All right, once you feel you're decked out, head into the Tower of the Gods for some destiny-related action!

*** LEVEL 3 *** Tower of the Gods -

Key point about the Tower: There's a rising and falling tide throughout the place. Every twenty seconds or so, the water changes levels, from high to low. This will make for some tricky puzzling and getting around.

Main Lobby: Drift the KoRL over to the southeast corner, and hop off near the submerged platform. When the tide's up, swim under the canopy and head through the door.
SE Room 1F: Take out the Yellow ChuChu using the Boomerang to stun it. There are three bombable walls here on the high wall. When the tide rises, climb up to the middle walls and drop Bombs next to the cracked walls. One has the DUNGEON MAP behind it. Getting the third wall's a bit trickier. When the tide's down, push a box near (but not quite next to) the wall and let the tide rise up. Toss a Bomb just as it's about to explode at the wall and you can get the Joy Pendant behind it.
Main Lobby: Go to the west side of the room and fire Bombs at the wall. Cross the wall when the tide's up. Break open the pot of sticks and light one. Wait until the tide goes down and light the two torches by the lower door. This makes a chest with a Joy Pendant appear. Now, head through the northwest door.
NW Room 1F: Defeat the Red Bubble by fanning it with the Deku Leaf, then slashing it. Take the COMPASS.
Main Lobby: Now, head to the northeast corner of the lobby. Climb up to the platform and place either a pot or a statue on the lit button to enter the next room.
NE Room 1F: Wait until the tide is low and drop down to the pit. Pick up the box and drop it on the button. Ride the tide up and climb out. While the tide's low and the box is on the button, there's a light bridge. Cross and pick up the statue. Cross the bridge back and exit the door.
Main Lobby: Place the statue on the cross indent outside and the gate nearby will open. Ride the KoRL through the gate and to the door. Place both statues on both buttons.
SE Room 1F: Wait unti lthe tide lowers and drop down to the floor. Push one of the blocks so that it fits in the line with the others all the way to the unlit torches. Now, climb up, break the pot with the sticks, light one, and hop across as the tide goes up. Light both torches and you'll get a Small Key. Avoid the Yellow ChuChus on your way out.
Main Lobby: Head for the southwest corner of the lobby and unlock the door.
SW Room 1F: Take out all Yellow ChuChus in this room to make a staircase appear. Walk up and pick up the statue. Leave the room with it in tow.
Main Lobby: Walk up the stairs to the indent and place the statue. The water will now recede and you can go through the door in the center.
North Room 1F: There's a Beamos in the center of this room. For now, avoid its roving eye so you don't get zapped. Carry each of the statues on this side across to the buttons on the far side. Once both are placed, the elevators start moving. Jump from one to the next. Once you reach the top, if you have Tingle, make him bomb the platform behind you and you can get the GODDESS TINGLE STATUE. Head through the north door.
2F Lobby: Not much to do here except head east.
East Passage 2F: Mind the Yellow ChuChus. Hop onto the moving platform and continue east.
East Statue Room: Climb the staircase and drop off the other side. Read the little message. Press R to call the statue. It will follow you close behind. Lead him around the twisty path. When you reach the end, pick him up and jump the gap.
East Passage 2F: Continue carrying the statue across the moving platform.
2F Lobby: The statue will hop over to a platform of its own accord. Climb the steps to the center dais and pull out your Wind Waker. Pull left on the stick to change to 4/4 rhythm and conduct left, middle, right, middle to learn the Command Melody. Now, the door to the west is open.
West Passage 2F: Use the Grappling Hook to cross the pit and head through the door.
West Statue Room: Use the Hook to cross. Call the statue to get it active.

Now, stand on the button. A bridge! But how to cross with the statue? Play the Command Melody and the answer will become clear. Hop the statue across the bridge, then break control (R Button) and swing across yourself. Pick up the statue and head through the door.
West Passage 2F: Drop the statue on the button. Either use the Grappling Hook or the Deku Leaf to swing across to the right side (south room).
Darknut Room: Aw yeah! Time for some smackdown! The way to beat Darknuts is to use the Parry counter move just as it's about to swing. That way, you'll knock off its armor. Once it's off, it's best to keep Parrying, because Darknuts are quite good combatants otherwise. Once it's dead, open the treasure chest and claim the HERO'S BOW. Leave the room.
West Passage 2F: Shoot the eye across the way to start some platforms. Get rid of the Red Bubbles again. Use the Deku Leaf to get back over to where you left the statue. Hop across the platforms with it.
2F Lobby: The statue will return to its pedestal and open the gate to the north. Before we do that, though, let's go back to.
East Passage 2F: Take out the Red Wizzrobe with arrows, then hop on the platform. Shoot the eye and ride the new platform up to the next room.
Armos Knight Room: To beat an Armos Knight, shoot an arrow in its eye, then drop a Bomb in its mouth. Watch out for the results. Beat both and you'll find a Joy Pendant here. Now, head back to the 2F Lobby, then to the Main Lobby.
Main Lobby: Head to the northwest room.
NW Room 1F: Shoot the eye on the wall and collect the TREASURE CHART. Now, head back to the second floor.
2F Lobby: Leave by the north door.
North Room 2F: Take out the Keeses near the platforms if you wish. Jump on the left platform to drop down to the water. Pull out a Bomb and toss it at the wall just as it's about to explode. Head through the door.
Wind Room 2F: Play the Wind's Requiem on the platform. Take out the two Armos Knights and open the chest to get a TREASURE CHART.
North Room 2F: Head through the door to the east.
Big Pit Room: There are several moving platforms here. Jump on the one before you, then on the one across from that. Shoot an arrow at the eye nearby to start that platform moving, and hop on. Ride up and take the Small Key. If you're in the mood for a Joy Pendant, look across from you and shoot the eye up there. Another platform on your right rides up, and you can hop to another platform, from which you can get to the eye platform. Now, look out over to the door and fire an arrow at the eye above it. The chest with the Joy Pendant will appear. Make your way back to the entrance of the room.
North Room 2F: To cross to the north side of this room, take two of the statues and toss them one of the platforms. Hop onto the other one yourself, and unlock the door at the end.
North Statue Room: Nasty laser beams. First, hop on top of the block. Jump and float over the beams using your Deku Leaf. Call the statue with the R button. Now, take control of him with the Command Melody and have him hold on the button (he can hop right through the beams). Once through, pick him up and leave.
North Room 2F: Toss your statue on one of the platforms. Now, hop over to the other side. Grab three of the statues and toss them on the other platform to raise it up and keep it raised while you go jump back and grab the blue statue. Carry it to the next room.
2F Lobby: The statue will hop to its pedestal and the three will activate a beam of light. Not scared, are ya? Hop in.
3F Laser Room: Now, you have to grab pots sitting next to the Beamos'. Get close and quickly fire an arrow at the Beamos as soon as it starts firing it laser to defeat it. Once the three are in place on the buttons, take the BIG KEY. Now, shoot the Armoses in the eye with arrows and slash their bums to baleet them. Pass through the door to the north.
Outer Terrace: Destroy both the Beamos' and Kargarocs with arrows, and make your way to the Boss Door.
GOHDAN: This boss consists of a giant head and two hands. The hands will attempt to interfere with your life with punches, swipes, and grabs. The head will breathe a series of fireballs at you which you should roll to avoid. The outer ring of the arena is electrified, so stay off it. Shoot the hands a couple of times to fend them off. After that, his eyes will open and you need to shoot those. Two arrows each. Once both eyes are closed, the head will drop to the ground. Toss a Bomb into it mouth. Three Bombs will defeat the Gohdan. If you run out of arrows, the head will snort out some extras. Once the rock is down, take the Heart Container and step into the column of light.

Now, climb up and use the Grappling Hook on the bell...

???? Castle -

You're now in a very monochrome castle... Enter, and you'll see the forms of many Moblins and Darknuts frozen in time. As you walk in front of the statue of that familiar-looking fellow, the KoRL will call you through your charm and tell you about the seal on the special item you need to find. To solve this puzzle, walk in front of the statue. See those blocks? You need to place them on the three triangles in the middle of floor. To move the blocks, you need to pull and push them by their corners so they rotate. Once all three are set, they sink into the ground and the statue moves. Enter the basement. Take the blade.

Congratulations, you've earned the MASTER SWORD, the blade of evil's bane!

Color and time now return to Hyrule Castle. Look around this little area to see some familiar faces rendered in stained glass. Head back to the main castle hall. Test out your new blade on the many Moblins and Darknuts that have just awakened. Be sure to collect as many Knight's Crests from Darknuts as you can. If you knock off both pieces of their armor, use the Grappling Hook to grab it. Anyway, once you've made a gruesome example of this place. Leave the way you came in (you can leave by the other door if you want a glimpse at the land of Hyrule). The KoRL will tell you that it's time to return to the Forsaken Fortress and rescue your sister.

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4E. Return to the Forsaken (Forsaken Fortress =
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First thing's first. Now that you have a Bow, head to Shark Island (F3). You should see a mad spinning cyclone. Get close to it and Zephos' brother, Cyclos, will pop out. Shoot him with arrows as he tries to suck you in. Once you hit him three times, he'll calm down and teach you the BALLAD OF GALES. Now, you can warp around the Great Sea without having to sail the whole way!

Now, sail to the Forsaken Fortress. You have to Bomb open the gate to get inside. If you feel it makes it easier, you can also try to take out some of the cannons that are firing on you. Once inside, the KoRL will drop you off.

Head to the main door and you'll be greeted by an evil laugh.

PHANTOM GANON - This spirit floats around and flings energy balls at you. Once he throws one, use the Master Sword to reflect it back. The two of you will knock the ball back and forth for a bit until one of you goofs. If he gets it, rush up and start slashing him. Unlike previous incarnations of this kind of boss, this one can also appear right next to you and slash with his sword, so be alert. Enough slashes will cause the ghost to retreat.

Open the chest that appeared to get the SKULL HAMMER. Now, it's time to proceed to the top of the fortress again. You should know how. There are less ways to get up now, though. The eastern room, while having a lot of Miniblins, also has a ladder you can climb to get up. There's nothing new down here, so there's no need to dawdle. There are no more ropes, either, so use the Deku Leaf to cross gaps, and use the Skull Hammer to pound down stakes. Climb to the very top of the fortress and slam the stake with the Hammer. Enter the door.

You'll have a reunion with Aryll. Soon, Tetra and her crew show up. Tetra takes particular note of the Master Sword, and promises to get all the girls back to their homes. Now, it's time for you to deal with some super bad guys.

That giant bird will fly back into the room and the tower will start filling with water. Now, it's a race to the top. Run up the ramps quickly. Don't stop to fight any Bokoblins. Often, the bird will peck away at a ledge to remove it, but you're usually far enough across that you can jump the last few feet. If you do miss, there are grappling points around most of these to get you across. Once you make it to the top, the bird will slam its head in your path to block you. Whip out your Hammer and smack him one. He'll fall back into the water, and you can proceed to the top. The hatch at the top will close, and the bird will make it through at the last second. Looks like he wants a rematch...

HELMAROC KING - The bird will go for a long flight, then come in and land. He'll shuffle up close to you and slam his beak into the ground. At that point, whack him with the Hammer. You need to do that five times to remove his head-covering. He has other attack besides the peck. Sometimes he'll dive and rake his talons across the floor of the tower, and sometimes he'll attempt to flap you into the spikes encircling the platform. Once you hit him five times, the head-covering will break and he'll be vulnerable to the sword. Hit him about ten or so times with the Master Sword and he'll be roast turkey...

Take the Heart Container. Climb up the stairs and enter the door. Let this little scene play out, where some interesting facts are revealed...

You'll be back underwater. Bring your guest to the basement of the castle.

So, now you basically get the gist of the entire story. You have to save Hyrule, or what's left of it. To do this, you need to power up the Master Sword. This is done by awakening two Sages and finding the eight pieces of the Triforce of Courage.

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4F. Gearing Up (Fire Mountain and Ice Ring Isle) =
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Okay, first thing to do is to get the Ballad of the Gales if you haven't already (go to Shark Island, get close to the cyclone, and shoot Cyclos three times). Use it to teleport to Mother & Child Isles. You'll land in the middle of the Mother island and meet the Queen of Faires. She'll give you FIRE ARROWS and ICE ARROWS.

Now, we'll go to four locations, which can be done in any order...

Ice Ring Isle (F5) -

Aim a Fire Arrow at the ice-breathing dragon statue on the top to shut down the island for five minutes. On the east side of the island is a TREASURE CHART if you're interested. Disembark on the west side of the island and climb up to the upper ice ring. Watch your step here. Make your way counter-clockwise around the island until you reach some floating platforms. Hop onto the first one, then onto the moving one, then hop off onto the last one, then to the dragon mouth. Enter.

In this cave, make your way across the narrow ice slides. Watch out for Keeses, and follow the path all the way around to the chest. Open it to receive the IRON BOOTS. The island's now permanently "off". Put the Boots on and walk past the wind blast to the exit.

NOTE: If you fall, use the Grappling Hook on the two pegs to climb up (climb to the top of the hook to get on them).

Fire Mountain (C6) -

Aim an Ice Arrow at the flaming fire coming out the mountain to freeze it for five minutes. From the north side, start climbing the mountain. There's a point about halfway up where the path splits. Take the right path and keep climbing. Eventually, you'll reach a jump you can only make with the Deku Leaf (and favorable winds). You'll soon be at the summit.

Inside the mountain, you'll find Fire Keeses and Magtails. Hop across all the platforms quickly so they don't sink. Destroy all the enemies to make a chest appear. Open it to own the POWER BRACELET. Lift the rock head and leave the mountain.

Western and Thorned Fairy Islands (C1, D7) -

Both of these Fairy Islands have Arrow upgrades for you. Land on them and use the Skull Hammer to remove the obstacles in the way and enter for your quiver-enlarging.

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4G. Power of the Stone (Earth Temple =
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All right. Now that we're decked out with awesome stuff, let's go east from Outset Island to Headstone Island. Enter on the south side and lift up the rock head. Enter. You'll see some marks on the stone. Play those marks with the Wind Waker (hold the Control Stick to the right for 6/4 time). You've now learned the EARTH GOD'S LYRIC. Suddenly, a ghost appears, a Zora Sage named Laruto. She tells you that Ganondorf destroyed the sages upon his return, and that another must be found to take the reins of Sage of Earth. You need to find the person who plays the harp. If you've been paying attention, that's young Medli of the Rito people.

Go to Dragon Roost Island and find Medli. She's outside on the cliffs high up. Enter the post office and leave by the second floor exit. To the right, hook over to where she's playing. Play the Earth God's Lyric for her and she'll remember. Head back to Headstone Island. Play the Earth God's Lyric once more in front of the stone and Medli will play along. The door to the Earth Temple will open.

*** LEVEL 4 *** The Earth Temple -

Controlling Medli - If you pick up Medli and throw her, she'll fly a short distance. If you pick her up and jump with her, she'll carry you (farther as she gets deeper into the dungeon). Use the Command Melody to take control of her. While in control of her, press A to start flying (a little meter will tell you how much you can do it). If standing under a beam of light, press A and she'll use her harp, which can reflect. You can even break control while holding the harp and it will stay in its current position. Otherwise, Medli cannot defend herself. If you lose her somehow, she'll end up in a cage in the statue room on the first floor, which she can just fly out of.

Entry Room: Pick up Medli and jump across the gap. Pick her up again and carry her through the door (you must carry her through doors). NOTE: If you leave Medli in another room, you can still get across this with the Deku Leaf.
First Hall: Leave Medli and take out the three Moblins in the area. Call her and head up the stairs and ask to try flying. Use the Command Melody to take control of her and fly around for a bit. Break contact and she'll tell you that she can carry you further now. Pick her up and jump across to the pillar. Drop her (not throw) and step on the switch. Now, take control of Medli again and fly over to the other switch. The door will open.
Ante Hall: Take care of all the ChuChus here. The Dark ChuChus cannot be harmed by any of your weapons. Lure them into the beam of light and they'll turn into stone and you can throw them. Now, take control of Medli and put her in the beam of light. Press A and she'll pull out her shiny harp. Use it to reflect on the invisible chest and you can get the DUNGEON MAP. Also, use a Bomb on the Magic Pot nearby to open it. Leave by the east door.
Grinning Statue Room: The gas down below will jinx you if you enter it (you can walk, but can't use any items). To get rid of its effects, get some light on you. There's a hammer switch down there. Put Medli in the light and have her point her harp at the switch. Return to Link while still pointing the harp and hit the switch. Leave by the south door.
South Room 1F: Take out the two Red Bubbles here. Climb up the ladder on the left and pull the block to expose a light shaft. Have Medli light up the chest and take the Small Key. Watch out for the Floor Masters and return to...
Grinning Statue Room: Unlock the north door.
North Room 1F: Use a Fire Arrow on the tapestry to your left that has light shining through. Defeat all the regular ChuChus and lure the Dark ChuChus to the light beam. Once they become stone, place them on the buttons. Climb the newly-formed stairs with Medli, then push the large block off the ledge to open the door.
Northeast Room 1F: First, push the only movable block onto the marking to open a light. Now, take Medli and have her shine light on all the markings on the walls, and the statue on the other block. This breaks them all down and you can access two more blocks and another Magic Pot. Push the other two blocks onto their markings to get the COMPASS. Throw Medli up on the ledge and exit the room by the south door.
Poe Room 1F: Take out the Moblins, then head back to the entrance. Take control of Medli and have her fly up to the ledge with the beam of light. Use the beam from her harp on the two Poes to make them visible. Now, use Link to take out the Poes with the sword, which will lower a set of stairs.

If you want it, have Medli light up the statues to remove them and take a Joy Pendant. Leave by the southeast door.

Coffin Room 1F: Drop down and walk near the coffins to open them. Don't get crushed. Three of them have ReDeads. One has ten Rupees, and the last has a Small Key. Once all are open, a ladder drops, and you can leave.

Poe Room 1F: Unlock the south door.

Stalfos Room 1F: You are challenged by a Stalfos. Defeat him to face two others at once. Take them out and you'll get the MIRROR SHIELD. Now, pull out your sword so you're holding your shield. Use it to light up the sun above the door to open it.

Poe Room 1F: Get rid of all the bad guys, then position Medli on the light beam. Have her shine her light on the floor below. Now, stop her there and take Link and have him shine the light beam she directs on the mark to open it. Proceed through the wall. In this little passage, you can shine and redirect light on the statue and mark on the wall to get some Rupees. Leave by the door in this passage.

Grinning Statue Room: Position Medli on one beam of light and shine her on the eye. Shine yourself on the other eye to open the staircase below. If you want a Joy Pendant, go back to...

South Room 1F: Drop Medli on the switch near the other door. Enter.

Southwest Room 1F: Shine light on the two marks to get the Joy Pendant.

Grinning Statue Room: Head down the stairs.

Misty Room B1: Don't drop down, because there's lots of jinxing mist down there, as well as two Floor Masters. To take out the Blue Bubbles, fan them with the Deku Leaf, then whack them. If you have Tingle, have Medli fly you over to the hanging platform, then jump to the end. Have Tingle bomb the area with skulls and pots. Take the EARTH TINGLE STATUE. Now, take Medli to the monument and play the Earth God's Lyric with her nearby and she'll open the monument. Head through the door.

Crossroads Room B1: Take out the two ReDeads (you can stun them with light). Use the light on the statue on the block, then on the two mirrors to get rid of the bigger statues. Take the west door.

Floor Master Room B1: Okay, walk across the mist on the floor, trying to avoid the many Floor Masters. If you reach the far end, you'll find a Small Key, and the mist will disappear. Defeat all the Floor Masters in this room and you'll get a TREASURE CHART.

Crossroads Room B1: Take the east door with Medli.

Mirror Room B1: Take Medli and fly over the mist, past the Floor Masters. On the other side, push the mirror statue into place, then use the Hammer on the peg to start shining light. Head back to the...

Crossroads Room B1: Push the block to the wall. Toss Medli up. Unlock the south door.

Mirror Room B1: Take out all the enemies, then stand Medli in the beam of light, pointing her harp back in the opposite direction. Use the Shield to aim the light at the three statues. The one on the west wall has the exit.

Coffin Corridor B1: In the coffins, you'll find Rupees, other things, two ReDeads, and a Stalfos. Take all the bad guys out, and take the 20 Rupees in the chest if you wish, and play the Earth God's Lyric to open the monument.

Boss Door Room: Take Medli down the stairs to the door down here.

Big Mirror Room B2: Control Medli and fly her to the button. It drops a ray of light. Have Link move the mirror statue near it. Now, stand on the pedestal it shines on and remove the statue nearby. Pull out that mirror statue. Now, have Medli stand on the pedestal and shine her light in a southeasternly direction, onto the small pedestal with the harp marking. Stand Link on that and burn down the markings to get another Mirror Statue. Pull that out and you'll get the "chime". Also, shine light on the translucent chest for 50 Rupees. Now, go to the southwest corner of the room and pull that mirror statue. Get on the pedestal and shine light on both the statue and the chest. Open the chest for a Joy Pendant. Now, pull on the mirror statue that was behind the big statue. Put Medli on the pedestal and have her shine her harp on the harp pedestal. Put Link on it and have him take down the four markings on the northwest wall, and one on the west wall. Pull out the last mirror statue and you'll get a "chime" again. Head through the west door you just uncovered.

