The Legends of Zelda

The Legend of Zelda, The Wind Waker is the latest in a long line of adventures featuring a green-clad young hero named Link. But, in the mind of Zelda creator Shigeru Miyamoto, every Link in every Zelda game is a different hero, upholding the tradition of the legendary heroes of the past!

The Legend of Zelda, 1987 (NES)

Many consider the original Legend of Zelda, released for the 8-bit Nintendo Entertainment System in July 1987, to be the title that took videogames to a new level. It was the first non-linear adventure game, meaning that gamers weren’t led by the nose to the next objective. They could spend hours exploring the Overworld if they wanted to.

The Legend of Zelda established most of the major game elements that have appeared in every Zelda game to date. It featured Link, the boy hero dressed in green; Zelda, the imperiled Princess of Hyrule; and Ganon, the monstrous archenemy who tried to bring darkness to Hyrule. Link’s main objective was to assemble the eight shards of Zelda’s Triforce of Wisdom and defeat Ganon in his Death Mountain lair.

The original Legend of Zelda was one of the first console games that allowed gamers to save their game progress to one of three save slots, thanks to the Game Pak’s built-in lithium battery. This was a mind-blowing innovation in the early days of videogames, when most games used tedious password systems to record gamers’ progress.

Best of all, when you finished the game, you could play through a different version of the game, much like the Ocarina of Time that Nintendo offered as a pre-order bonus for Wind Waker customers. You could also jump into the second quest by entering “ZELDA” as your name.

The Adventure of Link, 1988 (NES)

The only Legend of Zelda game not to have the word “Zelda” in the title, The Adventure of Link was a dramatic departure from the original game. Although there was a top-down Overworld perspective in the game, most of the action took place in a side-scrolling platformer.

Many of the original game’s elements were retained for the sequel, however. Link quested through dungeons in search of pieces of an artifact of great power (shards of a Magic Crystal, rather than pieces of the Triforce of Wisdom), all to save Princess Zelda, who was put into an enchanted sleep. Instead of Ganon, Link fights his own shadow at the game’s climax.

While some of The Adventure of Link’s innovations were discarded (such as Link’s ability to earn experience points and raise his skill level), some remain, including the ability to learn new sword techniques.

The Legend of Zelda: A Link to the Past, 1992 (SNES)

Link’s third adventure, A Link to the Past, was his first adventure on the Super Nintendo Entertainment System. Released in April 1991, A Link to the Past was a return to the original games' top-down, dungeon-crawling, Overworld-exploring formula. During his quest, Link gathered magic amulets and crystals to rescue Zelda, free Hyrule, and stop the evil plans of Ganon and his accomplice, the wizard Agahnim.

Note

A Link to the Past was the first Zelda game to imply that each game featured a different Link. It was described as a prequel to the original Legend of Zelda, taking place long before the events of the first game.

A Link to the Past drew inspiration from the original Legend of Zelda, but thanks to the power of the 16-bit SNES, it had twice as much of everything: more detailed graphics, more dungeons, more enemies and bosses, more items—even two Overworlds that Link could warp between!

A Link to the Past was one of the Super Nintendo’s most popular games, and it is remembered as one of the greatest Zelda ever created. Its timeless appeal was proved by its successful re-release as a Game Boy Advance game in December 2002, The Legend of Zelda: A Link to the Past/Four Swords.

The Legend of Zelda: Link’s Awakening, 1993 (Game Boy)

Link’s Awakening was Link’s first adventure on the original Game Boy, and it proved that the grand adventure of the Zelda series worked perfectly on the small black-and-white screen of the Game Boy. Shipwrecked on Koholint Island, Link recovered the eight Instruments of the Sirens to awaken the Wind Fish and return to the land of Hyrule.

When the Game Boy made way for the Game Boy Color, Link’s Awakening was re-released in December 1998 as the full-color Link’s Awakening DX, with an additional hidden dungeon.

Note

The Picto Box/Nintendo Gallery sidequest of The Wind Waker was inspired by a similar photo-taking sidequest in Link’s Awakening, in which there were 12 photo opportunities. After you took a photo in Link’s Awakening, you could print it with a Game Boy Printer!
The Legend of Zelda: Ocarina of Time, 1998 (N64)

After alternating between two-dimensional perspectives for four adventures, Link broke into the third dimension in November 1998 with Ocarina of Time. The first Zelda game for the 64-bit Nintendo 64, Ocarina brought the lush landscapes of Hyrule to life in an epic quest for the power of the Seven Sages of Hyrule.

The storyline of Ocarina of Time was divided between two time periods—one featured Link as a boy, the other as a young man. It had all the action and adventure of the previous Zelda games, but many gamers loved Ocarina for the detail it brought to Link, Zelda, and Ganon, and the kingdom of Hyrule and all its major races. Ocarina of Time introduced several new gameplay mechanics into the Zelda franchise, including 3D-targeting, playing notes on an instrument, wearing masks, and sidequests for hundreds of hidden items! As the first 3-D Zelda game, Ocarina has become the standard against which all other 3-D adventure games are judged.

Note
Ocarina of Time featured two eras, but it was neither the first nor the only Zelda game to use the "two worlds" concept. A Link to the Past had a Light World and a Dark World that Link could warp between with the Magic Mirror, and The Wind Waker and the original Legend of Zelda could be played through a second time for a different gameplay experience.