Coffin Room B2: Shine light on the coffins to release Stalfoses. You can fight them one at a time, or all at once if you're feeling daring. Take them all out and take the TREASURE CHART that appears.

Big Mirror Room B2: Have Medli stand on one of the pedestals near the statue and shine light on it, then have Link do the same on the other one. Once it opens, proceed through (you don't need Medli).

Big Key Room: First, take out the Blue Bubbles hidden nearby so they don't

curse you (use the Deku Leaf to put them out). Now, take out the Darknut and you can take the BIG KEY. Head all the way back to...
Boss Door Room: You don't need Medli, so just leave her. Climb up to top of stairs and use the Deku Leaf to float over to the Boss Door.
*** JALHALLA *** - This big puffy bad guy is composed of several Poes. He can try to blow you into the spikes or fling fire on you from his lantern. To beat him, stand in one of the beams of light and shine on his lard butt. He'll become corporeal, after which you can pick him up and toss him into one of the big spike barriers along the wall. He'll split into his many myriad Poe underlings. Take them all out as fast as you can. If you have the Hurricane Spin, here's the time for it to shine. After a short while, they'll reform into Jalhalla. Repeat. As you deplete his Poe supply, there will be fewer lights to use for your Mirror Shield and they'll disappear at random. Once you defeat all the Poes, his mask will get a little worried and run off into a beam of light.

Take the Heart Container and step into the light. Medli will assume her position as the Sage of Earth and power up the Master Sword.

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4H. Fury of the Gales (Wind Temple) =
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Hope you have double magic for this part. If you don't, get it now (check the Upgrades section).

Now, for the next Sage, head north from Windfall Island to Gale Isle. Hop off at the shore and put on the Iron Boots. Trudge up to the statue shooting out wind and bash it with the Hammer. Enter.

Note the marks on the stone. Play those marks on the Wind Waker (hold the Control Stick to the right for 6/4 time). You've now learned the WIND GOD'S ARIA. Fado, the ghost of a Kokiri sage, will tell you to find the sage that plays the same instrument as him. A leaf cello/violin? That would be Makar, the Korok from Forest Haven. Head back there.

NOTE: Although it would seem like you can do these in either order, you have to do the Earth Temple first. The new Wind Sage cannot be found until then.

At the Forest Haven, you should see notes coming out of a waterfall. Attach the Grappling Hook to the branch above and swing towards that waterfall. Let go and you'll fly through it and find Makar. Play the Wind God's Aria for him and he'll remember. It's time to sail to the Wind Temple.

Head back to Gale Isle. Enter and play the Wind God's Aria for Makar.

*** LEVEL 5 *** The Wind Temple -

Controlling Makar - If you pick up Makar and throw him, he'll glide for a distance, just like Medli. If you take control of Makar, he can fly by using the A Button repeatedly. If you find a patch of dirt, have Makar press A on it to plant a seed, which will cause a tree to sprout.

Entry Room: Exit through the north door.
First Wind Room 1F: Take control of Makar and have him plant seeds on the patches of earth to make trees and a chest with 100 Rupees appear. Now, float over to the far ledge and stand on the switch to remove the wind blast. Now, for Link. Put on the Iron Boots and cllmb up on the spring. While on the spring, take off the boots and you'll get shot into the air. Pull out the Deku Leaf and glide over to the other side. Carry Makar into the next room.
Gate Room 1F: Take out the Armoses and flap the rotating switch with the Deku Leaf. Have Makar plant seeds in both patches of dirt to open the door.
Ledge Room 1F: Have Makar fly up and plant seeds in all the patches. After he does so, he'll be captured by Floor Masters (jerks). If you have Tingle, drop down to the lowest floor and use a Tingle Bomb in the center of the low ground to get the WIND TINGLE STATUE. Leave by the east door.
Central Gate Room: You'll see Makar behind a cage. Poor little guy. There's nothing you can do for him right now, so head east and take out the Armos Knights and Peahats, then go through the door.
Gate Corridor 1F: Take out the two Peahats, then either drop down the hole in the floor, or just use the Iron Boots on the other one to crash through. Flap the switch to raise the gate, then head to the other side and flap it

back down. Leap off the spring with the Boots and land on the upper ledge. Flap the gate back up using the switch up here. Take the Joy Pendant in the chest nearby. Head out by the south door.

Updraft Room 1F: Use your Deku Leaf to coast over to the button on the ledge. Hit it and the gate on the wall will fall. Cross over to it. Now, use the updrafts to make your way further south to a chest with the DUNGEON MAP in it. Now, ride the updrafts to the west all the way, watching out for Peahats and Red Wizzrobes, and you'll reach the far door.

Central Gate Room: Use the Iron Boots to slam on the switch, which will open up the gate to the basement. While you're up here, toss a Bomb on the Magic Pot to open it. Drop down to the basement and exit by the south door.

Spiky Room B1: Use the Iron Boots to drop down one of the cracked floors. Push the spring block to the mark at the far end of the room, and the other block next to it. Spring up to the upper floor and grab the Small Key. Don't leave just yet. Now, go back down to the lower floor through each of the other four cracked floors. You'll face bad guys once you drop, such as Floor Masters, Armoses, Red and Green ChuChus. Once all five holes have been made, a chest with a TREASURE CHART will appear.

Central Gate Room: Unlock the north door.

Wizzrobe Room: You've got a nasty Wizzrobe battle here. This Wizzrobe can summon enemies, in addition to the usual fireball attacks. Just take him out like any other Wizzrobe, slash or arrow, and you'll receive the HOOKSHOT. Use it on the north wall and use the Hammer on the peg up here. Exit the room.

Central Gate Room: Use the Hookshot to start climbing out the pit. About halfway up, float over to the other side with the Deku Leaf and get the COMPASS. Hookshot the rest of the way up, and over to where Makar is stuck. Stand to the side of the statue, pull out your Hookshot, put on your Iron Boots, and use it on the statue to pull it down and free Makar. Take the Joy Pendant in the chest, as well. Now, make Makar fall down to the B1 and plant two seeds in the dirt patches, and the giant fan starts up. Float to the east door with the Deku Leaf and have Makar float over, as well.

Gate Corridor 1F: Do the same method as before to get to the other side, then take Makar over. Play the Wind God's Aria for him and the stone will be busted. Head through the door.

Darknut Room 1F: Defeat all three Darknuts here to open the gate to the BIG KEY.

Gate Corridor 1F: Flap the switch and head back to...

Central Gate Room: Cross to the west side using the Deku Leaf and Hookshot with Link, and Makar's little propellor thing.

Ledge Room 1F: First, take out the Yellow Wizzrobe in this area.

Pillar Stairway: Take out all the Blue Bubbles up here by using the Hookshot to drag them to you, and then slashing them. Next, have Makar plant seeds on all the pillars and the top. Now, Hookshot up and take out the Floor Master up here.

Central Gate Room: Now, have both Makar and yourself step on the two switches and the fan will be exposed. Ride the fan over to the chest on the left for a Joy Pendant, and ride to the door on the south. Enter the room.

South Room 2F: Defeat the seven Armoses and take the Small Key here.

Central Gate Room: Drop down to the bottom of the room and past the fan. Unlock the door down here.

Face Room B1: This is a tough fight room. Take out the two Stalfoses and the Yellow Wizzrobe. After the messing, you need to pull down four stone faces off the wall. Use the Hookshot to get up there using the targets, and use the Iron Boots to anchor yourself so you can pull the faces down. Some faces have Bokobilns in them. Once the Bokoblins are down, a chest with a TREASURE CHART will appear. To leave this room, float over to the highest point and Iron Boot the switch. Leave by the east door.

Wind Wall Room B1: Defeat the three Bokoblins and the two Armos Knights. Take Makar and have him float over the wind wall and have him plant a seed in the patch. Now, use the Hookshot to attach to the tree and defeat the Floor Master and Peahats. Leave by the door.

Boss Door Room: There are three blocks here, and you need them to prevent yourself for getting sliced. Put your Iron Boots on so you can stand against the wind. Push the first block so that it blocks the first blade, then likewise for the second. The third block will be dropped into a little ditch before it can get to the third blade, so go back and get the second block, and pull/push it over the third block and in front of the third blade. Now you're across. To get Makar across, have him fly up as high as he can, over the wind gusts, and all the way to the end in the center, and he'll drop right onto the threshold and not get blown back. Take him to the stone and play the Wind God's Aria and you'll be able to access the last Magic Pot and enter the Boss Door.

MOLGERA - This is a very cool boss. When the sand turns dark around you,
 MOVE, because he's gonna pop up right there. His tongue will stick out,
 so Hookshot it. When you drag it to you, slash the tongue repeatedly. When
 he pulls back, he'll spit out some young. You can slash them, or tug on
 them with the Hookshot to stun them, and then slash them. Continue hooking
 and slashing the tongue. Eventually, it'll start leaping out of the sand
 to attack you. Keep on with the tongue-lashing and he'll give in.

Take the Heart Container and step into the light on the Triforce mark. Makar
will power up the Master Sword to its true power.

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4I. Shards of Courage (The Triforce Pieces) =
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Now that your sword is maxed out, it's time to find the eight pieces of the
Triforce of Courage. You should have the IN-credible Chart by now from a
postbox (if not, visit one and it should be there), which points out the
locations of all the Triforce Charts in the game. Finding the charts is all
well and good, but then you need to bring them to Tingle so he can decipher
them (for a rather hefty fee). Once that's done, just go to the marked place
on the chart and pull up the piece, just like you would any treasure.

Triforce Chart #1 -

Take a trip to the Islet of Steel (E2). Note the several Cannon Ship
patrolling the area. Use the Bomb Cannon to bust them all up and enter the
Islet. The Chart is just inside. Play the Wind Requiem on the wind spot.

Take the chart to Tingle. The location of the piece is on Greatfish
Isle (B4).

Triforce Chart #2 -

If you haven't already, give 21 Joy Pendants to Miss Marie on Windfall Island
and you'll get the Cabana Deed. Go to the Private Oasis (E5) and enter the
building.   Use the Grappling Hook on the structure in the ceiling of the
cabana to open a mini-dungeon.

Inside this mini-dungeon, make your way around the walls to the right and
drop down the hole (or climb down the ladder). There's a small crawling maze
here. If you want to head straight for the next area, enter the left hole,
turn right, and follow the path all the way to the end, and turn right.
However, you can take some side paths to get Rupees. Once you reach the
second ladder, climb up. There are two hammer pegs here. Pound the right
one to open a gate back to the exit. Pound the left one to continue on.
Drop down this hole. The left crawl-hole leads to 100 Rupees, and the right
hole leads on to another ladder. Climb up. Pound the hammer peg up here to
open another gate leading back to the exit. Drop down the hole with no
ladder. Defeat the two ReDeads. Behind the pots is another crawl-hole.
Crawl to the end and climb out the ladder. You'll find the wind and Triforce
platforms here. Play the Wind's Requiem to reveal the chart. Now, pound
the hammer peg, and you can leave without doing any crawling.

Take the chart to Tingle. The location of this piece is Gale Isle (A4).

Triforce Chart #3 -

Sail to Bird's Peak Rock (E7). On this island, shoot down as many Kargarocs
as you can with the Bow, then use a Hyoi Pear (which you can buy from Beedle
the Shop Ship guy). Once you use it, you'll attract a seagull. Use it to
fly around and hit all six switches on the nests on the pointy rocks, which
will open the cave nearby. Play the Wind's Requiem on the wind platform.

Take the chart to Tingle. The location of this piece is Stone Watcher
Island (E3).

Triforce Chart #4 -

One of the few complicated charts to find. First, go to Diamond Steppe
Island (F1) and use the Hookshot on the lowest palm tree (from the boat).
Hookshot from tree to tree up the island. Drop in the hole at the top. In
this area, enter the pot ahead of you. Use sticks to burn the tops of the

pots in the next room. Enter the pot that's on the wall opposite the pot you entered. In the third area, burn the covers with sticks, then look for two pots close to each other and enter the one on the right. In the fourth area, look for two pots close to each other and enter the one on the right. Take the GHOST SHIP CHART. Looking at this chart, you can see where the Ghost Ship will appear on nights of a particular phase of the moon. You cannot enter the Ghost Ship until you find this. Also, the Ghost Ship will appear on your Sea Chart when you open it at night.

Now, at any night, open the chart and warp/sail to the spot where the ship is. Sail into it to enter it. Inside, you'll find a Yellow Wizzrobe and some Poes, as well as (I believe) a Stalfos. Defeat them all and take the Triforce Chart.

Take the chart to Tingle. The location for this piece is Outset Island (G2).

Triforce Chart #5 -

Sail to Needle Rock Isle (E1). Just west of the island are two Cannon Ships, and one's colored gold. Blast that one and take the treasure it leaves behind on the ocean floor.

Take the chart to Tingle. The location for this piece is Cliff Plateau Isles (F7).

Triforce Chart #6 -

Sail to Outset Island. Climb up the eastern hill. Point the wind west, then float over from the east hill over to the stone head on right side of the west hill to enter the Savage Labyrinth. Now, THIS is a fight. In the Savage Labyrinth, you'll face a new set of enemies on each of its floors. Nearly every minor enemy you've fought will represent here. Oh, and the enemies don't drop anything after you've beat them, so you're only chance for "replenishment" is anything you bring in Bottles as well as the tenth and twentieth floor, which will give you a few hearts and some arrows or bombs. The thirtieth and fortieth floors only have Rupees (albeit a LOT).

Here's how the floors break down:

Floor 1: 10 or so Keeses
Floor 2: 6 Miniblins
Floor 3: 4 Bokoblins w/ Boko Sticks
Floor 4: 6 Red ChuChus
Floor 5: 4 Magtails
Floor 6: 4 Keeses, 4 Miniblins
Floor 7: 4 Fire Keeses, 2 Magtails
Floor 8: 2 Fire Keeses, 4 Bokoblins w/ Burning Boko Sticks
Floor 9: 2 Moblins
Floor 10: An exit and some pots
Floor 11: 6 Peahats
Floor 12: 4 Green ChuChus
Floor 13: 5 Boko Babas
Floor 14: 4 Bokoblins w/ Burning Boko Sticks and shields
Floor 15: 5 Mothulas
Floor 16: 3 Peahats, 3 Boko Babas
Floor 17: 4 Green ChuChus, 4 Bokoblins w/ swords (in the pots)
Floor 18: 3 Mothulas, 2 Bokoblins w/ swords and shields
Floor 19: 2 Mothulas (flying)
Floor 20: An exit and some pots
Floor 21: 3 Red Wizzrobes
Floor 22: 4 Armoses
Floor 23: 2 Armos Knights
Floor 24: 6 Yellow ChuChus (in the pots)
Floor 25: 4 Red Bubbles
Floor 26: 2 Bokoblins w/ swords and shields, 1 Darknut
Floor 27: 3 Armoses, 1 Red Wizzrobe
Floor 28: 2 Red Bubbles, 2 Armos Knights
Floor 29: 2 Darknuts
Floor 30: Exit, pots, and the TRIFORCE CHART #6 . At this point, you don't HAVE to continue, but you can use the Mirror Shield under the beam of light to crumble the statue and continue on.
Floor 31: 6 ReDeads (beam of light)
Floor 32: 5 Blue Bubbles

Floor 33: 6 Dark ChuChus (beam of light)
Floor 34: 5 Poes (beam of light)
Floor 35: 3 Mothulas (flying)
Floor 36: 3 ReDeads, 2 Moblins (beam of light)
Floor 37: 5 Dark ChuChus (beam of light), 1 Mothula (flying)
Floor 38: 5 Poes w/ lanterns, 2 Moblins w/ lanterns
Floor 39: 4 Blue Bubbles, 2 Stalfoses
Floor 40: An exit and some pots (just Rupees)
Floor 41: 25 Miniblins
Floor 42: 10 Red ChuChus, 10 Green ChuChus, 10 Yellow ChuChus, all in a circle
Floor 43: Hit the peg with the Hammer, 5 Red Wizzrobes
Floor 44: Dark room, 15 Bokoblins w/ various weapons
Floor 45: 4 ReDeads, 2 Stalfoses (no light beam)
Floor 46: 3 Moblins, 2 Darknuts
Floor 47: 2 Darknuts, 3 Red Wizzrobes, and electric barriers on the walls
Floor 48: 3 Stalfoses and lots of Bomb Flowers (use them)
Floor 49: 4 Darknuts and flame-shooting statues on the walls
Floor 50: PIECE OF HEART

So, you survive thirty floors and you get the chart. Fifty gets you the PoH.
You can re-enter this area any time to reclaim the Piece of Heart at your
leisure.

Take the chart to Tingle. The location of this piece is at Southern Triangle
Island (E4).

Triforce Chart #7 -

Sail to Stone Watcher Island (E3). You need the Power Bracelet. Lift up the
stone on this island and enter the hole. Enter each of the four doors and
defeat the enemies (Bokoblins, Wizzrobes, Armoses, Moblins). After that's
done, defeat the two Darknuts in the center room to open the barred door to
the chart.

Take the chart to Tingle. The location of this piece is the Seven-Star
Isles (A6).

Triforce Chart #8 -

Sail to Overlook Island (A7). You'll need the Hookshot. Use it from the boat
to attach to the lowest tree (it helps if there are waves in the sea), then
continue using the Hookshot to climb up. Enter the hole. In this cave,
enter each of the four rooms and defeat the enemies: Armos Knights,
Stalfoses, Bokoblins, and Yellow Wizzrobes. Then, defeat the four Darknuts
in the center room to open the barred door.

Take the chart to Tingle. The location of this piece is Two-Eye Reef (G4).

Good job. You've assembled the Triforce of Courage. Now would be a good
time to complete any remaining sidequests you've been putting off. Head to
the Tower of the Gods and you'll be transported to Hyrule.

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4J. The Return of the Hero (Ganon's Tower) =
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Head to the basement of the castle and you'll find Zelda kidnapped. Defeat
the two Mighty Darknuts that challenge you. Head back to the main hall and
leave by the main exit. Strike the magical barrier that separates the castle
from the rest of Hyrule. Make your way along the path and use the Hookshot
to cross the broken bridge to Ganon's Tower.

Ganon's Tower -

Enter and be awed. Cross over to the center of the room. Note the huge
door ahead of you, and how it has inscriptions of four beasts on it. You
must defeat four beasts from your past once again. You can take these in
any order.

Southwest Path: Enter the southwest door. Don't worry about the water
 bottles. Just use the Grappling Hook to swing across to the platforms in
 the lava. Once you reach the third hook, climb up to the top and float
 over with the Deku Leaf. Pass through the door and your inventory will we

reduced. Defeat Gohma again.

Northwest Path: Enter the northwest door. Fan the switch with your Deku Leaf to get the gondola over, then jump onto it. Float onto the moving vine, then fan the switch when the vine reaches its lower position to get the second gondola over. Float over to it and move the gondola. Float over to the lower moving vine, then jump to the upper one, then over to the ledge and enter the door. Defeat Kalle Demos again.

Northeast Path: Enter the northeast door. You have a gauntlet of coffins before you. Two have ReDeads and two have Red Bubbles. In the next gauntlet, there are four Dark ChuChus and two Poes. You need to freeze one of the Dark ChuChus with light and drop him on the button to keep the stairs down on the other end. Head up to the next gauntlet. There are six Dark ChuChus and a Stalfos at the end. Take out the Stalfos, then use the light beam next to these stairs to freeze a Dark ChuChu. Carry him all the way back to the switch at the beginning and drop him there, then run like mad back to the staircase to enter the door. Defeat Jalhalla again. NOTE: An easier way to weigh down the switches is with the pots at the beginning of the area.

Southeast Path: Enter the southeast door. There's a Wizzrobe here that will make life annoying for you if you give him the chance, so take him out with whatever you wish to use. Hop on the spring and spring off it using your Iron Boots, and float past the spikes. Spring off the next spring, only this time, float around to the left or the right of the two wind jets (you can try the middle if you're bold). After that, dispatch the two Bokoblins and Hookshot up to the door and enter. Defeat Molgera again.

Now, the door to the next area will collapse. Enter.

In this hallway, you have two choices, left and right. Head right and make note of the torches on the walls above. Note the number of flames on each wall-hanging. Go back and take the left door now. Use your Boomerang on the switches 1, 2, 3, 4, the same order that the torches were in. Doing that will create a portal back to the Great Sea, the one that Ganon originally used. You can use this to return and get anything you want.

But, what you have to do is drop down the hole in the room on the right. You'll fight Phantom Ganon in this area again. Once you strike him once, he'll disappear, leaving his sword behind, which will fall to the ground. The sword's hilt is pointing towards a door. Enter that door. Do the same thing several more times. If the Phantom starts using giant purple balls against you, you have to hit all the parts it splits into to avoid damage and send it back at him. At the end of this maze, you'll be granted the LIGHT ARROWS.

You'll be transported back to the main room of this area, and Phantom Ganon will be here. Show him your new Light Arrows and he'll be erased for good, leaving his sword behind. Use it on the wall on the north end and you'll be granted access to the final stairway. Begin your climb. Take out the Moblin, then the Darknut, then the two Moblins, then the two Mighty Darknuts, and the final door will open.

You will enter a watery room, and will find Zelda on a bed, and Ganondorf next to her. He will spin a rather believable tale about what really happened to Hyrule. He'll turn into (can you believe it) a giant blue pig monster.

PUPPET GANON - A giant blue pig monster, with strings! For his first form, use the Boomerang to cut down the five blue strings supporting him. The hardest one to get is the tail, which stinks because that's the one you want. Shoot his glowing blue tail with a Light Arrow whenever you get an opening. Hit it with three and it'll be down.

PUPPET GANON: SPIDER - Now he's a spider thing. You, again, have to hit him in the shining blue tail. This form's probably the easiest. The trick is to pan the camera up as high as possible, which will allow you to see his reflection from the ceiling. When he drops down, he'll release Keeses, but if you've been watching, you'd know to go over to where his tail is and to shoot it with a Light Arrow. Three arrows beat this form.

PUPPET GANON: SNAKE - Form #3 is arguably the most difficult. It'll slither around very fast and drop Morths, which you can use for powerups. Hitting it with the sword or a Light Arrow in the face will stun it, but only very briefly. There are two good ways to stun it. One way is to use a simple Spin Attack, which will freeze it for a good three seconds. Also, try blasting a Bomb in its face. At that opening, fire a Light Arrow to the tail. Also, it's harder, but where the head goes, the tail must follow, so just aim for the head and the tail will be in that same spot seconds later. It's tough, but three Light Arrows will destroy the puppet.

Ganondorf will applaud your efforts and beckon you follow him to the roof. Hop on the rope and climb up. Once you reach the top, find a grappling point and use your Grappling Hook. Climb on top of it, then keep climbing using the Hook, stopping for pots if you need them. If you're afraid you'll fall, bomb open the Magic Pot, which connects to the bottom, so you have a route back. Hookshot over to the door and exit into the blue.

Ganondorf reflects on his homeland, then decides to remove your Triforce from you. Some other stuff happens, which I won't spoil for you. Bottom line, Ganondorf wants a piece of you...

GANONDORF - The King of Evil will draw his two swords and attack. He's by far the finest combatant in the game. Simple strikes will just be blocked by his superior technique. The only way you'll get a decent shot on him is to Parry one of his movements. Zelda says she'll cover you with the bow, so keep him busy so she can get a clean shot. After a few of those, Ganondorf will get miffed and swat her to the ground. Keep your match up with him. Parry his attacks then repeatedly slash him while he's stunned. Eventually, Zelda will get back up. Speak to her and she'll get the idea of reflecting the Light Arrow off your shield. Put up your shield when she fires and Ganondorf will take some serious damage and stum him greatly. Take advantage of this and press A and you'll score a Parry attack that will put your enemy out of his misery.

Congratulations! You've completed The Wind Waker! Now, start a new file and play the Second Quest!

And now, some white space...

This white space was brought to you by a grant from the Not-Spoiling Last Boss Foundation. Now, you're quite free to read these info sections ahead.

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5. THE ISLANDS OF THE GREAT SEA
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So, here's an island by island lowdown on the locations in the game.
Naturally, there will be no walkthroughs here, just basic info, unless there's
secret stuff to find.

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5A. The Map =
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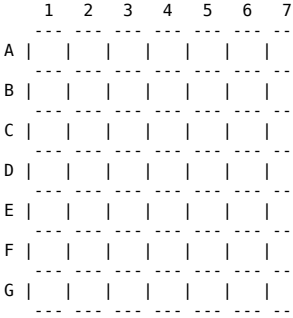
The sea is a 7X7 square grid. Each square is an area with one island or
point of interest.



Here are all the points of interest, by list of coordinate:

NOTE: Places marked with a "*" are places where time doesn't pass as normal.
      Places marked with a "$" have Beedle's Shop Ship floating around.
      Places marked with a "%" have an enemy submarine at that location that
       may have something good.
      Places marked with a "P" followed by a number have that many enemy
       platforms, which may have good stuff.
      Places marked with a "F" have a Great Fairy, or the Queen of Fairies.
      Places marked with a "O" have a Big Octo, with a number following
       dictating the # of eyes on the Octo
      Places marked with a "C" have a Secret Cave, or two, in the case of
       Pawprint Island.

A1 - Forsaken Fortress   *. . . . .   .
A2 - Star Island   . . .P1. .   .C
A3 - Northern Fairy Island   . .%. .F.   .
A4 - Gale Isle   *. . . . .   .
A5 - Crescent Moon Island   . .%. . .   .
A6 - Seven-Star Isles   . . .P3. .O12.
A7 - Overlook Island C

B1 - Four-Eye Reef   . . . . .   .
B2 - Mother & Child Isles   . . . .F.   .
B3 - Spectacle Island   .$. . . .   .
B4 - Windfall Island   *.$. . . .   .
B5 - Pawprint Isle   .$. .P1. .   .Cx2
B6 - Dragon Roost Island   *.$. C
B7 - Flight Control Platform   . .%. . .   .

C1 - Western Fairy Island   . . .P1.F.   .
C2 - Rock Spire Isle   .$. .P3. .   .C
C3 - Tingle Island   . . . . .O12.
C4 - Northern Triangle Isle   . . . . .   .
C5 - Eastern Fairy Island   . . .P1.F.   .
C6 - Fire Mountain   . . .P1. .O-8.C
C7 - Star Belt Archipelago   . . .P1. .   .

D1 - Three-Eye Reef   . . . . .   .
D2 - Greatfish Isle   *.$. . . .   .
D3 - Cyclops Reef   . . .P1. .   .

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D4 - Six-Eye Reef              . .%.P1. .   .
D5 - Tower of the Gods        *.$. .  . .   .
D6 - Eastern Triangle Island   .$. .  . .   .
D7 - Thorned Fairy Island      . . .  .F.   .

E1 - Needle Rock Isle          . . .  . .   .C
E2 - Islet of Steel            . . .P1. .   .
E3 - Stone Watcher Island      . . .P1. .   .C
E4 - Southern Triangle Island  .$. .  . .   .
E5 - Private Oasis             . . .  . .O-8.C
E6 - Bomb Island               . .%.P1. .   .C
E7 - Bird's Peak Rock          . . .  . .   .C

F1 - Diamond Steppe Island     . . .  . .O-8.C
F2 - Five-Eye Reef             . . .P1. .   .
F3 - Shark Island              .$. .  . .   .C
F4 - Southern Fairy Island     . . .P3.F.   .
F5 - Ice Ring Isle             . . .  . .   .C
F6 - Forest Haven             *.$. .  . .   .
F7 - Cliff Plateau Isles       . . .P1. .   .C

G1 - Horseshoe Island          . . .P2. .   .C
G2 - Outset Island            *.$. .  .F.   .C
G3 - Headstone Island         *. .%.  . .   .
G4 - Two-Eye Reef              . . .P1.F.O-4.
G5 - Angular Isles             . . .  . .   .C
G6 - Boating Course            . . .  . .   .C
G7 - Five-Star Isles           . .%.P1. .   .
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5B. Outset Island

Home sweet home. This is where the game starts. Not a heckuva lot happens here that's not absolutely required to happen in the game. There are a few things, though, to keep you interested.

Orca's Dojo - After leaving the island and coming back on the King of Red Lions, you can go up against Orca for some serious sparring. He's actually rather predictable. You have some open time to get several hits in. After which he'll take a shot. He'll automatically take a shot if he blocks one of your swings. You have the option of parrying his swing, but it's risky, because it needs to be timed well. You're better off just defending when he attacks. If you take three hits, Orca will call a stop to the session. Hit him 100 times or 300 times to get Rupee prizes. Hit him 500 times to get a PIECE OF HEART. Hit him 1000 times and he'll call the session off (and give you the PoH if you didn't get it already).

Thing #2 to do with Orca is find and bring him Knight's Crests. You get them from Darknuts. Give Orca ten of them and he'll teach you the awesome Hurricane Spin technique.

Lost Fairy Fountain - Not really lost, just unclaimed, or something. After returning to the island with Bombs, climb up to the summit. The bridge is out, but climb up to the very top of the bridge support and point the wind west. Float over with the Deku Leaf and enter the Fairy Forest. Blast the rock with a Bomb and enter the Fairy Fountain to get a Wallet Upgrade.

Poor Sick Grandma - Take a Fairy (like, from the aforementioned fountain) over to Grandma. She's been feeling ill ever since you left. Use the Fairy near here and she'll heal right up. She'll also give you the Elixir Soup, a super potion that restores, hearts and magic, doubles attack power until you take damage, and comes in two doses. Just return whenever you use up what you have.

Link the Big Pig - Toss any pig into Rose's pen and you'll come back to later to find it enormous. If you have the Power Bracelets, pick up the pig and start carrying him around the island. Tossing All-Purpose Bait near gray patches of earth will make him dig in them. It's mostly Rupees, except for the patch just across the water, near Mesa's house. It has a PIECE OF HEART.

The Savage Labyrinth - Once you get the Power Bracelet (and preferably the

Mirror Shield as well), go to the top of the east hill, point the wind west, and float over to the right side (from your point of view) of the west hill. Pick up the stone head and enter. This labryinth consists of fifty floors, each having their own monsters. It's a tough endurance match. Survive thirty floors for a TRIFORCE CHART and survive all fifty for a PIECE OF HEART.

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5C. Windfall Island =
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This is where the action is on the Great Sea. Most of the human population lives here.

The Bomb Shop - Early in the game, this guy will be very miserly and won't want to sell you anything, except at seriously blown prices. After the pirates come for a visit, he'll be much more accommodating, selling Bombs at far more reasonable prices.

The Chu Jelly Juice Shop - This guys starts out selling just Red Potions. Give him Chu Jelly of different colors (15 of them, specifically) and he'll have Green and Blue Potions later on.

The House of Wealth - At night, you can go to this house (it has a red door) and speak to Zunari, and he'll start up an auction. Here's how the auction works. The auction lasts a minute (a timer which stops when people speak). During this minute, people will throw out bids on the item. To bid yourself, push A repeatedly until your gauge at the bottom fills. Make your bid. The secret to success is to increase the bid by a LOT when you get your turn, as it will completely faze the rest of the group. Depending on how much you overbid, the crowd will be fazed for longer. Learning when and how much to overbid is the trick to smart bidding. Here are the prizes. They come up in a random order. If you lose an auction, the same item will be up the next night. TREASURE CHART, Joy Pendant, PIECE OF HEART, TREASURE CHART

Zunari's Stand - Zunari's a parka-wearing entrepenuer from far off lands. He'll start off with nothing but a Sail to sell (80 Rupees). After you get a Delivery Bag, come back to him and he'll start you on a mad trading side quest (See the Sea-Wide Sidequests section of the guide). Once you start delivering items for him, they'll be on sale at his stand. If you deliver enough items for him, he'll give you the MAGIC ARMOR.

The Cafe - This is a hangout and a place to get information. Not much more (that I've seen).

The Game Room - This is the lower floor of the Ferris Wheel/Windmill building. Play the Squid game for fab prizes and overracting from the proprietor! The game is all luck, so DON'T ASK ME HOW TO WIN! If you've ever played Battleship, you should have no problem figuring out the rules. For the rest of you poor saps, what you have to do is pick a spot to fire on. If you hit part of a squid, you'll know the rest of the squid is in a line. There's a two-square-long squid, a three, and a four. Hit them all to win! The first time you win, you'll get a PIECE OF HEART. The second time you win, you'll get a TREASURE CHART. If you break the record of 20 Cannonballs, you'll get 50 Rupees and another TREASURE CHART. After that, winning will just give you 50 Rupees.

The Picto Shop - Lenzo runs this place. Before he'll even speak to you, though, you'll have to bring him a Picto Box. For information on how to find the Picto Box, and what to do with Lenzo after you show it to him, go to the section "Sea-Wide Sidequests".

Miss Marie's School - Miss Marie is just obsessed with teaching children, and jewelry. There's not much to do with here except give her Joy Pendants. Giving her one will get you twenty Rupees. Give her twenty-one, and she'll give you the deed to her cabana way down south. Give her forty-one, and she'll give you the HERO'S CHARM, which you can use to see enemy life meters.

Dancing Tott - He's spends night and day out dancing by a gravestone. Show him the Wind Waker and he'll teach you the Song of Passing.

Town Jail - This is on the west edge of town, set into the stone. Enter it to find everyone's wannabe fairy, Tingle. Push the button hidden behind the

nearby pots to release him and he'll give you the Tingle Tuner. After you do that, pull on the box and navigate the maze behind. Turn right, left, go straight to the far wall, right, left, left, right, right, right. You'll end up in a grotto with the Picto Box in it. See "Sea-Wide Sidequests" for more info on using the Picto Box.

The Killer Bees - These four guys wander around outside the school in town, looking all cool. If you've found the Picto Box (or before learning about it), they'll challenge you to a hide and seek game. They'll hide in town and you have to find them. One is behind the grave out by the jail. One is behind the Bomb Shop. One is in a tree near the town gate (roll into it), and the last is behind a bush near the top of the town gate. Find them all to earn a PIECE OF HEART.

Shop Ship - The SS only comes by Windfall at night. Beedle sells arrows and bait at this location.

Despondent Kamo - On the steps outside the House of Wealth is a young man not looking happy. He'll tell you he wants something perfectly round and pale. Use the Deluxe Picto Box to take a color pic of the moon when it's full (use the Song of Passing until you get to a full moon night), and give the pic to him and you'll get a TREASURE CHART.

Vain Minenco - Take a picture of the lady who stands outside the Chu Jelly Juice Shop and show it to her. She'll give you a TREASURE CHART.

Spreading the Joy - This can be done after doing some trading with the Travelling Salesmen in the Great Sea (see the Merchant Oaths sidequest in "Sea-Wide Sidequests". Joy Pedestals will appear all over the island. Buy those little stand items from Zunari's stand and you can place them on the Pedestals. There are pedestals in the Chu Jelly Juice Shop, the House of Wealth (both upstairs and down), the Game Room, Miss Marie's classroom, the Picto Shop, as well as outside in front of Zunari's Stand, near the bench looking at the sea, between the Potion Shop and House of Wealth, on a little ledge across from the House of Wealth, and on top of the town gate. Once you place thing-a-ma-bobs in all of those pedestals, talk to the guy on the bench for a PIECE OF HEART.

The Happy Couple - The first thing you have to do for this little quest is to complete Lenzo's Pictography challenges (see the Pictography section in "Sea-Wide Sidequests"). Once you do that, Anton and Linda will start talking about the other. Go back and forth talking to these two for a bit, and eventually, Linda will mention taking a picture of her for Anton. Get a good one of her and give it to Anton. He'll be overjoyed and will decide to ask Linda out. Go ahead a day and go to the cafe the next day. The two will be at the cafe. Talk to them to get a PIECE OF HEART.

Poor Little Rich Girl - You can only do this after rescuing the girls from Forsaken Fortress. At night, you'll see Mila standing outside the House of Wealth. Talk to her and she'll shoo you away. She'll now begin a course which will take her around to Zunari's Stand. Stay out of sight, or she'll call off the "job" for the night. It's best to just hide behind the tree she was originally standing near. Keep an eye on the road behind the windmill for her to show up. Once you moves from there, break cover and tail her to Zunari's Stand. She'll rush to his safe and spend about five seconds trying to open it. Talk to her while she has that little balloon above her head and she'll begin a dialog. Pick the top answer all six times and she'll give you an EMPTY BOTTLE.

A Moblin's Love - You can only do this after rescuing the girls from Forsaken Fortress. Go to the House of Wealth to find Maggie fawning about her sweetie, Moe. She'll give you MAGGIE'S LETTER. Mail it. Come back later to find her father arguing with a postman. He'll tell the postman to leave, so follow the Rito to the cafe. He'll give you the letter if you agree to give it to Maggie. Do so, and you'll get a PIECE OF HEART.

The Windfall Lighthouse - You can only do this after getting Fire Arrows, which is after the second trip to the Forsaken Fortress. Make it nighttime. Climb up the back of the windmill and step on the switch to turn on the ferris wheel. Enter the Game Room and leave out the upper door. Hop on the ferris wheel car and ride up. If it's night, the lighthouse will be spinning. Fire a Fire Arrow into its torch in the middle and the lighthouse will be activated, and a chest will appear off on a little plot of land.

You need to use the Deku Leaf and favorable winds to get there. Inside the chest is a PIECE OF HEART. Oh, and while you're at it, speak to the fellow in the hat near the ferris wheel cars and he'll give you a PIECE OF HEART as well.

5D. The Dungeon Islands

The only islands that REALLY have anything going on are Dragon Roost and Forest Haven. Most of the rest have little things or just quest-related stuff.

Dragon Roost Island - There's a mail-sorting game to get involved in for Rupees up in the Rito caves. It's basically a matter of being fast on the draw and matching up the pictures. After becoming the champion by sorting 25 letters, come back later to find a part-timer. Show him how it's done and you'll get a LETTER TO MOM. Mail it in any postbox and you'll get a reply soon.

There's a guard outside the Chieftain's room who's looking for Golden Feathers for his girlfriend. Take out Kargarocs (the flying evil birds) to get them. Give 20 of them to him for 100 Rupees. After that, you'll have mail in a postbox, which is from his girlfriend, which will have a PIECE OF HEART in it.

There's a respectable treasure to be had once you return here with Bombs. Near the wind shrine is a rock on the beach. Bust it open, then enter the cave. Head through each of the four doors and take out all the enemies to earn a prize of 50 Rupees.

Once you have the Deku Leaf, head to the platforms outside the second floor of the cave. Point the wind east and hop towards the rock platform in the distance. Then, point the wind north and do the same to the next one. Finally, point the wind west and hop into a cave where you can get 100 Rupees.

There's also a nice fancy treasure here once you get the Bow. On the northwestern wall is a rock high up near a chain of Bomb Flowers. Shoot an arrow at one of the Bomb Flower to set them all off, which will drop a chest with 200 Rupees. Alternatively, this can also be done by using a Hyoi Pear and flying a seagull into the Bomb Flower chain. Also, it's a tough shot, but the Bomb Cannon can also hit it.

Forest Haven - After getting the Deku Leaf, and after purhcasing a Myoi Pear, go the Forest Haven and use the Baba Buds to fly up to the top. Instead of going the way to Forbidden Woods, keep riding a Baba Bud up another exit. From there, change the wind, and float all the way to a strange island with a hatch. Use the Myoi Pear to grab a seagull and flap him all the way over to the switch on the Forest Haven structure. After that, you'll have access to the Nintendo Gallery (see the Pictography section in "Sea-Wide Sidequests".

Also, if you have any Boko Baba Seeds, give four to Hollo the potion Korok and he'll give you a free Blue Potion.

There's a TREASURE CHART to be had. Exit the Forest Haven the way you normally would to go to the Forbidden Woods. After that, point the wind southeast and float to the island in the direction. Your prize is there.

5E. And THE REST

Okay, here's some stuff that can be done at all the remaining islands. If I haven't found anything to do here yet, I haven't listed the island. Remember that you won't have full access to all the islands until after beating the second major dungeon.

Star Island -
The lower left big rock has a hole underneath it. Use Bombs to remove the rock. Inside, defeat the Magtails, Bokoblins, and Moblins to earn a PIECE OF HEART.

Northern Fairy Island -
 Enter the island structure to find a Great Fairy will give you a Wallet
 Upgrade. Also, there's a sub in the north end of this area. Make your way
 across the rope course and you'll find a TREASURE CHART.

Crescent Moon Island -
 There's a sub in the area north of the island. Hold off the Miniblins
 inside as they attack you and torches will start lighting up. Once all four
 torches are lit, you'll earn a PIECE OF HEART.

Seven-Star Isles -
 South of the isle chain are three platforms. Use projectiles to defeat all
 the Red Wizzrobes to find a TREASURE CHART.

 Also, sail west of the isles to find a Big Octo. Use projectile weapons to
 destroy its twelve eyes and it'll cough up a PIECE OF HEART.

Overlook Island -
 You need the Hookshot. Attach to the lowest tree and continue using the
 Hookshot to get up the island. Enter the hole at the top. Defeat all
 enemies in here for a TRIFORCE CHART.

Four-Eye Reef -
 After rescuing those trapped in the Forsaken Fortress, sail into the reef and
 destroy all the wall cannons with your Bomb Cannon to make a chest appear.
 Climb up the outside of the reef and float over to the rock with the chest to
 get a TREASURE CHART.

Mother & Child Isles -
 There's a travelling salesman on this island. If you have any trading
 items, show them to him.

Spectacle Island -
 This spec-shaped rock houses the Cannon Game. Fire your shots out to the
 barrels to destroy them. You get ten shots to destroy five barrels. Blow
 them all to get a PIECE OF HEART. Win a second time for a TREASURE CHART.
 All subsequent times will get you 100 Rupees.

Pawprint Island -
 On your first trip past here, you'll find divers in a boat searching for
 treasure. Speak to them to get a TREASURE CHART.