The Legend of Zelda: Majora's Mask, October 2000 (N64)

A sequel to Ocarina of Time, Majora's Mask found Link in a parallel version of Hyrule called Termina, into which the moon was going to crash within 72 hours! Fortunately, Link retained his time-warping talents from Ocarina (and learned a few new ones) that allowed him to travel through time to save the day. By the end of the game, Link had recovered his horse, Epona, and his Ocarina of Time from the Skull Kid, who had misused the Majora's Mask's power to pull the moon from its orbit.

Majora's Mask was the first (and so far only) Zelda game to set time limits on Link's quest. Much of the Overworld exploration of earlier Zelda titles became a different sort of exploration in Majora. Every area in the game changed from the beginning of the 72-hour deadline to the end, with different people to talk to and different sidequests to explore.

The Legend of Zelda: Oracle of Seasons/Oracle of Ages, 2001 (Game Boy Color)

Oracle of Seasons and Oracle of Ages, two Game Boy Color games, took the "two worlds" concept to a new level. Both were released on May 14, 2001. In Ages, Link found himself in the distant land of Labrynna, where he had to defeat Veran, the Sorceress of Shadows, by recovering the eight Essences of Time. In Seasons, Link's adventure took place in Holodrum, where he had to defeat the power-hungry general Onox by collecting the eight Essences of Nature.

The games were complete adventures individually, but players also could link up the games and transfer secret items and information between them to unlock new items, abilities, and a hidden ending featuring Ganon.

The Legend of Zelda: A Link to the Past/Four Swords, 2002 (Game Boy Advance)

The first Zelda title for the Game Boy Advance, A Link to the Past/Four Swords was a pixel-perfect translation of the SNES classic to Nintendo's latest portable console. It also included Four Swords, the first multiplayer Zelda game. Two to four players could link up their Game Boy Advances, cooperating and competing across four worlds to rescue Zelda from the clutches of Vaati, the Wind Waker.

As a bonus, performing certain feats in Four Swords unlocked hidden sidequests in A Link to the Past, such as a scavenger hunt and the Palace of the Four Swords. Similarly, achieving certain goals in A Link to the Past gave a Four Swords player new abilities, such as the power to fire magical blasts from his or her sword!

The Legend of Zelda: The Wind Waker, 2003 (GameCube)

We could try to sum up the wonder of The Wind Waker in a couple of paragraphs, but we've got the rest of this guide to do just that! It's the first Zelda game for the GameCube, so you know The Wind Waker will be an experience unlike any you've seen to date.

Note
The Wind Waker takes place at least 100 years after the end of Ocarina of Time. You'll find that everything old is new again!

How to Use This Guide

Thank you for purchasing Prima's Official Strategy Guide to The Legend of Zelda: The Wind Waker. We've made every effort to give you more tips and tricks than you need to defeat Ganon, rescue Princess Zelda, and discover every secret in the game.

We tried to present the information in a way that suits your play style, whether you're just trying to get from the start of the game to the end credits or you're a Piece of Heart collector who won't rest until you've found all 44! Look over this section so you'll know where to go for the information you need.

Coming of Age: Link's Training

This section has all the basic information you need to know before playing The Wind Waker, including Link's actions, controls for boat navigation, and game screens.
ABC's: Weapons and Items

The Wind Waker has dozens of items to find and use. This section describes them all, including where to find them and any of their unconventional uses. If you picked up a new weapon or item and want to know what to do with it, this is your section.

Friends and Fiends

Link encounters more than 100 characters and 50 types of enemies in his quest. This section has their full biographies. Find out which characters have Pieces of Heart or Rupees to give you and how to get them. Learn each enemy's strengths and weaknesses, as well as where you can expect them. As a bonus, every screenshot from this chapter is taken from the super-secret 133-figure Nintendo Gallery!

Walkthrough

Our Wind Waker walkthrough takes you from the game's opening cinema to the end-of-game credits, and gives you every tip, trick, cheat, and strategy you need to help Link fulfill his destiny as the Hero of Winds. There's a screenshot for every step of Link's journey, detailed full-color maps for every floor of every dungeon, and descriptions of what you need to do and where you need to go. When there's an opportunity for you to stray from the main quest and discover a few cool, but optional, secrets we make sure you know!

Islands of the Great Sea

Flip to this section when Link's travels take him to a new island so you can see what there is to do. You'll find an island-by-island breakdown of all the items, treasures, secrets, minigames, and quests to be performed on each of the Great Sea's 49 islands.

The Legendary Checklist

The Wind Waker has so many places to go and secrets to find that we've provided this checklist to help you track them. Mark off Pieces of Heart and Treasure Charts that you've found, shops, and Great Fairies that you've visited, and Submarines and Big Octos you've defeated.

The Legend of Zelda: The Ocarina of Time

This section gives you everything you need to know to play through this classic!

Sea Chart Pullout Poster

The oversized pullout poster shows you all 49 islands of the Great Sea, labeled with the locations of every Treasure Chart (and treasure location), Piece of Heart, Rupee reward, Great Fairy, Submarine, Big Octo, and more!

Color-Coded Icons

The Sea Chart poster icons for Pieces of Heart ( ), Treasure Chests ( ), Great Fairies ( ), and Empty Bottles ( ) are color-coded to represent when you can get the item during the game.