 Crawl inside the blue and white structure and drop down the hole. Proceed
 through the cave and collect a PIECE OF HEART. If you have Bombs, you can
 also get a Joy Pendant.

 There a funny-shaped tree on one of the "fingers" of this island. Hookshot
 to one of the palm trees near it and float over with the Deku Leaf. Drop
 down the hole. Fight the Wizzrobes and whatever they throw at you for 200
 Rupees.

Flight Control Platform -
 Once you get double magic, speak to the gentlemen here for a flying
 challenge. Point the wind northwest, then leap into the air and pull out
 your Deku Leaf. Float over to the opposite banner. You'll need to hit at
 least one updraft to make it to the goal. I usually hit the first big one.
 Pass the banner and you'll get a PIECE OF HEART.

 Also, just southeast of the platform is a submarine. Enter (once you have a
 Bow) and destroy all the Red Wizzrobes to get the PLATFORM CHART.

Western Fairy Island -
 You need the Skull Hammer. Bash the peg here to remove the fire and you can
 get an Arrow upgrade.

Rock Spire Island -
 There's a special Shop Ship near this island. It sells an EMPTY BOTTLE for
 500 Rupees, a PIECE OF HEART for 950 Rupees, and a TREASURE CHART for 900
 Rupees. He threatens to close, but he's really just bluffing.

 Also, blow the rocks off the path on the island with Bombs, throwing them
 just at the right time, then drop down the hole. Light the torches, then

fight off the jillion Keeses for a TREASURE CHART.

South of the island are two Cannon Ships. Destroy them with your Bomb Cannon. One of them drops a PIECE OF HEART.

Tingle Island -
Your pal Tingle makes his home here along with his brothers. Any Tingle Statues you find in your adventure will be put here. Talk to Tingle's brother Ankle after returning Tingle Statues to get 50 Rupees for each one and 500 if you find them all. When you start searching for Triforce pieces, find some Triforce Charts and show them to Tingle and he'll decipher them for 398 Rupees each (Ouch).

Also, sail due north of Tingle Island to find some circling seagulls. There's a Big Octo amidst them. Defeat it using projectiles to get a PIECE OF HEART.

Eastern Fairy Island -
Once you get Bombs, use them to blow open the rock here and the Great Fairy will give you a Bomb carrying upgrade.

Fire Mountain -
Sail out looking for seagulls and you can find a Big Octo. Destroy it with projectiles to find 100 Rupees.

Three-Eye Reef -
After rescuing those trapped in the Forsaken Fortress, sail into the reef and destroy all the wall cannons. A chest will appear on one of the rocks. Climb up the outside of the reef, jump from the highest point over to the rock and take the TREASURE CHART.

Greatfish Isle -
Although Jabun has left the isle, there are still things to do. For one, a Travelling Salesman has taken up residency here. Give him items you've found through trading and you may get something better.

On the southeast end is a patch of land that spirals up. Climb it and point the wind to the northwest. Float over to the shallow cave across the way to get a PIECE OF HEART.

Cyclops Reef -
After rescuing those trapped in the Forsaken Fortress, sail into the reef and destroy all the wall cannons. A chest will appear on the rock. Climb up the outside of the reef and float over to the TREASURE CHART.

Six-Eye Reef -
After rescuing those trapped in the Forsaken Fortress, sail into the reef and destroy all the wall cannons. A chest will appear on one of the rocks. Climb up the outside of the reef and float over to the TREASURE CHART.

Southwest of the reef is a submarine. Enter and defeat all enemies for a PIECE OF HEART.

Thorned Fairy Island -
You need the Skull Hammer. Knock down all three pegs to remove the thorns and you can get an Arrow upgrade.

Needle Rock Island -
First, buy yourself a Hyoi Pear from Beedle's Shop Ship. Head near the flaming treasure chest on this island and use it to get control of a seagull. Fly the seagull to the very top of the needle and hit the switch up there (avoid the Kargarocs). The fire around the chest will recede and you can take the PIECE OF HEART.

Also, return here with Fire Arrows and use them to melt the ice covering the hole. Drop down. You need to light six torches down here with Fire Arrows. The first is quite obviously right in front of you. Look up on the wreck to your left to find the second one. The third is on the wreck to your right, a bit further away. The fourth is through the little bars straight ahead of you. The fifth is also through the bars, but it's on a wreck that's rather far from you and a bit to the left. The sixth is high up on a crow's nest off the left and quite far away. If you have trouble seeing these, just pull out the Telescope to look for them. Hit them all and

you'll receive 100 Rupees.

Islet of Steel -
Use your Bomb Cannon to blast your way into the building for access to a TRIFORCE CHART.

Stone Watcher Island -
Use the Power Bracelet to lift the stone here and enter a secret cave. Inside the cave, defeat all enemies for a TRIFORCE CHART.

Sail due east of the island to find a pirate platform. Use your Bomb Cannon to shoot down all the cannons on the outside of the platform and a chest will appear. It contains a PIECE OF HEART.

Private Oasis -
If you get the Cabana Deed from Miss Marie on Windfall, this has its name changed to Link's Oasis (or whatever your name is). Show the deed to the butler door. Inside, there's a puzzle picture on the wall, which you can play for Rupees, but that's about it. For each picture, you get 50 Rupees, except for the sixteenth one, which gives you 200. After that, you start back at the beginning.

However, use your Grappling Hook to start breaking vases, and you'll find a good ton of Rupees in them.

Also, on the ceiling is a point you can use the Grappling Hook on. Do so and you'll open a secret cave in the fireplace. Navigate the maze down here to earn a TRIFORCE CHART.

In the southwest part of this area is a Big Octo. Defeat it with projectiles to get 100 Rupees.

Also, once you get the Hookshot, go around the back of the cabana and use it to grapple to a palm tree on the upper ledge. Take the TREASURE CHART that's in the chest up here.

Bomb Island -
This island's shaped like a bomb, hence its name. You can find a Travelling Salesman on this island, who you can give any trading items you've found to.

Also, if you have Bombs, bust open the rock on the top of the island. Inside the cave, hit the Magtails until they curl up, then drop one on the switch to open the door. In the next room, walk the path on the left and hit the switch, then head up to the central platform. Hit the Magtails here until they roll up and toss them on the switches with fire around them. This will open the way to a PIECE OF HEART.

Also, there's a submarine southwest of the island. Enter and defeat all the enemies for an EMPTY BOTTLE.

Bird's Peak Rock -
Use a Hyoi Pear on the island to attract a seagull. Fly the seagull into all six switches on the nests to open the cave to a TRIFORCE CHART.

Diamond Steppe Island -
You need the Hookshot. Attach to the lowest tree and keep Hookshotting up to the top. Drop down the hole. In this cave, navigate the pot jumping course to find the GHOST SHIP CHART.

Sail out looking for seagulls. Once you find some, you'll find a Big Octo. Defeat it with projectiles and you'll find 100 Rupees.

Five Eye Reef -
After rescuing those trapped in the Forsaken Fortress, sail into the reef and use your Bomb Cannon to destroy all the cannons inside the reef. A chest will appear on top of the center reef. Climb up the outside and float towards it with the Deku Leaf. Inside is a TREASURE CHART.

Shark Island -
You need the Iron Boots before you can attempt this. There are four buttons on this island, and you need to hit them all quickly to get rid of the fire around the hole. First, go for the Iron Boot switch on the far end, then run back quickly and Boomerang the crystal switch off to your left. Next,

take out your Skull Hammer and smash the peg on the right, and finally, run up to the button and step on it. You should be able to do it in a few tries and if you remove the bushes and other obstacles. Inside the hole, you'll fight a huge combat against Miniblins, Bokoblins, Moblins, and Darknuts. This is a good place to get Knight's Crests if you need them. Defeat all the enemies to get a chest with 200 Rupees.

Southern Fairy Island -
Once you have Bombs, use them on the door of the structure here to enter and get a Bomb carrying upgrade.

Also, southeast of the island are three pirate platforms. Two have ladders. Destroy all the cannons on those platforms to make two chests appear. One has a Skull Necklace, the other has a TREASURE CHART.

Ice Ring Isle -
Once you get Fire Arrows, thaw the ice wind, and land on the east side of the island to find a TREASURE CHART.

Cliff Plateau Isles -
Hop across the rocks and enter the hole here. There's a Joy Pendant in the chest down here. To progress further down here, take a Boko Stick and light it on the torch. Hop into the Baba Bud and jump up to the upper platforms. Throw the stick at the boards to burn them. Alternatively, you can use a Fire Arrow to burn them down. Use the Deku Leaf to float over to where the boards were and step in the light column. You're now on top of the highest island. There's a TREASURE CHART and a Korok up here.

Horseshoe Island -
This aptly-named island has a cute little Boko Nut course. What you have to do is get the Boko Nuts into the holes by any means possible. For the first two holes. You can just pick up and toss the nuts. For the last one, you'll have to use the Deku Leaf to fan it there. Once you get all three a chest with a TREASURE CHART will appear that you can float to with the Leaf. Before you do that, though, drop down the hole and defeat the Mothulas inside for another TREASURE CHART.

Headstone Island -
Sail northwest of the island to find a submarine. Inside defeat all the rats while avoiding the Bombs they throw at you. After they're all destroyed, a chest with a TREASURE CHART will appear.

Also, use a Hyoi Pear while on the island to attract a seagull. Have the seagull fly to the very top of the island to find a PIECE OF HEART.

Two-Eye Reef -
In the southern part of this area is a Big Octo near some seagulls. Defeat it with projectiles to rescue a Great Fairy who will double your magic power.

After rescuing those trapped in the Forsaken Fortress, sail into the reef and use your Bomb Cannon to destroy all the cannons on the walls to make a chest appear. Climb up the outside of the reef and float towards the patch of land to find a TREASURE CHART.

Angular Isles -
These blocky islands can be climbed by pulling on special blocks. Climb up to the top of the larger island and you'll find a PIECE OF HEART.

Once you get the Mirror Shield, either float with the Deku Leaf or Hookshot over to the other island here. Fall down the hole. You'll happen upon an interesting block structure. Pull the leftmost block and move it around to the right side of the structure. Climb up and pull on the block on the second tier once, then hop down and pull on the lowest block out ONCE. Then, climb up and pull the second tier block out once, to drop a bunch of them, then hop up to the third tier and pull that block out once, then climb up to the fifth tier and pull that block once. Climb up to the top and shine light over onto the chest to make it appear. Float over with the Deku Leaf and take the 200 Rupees.

Boating Course -
Disembark on the south side of this island. Speak to Loot to learn how to play. Basically, you'll have a roped-off course to sail in, and there are

Rupees on barrels. If the barrels are on their sides, just sail over them to collect them. If the barrels are upright, you need to jump over them or you'll get knocked off. To end the course, you need to cross the banner again. The wind will always stay behind you, so don't worry about changing its direction. Once you cross the finish line, you keep all the Rupees you take. The max is 150.

Also, point the wind north and float across to the other side of the banner. Enter the hole. Avoid the Miniblins and shoot all three crystals with your Bow or Boomerang. That will cause a chest to appear with the Submarine Chart, which will point the locations of the enemy submarines.

Five-Star Isles -
There's a sub in this area. Defeat all enemies in it to earn a PIECE OF HEART.

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6. ITEMS
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As with any Zelda quest, Link has ten bajillion items at his disposal, including plenty of all new ones.

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6A. XYZ Items =
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The following items can be set from the Items Subscreen.

Telescope -
Your little sis Aryll will give you this after you change into your spiffy outfit as a birthday present. Once you use it, use the Control Stick to look around through it and use the C Stick to zoom in and out. As you may expect, it's great for scouting the high seas or getting a closer look at bad guys.

Sail -
Once you make it to Windfall Island, buy this from the peddler in the parka for 80 Rupees. Once you have it, you can set sail on your boat, the King of Red Lions.

Tingle Tuner -
"Tingle owns you!!!" That's what my friend said as he assumed the role of Link's fellow "fairy"... To get this item, go to Windfall Village's jail and release Tingle. If you hook up a GameBoy Advance to your Cube, you can control Tingle through the GBA. I have a whole section detailing it, so check it out.

Picto Box -
Once you free Tingle, pull out the box in the jail cell to reveal a crawl passage. Once inside, turn right, left, back to the far wall, right, left, left, right, right, and right. You'll find a treasure chest with the Picto Box. Use it to take pictures of various objects for various reasons, which I have a section for in my guide. You can only store three photographs at a time.

Deluxe Picto Box -
After becoming Lenzo's assistant on Windfall Island, and giving him a Forest Firefly, you'll earn this better Picto Box, with which you can take color photos. To do those things, check the Pictography section of Sea-Wide Sidequests (coming soon).

Wind Waker -
After landing on Dragon Roost Island, your boat will give you the Wind Waker baton. To use it, activate it with the XYZ button, then conduct with the C Stick. To change the rhythm, use the Control Stick. Pulling left will give you a 4/4 time, pulling right will give you 6/4 time, and neutral position will give you 3/4. As the metronome at the top of the screen passes the center, a note will be registered depending on where you're holding the baton. To register a note, you don't have to tap the C Stick at the EXACT time. It just has to be there when the metronome reaches the center.
- Wind Requiem: 3/4 Up, Left, Right - Use this to change the direction the wind blows. You can learn this at Dragon Roost Island, at the monument in

the water.
- Song of Passing: 3/4 Right, Left, Down - Use this to change the time to sunrise or sunset. You can learn this on Windfall Island from the guy dancing in front of the grave, Tott.
- Command Melody: 4/4 Left, Middle, Right, Middle - This can be used to possess certain objects and control them. You'll find it in the Tower of the Gods dungeon.
- Ballad of Gales: 4/4 Down, Right, Left, Up - After you find the Hero's Bow in the Tower of the Gods, find Cyclos, Zephos' brother. You can easily find him spinning up cyclones on Shark Island (F3). Once you get close to the cyclone, he'll pop out. Shoot him three times and he'll give you the tune. Use this tune while on the open sea, and you can warp to one of several key locations in the game. Almost every sea spot is one square away with this song.
- Earth God's Lyric: 6/4 Down, Down, Middle, Right, Left, Middle - After you find the Power Bracelets, go to Headstone Isle. Pick up the giant stone and enter. This song will awaken the Sage of Earth.
- Wind God's Aria: 6/4 Up, Up, Down, Right, Left, Right - After you find the Iron Boots, go to Gale Isle. Wear the Iron Boots and walk up to the statue. Bash it with the Skull Hammer. This song will awaken the Sage of Wind.

Empty Bottle -
As in past adventures, Link can carry many things in these Bottles.
- The first Bottle is given to you by Medli after you help her into Dragon Roost Cavern.
- The second Bottle can be found on your way to Forest Haven, just a square above it, at Bomb Island area. Look for a sub in the water. Enter and defeat all the enemies and you'll receive the Bottle as your prize.
- The third Bottle is on sale at Rock Spire Island's (C2) Ship Shop for 500 Rupees.
- You can only get the fourth Bottle after rescuing the girls from Forsaken Fortress. At night, you'll see Mila standing outside the House of Wealth. Talk to her and she'll shoo you away. She'll now begin a course which will take her around to Zunari's Stand. Stay out of sight, or she'll call off the "job" for the night. It's best to just hide behind the tree she was originally standing near. Keep an eye on the road behind the windmill for her to show up. Once you moves from there, break cover and tail her to Zunari's Stand. She'll rush to his safe and spend about five seconds trying to open it. Talk to her while she has that little balloon above her head and she'll begin a dialog. Pick the top answer all six times and she'll give you the Bottle.

Grappling Hook -
This is given to you by Medli for freeing her from capture in the Dragon Roost Cavern. To use it, hold the item button, then let go when you find something to latch onto, which looks like a yellow mark. After that, it's just like any other hanging rope. You can also use it as an impromptu weapon. When you hook an enemy, you can lift an item right off them.

Deku Leaf -
This is given to you by the Deku Tree after you agree to help out Makar in the Forest Haven. There are two ways to use it. If on the ground, it will release a puff of air. If you're in the air, it will allow you to float very slowly to the ground. While it's open, it will consume magic power, so watch your Magic Meter. Be careful if outside, because the wind will carry. You can use it to your advantage if pointed the right way, of course.

Boomerang -
You'll find this in the back room of the fourth floor of the Forbidden Woods, the room with the big Mothula mini-boss. Use it to hit targets at a distance. Once in targeting mode, you can select up to five targets to hit in succession. It's really freakin' cool... Oh, and you can also use this while on the King of Red Lions as a light, but accurate weapon. On most enemies, it will either cause light damage or simply stun them.

Magic Armor -
After completing the circuit of flower delivery at Windfall, Bomb Island, Greatfish Isle, and Mother and Child Isles (see Sea-Wide Sidequests), Zunari will give you this magical crystal. Use it either on land or sea to encase yourself in a magical shield which will drain magic power.

Bombs -

After travelling to Greatfish Isle, go back to Windfall. The pirates will be here. Sneak into the Bomb Shop to witness the pirates capturing the Bombs, and you'll learn the password to get on the ship. Say the password on the ship and complete Niko's second rope course to get the Bombs. Use the Bombs to bust up rocks on land, and if you use them on the boat, you'll arm yourself with a sweet cannon for busting up bad guys on the waves. There are also two upgrades to your Bombs, available right after you get them. Go to both Eastern Fairy Island and Southern Fairy Island. Bomb your way into both and you'll be given the bigger Bomb Bags, up to 60 the first time, then 99 the last time.

Hero's Bow -
This is the treasure in the Tower of the Gods, in the western area of the second floor. Equip it to shoot arrows, naturally. Arrows cause decent damage, and are definitely good for flying enemies. You start with 30 arrows in your quiver. This can also be used on water as a light, quick, long-distance weapon.
- Fire & Ice Arrows: Go to Mother & Child Isles by warping after going to the Forsaken Fortress for a second time. The first use raging fire, the second chilling ice. Both use up magic.
- Light Arrows: Solve the puzzle of the sword hilts in Ganon's Tower to be granted one of the few weapons that can hurt the Evil King...

There are also two upgrades to your quiver. For both, you'll need the Skull Hammer (below). One is on Thorned Fairy Island, and the other's on Western Fairy Island. The upgrades give you 60 Arrows for the first one and 99 for the second one.

Skull Hammer -
Heavy weapon... You'll earn this after your fight with Phantom Ganon at the Forsaken Fortress. Use it to smash enemies, and drive large stakes into the ground. Some enemies will also be stunned by the shockwave after you slam it into the ground.

Iron Boots -
After getting the Fire Arrows, you'll find these on Ice Ring Isle. Melt the ice and enter the cavern. When using these, you will not be blown away by fierce winds, but you can't walk fast either. When you put them on, you also make a little slam onto the ground, which can force down some switches, some platforms, and break through some weak floors.

Hookshot -
This is the dungeon item of the Wind Temple. A classic Zelda item. Use it to attach to specific targets or most anything wood and draw yourself to it. It's also a decent weapon against certain enemies. If you can attach to something, you'll see the red dot turn into a yellow sparkle. It's also an effective weapon in some circumstances.

6B. Quest Items

The following items can be seen on the Quest Status Subscreen.

Hero Sword -
Your favorite grass-cutting tool is available after you get the Telescope. Go to Orca's house and train with him completely, using all the techniques, and you'll be allowed to keep the sword.

Hero Shield -
The accompanying piece to the sword is only available after Aryll gets captured. Climb up to its usual spot, then speak to Grandma to receive it.

Pirate's Charm -
After landing on the Forsaken Fortress, you'll find that Tetra has lent you this stone. She'll use this to communicate with you while storming the fortress. When your A button marker flashes, hit A to receive a message. The King of Red Lions can also talk to you with it.

Din's Pearl -
Your reward for saving Valoo on Dragon Roost Island. The King of Red Lions will tell you where to place it when the time comes.

Farore's Pearl -
Your reward for saving the Korok, Makar, from the Forbidden Woods on the Forest Haven Island. The King of Red Lions will tell you where to place it when the time comes.

Nayru's Pearl -
You're given this from Jabun at Outset Island. The King of Red Lions will tell you where to place it when the time comes.

Master Sword -
After completing the third dungeon, you will visit a special place and take this weapon. It's stronger than your old sword in every way.

Power Bracelets -
After getting the Ice Arrows, use them on Fire Mountain and enter to find this treasure. With these, you'll be able to pick up very heavy objects.

Mirror Shield -
This is the dungeon treasure of the Earth Temple, found on the first floor. It can reflect light onto objects. To use it properly, remember to pull out your sword so you can move your shield around.

Master Sword (edged) -
After completing the Earth Temple, your Master Sword will be powered up. Its hilt will blossom.

Master Sword (true) -
After completing the Wind Temple, you will have the True Master Sword's power. It glows now! :-P

Hero's Charm -
Give forty-one Joy Pendants to Miss Marie the teacher to receive this. When you wear it, you'll be able to see the life meters of your enemies.

The Triforce of Courage -
Broken into eight pieces, this is a third of the gift that the goddesses who created Hyrule left behind. You need its power to go to a special place.

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6C. Bags =
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There are three bags in the game that can hold multiple items. Here they are, where you can find them, and what they can hold.