<table>
<thead>
<tr>
<th>Color</th>
<th>When You Can Get It</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Before completing Dragon Roost Cavern</td>
</tr>
<tr>
<td></td>
<td>After leaving Dragon Roost Island</td>
</tr>
<tr>
<td></td>
<td>After completing the Forbidden Woods quest</td>
</tr>
<tr>
<td></td>
<td>After getting the Bombs from the pirate ship</td>
</tr>
<tr>
<td></td>
<td>After defeating the Helmaroc King in the Forsaken Fortress</td>
</tr>
<tr>
<td></td>
<td>After completing the Earth and/or Wind Temple</td>
</tr>
</tbody>
</table>
Game File Management

To save your progress in The Legend of Zelda: The Wind Waker, you need a Memory Card with at least 12 free data blocks inserted into Slot A. This gives you three Quest Logs in which you can save game files.

Creating a New Game File

At the file selection screen, highlight an empty Quest Log with and select it with to start a new game file.

Saving a Game File

Press at almost any point in your adventure to pause the game and bring up the sub-screens. Both the item sub-screen and the Quest Status sub-screen have a Save option. Highlight that option with and press to save your game.

After saving your game, you can continue playing or exit to the Main Menu. To resume a saved game, select the appropriate Quest Log after pressing at the Title Screen.

Note

If you continue a game that you saved in a dungeon, you appear near the closest entrance to that dungeon. If you continue a game that you saved on the Overworld, you appear in the Great Sea quadrant in which you saved.

Game Screens

Main Screen

All the action in The Wind Waker takes place in the game’s Main Screen. Important information appears in all four corners of the screen, and changes depending on whether you’re in the Overworld or in a dungeon.

Overworld (The Great Sea)

The Wind Waker’s Overworld is the Great Sea, a grid of 49 islands in a vast body of water. Whenever Link is outside, he is in the Overworld.

Life Gauge: This is the amount of stamina Link has remaining. Each time an enemy damages Link, he loses Hearts from the Life Gauge’s Heart Containers. If the Life Gauge is depleted (and you don’t have a Fairy in a bottle to resurrect Link), the game is over. You can refill the Life Gauge with Hearts, Fairies, or Potions, and you can increase the size of the Life Gauge by finding Heart Containers and Pieces of Heart.

Magic Meter: Some of Link’s items require magic energy to use. The Magic Meter represents how much magic energy Link has remaining. If you deplete this, Link can’t use magic items until he recovers some magic energy from Potions or Magic Vials. A Great Fairy doubles the size of Link’s Magic Meter if you find her.

Item Buttons and Action Buttons: These indicate the actions Link can perform. and actions depend on which items you have assigned to the buttons. and actions are determined by Link’s current position and abilities.

Camera Icons: These give you information about the game camera—whether it is free or centered behind Link and whether or not you can switch into first-person mode.

Area Map: This shows Link’s current position. When you’re sailing, it changes into a clock and Compass.

Rupees: This indicates the number of Rupees Link has in his pocket. If the Rupee next to the number is green, Link can carry a maximum of 200 Rupees. If it is blue, he can carry up to 1,000. If it is orange, 5,000 is his limit. Visit Great Fairies to increase Link’s maximum Rupee-carrying capacity.

Caution

After you erase a Quest Log, you can never recover it. Be sure you want to erase it.
**Dungeons**

A structure with more than one room, whether it's called a palace, a castle, a temple, or a cavern, is considered a dungeon. Most dungeons have Dungeon Maps and Compasses to help you find your way through them.

Many dungeons also contain locked doors you can only open with Small Keys. Link's Small Key total appears above his Rupee total, but only while he's in the dungeon. This is the only difference between the information on an Overworld Main Screen and a dungeon Main Screen.

**Sub-Screens**

Pressing Σ on the Main Screen pauses the game and brings up one of two sub-screens—the Item sub-screen and the Quest Status sub-screen. Switch between them with Σ and Ξ.

**Note**

The Item sub-screen displays Link’s quest items, which you can equip using Σ, Ξ, or Ξ by highlighting the item with Σ and pressing Ξ, Ξ, or Ξ. To view information about the item, highlight it and press Σ.

The Quest Status sub-screen displays information about the quest objectives that Link has completed.

**Wind Waker Songs**: These are the songs that Link has learned to conduct with the Wind Waker. Highlight them with Σ to see the notes of the songs.

**Saving and Options**: Highlight these with Σ and press Ξ to save your game or change the game options (see ‘Game Options’).

**Pieces of Heart**: This shows how many Pieces of Heart you have toward your next Heart Container.

**Triforce Shards**: These are the shards Link must find. The game will show how many he’s found so far.

**Pearls**: These are the Pearls Link must find. The game will show how many he’s found so far.

**Equipment**: Unlike the items in the Item sub-screen, the items in this column are automatically equipped and do not need to be set to Ξ, Ξ, or Ξ again.

**Game Options**

Highlighting Options with Σ and selecting it with Ξ allows you to change the following game options:

- **Targeting Style**: Switches between Hold targeting ( slu) and Switch targeting ( switch targeting on or off with each press of Ξ).
- **Rumble**: Turn the Rumble feature on or off (this option is not available if you are using a Nintendo GameCube Wavebird™ Wireless Controller).
- **Sound**: Choose the sound setting that best suits your audio capabilities: Stereo, Mono, or Surround.
In-Game Maps

Area Map
When Link is not in his boat, the Area Map appears in the screen's lower-left corner. The yellow triangle represents Link's position and the direction he's facing. The blue triangle indicates the point at which Link entered the area. The red triangle indicates the location of Link's boat.

Area Map Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ on + Control Pad</td>
<td>Open Dungeon Map or Sea Chart</td>
</tr>
<tr>
<td>+ on - Control Pad</td>
<td>Hide Area Map</td>
</tr>
<tr>
<td>+ on - Control Pad</td>
<td>Zoom in/out on Area Map</td>
</tr>
<tr>
<td>+ on - Control Pad</td>
<td>Close Dungeon Map or Sea Chart</td>
</tr>
</tbody>
</table>

Sea Chart
The Sea Chart displays Link's position in the Overworld. It has 49 island quadrants. Every island a Merman chart for you appears on the Sea Chart. Select a quadrant with +. If you havecharted it, the name of the island appears at the bottom of the screen. Press + to zoom in on an island quadrant and - to return to the Sea Chart's normal view.

The right side of the Sea Chart shows how many Treasure Charts you have found and how many of the Treasure Charts' treasures you have recovered. Wind direction appears in the lower-right corner of the Sea Chart.

Treasure Charts
There are 41 Treasure Charts hidden across the islands of the Great Sea. When you find one, press + on the + Control Pad to view the Sea Chart, then select (on the left side of the screen) with the Treasure Charts you have found (on the right side). Match up the shapes of the islands to figure out in which island quadrant the treasure is.

Tip
When you approach the sunken treasure's location, switch to the Treasure Chart that leads to it. The yellow triangle on the Treasure Chart indicates the position of your boat. Use the Treasure Chart to navigate to the sunken treasure and drop your Grappling Hook to retrieve it.

Dungeon Maps
When you're in a dungeon, press + on the + Control Pad to bring up the in-game Dungeon Map. If you don't have the Dungeon Map for the dungeon, only the rooms you have visited appear on your in-game Dungeon map. After you find the Dungeon Map, the dungeon's entire layout appears. View dungeon floors with + and -

Note
You have not explored black rooms. You have explored dark green rooms, and the light green room is the one you're in.

Tip
If you find the dungeon's Compass, the locations of the dungeon's boss and the dungeon's treasure chests appear on the Dungeon Map.

Controlling Link

Basic Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>Move or highlight menu option</td>
</tr>
<tr>
<td>+</td>
<td>Context-sensitive action button</td>
</tr>
<tr>
<td>-</td>
<td>(open, speak, throw, lift, check, attack)</td>
</tr>
<tr>
<td>-</td>
<td>or select menu option</td>
</tr>
<tr>
<td>+</td>
<td>Swing sword or cancel menu selection/return to previous screen</td>
</tr>
<tr>
<td>+</td>
<td>Item buttons</td>
</tr>
<tr>
<td>+, +, and +</td>
<td>Use items to +, +, and + to use</td>
</tr>
<tr>
<td>+</td>
<td>Target enemy or center camera behind Link</td>
</tr>
<tr>
<td>+</td>
<td>Context-sensitive action button</td>
</tr>
<tr>
<td>+</td>
<td>(crouch, defend, grab)</td>
</tr>
<tr>
<td>+</td>
<td>Area Map, Sea Chart, and Dungeon Map controls</td>
</tr>
<tr>
<td>+ or -</td>
<td>Change camera angle</td>
</tr>
<tr>
<td>+ or -</td>
<td>Zoom camera in and out</td>
</tr>
</tbody>
</table>
Movement

Walking and Running
Push ○ in a direction to move Link in that direction. The farther you push ○, the faster Link moves. To walk slowly, gently push ○.

Hanging
If Link walks off a ledge or can’t jump across a gap, he hangs from the ledge by his fingers. Press ↑ to climb onto the ledge or ™ or ™ to move hand-over-hand along the ledge.

Climbing
Link can climb up and down ladders and thick tangies of vines. Face toward the ladder or vines and press ↑ to climb.

Jumping
No specific button command makes Link jump. Run off a ledge, and Link automatically jumps up and away from the ledge.

Crouching and Crawling
Press and hold  to when Link’s sword is not drawn to crouch. Hold  while pushing  to crawl along the ground and into small tunnels.

Swinging from Ropes
If ropes are within range of his jump, Link automatically grabs them. Use the following commands while swinging on a rope:

Rope-Swinging Controls

<table>
<thead>
<tr>
<th>Command</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump onto rope</td>
<td>and</td>
</tr>
<tr>
<td>Swing</td>
<td>+</td>
</tr>
<tr>
<td>Jump off rope</td>
<td></td>
</tr>
<tr>
<td>Stop swinging</td>
<td></td>
</tr>
<tr>
<td>Change direction</td>
<td></td>
</tr>
<tr>
<td>Climb up or down rope</td>
<td></td>
</tr>
</tbody>
</table>

Swimming
Link automatically swims in deep water. Use  to steer him. When Link is swimming, an air gauge appears in the lower-right screen corner. If this gauge empties before Link reaches land or shallow water, he falls unconscious, loses a Heart, and reappears where he jumped into the water.

Speaking, Reading, and Checking
When a yellow arrow hovers over a person or object, you can press  to speak to the person or examine the object. Use this method to read signs and posters.

Lifting, Carrying, and Throwing Objects
Press  while facing an object to lift it and carry it. To set down the object without breaking it, press  . To throw and possibly shatter the object, press  .