Spoils Bag -
After finishing Niko's little rope test on Tetra's Ship, you'll be given this as a super prize! Use it to hold items that enemies drop.
- Joy Pendant: You can find these in many locations, but the best way to get them is to use the Grappling Hook on Bokoblins to snag one. The teacher at Windfall Island, Miss Marie, loves these. Give her 1 and she'll answer questions. Give her 20 and she'll give you her Cabana Deed.
- Red Chu Jelly: An ingredient for Red Potions, which you can receive from defeated Red ChuChus. Give the guy at the Chu Jelly Juice Shop on Windfall Island five of these to get a free Red Potion.
- Golden Feather: If you can find the winged fiends, Kargarocs, take them out to win a Golden Feather. There's a fellow on Dragon Roost Island that wants these for his girl.
- Skull Necklace: A trophy from defeating a Moblin. Bring them to Maggie's Father after saving Maggie from the Forsaken Fortress (in the House of Wealth) and you'll get a Treasure Chart.
- Knight's Crest: In addition to finding a few of these in dungeons, you can collect them from defeated Darknuts. Give ten of them to Orca the sword master on Outset Island to receive the Hurricane Spin technique.
- Boku Baba Seed: Defeated Boku Babas may surrender these. One of the Koroks in Forest Haven wants these for potion making. Give him four and he'll make you a Blue Potion.
- Green Chu Jelly: An ingredient for Green Potions, which you can receive from defeated Green ChuChus. Give fifteen the Chu Jelly Juice Shop owner on Windfall Island so he'll start selling Green Potions and give you a free one. In addition, giving him five afterwards will get you a free Green Potion.
- Blue Chu Jelly: An ingredient for Blue Potions, which you can receive from

defeated Blue ChuChus. Give fifteen to the Chu Jelly Juice Shop owner on Windfall Island so he'll start selling Blue Potions and give you a free one. In addition, giving him five afterwards will get you a free Blue Potion. Here are the locations for finding Blue Chu Jelly. After finding one at a location, you can't find it again there: Rock Spire Island, Horseshoe Island, Mother & Child Isles, Western Fairy Island, Crescent Moon Island X2, Eastern Fairy Island, Northern Fairy Island, Angular Isles, Southern Fairy Island, Cliff Plateau Isles, Thorned Fairy Island, Tingle Island, Spectacle Island, Star Island, Outlook Island, Diamond Steppe Island

Bait Bag -
Floating around many islands (such as Outset Island), is a colorful ship, known as the Shop Ship. Head inside and you can purchase this for 20 Rupees, along with two kinds of bait.
- All-Purpose Bait: Purchased from the Ship Shop for 10 Rupees for three doses. Use this to attract pigs on land. Also, if you find jumping fish out at sea, use the bait to get hints and your Sea Chart updated.
- Hyoi Pear: Special fruit that you can use to control seagulls. Use one on land when you're near seagulls and you can use the Control Stick to fly around and the A Button to flap your wings.

Delivery Bag -
After speaking to the bird people of Dragon Roost Island, they'll give you this bag. This bag is used to hold items that you can deliver to other people, hence its name:
- Father's Letter: Find Medli and she'll give you this to give to Prince Komali.
- Cabana Deed: After giving 20 Joy Pendants to Miss Marie on Windfall Island, you'll get this, which will give you ownership of the Private Oasis.
- Letter to Mom: Shelve more than 25 letters at the Rito post office, then show the part-time how it's done to get this. Mail it in any postbox.
- Maggie's Letter: After you save the girls from Forsaken Fortress, go to the upper floor of the House of Wealth to find Maggie. She'll give you a letter to her sweetie, Moe. Mail it.
- Moblin's Letter: After coming back to the House of Wealth after dropping of Maggie's Letter, you'll find a postman trying to give a letter to her, but her father won't allow it. Follow him to the cafe to get it. Give it to Maggie.
- Complimentary ID: You get this from a postbox after buying 30 things from Beedle's Shop Ship. He'll tell you you're "really great" if you show it to him.
- Fill-Up Coupon: You get this from a postbox after buying 60 things from Beedle's Shop Ship. Show it to him and he'll give you a free fill-up of Bombs and Arrows.
- Town Flower, Sea Flower, Exotic Flower, Pinwheel, Sickle Moon Flag, Big Catch Flag, Fountain Idol, Skull Tower Idol, Big Sale Flag, Hero Flag, Postman Statue, Shop Guru Statue: These twelve items are used in a trading sequence. You get the first one from Zunari. After which, hop to Bomb Island, Greatfish Isle, and Mother & Child Isles to begin trading. When you get new items, try to trade those for something better. Your pinnacle item is the Shop Guru Statue.

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6D. Bottled Goods =
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You can keep many items in your Bottles. Here's a list:

Red Potion - You can buy this both at the Chu Jelly Juice Shop for 20 Rupees and at several Shop Ships for 30 Rupees. Drinking it will completely restore your hearts.

Green Potion - You can buy this from the Chu Jelly Juice Shop on Windfall Island for 10 Rupees after giving 15 Green Chu Jellies to the owner. Drink it to restore your magic power.

Blue Potion - You can buy this from the Chu Jelly Juice Shop on Windfall Island for 60 Rupees after giving 15 Blue Chu Jellies to the owner. You can also get one by giving four Boko Baba Seeds to Hollo the potion Korok in Forest Haven. Drink it to restore both your hearts and magic power.

Fairy - You can find lots of Fairies at Great Fairy Fountains, and there's often one or two hanging out near the Boss Doors of most dungeons. Use them

any time to restore ten hearts. Also, if you get hurt and collapse, the Fairy will revive you automatically.

Water - You can find this in any non-ocean body of water. In pools, wells, etc. Sprinkle it on dry, withered plants.

Forest Water - The water of the Forest Haven has special properties. It can be used multiple times, but reverts to normal water after 20 minutes. Use it on the forest seeds that the Koroks have planted throughout the world.

Forest Firefly - You can find this bug floating around the back of the Forest Haven. Once you find it, give it to Lenzo and he'll make your Picto Box a Deluxe Picto Box.

Elixir Soup - Best. Stuff. Evar. Give your Grandma a Fairy when you come back to Outset Island and she'll whip this up for you. You can only carry one bottle of it at time, but you can get free refills. Drink this golden liquid to restore your hearts and magic completely. You'd think a free psuedo-Blue Potion would be enough, but wait, there's more. This soup also doubles your attack power until you take a hit of damage. Not only that, but there's TWO helpings in the bottle! You have the bestest grandma ever.

****
7. PIECES OF HEART
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There are 33 Heart Pieces you can find on or around Islands, and 11 you can find by interpreting Treasure Charts and digging them up from the ocean floor.

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7A. Island Hearts =
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I've arranged these by island, starting with the Fortress, then Windfall, then Outset, then all the rest in order of coordinates.

#1
Location: Forsaken Fortress
Items Required: None
Description: Make your way to the southwest part of the first floor. Open the cell door there by stepping on the switch, and you'll find the Piece of Heart in a chest.

#2
Location: Windfall Island
Items Required: None
Description: Go to the Game Room in the windmill and play the Squid Game. Win once.

#3
Location: Windfall Island
Items Required: None
Description: Talk to the Killer Bee gang so that they'll challenge you (you may have to find the Picto Box first). They'll play a game of hide and seek with you. One is behind the grave out by the jail. One is behind the Bomb Shop. One is in a tree near the town gate (roll into it), and the last is behind a bush near the top of the town gate. Find them all to earn the Heart Piece.

#4
Location: Windfall Island
Items Required: Din's Pearl, Wind's Requiem
Description: One of the auctions at the House of Wealth at night randomly has this as its prize.

#5
Location: "Windfall Island"
Items Required: Farore's Pearl
Description: I put this one in quotes because the Heart Piece isn't exactly on Windfall, but the Island Hearts Chart describes it as being there. Complete the "Merchant Oaths" sidequest, detailed under "Sea-Wide Sidequests".

#6
Location: Windfall Island
Items Required: None, but you must have gone to the Forsaken Fortress a
 second time.
Description: After rescuing the girls in the Forsaken Fortress, talk to
 Maggie, who lives in the House of Wealth. She'll give you a letter to her
 boyfriend Moe. Come back later and a postman will be trying to deliver a
 letter back, but her father won't let him in. The postman will go to the
 cafe, so follow him there and take the letter for him. Give it to Maggie.

#7
Location: Windfall Island
Items Required: Fire Arrows
Description: Point the wind north and make it night on Windfall Island.
 Climb up the back of the windmill and step on the switch to turn on the
 ferris wheel. Enter the Game Room and leave out the upper door. Hop on the
 ferris wheel car and ride up. If it's night, the lighthouse will be
 spinning. Fire a Fire Arrow into its torch in the middle and the lighthouse
 will be activated, and a chest will appear off on a little plot of land.
 You need to use the Deku Leaf and favorable winds to get there.

#8
Location: Windfall Island
Items Required: Fire Arrows
Description: Do everything as described in #7, then talk to the guy in the
 hat who stands near the ferris wheel outside the second floor exit of the
 Game Room/Windmill.

#9
Location: Windfall Island
Items Required: None specifically, but you must have done some trading so
 that Joy Pedestals appear all over Windfall.
Description: Place any kind of Flowers, Flags, whatever from Zunari's stand
 all over Windfall Island. When you cover all the pedestals with anything,
 talk to the guy who sits on the bench.

#10
Location: Windfall Island
Items Required: Deluxe Picto Box
Description: After completing Lenzo's challenges for becoming his assistant,
 start talking to the "couple", Anton and Linda. They'll mention their
 interest. Eventually, Linda, will ask for a picture to give to him. Do so
 and give it to Anton. Go to the cafe the next day and talk to them.

#11
Location: Outset Island
Items Required: Farore's Pearl
Description: On your return to Outset Island, face off against Orca the
 combat master. Hit him 500 times in a row. Hints: Set your L-Targeting to
 Switch so your finger doesn't die. Don't use Parries. If he attacks just
 Defend and back out of the way. He always attacks after blocking one of
 your shots.

#12
Location: Outset Island
Items Required: Power Bracelet, All-Purpose Bait
Description: If you brought Rose a pig of any kind, you'll come back to find
 it's now really huge. Pick it up and carry it to the black patch of dirt
 across the water. Toss some All-Purpose Bait on it and the pig will start
 digging and find the Piece of Heart.

#13
Location: Outset Island
Items Required: Mirror Shield
Description: Enter the Savage Labyrinth on Outset Island (float west from the
 eastern hill towards the stone head) and survive all 50 floors.

#14
Location: Star Island (A2)
Items Required: Bombs
Description: Bomb the southwestern-most rock and drop down in the hole.
 Defeat the Magtails, Bokoblins, and Moblins.

#15
Location: Seven-Star Isles (A6)
Items Required: Farore's Pearl
Descriptoin: Sail due southwest from the isles to find some seagulls. In the
 midst of them is a Big Octo. Shoot out all its eyes with the Boomerang or
 Bow. It will surrender the Heart Piece.

#16
Location: Spectacle Island (B3)
Items Required: Farore's Pearl
Description: Beat the Cannon Game once.

#17
Location: Pawprint Isle (B5)
Items Required: Sail
Description: Crawl into the blue-white structure on the island. In the cave
 below, make it through all the ChuChus to find a chest with the Heart
 Piece.

#18
Location: Dragon Roost Island (B6)
Items Required: Sail, 20 Golden Feathers
Description: As the requirement says, you need 20 Golden Feathers from
 defeating Kargarocs. Take them all to the guard outside the Chieftain's
 cave. Later, you'll find a wiggling postbox with the thank-you from the
 guard's girlfriend.

#19
Location: Dragon Roost Island (B6)
Items Required: Din's Pearl
Description: At the Rito post office, stack more than 25 letters. When you
 come back later, a part-timer will be there. Show him how it's done and
 he'll give you a Letter to Mom. Mail it and you'll get the Piece of Heart
 in the reply.

#20
Location: Flight Control Platform (B7)
Items Required: Farore's Pearl, Double Magic Upgrade.
Description: Pass the champion's mark on the flying test. To win this, fly
 as straight as possible, only turning to hit one updraft, which is all
 you'll need to hit.

#21
Location: Rock Spire Isle (C2)
Items Required: Farore's Pearl
Description: There's a Shop Ship floating around here. Purchase the Piece
 of Heart from the guy who's definitely not Beedle for 950 Rupees. Don't
 worry about him saying he'll leave. He's bluffing.

#22
Location: Rock Spire Isle (C2)
Items Required: Bombs
Description: South of Rock Spire Island are two Cannon Ships. Destroy them
 with the Bomb Cannon. One will leave behind the Piece of Heart on the ocean
 floor.

#23
Location: Tingle Island (C3)
Items Required: Farore's Pearl
Sail due north of the island to find some seagulls. In the midst of them is
 a Big Octo. Shoot out all its eyes with the Boomerang or Bow. It will
 surrender the Heart Piece.

#24
Location: Greatfish Isle (D2)
Items Required: Farore's Pearl
Description: In the southeastern part of the island system, climb up the
 spiralled piece of land (it has a Korok on it). Point the wind northwest
 and float towards a shallow cave across from you.

#25
Location: Six-Eye Reef (D4)

Items Required: Farore's Pearl
Description: In the southwest area of this square is a sub. Defeat all
 enemies in it.

#26
Location: Needle Rock Isle (E1)
Items Required: Farore's Pearl, Hyoi Pear
Description: Use a Hyoi Pear near the seagulls. Navigate one of them to the
 top of the needle and hit the switch. The fire around the chest will
 vanish.

#27
Location: Stone Watcher Island (E3)
Items Required: Bombs
Description: East of the island is a platform. Use the Bomb Cannon to
 destroy all eight cannons on the platform to reveal a chest.

#28
Location: Bomb Island (E6)
Items Required: Bombs
Description: Blow up the boulder on top of the island. Inside, use the
 Magtails to weigh down the first switch. In the next room, carefully make
 your way to the switch using the narrow path, then head up to the platform
 in the center. Turn the Magtails into balls, then toss them on the
 switches surrounded by fire on the left and right, which will put out the
 fire around the chest.

#29
Location: Headstone Island (G3)
Items Required: Farore's Pearl, Hyoi Pear
Description: Use a Hyoi Pear on the beach to call a seagull. Have it fly to
 the top of the island and snag the Piece of Heart.

#30
Location: Angular Isles (G5)
Items Required: Farore's Pearl
Description: Reach the chest on the top of the island by pulling blocks and
 climbing.

#31
Location: Five Star Isles (G7)
Items Required: Farore's Pearl.
Description: South of the isles is a submarine. Enter and defeat all the
 enemies.

#32
Location: Variable Location
Items Required: Farore's Pearl
Description: After clearing Forest Haven, look on most any island for a
 wiggling post box. Take the letter inside.

#33
Location: Multiple Locations
Items Required: Fire Arrows
Description: Go to the Forest Haven and collect Forest Water. Water all
 eight trees. Go to the "Forest Revival" section in "Sea-Wide Sidequests"
 to find out the best way to do this.

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7B. Sea Hearts =
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These Heart Pieces can be obtained by finding the corresponding Treasure
Chart. This part of the guide gives you the Chart Number, as well as the
island/dungeon the chart and the Heart Piece are found on, and the items
required. If you need more info, go to the Charts section of the guide just
below this one.

#34
Treasure Chart #31
Chart Location: Windfall Island
Heart Location: Forest Haven (F5)
Items Required: Deluxe Picto Box, Din's Pearl

#35
Treasure Chart #23
Chart Location: Windfall Island
Heart Location: Diamond Steppe Island (F1)
Items Required: Farore's Pearl

#36
Treasure Chart #33
Chart Location: Windfall Island
Heart Location: Five-Star Isles (G7)
Items Required: Deluxe Picto Box, Farore's Pearl

#37
Treasure Chart #38
Chart Location: Windfall Island
Heart Location: Three-Eye Reef (D1)
Items Required: Farore's Pearl, and at least one wallet upgrade

#38
Treasure Chart #2
Chart Location: Windfall Island
Heart Location: Rock Spire Island (C2)
Items Required: 20 Skull Necklaces, and you must have beat the Forsaken
 Fortress

#39
Treasure Chart #11
Chart Location: Dragon Roost Cavern
Heart Location: Crescent Moon Island (A5)
Items Required: Farore's Pearl

#40
Treasure Chart #15
Chart Location: Forbidden Woods
Heart Location: Angular Isles (G5)
Items Required: Farore's Pearl

#41
Treasure Chart #4
Chart Location: Rock Spire Island (C2)
Heart Location: Southern Fairy Island (F4)
Items Required: Bombs

#42
Treasure Chart #30
Chart Location: Tower of the Gods
Heart Location: Pawprint Isle (B5)
Items Required: Hero Bow

#43
Treasure Chart #20
Chart Location: Earth Temple
Heart Location: Bomb Island (E6)
Items Required: Power Bracelet

#44
Treasure Chart #5
Chart Location: Wind Temple
Heart Location: Thorned Fairy Island (D7)
Items Required: Iron Boots

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7C. How Many Should I Have? =
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This seems to be a popular subject among the gamers who don't want to miss
anything. We'll, I'll humor you folks on this occasion. Below are each
of the dungeons or major events and how many total hearts and Heart Pieces
you should have by that point.

Dragon Roost Cavern
Hearts: 4

Pieces you can get: #1, #2, #3, #17

Forest Haven
Hearts: 6
Pieces you can get: #10, #18, #19, #34

Tower of the Gods
Hearts: 13
Pieces you can get: #4, #5, #9, #11, #14, #15, #16, #20, #21, #22, #23, #24,
 #25, #26, #27, #28, #29, #30, #31, #32, #35, #36, #37, #39, #40, #41

Forsaken Fortress
Hearts: 14
Pieces you can get: #42

Earth Temple
Hearts: 17
Pieces you can get: #6, #7, #8, #12, #33, #38

Wind Temple
Hearts: 18
Pieces you can get: #13, #43

Ganon's Tower
Hearts: 20
Pieces you can get: #44

So, as you can see, there's a huge jump once the whole Great Sea opens up to
you, and you get the Bombs.

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8. CHARTS ETC.
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8A. Treasure Charts =
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Thar be plenty of booty on the ocean floor to snag, and these treasure
charts are just the thing to find the best stuff. Once you find them, open
them up in the charts menu (press Up on Control Pad). Each chart is numbered,
so, I've ordered them as such.