Grabbing, Pushing, and Pulling Objects
If you can move an object such as a crate, block, or statue, you can grab it and throw it over  in the screen’s upper-right corner when you face the object. Press and hold  to grab the object, and push or pull it with  .

Sidling
When you come to a narrow ledge at the bottom of a wall, face the wall and the word Sidle appears over  in the screen’s upper-right corner. Press  to flatten Link against the wall, and push  to inch him across the narrow ledge.

Caution
If Link is attacked while sidling, he falls off the ledge.

Note
Link can’t lift every item, and some items are too heavy for him to lift until he finds the Power Bracelets.

Camera
○ controls the game camera perspective. Use these controls to adjust the camera angle:

Camera Controls

<table>
<thead>
<tr>
<th>○ Direction</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zoom in or out</td>
<td>○ or ○</td>
</tr>
<tr>
<td>Pan (rotate) camera around Link</td>
<td>○ or ○</td>
</tr>
<tr>
<td>First-person perspective</td>
<td>○ when an eye icon appears in the upper-right screen corner</td>
</tr>
<tr>
<td>Center camera behind Link</td>
<td>○</td>
</tr>
</tbody>
</table>

Wild World Link's Official Strategy Guide
**Fighting**

To live up to the Hero of Time's legacy, Link must fight and defeat many enemies. Fortunately, he has invaluable sword skills.

### Targeting

To target any character, enemy, or object with a yellow arrow above its head, press and hold A. This is called targetting. Use + and - to move Link clockwise or counterclockwise around a targeted enemy. Any projectile weapons (such as the Boomerang or Hero's Bow) automatically lock onto the targeted enemy. You don't have to aim.

### Rolling Attack

While running, press A to execute a rolling attack. A rolling attack isn't powerful in a battle, but it's a great way to knock down enemies or dodge objects from high places such as shelves or trees.

### Horizontal Slice

Horizontal sword slices can hit several enemies in front of Link at once. Press B without targeting an enemy to execute a horizontal slice, and keep pressing it to execute successive horizontal slice attacks (combo).

### Vertical Slice

To focus on one enemy, press the enemy and press A to execute a vertical slice. Press B repeatedly to perform a vertical slice combo.

### Jump Attack

A parry attack turns your enemies' attacks against them. To perform a jump attack, press + targeting an enemy with your sword drawn. When your sword flashes green and you flash in the upper-right corner of the screen, press A to evade your opponent's attack and unleash a counterattack.

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**Thrust**

A thrust is a quick attack that is tough to defend against. + targeting an enemy, hold B, and press A to thrust your sword at him or her. Press B repeatedly to execute a thrust combo.

### Spin Attack

A spin attack hits all enemies near Link at once. To perform a spin attack, hold down B for one second and release it. You can also move C in a complete circle and press B to execute a spin attack.

### Defend

With your sword drawn, press and hold A to raise your shield and defend yourself against attacks. This blocks most attacks, and some enemies' weapons fly out of their hands after they strike your shield.

### Sidestep/Back Flip

While targeting an enemy, push + or - and press A to sidestep them. Push + and press A to execute a backflip and put distance between you and your foe.

### Tip

Use this technique to reflect certain projectile attacks (such as Octorok rocks) and to reflect beams of light. If you have the Mirror Shield.

### Put Away Sword

To return Link's sword to its sheath and use actions you cannot perform when the sword is drawn, press B without pushing A in any direction.
Sailing

The majority of the Overworld is covered in water. Fortunately, Link meets up with a sailing boat, the King of Red Lions, early in the game. Controlling the King of Red Lions isn't much different from controlling Link.

Getting In and Out of the Boat

Use # to climb in and hop out of the boat. If you face the King of Red Lions's head when you press #, you speak to him instead of climbing in the boat.

Wind Direction

The King of Red Lions is a sailboat, powered by the wind. The yellow arrow at the stern (rear) of the boat indicates the wind's direction. The boat moves faster when it is heading in the wind's direction, and it slows to a crawl when it is sailing into the wind. Conduct the Wind's Rhythm with the Wind Waker to change the wind's direction.

Raising and Lowering the Sail

To raise the Boat's Sail, set it to #, #, or # and press that button. To lower the Boat's Sail, press # or use any other #, #, or # item. To stop the boat, hold #.

Jumping and Tight Turns

After you extend the Boat's Sail and the boat is up to speed, press # to jump over enemies and obstacles. If you push # or # as you land, the boat makes a tight turn in that direction.

Cruising Without a Sail

Put away the Boat's Sail and hold # to cruise slowly in the boat. This isn't recommended for long trips—it takes three game days to cross a quadrant—but it's perfect for precise maneuvering, such as when you're trying to stop on top of a sunken treasure.

Using Items in the Boat

You can use most #, #, and # items normally in the boat. Using a # or # item puts away the Boat's Sail. Some items, such as the Grappling Hook and Bombs, transform into different items when you use them in the boat.

Compass and Clock

When you're sailing in the boat, a Compass and a clock replace the Area Map. The red tip of the Compass arrow points north, and the clock gives you the approximate time of day. Press # on the # Control Pad to hide them and # on the # Control Pad to show them.

Linking to Your Game Boy® Advance

When you have the Tingle Tuner, you can connect a Game Boy Advance to your Nintendo GameCube with a Game Boy Game Boy Advance® cable. Plug the Game Boy Advance into Controller Socket 2, 3, or 4 and turn on the Game Boy Advance. Use the Tingle Tuner to establish a connection between the Game Boy Advance and the Nintendo GameCube. You can use the Game Boy Advance to help Link complete his quest, or you can have a friend play along and help you out.