#1
Found: Forbidden Woods
Items Required: Boomerang
Description: In the second room, use the Baba Buds to float all the way up to
 the southwest corner of the room. Use the Boomerang on the plant on the
 chest.
Location: Private Oasis (E5)
Treasure: 200 Rupees

#2
Found: Windfall Island
Items Required: 20 Skull Necklaces, and you must have gone to the Forsaken
 Fortress a second time.
Description: After saving the girls from Forsaken Fortress, bring twenty Skull
 Necklaces to Maggie's Father, who's now in the House of Wealth.
Location: Rock Spire Island (C2)
Treasure: Piece of Heart

#3
Found: Forest Haven (F6)
Items Required: Deku Leaf
Description: The chart is on an island in the southeast. Point the wind in
 that direction. Climb up to the exit out of Forest Haven with the grassy
 arrow. Jump to the southeast and float over using the Deku Leaf. The chest
 is on that island.
Location: Eastern Fairy Island (C4)
Treasure: 200 Rupees

#4
Found: Rock Spire Island (C2)

Items Required: Farore's Pearl, First Wallet Upgrade
Description: Purchase this chart from the helmeted guy in the special Shop
 Ship for 900 Rupees.
Location: Southern Fairy Island (F4)
Treasure: Piece of Heart

#5
Found: The Wind Temple
Items Required: Hookshot
Description: In the room with two Stalfoses and a Yellow Wizzrobe (shortly
 before the boss), defeat all the enemies and pull down all the stone faces on
 the walls with the Hookshot. Open the chest that appears.
Location: Thorned Fairy Island (D7)
Treasure: Piece of Heart

#6
Found: Tower of the Gods
Items Required: Hero's Bow
Description: On the first floor, in the northwest room, use the Hero's Bow on
 the eye.
Location: Six-Eye Reef (D4)
Treasure: 200 Rupees

#7
Found: Windfall Island
Items Required: None
Description: Play the Squid Game and beat the game once.
Location: Star Island (A2)
Treasure: 200 Rupees

#8
Found: Horseshoe Island (G1)
Items Required: Farore's Pearl
Description: The chart's in a hole at the top of the island. Using your
 arms and the Deku Leaf, push the Boko Nuts into the holes to reach the top.
 Defeat the Mothulas inside.
Location: Western Fairy Island (C1)
Treasure: 200 Rupees

#9
Found: Crescent Moon Island (A5)
Items Required: Farore's Pearl
Description: North of the island is a sub. Fight the Miniblins in the sub and
 survive until all four torches light up.
Location: Horseshoe Island (G1)
Treasure: 200 Rupees

#10
Found: Crescent Moon Island (A5)
Items Required: Farore's Pearl
Description: Sitting right on the island is the chest in plain sight.
Location: Tingle Island (C3)
Treasure: 200 Rupees

#11
Found: Dragon Roost Cavern
Items Required: Grappling Hook
Description: This is found in a western room on the first floor with several
 Red ChuChus. Use a burning Boko Stick to remove the boards across a lava
 pit, then swing over with your Grappling Hook.
Location: Crescent Moon Island (A5)
Treasure: Piece of Heart

#12
Found: The Earth Temple
Items Required: Mirror Shiled
Description: This is found in the second basement. In the room with tons of
 mirror statues, take the west door. Shine light on the coffins and take
 out the Stalfoses.
Location: Five-Eye Reef (F2)
Treasure: 200 Rupees

#13

Found: Two Eye Reef (G4)
Items Required: None, but you must complete the Forsaken Fortress a second
 time.
Description: Destroy all cannons on the walls of the reef to make a chest
 appear which you can float to with the Deku Leaf.
Location: Overlook Island (A7)
Treasure: Secret Cave Chart (see Miscellaneous Charts)

#14
Found: Headstone Island (G3)
Items Required: Farore's Pearl
Description: Northwest of the island is a submarine. Destroy all the rats
 inside.
Location: Tower of the Gods (D5) (it may be advisable to wait until it has
 surfaced to find this).
Treasure: 200 Rupees

#15
Found: Forbidden Woods
Items Required: Boomerang
Description: In the basement. Head north of the room with the big flower and
 Climb up the northwest side and destroy the Boko Baba to uncover a Baba Bud.
 Use it to float up to the gondola. Ride to the other side and toss the Bomb
 Flower into the center of the hole.
Location: Angular Isles (G5)
Treasure: Piece of Heart

#16
Found: Seven-Star Isles (A6)
Items Required: Bombs, but it's easier with the Hero's Bow
Description: South of the isles are three platforms. Defeat all Wizzrobes on
 the platforms.
Location: Shark Island (F3)
Treasure: 200 Rupees

#17
Found: Spectacle Island (B3)
Items Required: Farore's Pearl
Description: Beat the Cannon Game twice.
Location: Ice Ring Isle (F5)
Treasure: 200 Rupees

#18
Found: Windfall Island
Items Required: None, except maybe a wallet upgrade
Description: One of the auctions at the House of Wealth at night will randomly
 have this.
Location: Windfall Island, so you're right on top of it! That's the only
 good news.
Treasure: 1 stinkin' Rupee

#19
Found: Four-Eye Reef (B1)
Items Required: None, but you must complete the Forsaken Fortress a second
 time.
Description: Sail into the reef and destroy all the wall cannons with the Bomb
 Cannon to make it appear on a rock. Float to it with the Deku Leaf.
Location: Flight Control Platform (B7)
Treasure: Island Hearts Chart (see Miscellaneous Charts)

#20
Found: Earth Temple
Items Required: Mirror Shield
Description: In the first basement, in the room with a lot of mist on the
 floor, a lot of Floor Masters, and a Small Key. After taking the Key, kill
 all the Floor Masters.
Location: Bomb Island (E6)
Treasure: Piece of Heart

#21
Found: Cyclops Reef (D3)
Items Required: None, but you must complete the Forsaken Fortress a second
 time.

Description: Sail into the reef and destroy all the wall cannons with the Bomb
 Cannon to make it appear on the center rock.
Location: Cyclops Reef (D3)
Treasure: Light Ring Chart (see Miscellaneous Charts)

#22
Found: Northern Fairy Island (A3)
Items Required: Farore's Pearl
Description: To the northwest of the island is a sub. Swing across the ropes
 to the other side. You don't need to fight the Moblins.
Location: Spectacle Island (B3)
Treasure: 200 Rupees

#23
Found: Windfall Island
Items Required: None
Description: At the Squid Game Room, beat the record of 20 cannonballs
Location: Diamond Steppe Island (F1)
Treasure: Piece of Heart

#24
Found: Windfall Island
Items Required: Deku Leaf
Description: Climb onto the Ferris Wheel and use the Deku Leaf to float over
 to the upper window on the Picto Shop. Enter and crawl through the hole.
 When you exit, walk over to the couple, but don't get too close. Take a
 picture of them, then show it to the gossips, Pompie and Vera.
Location: Northern Fairy Island (A3)
Treasure: 200 Rupees

#25
Found: Cliff Plateau Isles (F7)
Items Required: Hero's Bow, but it's easier with Fire Arrows.
Description: Hop up the lower stones and drop into the cave. Proceed through
 the cave and burn the boards on the door. To do this, light a Boko Stick on
 fire, then hop into the Baba Bud. It'll stay lit when you jump in, so you
 can throw it on the boards. Also, you can use a Fire Arrow. Use the Deku
 Leaf and Baba Bud to float over to it. The chest is outside.
Location: Forsaken Fortress (A1)
Treasure: 200 Rupees

#26
Found: Six-Eye Reef (D4)
Items Required: None, but you must complete the Forsaken Fortress a second
 time.
Description: Sail into the reef and blast all the wall cannons with your Bomb
 Cannon to make a chest appear. Then, climb on the outside of the reef and
 float to the rock.
Location: Northern Triangle Isle (C4)
Treasure: Octo Chart (see Miscellaneous Charts)

#27
Found: Private Oasis (E5)
Items Required: Hookshot
Description: From the back of the cabana, Hookshot to the tree on the back
 ledge. The chest is up here.
Location: Star Belt Archipelago (C7)
Treasure: 200 Rupees

#28
Found: Horseshoe Island (G1)
Items Required: Farore's Pearl
Description: The chart's at the center island. Using your arms and the
 Deku Leaf, get the Boko Nuts into the holes. Direct the wind east or north-
 east, and float over to the chest.
Location: Needle Rock Isle (E1)
Treasure: 200 Rupees

#29
Found: Windfall Island
Items Required: Deku Leaf
Description: Go to the Picto Shop. Climb onto the Ferris Wheel and use the
 Deku Leaf to float over to the upper window. It's inside.

Location: Mother & Child Isles (B2)
Treasure: 200 Rupees

#30
Found: The Tower of the Gods
Items Required: Hero's Bow
Description: The chart's on the second floor. In the room with the two
 balanced platforms suspended from ropes, bomb the west wall near the water.
 In the next room, play the Wind's Requiem on the stand.
Location: Pawprint Isle (B5)
Treasure: Piece of Heart

#31
Found: Windfall Island
Items Required: Deluxe Picto Box
Description: Show a picture of a full color, full moon, to the despondent
 young man sitting on the steps outside the House of Wealth.
Location: Forest Haven (F6)
Treasure: Piece of Heart

#32
Found: Three-Eye Reef (D1)
Items Required: None, but you must complete the Forsaken Fortress a second
 time.
Description: Sail into the reef and destroy all the wall cannons to uncover a
 chest you need to float to with the Deku Leaf.
Location: Boating Course (G6)
Treasure: Sea Hearts Chart (see Miscellaneous Charts)

#33
Found: Windfall Island
Items Required: Deluxe Picto Box
Description: Take a picture of Minenco, the lady who stands outside the Chu
 Jelly Juice Shop during the day. Show her the picture of herself.
Location: Five-Star Isles (G7)
Treasure: Piece of Heart

#34
Found: Pawprint Island (B5) (as well as other islands)
Items Required: Sail
Description: Speak to the divers hunting for treasure.
Location: Eastern Triangle Island (D6)
Treasure: 200 Rupees

#35
Found: The Wind Temple
Items Required: Iron Boots
Description: This chart's in the basement, in the room with the thrusting
 spikes. Drop through each of the five holes with the Iron Boots to make it
 appear.
Location: Islet of Steel (E2)
Treasure: 200 Rupees

#36
Found: Ice Ring Isle (F5)
Items Required: Fire Arrows
Description: On the east side of the island. You need Fire Arrows to get
 close enough.
Location: Bird's Peak Rock (E7)
Treasure: 200 Rupees

#37
Found: Rock Spire Island (C2)
Items Required: Bombs
Description: Blow the rocks off the path with Bombs, throwing them just at the
 right time, then drop down the hole. Light the torches, then fight off the
 jillion Keeses.
Location: Fire Mountain (C6)
Treasure: 200 Rupees

#38
Found: Windfall Island
Items Required: One wallet upgrade would be helpful

Description: The auction at the House of Wealth at night randomly has this as
 one of its prizes.
Location: Three-Eye Reef (D1)
Treasure: Piece of Heart

#39
Found: Dragon Roost Cavern
Items Required: None
Description: This is found in the room on the second floor of the cavern with
 several pots and a table. Use a Boko Stick to light on one torch, then light
 the other.
Location: Dragon Roost Island (B6)
Treasure: 200 Rupees

#40
Found: Southern Fairy Island (F4)
Items Required: Bombs
Description: Sail southeast to the three platforms. Destroy the cannons on
 the westmost platform with Bombs to make this appear on the platform without
 a ladder, which you must float to using the Deku Leaf.
Location: Headstone Island (G3)
Treasure: 200 Rupees

#41
Found: Five-Eye Reef (F2)
Items Required: None, but you must complete the Forsaken Fortress a second
 time.
Description: Sail into the reef and destroy all the cannons on the walls.
 Climb up the outside of the reef and float over to the center rock to the
 chest that appears.
Location: Four-Eye Reef (B1)
Treasure: Great Fairy Chart (see Miscellaneous Charts)

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8B. Triforce Charts =
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Once you find the location of a Triforce Chart, play the Wind's Requiem to
reveal it. Then, go to Tingle's Island and he'll translate the chart for a
hefty fee. This is only a quick list. If you want heavy details on how to
get the pieces, go to that section of the walkthrough.

Triforce Chart #1
Found: Islet of Steel (E2)
Items Required: Bombs
Description: Use the Bomb Cannon to bust your way into the Islet.
Location: Greatfish Isle (B4)

Triforce Chart #2
Found: Private Oasis (E5)
Items Required: Cabana Deed
Description: Use the Grappling Hook on the structure in the ceiling of the
 cabana to open a mini-dungeon. Navigate the crawling maze in the sewers.
Location: Gale Isle (A4)

Triforce Chart #3
Found: Bird's Peak Rock (E7)
Items Required: Farore's Pearl, Hyoi Pear
Description: On this island, shoot down as many Kargarocs as you can with the
 Bow, then use a Hyoi Pear on a seagull to hit all six switches on the nests,
 which will open the cave.
Location: Stone Watcher Island (E3)

Triforce Chart #4
Found: The Ghost Ship
Items Required: Hookshot
Description: First, find the Ghost Ship Chart, as detailed in miscellaneous
 section below. After that, at night, sail to the area where the Ghost Ship
 inhabits (it'll be marked on your Sea Chart) and sail into it. Defeat the
 enemies inside.
Location: Outset Island (G2)

Triforce Chart #5

Found: Needle Rock Isle (E1)
Items Required: Bombs
Description: Just west of the island are two Cannon Ships, and one's colored
 gold. Blast that one and take the treasure it leaves behind.
Location: Cliff Plateau Isles (F7)

Triforce Chart #6
Found: Outset Island
Items Required: Power Bracelet
Description: Point the wind west, then float over from the east hill over to
 the stone head on the west hill to enter the Savage Labyrinth. Survive
 thirty floors to get the chart.
Location: Southern Triangle Island (E4)

Triforce Chart #7
Found: Stone Watcher Island (E3)
Items Required: Power Bracelet
Description: Lift up the stone on this island and enter. Enter each of the
 four doors and defeat the enemies (Bokoblins, Wizzrobes, Armoses, Moblins).
 After that's done, defeat the two Darknuts in the center room.
Location: Seven-Star Isles (A6)

Triforce Chart #8
Found: Overlook Island (A7)
Items Required: Hookshot
Description: Use the Hookshot from the boat to attach to the lowest tree (it
 helps if there are waves in the sea), then continue using the Hookshot to
 climb up. Enter the hole. In this cave, enter each of the four rooms and
 defeat the enemies: Armos Knights, Stalfoses, Bokoblins, and Yellow
 Wizzrobes. Then, defeat the four Darknuts in the center room to open the
 barred door.
Location: Two-Eye Reef (G4)

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8C. Miscellaneous Charts =
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Ghost Ship Chart
Found: Diamond Steppe Island (F1)
Items Required: Hookshot
Description: Start Hookshotting up the island. Drop in the hole at the top.
 In this area, enter the pot ahead of you. Use sticks to burn the tops of
 these pots. Enter the pot that's on the wall opposite the pot you entered.
 In the third area, burn the covers with sticks, then look for two pots close
 to each other and enter the one on the right. In the fourth area, look for
 two pots close to each other and enter the one on the right. Take the chart.
Use: Looking at this chart, you can see where the Ghost Ship will appear on
 nights of a particular phase of the moon. You cannot enter the Ghost Ship
 until you find this. Also, the Ghost Ship will appear on your Sea Chart when
 you open it.

Tingle Chart
Found: Windfall Island
Items Required: None
Description: Free Tingle from Windfall Island Jail and he'll give you this
 chart.
Use: It shows the location of Tingle Island, Windfall Island, and two Great
 Fairies who will increase your wallet size.

IN-credible Chart
Found: Any Island with a post box
Items Required: First Wallet Upgrade
Description: After rescuing the girls from Forsaken Fortress, Tingle will mail
 this to you (cash on delivery, and it isn't cheap).
Use: It points out the locations of all the Triforce Charts.

Octo Chart
Treasure Chart #26, found at Six-Eye Reef (D4)
Use: This map points out the locations of Big Octos. To find the Octos, look
 for circling seagulls in the middle of the sea in the area marked. The
 number indicates the number of eyes that Big Octo has. The four-eyed one has
 a Great Fairy held prisoner. The eight-eyed ones have 100 Rupees. The
 twelve-eyed ones have Pieces of Heart.

Great Fairy Chart
Treasure Chart #41, found at Five-Eye Reef (F2)
Use: This map points out the islands that have either one of the seven Great
 Faires or the Queen of Fairies. Go to them for upgrades to your items.

Island Hearts Chart
Treasure Chart #19, found at Four-Eye Reef (B1)
Use: This map points out the islands that have any of the 33 land-bound Pieces
 of Heart on them.

Sea Hearts Chart
Treasure Chart #32, found at Three-Eye Reef (D1)
Use: This map points out the islands that have Treasure Charts which point to
 the 11 Pieces of Heart in the deep blue sea.

Secret Cave Chart
Treasure Chart #13, found at Two-Eye Reef (G4)
Use: This map points out the islands that have "holes" in the ground which
 lead to underground riches, be they Rupees, Pieces of Heart, other charts, or
 whatever.

Light Ring Chart
Treasure Chart #21, found at Cyclops Ree (D3)
Use: This map is a little vague, but if you go to the marked locations by the
 light of the full moon (not just any moon) you should be able to find a
 ring of several light rings indicating a decent amount of treasure.

Platform Chart
Found: Flight Control Platform (B7)
Items Required: Bombs, but it's easier with the Hero's Bow
Description: Southeast of the platform is a submarine. Use the Bow or Bombs
 to defeat all the Red Wizzrobes inside to earn this chart, which shows you
 the location of all pirate platforms in the game.

Beedle's Chart
Found: Any wiggling postbox
Items Required: Bombs
Description: After finding Bombs, Beedle will mail this to you. Check the
 postboxes.
Use: It points out the location of all Beedle's Shop Ships, including his
 Special Shop Ship at Rock Spire Island.

Submarine Chart
Found: Boating Course (G6)
Items Required: Farore's Pearl
Description: Point the wind north and float over to the other side of the
 banner with the Deku Leaf. In this little cave, fend off the Miniblins if
 you must, but your real objective is the three crystals in this room. Use
 the Boomerang or Bow to hit them to make the chest appear.
Use: This chart maps out the locations of enemy submarines, which always have
 something good in them.

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8D. How Many Should I Have? =
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This seems to be a popular subject. Many gamers these days are obsessed
with getting everything they can get before moving on. So, for their
benefit, here are the Charts you can get and before what dungeon you can
get them. Note that this may not mean you can get the actual treasures
before the dungeon. In the case of Dragon Roost Cavern, you can't get any
of the treasures before going there (not that you'd want to, given your
wallet size).

Dragon Roost Cavern: #7, #23, #34, Tingle Chart

Forbidden Woods: #11, #18, #31, #33, #39

Tower of the Gods: #1, #3, #4, #8, #9, #10, #14, #15, #17, #22, #24, #28, #29,
 #40, Beedle's Chart, Platform Chart, Submarine Chart

Forsaken Fortress: #6, #16, #25, #30, #36, IN-credible Chart

Earth Temple: #2, #13, #19, #21, #26, #32, #41

Wind Temple: #5, #20

Ganon's Tower: #12, #27, #35, Ghost Ship Chart

Note that I haven't included the Triforce Charts, seeing as how you don't really need any of them until late in the game. I also didn't include some of the Miscellaneous Charts, because you get six of them from other Treasure Charts.

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9. ENEMIES
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Here's a breakdown of the various enemies in the game and how to defeat them.

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9A. Fighters =
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These are the fun enemies, the ones that you can engage in some serious combat with. The ones who've actually had some sort of training, as opposed to just being created and been told "Okay. You're created. Now go kill Link!"...

Bokoblin -
Found: Many places, but most often in pirate-controlled locations.
Description: These short fellas aren't very tough in combat, even if they're armed with weapons. Simple repeated attacks will take them down. They can sometimes be found carrying sticks or small swords. If hit enough, they can drop their weapons, after which they may try a kick attack to fend you off. Some also carry shields to block some of your attacks. They also carry Joy Pendants. Use the Grappling Hook on them to always hook the Pendant.

Moblin -
Found: Several places, but most often in pirate-controlled areas.
Description: These large pig guys are quite good combatants. You'll actually have to use combat tactics to defeat them. Have your shield up. If they jab with their spears, block it. On any other attack, use a Parry move once your sword lights up. You can also just try straight attacks, but a Moblin can block. If you knock their weapons out of their hands, they'll try a wild punch, which can hurt you good. Moblins often give up Skull Necklaces as spoils.

Darknut -
Found: The Tower of the Gods
Description: Now THIS is an opponent! Darknuts are excellent combatants, and they have armor besides. To beat them, use the Parry counter manuever just as they're about to swing their swords (A Button) to knock off their armor. Once that's off, they're vulnerable, but no less skillful. Continue using Parries or just smart attacks to finish it off. Their massive swords can also be wielded if dropped. When they drop, they give up a Knight's Crest. There are two varieties of this Darknut. The second one comes with an added shield to block your attacks more effectively. Same tactics apply.

Mighty Darknut -
Found: Hyrule Castle, Ganon's Tower
Description: These captains of Darknuts not only have the massive sword and shield of regular Darknuts, but they also have a very suave cape as well. This cape protects them from rear attacks. Sometimes, a parry that knocks of their helmet will remove the cape, but the cape can also just be cut off straight or burned with fire. After the cape's gone, they're just like regular Darknuts, except for the strength increase...

Stalfos -
Found: The Earth Temple, among other places
Description: Another classic Zelda alumnus. The bone-bags of this game have giant clubs. They're a little ungainly with them, though. Once you hit them, they'll either take a swing or spin around, so avoid them, unless you're daring and want to continue fighting. Once they're blown to bits,

you need to destroy their head so they won't come back. Oh, and remember how Bombs were necessary to destroy some Stalfos after you knocked them down? The reverse applies here. A good way to shatter a Stalfos down to his head is with a Bomb. There also may be some instances where you can sever the Stalfos' spine at the waist, whereby his arms and head will crawl away while his legs chase after. Also, if you take its club before it forms together, the Stalfos will rip off its own arm to use against you. Another good weapon against the Stalfos is the Skull Hammer, which can break it apart in a few hits and finish off the skull in one.

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9B. Crawlers =
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These bad guys keep to the ground, like the common muck they are. MUCK!

Miniblin -
Found: Several places, but monst often in pirate-controlled areas.
Description: These little impish guys are VERY annoying. They only take one hit to defeat, but they attack very quickly and always with a whole bunch of them. What's worse is that many rooms that have them have an INIFNITE supply of them, so you may never get them all. Since there are often many of these, locking-on can prove relatively useless, so a better tactic is standard slashes in their general direction.

Rat -
Found: Several dungeon-type areas
Description: These crawlies can't damage you, but they're very quick, can climb walls, and will knock Rupees off your person if you come into contact. They can be removed with a simple slash. Sometimes, they can be found carrying Bombs (known as Bombchus). Keep clear when they start tossing.

Red ChuChu -
Found: Islands, Dragon Roost Cavern
Description: This red blob takes one hit, and may drop a Red Chu Jelly.

Green ChuChu -
Found: Islands, Forest Haven
Description: This green blob is a little more properly evasive than his red cousin. Two sword hits will take him out, and he may drop a Green Chu Jelly.