Note

If the Nintendo GameCube-Game Boy Advance link does not work, try the following:

- Only use a link cable manufactured by Nintendo.
- Remove the Game Pak from your Game Boy Advance if you have one.
- Make sure that the Nintendo GameCube Game Boy Advance® cable is properly and securely connected to the Game Boy Advance and the Nintendo GameCube.
- Don't disconnect the Nintendo Game Boy Advance cable from either system when the link is active.
- Don't reset or turn off either system when the link is active.
- Make sure your batteries aren't dead.

Environmental Objects

The Great Sea is vast and varied, with environmental objects and obstacles that can help or hinder Link in his quest.

Overworld Objects

Bomb Plants

These brightly colored flowers have Bomb Plants in their centers. Pluck the Bomb from the plant with # and throw it with # or set it down with #. Bombs from Bomb Plants are identical to the quest items of the same name. Bomb Plants are volatile and explode if an object, such as your sword or a rock, hits them.

Note

Bomb Plants are occasionally in dungeons.
Cannon Boats
Link can cut grass, bushes, flowers, and small trees with his sword. You often find minor common items, such as Rupees or Hearts, under the foliage.

Long Grass and Bushes
Link can slide across or hang from narrow ledges, but if an enemy attacks him or he is otherwise injured, he falls off the ledge.

Cyclones
Until you defeat Cyclos, his cyclones roam the Great Sea's surface and suck up any boat that gets too close. If you have the Hero's Bow, steer into a cyclone and shoot Cyclos with three arrows to get rid of the cyclones.

Rocks
Link can pick up and throw small rocks from the ground. He can't lift the large rocks carved with faces until he has the Power Bracelets. Some larger rocks can be bombarded into pieces.

Narrow Ledges
Sea Platforms
Not to be confused with generic platforms, which describe any flat surface suspended in mid-air. Sea Platforms are Sea Bokoblin outposts scattered around the Great Sea's surface. Defeat the Sea Bokoblins to get treasures, such as Rupees, Treasure Charts, or a Piece of Heart!

Note
Narrow ledges are occasionally in dungeons.

Postboxes
Many of the Great Sea's islands have red postboxes. Check them to see if you have mail or use them to mail letters from your Delivery Bag. A postbox that has a letter for Link in it bounces.

Tip
All postboxes are considered as one, so if you see that you have a letter, you can open any postbox on any island to get the letter. You can also send letters from any postbox, but the closer you are to Dragon Roost Island (F2), the cheaper the postage is!

Stakes and Pegs
Stakes and pegs are occasionally in dungeons.

Whirlpools
Link has to make his way through more than one whirlpool over the course of the game. When you are caught in a whirlpool, you have to complete some objective, such as defeating an enemy, to avoid being pulled in. If you are sucked into a whirlpool, you reappear in a different quadrant of the Great Sea and lose Hearts from your Life Gauge.

Trees
Link can knock items out of trees by using a rolling attack on a tree trunk. Link's Hookshot also can target trees and pull him up to them. Makar can plant Deku Seeds in soft earth and grow a tree.

Updrafts
Updrafts are small cyclones. If Link glides into one with his Deku Leaf, it propels him upward. Use updrafts to glide to areas that are higher than the ledge from which you started your glide.

Ghost Ship
The Ghost Ship appears at seven islands during the seven phases of the moon. Until you have the Ghost Ship Chart, the Ghost Ship vanishes when you get close to it.

Ghost Ship Locations

Rings of Light
The rings of light that float on the Great Sea's surface indicate a sunken treasure chest. As you sail to them, the rings fade, but a ticking chime grows louder as you approach the chest. Bright rings of light with light beams in the center indicate the treasure locations marked on Treasure Charts you have found and opened.

Water
Link can swim in deep water, but only for as long as the air in his air gauge lasts. He can wade through shallow water without having to worry about the air gauge. Some streams and rivers have strong currents that pull Link along if he falls into them.

Submarines
Several submarines piloted by Ganon's minions lurk beneath the Great Sea's waves. When you find one, hop out of the boat and swim to the submarine to fight the enemies inside and claim a major treasure, like a Treasure Chart, Piece of Heart, or an Empty Bottle.

Holes
Occasionally Link comes across holes in the ground. Sometimes they're under rocks, sometimes thick grass covers them, and sometimes they're in the open. Drop into them to reach a hidden cavern below the island's surface.
Wind

Wind is important in *The Legend of Zelda: The Wind Waker*. Not only does it determine your boat's momentum, but it also can work for or against you when you're gliding with your Deku Leaf. Know which way it's blowing.

**Dungeon Objects**

**Baba Buds**

Jump into these purple buds, and they give your Magic Meter a boost and propel you into the air! While in the Baba Bud, hold并向右に移動を使用する方向を向ける to position yourself in a direction. When you shoot out, press 向右に移動 to soar in that direction.

**Light Beams**

Link and Medli can reflect light beams with their Mirror Shield and harp, respectively. Reflected light beams disintegrate some objects, reveal translucent chests, and injure some enemies.

**Cable Platforms**

Found in the Forbidden Woods, these platforms run along a cable above them. Activate them by blowing a Deku Leaf wind gust at a nearby pinwheel. To control their direction, stand on the cable platform, face opposite the direction you want to go in, and blow a gust of wind.