Blue ChuChu -
Found: Several different out of the way islands
Description: Quite rare, this blue blob is electrified. The way to properly take it out is by stunning it with the Boomerang and then slashing it twice. It drops a Blue Chu Jelly. And when I say rare, I mean that when you find one, you'll never find it there again. That's rare...
Here are the locations of Blue Jelly: Rock Spire Island, Horseshoe Island, Mother & Child Isles, Western Fairy Island, Crescent Moon Island X2, Eastern Fairy Island, Northern Fairy Island, Angular Isles, Southern Fairy Island, Cliff Plateau Isles, Thorned Fairy Island, Tingle Island, Spectacle Island, Star Island, Outlook Island, Diamond Steppe Island

Yellow ChuChu -
Found: Tower of the Gods
Description: This yellow blob is electrified, much like the Blue ChuChu. Stun it with the Boomerang and slash it once. It often drops a Green Chu Jelly.

Dark ChuChu -
Found: Earth Temple
Description: This purplish ChuChu is impervious to weapons. It only fears light. Reflect light upon it, or lure into a light beam, to turn it to stone, which you can then throw, or even place.

Magtail -
Found: Dragon Roost Cavern, among other fiery places.
Description: This fiery worm is roughly invincible when on fire. You can either put it out with water or hit it in the mouth a couple of times when it rears back to bite you. Either way, it'll then curl up in a ball. You can pick up and move this ball around, possibly using it to weigh down switches, or you can just slash the ball to kill the Magtail.

Boku Baba -

Found: Forest Haven, among other woodsy locations.
Description: This plant aims to chomp on you. Repeatedly hit it until it

straightens up, then slice it to separate it from its stalk. It may drop a
Boku Baba Seed upon defeat.

Mothula -
Found: Forest Haven, among other woodsy locations.
Description: This bug has a charging attack and can release Morths to attack
you. Slash with the sword to defeat it. It takes a few hits. There are
also flying versions who take their job much more seriously. For these
guys, you can use the Deku Leaf to give them pause, and then slash their
wings off, after which they'll be an incredibly ticked normal Mothula.

Morths -
Found: Forest Haven, among other woodsy locations.
Description: These tiny Mothula eggs can latch onto you and cause damage
after a few seconds of being on you. If they do attach to you, use a Spin
Attack or a roll to shake them off.

Armos -
Found: The Tower of the Gods
Description: A living bouncing statue. Use the Hero's Bow to shoot it in the
eye to stun it, then slash its glowing bum to make it do a death dance and
blow up.

Armos Knight -
Found: The Tower of the Gods
Description: A LARGE living bouncing statue. It can be destroyed, though.
Shoot it in the eye with an arrow, then toss a Bomb at its mouth. Step back
a little bit so you don't get caught in the panicked bouncing...

Beamos -
Found: The Tower of the Gods
Description: The roving laser eye of this statue will zap you good. Quickly
roll to get past it safely. Once you get the bow, target the eye once it
appears and shoot an arrow quickly to break it before it zaps you.

Floor Master -
Found: The Earth Temple, among other places.
Description: These dark blobby hands are yet another member of Zelda alumni.
If they grab you or you walk on them, they will send you to a room, usually
back near the entrance of the dungeon. They can also throw pots if near
them. Repeated sword slashes will put paid to them. There's also a neato
Parry counter you have for them. If you Parry their grab, you'll stick
your sword in their hands and pin them to the ground. Sweetness...

ReDead -
Found: The Earth Temple, among other places.
Description: Seriously freaky. ReDeads will freeze you just by staring at
you, after which they'll slowly walk up and chomp on you. Slap them
repeatedly to destroy them. Reflecting light on them will stun them to
make for an easier kill. It's very tough to get close to a ReDead without
being frozen, but using a jump-slash just as you can get a lock-on will
allow you to close the gap quick enough.

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9C. Fliers =
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These guys have some sort of hang-up with the ground. They think they're so
better than it... I don't understand...

Keese -
Found: Several dungeon-type areas
Description: Everyone's favorite bats are still as wily and elusive as ever.
As always, one hit with most any weapon will take them down. Projectiles
are often quicker.

Fire Keese -
Found: Dragon Roost Cavern
Description: When on fire, the Keeses are a bit faster and more daring, and
they'll set you on fire when attacking (which can repeatedly damage you if

you don't roll). You'll need proper timing to connect hits.

Kargaroc -
Found: Dragon Roost Island, as well as other rocky islands.
Description: This colorful winged bird can hound you both on land and sea.
The best way to take it out is with a ranged weapon, but swords work, too.
It drops a Golden Feather when defeated.

Peahat -
Found: Forest Haven
Description: Another Zelda alumnus, this fellow floats around, and is largely
invincible while doing so. Fan him with a Deku Leaf or hit him with a ranged
weapon to stop his flying, then slice him up. An arrow will put paid to it
in one shot.

Red Bubble -
Found: The Tower of the Gods
Description: This is a flaming skull. You can hit it with any weapon to
destroy it. If you want to put out its fire, just fan it with a Deku Leaf.

Blue Bubble -
Found: The Earth Temple
Description: This is another flaming skull, but if you hit it with your
sword, it will curse you and you won't be able to use weapons or items for
a short time. So, fan it with the Deku Leaf to extinguish it, then hit the
extinguished skull. Alternatively, you can also extinguish it with the
Hookshot.

Red Wizzrobe -
Found: The Tower of the Gods, among other places.
Description: Annoying as ever. Red Wizzrobes teleport around the room,
firing triple fireballs at you. A few sword attacks when it's low or two
arrows can do the trick.

Yellow Wizzrobe -
Found: The Wind Temple
Description: Much like the Master Wizzrobe, this Wizzrobe can summon other
enemies, but not nearly on the scale of the Master. They're a little
hardier than Red Wizzrobes, though. Normal Wizzrobe tactics apply here.

Wizzrobe (Master) -
Found: The Wind Temple
Description: This mini-boss is a master of summoning and magic. He can
summon Keeses, Peahats, ChuChus, Moblins, Darknuts, other Wizzrobes, and
probably more stuff. He can also fire fireballs just like any other
Wizzrobe. Normal Wizzrobe tactics still apply here.

Poe -
Found: The Earth Temple
Description: These ghosties are different from old Poes. First, you need to
shine light on them with the Mirror Shield, or by luring them into the
light. After that, they'll become corporeal. Then, just whack them with
the sword. For attacks, they can try to whack you with their lanterns, or,
if you they drop the lanterns, they'll try to possess you. It destroys
them, but your controls will be messed up for a time.

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9D. Swimmers =
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And, finally, here are the big bad baddies in the big blue bea... er... sea...

Octorok -
Found: Forest Haven, Great Sea
Description: The famed adversary has returned once again. Octoroks pop out
of water and fire spiked balls at you. For the little ones, use your
Shield to deflect the balls back at the Octorok to defeat it. There are
also bigger ones on the open waves that fire Bombs at you. Any kind of
projectile can take them out.

Gyorg -
Found: The Great Sea
Description: This shark-like predator of the deep is more of an annoyance than

anything else. Use a ranged weapon like the Boomerang, and it'll be chum in
two hits. If you don't want to bother, just jump over them in the boat
as they come to attack you.

Seahat -
Found: The Great Sea
Description: Basically just a big Peahat, and they like to divebomb you.
They're actually kinda creepy with their maniacal grins. Hit repeatedly
with a ranged weapon, or with one shot from the Bomb Cannon.

Cannon Ship -
Found: The Great Sea
Description: These attacking vessels can only be taken out with three shots
from the Bomb Cannon. Best way is to go toe to toe, since aiming the
Cannon isn't the easiest thing in the world.

Big Octo -
Found: The Great Sea
Description: There are six of these massive creatures on the sea. To defeat
them, you need at least a Boomerang, but preferably a Bow. Shoot at all of
their eyes to defeat them, and they'll cough up a nice treasure of some
sort.

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10. SEA-WIDE SIDEQUESTS
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This is a repository for all those extra things you can do, but aren't
required to do, and can't do on a single island. These tend to encompass
lots of travel.

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10A. Upgrades =
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As in past quests, Link can increase the amount of stuff he can carry. This
seems to be a popular subject for a lot of people, so here you go...

Wallet Upgrades:
The first wallet upgrade can be found on Northern Fairy Island (A3). Simply
enter the structure on the island and boom. The second upgrade is found on
Outset Island. Use the Deku Leaf to cross the gap to the Fairy Forest on
the summit (jump from a high point) and use Bombs on the rock inside. The
upgrades are 1000 and 5000, respectively.

Bomb Upgrades:
Naturally, you need bombs before doing either of these. Bomb the stuff
blocking the doors at the Eastern Fairy Island (C5) and Southern Fairy
Island (F4) for Bomb upgrades to 60 and 99.

Magic Upgrade:
To double your magic power, go to Two-Eye Reef (G4). Down in the south area
is a Big Octo (look for seagulls). Defeat the Big Octo to rescue a Great
Fairy who will double your Magic Meter.

Arrow Upgrades:
You need the Skull Hammer for both of these. Go to Western Fairy Island (C1),
and Thorned Fairy Island (D7). Use the hammer on the pegs in these regions
and the structures will open up. Claim your upgrades inside, which will give
you 60 and 99 Arrows, respectively.

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10B. Forest Revival =
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Okay, this little quest can only be successfully completed after you earn
the Hero's Bow and the Ballad of Gales. The Deku Tree, after the little
forest ceremony, sent out his Koroks around the sea to plant trees.
Unfortunately, they don't sprout very well. It's up to you to take some
Forest Water in one of your Bottles and finish the job. You have twenty
minutes to go to eight islands and pour the water on the forest sprouts.

Talk to the Deku Tree, and as about Island Koroks and he'll mark on your Sea

Chart where all the Koroks have flown to. The islands are Cliff Plateau Isles, Private Oasis, Eastern Fairy Island, Shark Island, Greatfish Isle, Needle Rock Island, Mother & Child Isles, and Star Island.

Here's how to do it efficiently. I usually start by sailing east to Cliff Plateau Isles, because it's the hardest to get to. To get to the first one, you have to drop down the hole on the end of the first chain of isles. In this little cave, cross over to the far side of the room from the platforms. Kill the Boko Baba in the middle of the thorns and it will turn into a Baba Bud. Grab a Boko Stick and light it on fire. Hop into the Baba Bud and jump to the platform in front of the boards. Toss the burning stick onto the boards. Float across and you'll end up on top of the island, near the sprout. If you have about fourteen minutes left, you should still be fine (but you can potentially have a lot more).

The rest are easy by comparison. Warp to Forest Haven and sail northwest to the Private Oasis (hop up by the south side and head to the north end).

Warp to The Tower of the Gods and sail north to Eastern Fairy Island.

Warp to Southern Fairy Island and sail west to Shark Island.

Warp to Greatfish Isle and sail west to the system. The Korok is on top of the spiral tower you should see on the left when you sail to the isle. Now, point the wind southwest and sail to Needle Rock Isle. The Korok is at the south point.

Warp to Tingle Island and sail northwest to Mother & Child Isles. Now, point the wind north and sail to Star Island.

Really, you can do the preceding six paragraphs in any order and you should be fine. Once you water the last sprout, you'll receive a PIECE OF HEART for your troubles.

10C. Merchant Oaths

NOTE: This may not necessarily be the same order every time. If you go to an island and the Goron there doesn't want to give you a new item, go to the merchant on the third island.

NOTE #2: This is an expensive sidequest. You'll want a good 700+ Rupees saved up for it.

Once you get the Delivery Bag from the Rito on Dragon Roost Island, return to Zunari the merchant on Windfall Island. He'll ask you to open up trade with travelling merchants for him, and he'll give you a TOWN FLOWER.

Now, there are three Travelling Merchants to find. One is on Bomb Island, coordinates (E6), Mother & Child Isles, coordinates (B2), and Greatfish Isle, coordinates (B4).

You have to give this flower to one of those merchants and you'll get a SEA FLOWER in return.

But, we're not done yet. Oh no no no no...

Now, for the rest of this sidequest, every time you get a new item from a saleman, go to one of the other two islands and trade that new item, and you may get something better in return. If you don't, just go to the other salesman. Here's a list of what you can get.

EXOTIC FLOWER
SICKLE MOON FLAG
BIG CATCH FLAG
BIG SALE FLAG
PINWHEEL
HERO FLAG
SKULL TOWER IDOL
FOUNTAIN IDOL
POSTMAN STATUE
SHOP GURU STATUE

And here is the list of each of the mercahnts, and what they will give you...

Greatfish Isle:
 Town Flower -> Sea Flower
 Sea Flower -> Exotic Flower
 Exotic Flower -> Sea Flower
 Hero's Flag -> Postman Statue
 Big Catch Flag -> Fountain Idol
 Big Sale Flag -> Hero's Flag
 Pinwheel -> Exotic Flower
 Sickle Moon Flag -> Fountain Idol
 Skull Tower Idol -> Fountain Idol
 Fountain Idol -> Skull Tower Idol
 Postman Statue -> Fountain Idol
 Shop Guru Statue -> Piece of Heart

Mother & Child Isles:
 Town Flower -> Sea Flower
 Sea Flower -> Town Flower
 Exotic Flower -> Pinwheel
 Hero's Flag -> Big Sale Flag
 Big Catch Flag -> Sickle Moon Flag
 Big Sale Flag -> Big Catch Flag
 Pinwheel -> Exotic Flower
 Sickle Moon Flag -> Big Catch Flag
 Skull Tower Idol -> Big Sale Flag
 Fountain Idol -> Big Sale Flag
 Postman Statue -> Shop Guru Statue
 Shop Guru Statue -> Postman Statue

Bomb Island:
 Town Flower -> Sea Flower
 Sea Flower -> Town Flower
 Exotic Flower -> Sickle Moon Flag
 Hero's Flag -> Big Catch Flag
 Big Catch Flag -> Fountain Idol
 Big Sale Flag -> Hero's Flag
 Pinwheel -> Sickle Moon Flag
 Sickle Moon Flag -> Fountain Idol
 Skull Tower Idol -> Fountain Idol
 Fountain Idol -> Sickle Moon Flag
 Postman Statue -> Fountain idol
 Shop Guru Statue -> Postman Statue

Here's a trading order that gets you all the items with no "re-trading":
Town Flower -> Any island, Sea Flower -> Greatfish Isle, Exotic Flower ->
Mother & Child Isles, Pinwheel -> Bomb Island, Sickle Moon Flag ->
Mother & Child Isles, Big Catch Flag -> Bomb Island, Fountain Idol ->
Greatfish Isle, Skull Tower Idol -> Mother & Child Isles, Big Sale Flag ->
Bomb Island, Hero's Flag -> Greatfish Isle, Postman Statue ->
Mother & Child Isles, Shop Guru Statue

And here's the quickest possible order:
Town Flower -> Greatfish Isle, Sea Flower -> Greatfish Isle, Exotic Flower ->
Bomb Island, Sickle Moon Flag -> Bomb Island, Fountain Idol ->
Mother & Child Isles, Big Sale Flag -> Bomb Island, Hero's Flag ->
Greatfish Isle, Postman Statue -> Mother & Child Isles, Shop Guru Statue

Once you get the Shop Guru Statue, you may remember that one of the salesmen
was harping on about that statue. For me, it was the one on Greatfish Isle.
It may or may not be different for you. Anyway, go to that salesman, give
him the statue, and, for free, you'll get a PIECE OF HEART in trade.

Every time you get a new item, Zunari will add it to his stand, and you can
buy them and decorate the town with them.

Also, I don't know how many trades it takes (it took three trades for me),
but go back to Zunari's Stand after several, and he'll thank you for helping
him get set up by giving you the MAGIC ARMOR spell.

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10D. Pictography =

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Yes, you too can find traces of Pokémon Snap in this game! This section details the entirety of what you can do with the Picto Boxes in the game.

Okay, first thing's first. Lenzo won't even want to speak with you much until you find a Picto Box. Go to the Windfall Jail, free Tingle, and pull on the box in his cell. There's a small maze behind. Once inside, turn right, left, back to the far wall, right, left, left, right, right, and right. You'll find a treasure chest with the Picto Box.

Okay, now that you're a shutterbug, head back to Lenzo's Shop. He'll show you some of his work upstairs. Leave and come back and he'll give you a little quest to become his assistant. He needs three pictures from you. You need to go out and find what he wants and bring them to him one at a time.

First Picture: Love Letter - During the day, wait by the postbox a respectful distance away. Eventually, you'll see a fellow in red overalls walk around and up to it. Get a shot of him just as he's putting the letter in the box.
Second Picture: Coward - Go to the cafe. The guy sitting at the table is the most cowardly person in town. Roll into the wall or throw a pot at him and he'll jump up in terror and be that way for a couple of seconds. Quickly snap a good shot of him while he's in that state.
Third Picture: Couple - This involves two people. One's the young lady who stands by the door to the windmill (wears an orange dress). The other's the young man who's always walking around town. Wait by the young lady, and eventually the young man will make his circuit up to her (from behind the stairs). He'll stop next to her and, for the barest second, the two will exchange that special glance. Take a shot of that, you stalker...

After bringing the third picture to Lenzo, he'll declare you his assistant. Come back to his place later and he'll mention taking pictures in color, and how he'll need the bright light of the forest. Go to the Forest Haven and head to the back of the room. You should see a small light floating around. Capture the Forest Firefly in a Bottle and bring it back to Lenzo. He'll turn your Picto Box into a DELUXE PICTO BOX. Now you can take some professional pics.

Despondent Kamo - On the steps outside the House of Wealth is a young man not looking happy. He'll tell you he wants something perfectly round and pale. Use the Deluxe Picto Box to take a color pic of the moon when it's full (use the Song of Passing until you get to a full moon night), and give the pic to him and you'll get a TREASURE CHART.

Vain Minenco - Take a picture of the lady who stands outside the Chu Jelly Juice Shop and show it to her. She'll give you a TREASURE CHART.

Lenzo's Lady - After getting the Deku Leaf, go back to Windfall. Climb up on the high town wall and float over to where the lowest ferris wheel car is on the windmill. From there, float over to the upper door on the Picto Shop. Inside, in addition to Rupees and a Treasure Chart, you'll find a hole in the wall. Sneak through it, and drop down once you reach the other end. You'll find Lenzo talking with someone. Move around the counter and take a decent picture of them, without getting too close. Give this picture to Pompie and Vera, the gossips near Zunari's Stand, and they'll give you a TREASURE CHART.

The Nintendo Gallery - After you get the Deku Leaf, don't go down to where the Korok points you. Instead, go to the Baba Bud behind you and float up to the exit back there. Float all the way over to the far island (change the wind first) with the hatch on it. Take out a Hyoi Pear and take control of a seagull with it. Using A and the Control Stick, make it fly up to the switch on the Forest Haven structure. Once it hits, the hatch opens and you can enter the gallery. Inside, you'll find Carlov, who'll offer to make you figurines in exchange for pictures. These pictures can be of any person in the game, or any monster, including bosses and important people. Bring them to him and he'll take a day to make the figurine. Either play the Song of Passing twice or just come back later and he'll have it done. He can only make one figurine at a time. So, this is just optional. You get no awesome items by doing it, but it's fun to see info on everything and everyone in the game.

Legendary Pictographs - After you start submitting stuff to the Nintendo Gallery, Lenzo will start carrying Legendary Pictographs. You can buy but

one a day. The pictographs he offers you are of characters you cannot take Pictographs of any other way. These you can use to give to Carlov for completing your figurine collection. Which pictograph you get depends on what phase the moon is when you speak to him (or what phase it will be that night).

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10E. Nintendo Gallery List =
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For information on accessing the Nintendo Gallery, look up at the Pictography section (10B).

BIG TIP: If you miss your chance to get someone's picture, do not panic. After you beat the game, you will be given access to a second quest. In this quest, you will already be given the Deluxe Picto Box, and you will retain all the figurines you had in your first quest. I have a "Limited Time" List at the bottom of the list, for those that you only get a limited time for a shot.

Here they are. This is the list of all the figurines in the game. The figurines are separated into galleries. I've listed each gallery starting with the one on Carlov's right and so on around...

-- The Great Sea (people or things who are generally found on the open sea or
   don't relate to any specific area).

Back Row (L to R):
Fishman: Any of the fish hopping out of the water in the Sea.
King of Hyrule: Legendary Pictograph, buy from Lenzo
Princess Zelda: Comes free with King of Hyrule
Salvage Corp: The divers that can be seen on a boat in the Sea. Most often
 found near Pawprint Isle.

Left Column (F to B):
Mako, Niko, Zuko, Nudge, Senza, Gonzo, Tetra: To get all the pirates, take a
 picture of Tetra at Hyrule Castle when she comes with you. This is your
 ONLY shot at Tetra until the Second Quest where you get a shot at her at the
 beginning.

Middle Column (F to B):
Fairy: Any life-restoring Fairy
Great Fairies: Legendary Pictograph, buy from Lenzo
Fairy Queen: Legendary Pictograph, buy from Lenzo
Travelling Merchants: Any of the three guys on Bomb Island, Greatfish Isle, or
 Mother & Child Isles.
Old Man Ho Ho: The fellow on most any isle who's always got a telescope.

Right Column (F to B):
Knuckle: See the Tingle section about Knuckle. He ends up on Tingle Island.
David Jr: The white-clothed guy on Tingle Island
Ankle: The pink-clothed guy on Tingle Island
Tingle: The green-clothed guy on Tingle Island (duh)
Beedle: The proprietor of the Shop Ships
Loot: The man who runs the Boating Course
Salvatore: The man who runs both Spectacle Island's Cannon Game and Windfall
 Island's Squid game.

-- Windfall (people living on Windfall Island)

Left Front Column (F to B):
Minenco: Orange-dressed lady who stands outside the Chu Jelly Juice Shop.
Missy: Old lady who stands down at the dock on the east end of Windfall.
 Take a pic from the boat for best results.
Garrickson: Mustached guy in red overalls.

Right Front Column (F to B):
Anton: Vested man who's always walking around town.
Kreeb: The man in the hat who hangs out outside the second floor of the
 windmill.
Pompie & Vera: Two ladies who stand near Zunari's Stand gossipping all day.

Big Triangle (L to R, then F to B):

Zunari: Gentleman always wearing a parka, found at his stand during the day.
Tott: The guy who's always dancing in front of the monument on the west side of town.
Lenzo: Proprietor of the Picto Shop. Oddly enough, it's tough to get a good pic of him. Best way to is to take a look at his photos so he'll move upstairs.
The Killer Bees: Those four boys wandering around the middle of town.
Miss Marie: The teacher with pink hair and an obsession for jewelry.
Potova & Joanna: The two little girls who seem to know a lot of rumors.
Maggie's Father: The old disheveled man standing by the town gate who always bugs you. After Maggie is rescued, he hangs out in the House of Wealth.
Maggie: Once she's rescued from the Forsaken Fortress, she hangs out in the House of Wealth (upper floor).
Mila: Once she's rescued from the Forsaken Fortress, she's the disheveled blonde girl in front of Zunari's Stand.
Mila's Father: He starts in the House of Wealth (upper floor). After his daughter is rescued, he trades places with Maggie's Father.
Gummy the Sailor: Big guy with a yellow shirt and black vest. Hangs out on the town wall.
Kane the Sailor: Big guy with a yellow shirt by the docks.
Dampa the Sailor: Guy with a blue shirt and a mustache that hangs out close to the Bomb Shop.
Candy the Sailor: Big guy with a gray shirt by the docks. Take a pic from the boat for best results.
Linda: The lovely lady in the orange dress outside the windmill.
Sam: He's the fellow who sits on the bench outside near the cafe. Tough to get a decent pic, but just stand to his side so he faces you and get as much of his body as you can.
Gillian: She's the lady who runs the cafe.
Gossack: This is the old man who hangs out in the cafe at daytime. He's very timid.
Bomb-Master Cannon: The proprietor of the Bomb Shop
The Potion Master Doc Bandam: He's the owner of the Chu Jelly Juice Shop.
Kamo: He's the depressed young man who sits on the steps outside the House of Wealth.

-- Outset (people living on Outset Island)

Along the walls from left to right:
Crab: Any of the crawly crustaceans on beaches.
Mesa: The young man in the western house who neglects his lawn.
Jabun: Legendary Pictograph, buy from Lenzo.
Orca: The Weapon Master of Outset
Sturgeon: Orca's brainy brother who lives above him.
Sue-Belle: The lady who always has a jar on her head.
Seagull: Any of the winged sea rats.
Aryll: Comes free with Grandma
Grandma: She doesn't move much from your house...
Wild Pig: Big or small, pink or black, any pig will do.
Rose: The lady obsessed with pigs.
Abe: Rose's husband.
Joel: How else can I put this? Booger Boy
Zill: Booger Boy's brother

-- Fortress (big bad guys)

Around the walls from the left:
Darknut: This one's armed with only a sword
Darknut: This one has both a sword and shield
Mighty Darknut: The Mighty has a cape on his back. You face two in Hyrule Castle near the end of the game, and a few in Ganon's Tower. Now, if you take all of those out, there are still some in the Phantom Ganon maze. Just take some wrong turns and you'll fight enemies, some of which may be MDs...
Stalfos: Mr. Big Skeleton guy with club, Earth Temple and later on.
Puppet Ganon: The penultimate boss in Ganon's Tower. To get a picture for that save file, snap the pic, then save and quit the game.
Molgera: The boss of Wind Temple, and you get a second chance in Ganon's Tower. A pic of his mouth and tongue sticking out is more than enough.
Kalle Demos: The boss of the Forbidden Woods, and you get a second chance in Ganon's Tower. The pic that got mine accepted was a pic of the core.
Gohma: The boss of the Dragon Roost Cavern, and you get a second chance in Ganon's Tower. It may seem like a difficult pic to take. Back up against the wall and take your shot when he's "standing", not when he's close to you.

Big Octo: These aren't the normal Octoroks in the sea, but big huge three-
 story tall ones. There are only six of these in the game. Make sure you
 take a picture of one before you defeat them all.
Mothula: Many of these bugs are in Forbidden Woods, but they show up several
 times later in the game.
Wizzrobe: This is the miniboss from the Wind Temple with the crown/crest.
 This is your only shot for it.
Wizzrobe: The normal flying wizards, wearing either red or yellow hoods.
Gohdan: The boss of the Tower of the Gods. If you don't snap a pic while
 fighting him, just go back to the Boss Room and he'll still be there on the
 wall.

Central Five (L to R, then F to B):
Moblin: The big pig grunts with spears, can't miss 'em...
Phantom Ganon: The first boss of Forsaken Fortress. You also get a second
 chance on this one in Ganon's Tower.
Jalhalla: The boss of Earth Temple. You get a second chance on this one in
 Ganon's Tower.
Ganondorf: Legendary Pictograph, buy from Lenzo.
The Monstrous Helmaroc King: You get one and only one shot at this boss when
 you face it atop the Forsaken Fortress.

-- Cave (minor bad guys)

First from left to right, then from front to back:
Floor Master: These purplish hands are first seen in the Earth Temple, but
 they also appear in the Wind Temple.
Magtail: The flaming worms are first in Dragon Roost Cavern, but they appear
 in many other places.
Keese & Fire Keese: Both bats can be found in Dragon Roost Cavern, as well
 as a ton of other places.
Bokoblin: The main rat-like grunts of Ganon's army, found everywhere
Red Bubble & Blue Bubble: The flying skulls of said colors, found in many
 places
Rat: It's tough to get a good pic of these guys.
Boko Baba: These nasty plants are found all over Forest Haven.
Miniblin: It's not easy to get a shot of these impish guys, as they can be
 pretty fast.
ChuChu: Take a picture of any color of these little blobs to get one for all
 five colors.
Peahat: These are the smaller variety, found in Forest Haven, along with many
 other places.
Gyorg: For a good pic of the shark, the fin sticking out is enough.
Octorok: Either variety, shallow-based or deep-based, will work for this
 pic.
Seahat: The ocean-bound Seahats are found in many places.
Kargaroc: Get a nice shot of these colorful birds as they divebomb you.
Armos: Only shots of actual living Armoses will work, not just the inanimate
 statues.
Armos Knight: The big statues are always animate, so take a picture from a
 safe distance.
Morth: The tiny little spike balls from Mothulas aren't too hard to find.
Poe: The ever-popular ghosties can be found in the Earth Temple, no sweat.
ReDead: The horrid, shrieking zombies are often found in the Earth Temple.

-- Dragon Roost (people and Rito near Dragon Roost Island)

Along the walls from left to right:
Kogoli: This fellow is one of the Rito outside on the platforms near the
 caves. He's the one on the right. He's got really wide eyes. For some
 reason, he disappears after the Earth Temple.
Pashli: This is one of the Rito walking around the cave with a clipboard.
 This one has a crest of feathers sticking up.
Skett & Akoot: These are the Chieftain's guards. They're found right behind
 him.
Koboli: This fellow is the shut-eyed Rito who runs the post-office desk.
Baito: After coming back to Dragon Roost, you'll find this human guy working
 part-time.
Hoskit: This guard stands outside the Chieftain's quarters. He's the one who
 wants Golden Feathers.
Quill the Postman: You get this free with the Chieftain.
Valoo: If you sail a bit away from the north end of the island, you can get a
 good head shot of the red dragon on the top.

Zephos & Cyclos: You need to take a picture of Cyclos when he's trying to
 suck you up in a cyclone. If you get a close enough pic up the underside of
 his cloud, it'll count. If you take out Cyclos before taking the pic, you
 don't get another shot.
Ilari: He also stands outside on the platforms, near Kogoli. The best way
 to get a pic of him is to float over to the island out to the left side and
 look back at him.
Namali: This is the other clipboard-carrying Rito, the one without the crest
 of feathers.
Basht & Bisht: These are two guards in the caves. One stands outside the
 entrance to the Dragon Roost Cavern, the other stands on the high balcony
 above the entrance.
Obli: He's on the Flight Control Platform. He's the mustached one up on the
 higher platform.
Willi: Also on the Flight Control Platform. He runs the contest.

Central Four (clockwise from front):
Medli: The cute attendant of Valoo. If you wait until after the Earth Temple,
 you can find her in the boss room of the Temple.
Laruto: Legendary Pictograph, buy from Lenzo
The Rito Chieftain: He's most often just standing right in his quarters.
Komali: After you beat the Earth Temple, you'll find the prince outside on
 the cliffs. He's a little taller now...

-- Forest (those that originate from Forest Haven)

First from left to right, then front to back:
Makar: This is the little Korok playing the leaf string instrument. If you
 don't get his pic after the Wind Temple, just go back to the boss room to
 find him.
Fado: Legendary Pictograph, buy from Lenzo.
Deku Tree: Just a face shot of the tree is enough.
Elma: Korok on Needle Rock Island.
Hollo: This is the Potion Shop Korok.
Olivio: Korok on Eastern Fairy Island.
Drona: Korok on Private Oasis.
Rown: Korok on Mother & Child Isles.
Irch: Korok on Shark Island.
Linder: Korok on Greatfish Isle.
Aldo: Korok on Cliff Plateau Isles.
Oakin: Korok on Star Island.
Carlov the Sculptor: Yeah, this is the guy who makes these...
Manny: The guy who annoyingly hangs out and bugs you about the figurines...

Your reward for getting all the figurines is a figurine of Link on the King
of Red Lions.

Limited Time List - These are all the figurines that you only have one, or
at best a few shots at. I won't describe how to get them here. Just go to
their sections above where I give you skinny on when you have your limited
chances...

Sea: Tetra and all her pirates.
Windfall: None...
Outset: None...
Fortress: Puppet Ganon, Big Octo, Wizzrobe (the miniboss), Phantom Ganon,
 The Monstrous Helmaroc King
Cave: None...
Dragon Roost: Kogoli, Zephos & Cyclos
Forest: None...

There's also Knuckle, which is a bit of a special case. If you get all
figurines before getting Knuckle, Carlov will leave and you'll get the Link
figurine. Because Knuckle can only be received by using the GBA, it's not
considered a normal figurine...

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10F. The Second Quest =
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That's right, people. Beat the game, and you'll be given the option of
starting a "second quest"!

You don't have to save over your old file. The game will give you the option of saving your second quest on a different file, so you can go back to the original one if you wish...

Well, don't get too excited. It's not the second quest of the original Legend of Zelda, or anything. There are just a few changes made to this one:

1. Link will wear his normal island clothes throughout the game. Some people will respond differently to them, too.

2. Aryll will be in the cute little piratey costume you saw her in at the end of the game.

3. Any character that speaks ancient Hylian will now speak the Common tongue. This actually leads to some spoilers that you would only have learned later in the first quest.

4. You will automatically start with a Deluxe Picto Box in your inventory. Any pictures you had in your camera at the end of the last game remain in there. Also, all the quests that led to you getting the Deluxe Picto Box are already completed.

5. Any figurines you collected in the first game are still there in the Nintendo Gallery. I know you love to hear that... ^_^ Oh, and the Gallery is instantly accessible once you get to Forest Haven.

6. All treasures buried in the sea will have been moved. Same island, just a different spot near that island. Actually, looking at the Treasure Maps is a bit more difficult, as the treasures are now further out from the islands, and you have less of the nearby island to use as a guide post.

Other than that, same old, same old...

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11. TINGLE
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Here's how it works. Get a GBA (or GBA SP), and a GBA/GCN connecting cable. Plug the cable into the GBA and into controller socket 2, 3, or 4 of the GameCube. Get the Tingle Tuner at Windfall Island jail from Tingle. Now, turn on the GBA (don't touch anything else). Use the Tingle Tuner and Tingle's interface will fire up in short order.

What the GCN sees: All that the player of the GCN will notice is a green marker on the screen. Every so often, it may discover something or call for you. That's about it. The real info exchange comes from the two players.

What the GBA sees: If you're on the main overworld (sailing or on an island) or in a dungeon, you'll see the interface. If you're in a building, in a non-dungeon enclosed area, or in a cutscene, you'll be given a "Please wait" prompt.

The Interface: You'll see a map of the current dungeon room, island, or the sea, depending on where you are. On the right side of the interface is Tingle's info window, where you'll see stuff he says. Also here, you'll see your count of Rupees and what item you have under your B Button.

Controls:
Control Pad: Move Tingle's little cursor. Tingle can go anywhere Link can, such as up short ledges. He can also hover over water and air. If a ledge is too high, or there's a wall, Tingle will not be able to go there directly.
A Button: If Tingle's on an exclamation point on the map, you can check what he's found. If not, Tingle will shout out to Link and Link will automatically look his way on the GCN. Use this to get your partner's attention.
B Button: Use the Item that Tingle has equipped, which will affect Link's world.
R Button: Return the cursor to Link. If near an enemy, locks onto it, just like L-Targeting.
L Button: Hold it down and use the Control Pad to quickly look around the map.
START Button: Brings up the Item Subscreen.

SELECT Button: Brings up a menu of controls.

So, what can Tingle find for Link?
Lotsa stuff. It could be a new little thing you can manipulate. It could be a description about a room. It could be an enemy description, or just a general hint. Try lotsa stuff and move him everywhere.

Items -

Most of Tingle's items cost Rupees to use. The good news is that you can use them just about anywhere.

Seagull Pen
Cost: Free
Use: Tingle's favorite pen. Use it to mark things on the map. It can point out your destination, too.

Clock
Cost: Free
Use: Anytime, anywhere, Tingle's always got the official atomic time.

Book
Cost: Free
Use: This can tell you what you can do with Tingle in certain areas. The book is different colors depending on where you are and can give you different advice.

Tingle Bomb
Cost: 10 Rupees
Use: You don't even need to have access to bombs. Just toss it anywhere Tingle can go to drop the explosive payload. It has the effect of any regular bomb, and it can also unearth some special treasures.

Tingle Balloon
Cost: 30 Rupees
Use: When you use this, you can walk on thin air for five seconds at your present level of elevation. Good for a quick gap crossing.

Tingle Shield
Cost: 40 Rupees
Use: Invoking this will protect you from all attack for ten seconds.

Kooloo Limpah!
Cost: 40 Rupees
Use: This is a random fortune thing. The effect will be random. I tried it once and got Blue Ting. If you wanna play with it, be my guest.

Red Ting
Cost: 20 Rupees
Use: Use this to restore life, just like a Red Potion.

Green Ting
Cost: 40 Rupees
Use: Use this to restore magic, just like a Green Potion.

Blue Ting
Cost: 80 Rupees
Use: Use this to restore both life and magic, just like a Blue Potion.

The Discount: Bring Tingle to Windfall Island and use the Deku Leaf to float on top of the blue awning. Tingle will be "found" and he'll give you the Balloon for 20, the Shield for 30, and the Kooloo-Limpah for 30.

Tingle Treasures -

You can find one in each dungeon, and they can only be uncovered using Tingle Bombs.

Dragon Tingle Statue: This is found on the first floor of the Dragon Roost

Cavern. After cutting down a platform to safely drop to the lava, go through the evil-looking door. Straight across the lava pit is a small alcove. Cast Tingle over there, and he'll find the treasure.

Forbidden Tingle Statue: This is found in the basement of the Forbidden Woods. Go to the room with the big flower that you have to cut down and take the northern door. Once in that room, turn right and you should see a small patch of land just barely out of the water. Bomb there.

Goddess Tingle Statue: This is found as soon as you get to the second floor of the Tower of the Gods, in the elevator room. There's a lone platform behind the vertically-moving platforms. Bome there.

Earth Tingle Statue: In the first basement of the Earth Temple is a room with mist covering the lowest floor, and some Blue Bubbles hanging out near a stone monument. Off to the left are hanging platforms. Grab Medli and jump to hover over to the platforms. Head to the alcove in the back. Bomb there.

Wind Tingle Statue: On the first floor of the Wind Temple is a room where you have Makar use seeds on some patches of dirt, and he ends up being captured by Floor Masters. Drop down to the bottom of the pit. Have Tingle bomb in the center.

So, what do you get for all this? Go back to Tingle Island and you'll get 50 Rupees for each statue, and 500 for getting them all.

Also, each statue has a "password". It basically points to a location on the western tip of Outset Island that has a hidden jar (bomb to reveal it) with 100 Rupees in it, which you can leave and come back to reuse it again and again.

Knuckle -

Tingle's twin brother Knuckle is hiding on Outset Island. Walk around the beach near the docks and Tingle will eventually spot him. Knuckle will give you tasks. First, the outdoor bath. Jump into the well out near your house. Next is to climb down the ladder that nobody uses, and that's the one near Aryll's lookout tower that goes into the water. The third task is to climb on top of the biggest rock on the top of the hill, which is the rock that's the eastmost. Finally, he wants you to jump off the suspension bridge, so just walk slowly off (don't jump off) and you'll land on the slope below. Knuckle will call it quits and give you the "Hand Me Down Tuner", which replaces the Book for Tingle. Use the Hand Me Down Tuner to buy items direct from Knuckle. He'll now be hanging out at Tingle Island.

Pages of the Legend -

You get nothing from this little mini-quest but a kick out of reading Tingle's history, so don't come crying to me if disappointed.

Okay, scattered around the second floor of the Tower of the Gods are pages that detail the history of Tingle. You need Tingle to find them, of course. For most of the pages, Tingle will call you automatically when you get close. At that time, walk directly into the center of his little icon and you'll "find" the page on your GBA.

#1: Western Statue Room 2F, there's a grappling point here. Climb to the top of it. This is the only one that Tingle won't point out to you.

#2: One room east of the scales room. Drop down to the moving platforms and Tingle will point it out. You'll have to jump into it to get it and take the falling damage. This one's a real pain.

#3: Go two rooms north of the second floor main hall. Use the Deku Leaf to float on top of the left-hand laser generator.

#4: In the room with Armos Knights, one room east and room south of the second floor main hall. Bomb the back pillar.

#5: Eastern Statue Room 2F, head along the small walkway to the left. Stand
 exactly where Tingle points.

So, once you get the pages, go back to the main room of the second floor. On
your GBA, you'll notice little crosses. Move Link to those crosses and have
Tingle press A on them, and you'll hear a story.

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12. STANDARD GUIDE STUFF
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12A. Legal =
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a lot of time into this. Give me some credit...

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.ign.com
www.neoseeker.com
www.the-spoiler.com

I'm not going to allow people with small personal sites to post this
FAQ. They may post the link on GameFAQs with all the WW guides, but,
trying to keep updates, well, updated, I'll only allow large committed
sites that I trust. I do reserve the right to deny anyone the use of this
guide for whatever reasons.

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12B. E-mail Guidelines =
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If you wish to e-mail me, you may do so at cyricz42 at yahoo dot com...

Be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the
guide.
- Make sure it has something to do with Wind Waker. I don't want spam,
chain letters, offers for friendship. Compliment me on the FAQ all you
want, though...
- Make sure you say Wind Waker at one point in your e-mail. I have more
than one FAQ, and asking a generic question such as "How do I kill the
last boss?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand
your e-mail, it'll go to the junk pile...

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12C. Credits =
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CJayC and Al Amaloo for having this on their sites.

Thanks to Oohballs for pointing out a quicker way of getting into Cliff
Plateau Isles.

Thanks to UberFuzzy for pointing out a nice cache of Rupees in the Private
Oasis.

Thanks to santaman for pointing out that you can fight the bosses and Mighty
Darknuts in Ganon's Tower many times...

Thanks to SixWolf for a tip on getting a nice treasure on Dragon Roost a bit
earlier.

Thanks to H Mathers and Kevin May for some enemy tips.

12D. Version Updates

Version 1.4 - 4/14/03 - A week later, we have another update with some
 new info.

Version 1.3 - 4/7/03 - A few more stuff updated. The guide may be considered
 largely complete at this point.

Version 1.2 - 4/6/03 - Updating stuff and other things.

Version 1.1 - 4/2/03 - Pieces of Heart and all Charts are complete!

Version 1.0 - 4/1/03 - That'll do it for the walkthrough. Now to finish up
 the Treasure Charts and Pieces of Heart and the Nintendo Gallery, etc.

Version 0.6 - 3/30/03 - Earth Temple and Wind Temple added.

Version 0.5 - 3/29/03 - Tower of the Gods added, as well as many new sections
 for the guide.

Version 0.4 - 3/27/03 - So, a lot of basic stuff and the first two dungeons.
 It may not seem like much, but many people are having questions at this
 point, so I felt it a good idea to supply answers to those...

12E. The Final Word

This FAQ was brought to you by the letter "Arrrr"...