**Bridge**

Be careful when fighting on these rope suspension bridges. They sway, and swords can cut through them. Link can use the bridge's support ropes, sending the whole thing crashing!

**Cracked Floor Tiles**

You can punch a hole in the floor by stomping on a cracked floor tile with the Iron Boots or by exploding a bomb near the cracked tile.

**Eye Plaques**

These decorations seen in the Tower of the Gods, trigger an action when you shoot them with an arrow.

**Ice**

Icy surfaces are slick, and it's hard to control Link when he moves across them. Move slowly, and don't make sudden movements!

**Lava**

Lava is hot. If you fall in it, you lose a quarter of a Heart and reappear at the room's entrance.

**Locked Doors**

Locked doors open with Small Keys. Each dungeon has as many Small Keys as it has locked doors. You cannot use Small Keys from one dungeon to open locked doors in another dungeon.

**Paralyzing Fog**

Seen in the Earth Temple, this bluish fog makes Link temporarily unable to use his sword or 向右に移動, and デゴノコ and 4 items. Link recovers a few seconds after getting out of the fog.

**Piles of Leaves**

Link comes across several piles of leaves in the Forbidden Woods. Blow them away with a Deku Leaf wind gust or set them on fire with a burning Deku Stick to find small rewards under them.

**Pinwheels**

You can activate pinwheels by a wind gust from Link's Deku Leaf. Once spinning, they activate a nearby object.

**Big Key Locked Doors**

The door to each boss chamber is sealed, and you need a Big Key to open it. To open the door and fight the boss, you need to find the dungeon's Big Key.

**Blocks and Crates**

You can push or pull blocks and crates, and Link can lift crates. You also can climb on the blocks and crates by facing them and pushing 向上に移動. Crates float, but blocks don't.

**Chests**

Chests contain treasures, and none is locked. Open any chest by standing in front of it and pressing 向右に移動. All unopened chests in a dungeon are marked on your Dungeon Map after you find the dungeon Compass. Some chests in the Earth Temple are translucent and you must reveal them by a reflected light beam before you can open them.
**Poles**

These horizontal poles come in a variety of shapes and sizes, but you can use them all as targets for Link's Grappling Hook. Stop swaying and climb the Grappling Hook's rope to stand on top of the poles.

**Spikes**

Contact with them knocks Link's Life Gauge down a Heart or two.

**Warp Jars**

Most dungeons have three Warp Jars, but boards or rocks seal most of them and you must bomb them open before you can use them. Drop into an activated Warp Jar and you appear at another Warp Jar elsewhere in the dungeon.

**Springboards**

Climb onto a springboard and use your Iron Boots to compress it. Remove the Iron Boots, and the springboard catapults you into the air.

**Water Pots**

You can lift and throw water pots at enemies who are vulnerable to injury by water, and you also can throw them onto hot lava to create temporary platforms on which Link can stand. Create a platform on a lava plume, and you can ride the platform when the plume shoots it into the air.

**Switches**

Switches are pressure-sensitive objects that trigger an effect when stepped on. Switches come in all shapes and colors, but there are three basic types:

- **Pressure switches** remain activated after you step off them.
- **Constant pressure switches** require some sort of weight to hold down the switch.
- **Simultaneous pressure switches** have to be activated by keeping weight on multiple switches.

**Sealed Doors**

Some dungeon doors are sealed. To open them, you usually must accomplish an objective in the room, such as defeat the enemies or activate a switch. Small Keys do not unlock dungeon doors.

**Torch**

Torch light up darkened rooms and you can use them to light a Deku Stick. Unlike a Deku Stick, a torch never goes out.
Common Items

Find common items by smashing pots, cutting grass, visiting shops, or defeating enemies. There is no limit to the common items that Link can find or purchase, but there are restrictions on how much he can carry.

All-Purpose Bait

Where to find it: Purchase it from Beedle, Knuckle, or Rats.
Where to store its Bait Bag

What to do with it: Use it near a Merman to make the Merman surf to the nearest island on your Sea Chart. Use it to lure small pigs or to persuade large pigs to dig in dark soil. Use it near a Rat hole to make the rats stop attacking you and open their shop.

Arrow

Where to find it: Grass pot, enemy treasure, or purchased from Beedle or Beedle.
Where to store its Items sub-screen

What to do with it: Arrow are ammunition for the Hero's Bow. Link can only fire the Hero's Bow when he has Arrows. When Link first finds the Hero's Bow, he can carry up to 30 Arrows. Two Great Fairies upgrade Link's carrying capacity to 60 and 99 Arrows.

Boko Baba Seed

Where to find it: Boko Baba treasure
Where to store its Spoils Bag

What to do with it: Link can exchange four Boko Baba Seeds for a Blue Potion by giving them to Hallo in the Forest Haven.

Bomb

Where to find it: Grass pot, enemy treasure purchased from Beedle.
Where to store its Items sub-screen

What to do with it: If Link haves Bombs, he can use the Bomb Item in the Items sub-screen.
Skull Necklace
Where to find it: Moblin treasure
What to do with it: Use Skull Necklaces to get Treasure Chest #2. Also, use Skull Necklaces to reanimate Link and keep him in the dungeon.

Dungeon Items
There are a handful of items that Link finds in dungeons. All of these items (except the Heart Container) can only be used in the dungeons in which Link finds them.

Big Key
Most dungeons have a Big Key that Link must find before he can open the door to the boss’s lair and fight the boss. The Big Key is one of the last items Link finds in a dungeon.

Compass
Each dungeon’s Compass shows the location of any unopened treasure chests on the Dungeon Map. It also shows Link’s current position and the location of the dungeon’s boss.

Dungeon Map
The Dungeon Map gives you an in-game floor plan for the dungeon. Each room is color-coded—the light green room is the room you’re in, dark green rooms are rooms you’ve explored, and black rooms are rooms you haven’t seen. Cycle through the floors of the dungeon with ↑ and ↓.

Heart Container
Link receives a Heart Container in most dungeons after defeating the dungeon boss. Pick up the Heart Container to add it to Link’s First Life Gauge, which allows Link to absorb more damage. It also completely refills Link’s Life Gauge.

Tip
For every four Pieces of Heart you find, you complete another Heart Container.

Small Key
Small Keys are used to open locked doors. Each dungeon has exactly as many Small Keys as it has locked doors, and Small Keys can only be used in the same dungeon that they are found in.

Quest Items
Quest items are unique items that Link finds during his quest. Most of them are stored on the items sub-screen, and you must set many of them to use. Unlike common items, quest items are rare and are available after Link has accomplished a task to get them.

Boomerang
Where to find it: The Forbidden Forest
Where to store items: sub-screen
What to do with it: Set the Boomerang to use. Hold down the button to bring up a first-person targeting view. Use to select up to five targets, and release the Boomerang button to hit the targets in the order selected. Use it to toss objects and break various pins and objects.

Trading Quest Items
Where to find them: Zunari’s Stall
Where to store them: Delivery Bag
What to do with them: Use these items during the trading quest to defeat the boss in Zunari’s Stall on Windfall Island.

Treasure Sphere
Where to find it: Large enemy treasure
Where to store it: not used
What to do with it: Larger enemies, such as Moblins, Darumak, and Seagulls, often leave behind these spheres, each of which contains a handful of common items. Shatter them with your sword to release the items. Unlike most enemy treasure spheres, these spheres don’t disappear if you don’t pick them up quickly.

Cabana Deed
Where to find it: Given by Miss Marie
Where to store it: Delivery Bag
What to do with it: Trade 20 joy Pendants to Miss Marie (the Windfall Island schoolteacher) to get the Cabana Deed. The Cabana Deed allows Link to enter the Cabana on the Private Oasis (ES), which becomes Links Oasis after he shows the Cabana Deed to the doorman.

Boat’s Sail
Where to find it: Purchased from Zunari on Windfall Island (OZ)
Where to store it: Items sub-screen
What to do with it: Use the Boat’s Sail to allow Link to hold an array of All-Purpose Sails.

Deku Leaf
Where to find it: Forest Haven
Where to store it: Items sub-screen
What to do with it: To use the Deku Leaf, set it to hotkey. Use the Deku Leaf while Link is in the air and glide as long as his Magic Meter has energy. Gliding slowly depletes Link’s Magic Meter, and Leaf drifts downward as it glides. Use the Deku Leaf when Link is on the ground, and wait until Link’s Magic Meter is empty.

Complimentary ID
Where to find it: In a letter from Beedle
Where to store it: Delivery Bag
What to do with it: After purchasing 30 Items from Beedle, Link earns a Silver Membership to Beedle’s Shop Ship, and Beedle sends you the Complimentary ID. Show the Complimentary ID to Beedle at the new location, and he complements Link. Use this item once, and it disappears.

Bait Bag
Where to find it: Purchased from Korkoroo
Where to store it: Items sub-screen
What to do with it: Purchase the Bait Bag to allow Link to hold up to eight live Flies or pocketfuls of All-Purpose Sells.

Dongs
Where to find them: Midna’s statue
Where to store them: not used
What to do with them: The Bombs item allows Link to cast a spell to use Bombs as weapons. Set it to use. Bombs explode three seconds after being thrown. Throw one with or or put it down with to keep it from going off in your hand. Use Bombs as weapons against enemies or to bust large rocks and other obstacles into pieces.

In the King of Red Lions, Bombs become a cannon that fits: Use to aim the cannon, and press the Bombs button to fire. Use the cannon to sink Cannon Boats or destroy gates and other obstacles.
Delivery Bag

Where to find it: Dragon Roost Island
Where to store it: Items sub-screen
What to do with it: The Delivery Bag allows Link to carry up to eight specific items, including the Calamity Deed, letters to mail for other characters, and trading quest items. Link receives it as a gift from Ollie when he first arrives on Dragon Roost Island.

Empty Bottles

Where to find them: Four locations (see below)
Where to store them: Items sub-screen
What to do with them: Empty Bottles allow Link to obtain and carry potions, bottles, fairies, and forest water. Reuse them when they are empty. Link can find four Empty Bottles.

Note

For more information on how to get each of these Empty Bottles, refer to that island quadrant's entry in the "Islands of the Great Sea" section.

Fill-Up Coupon

Where to find it: In a letter from Beedle
Where to store it: Delivery Bag
What to do with it: After purchasing 60 items from Beedle, Link earns a Gold Membership, and Beedle sends Link the Fill-Up Coupon. Use the Fill-Up Coupon at any Beedle's Shop Ship to replenish Link's Life Gauge, Magic Meter, and Bombs and Arrows supplies.

Forest Firefly

Where to find it: Forest Haven
Where to store it: In a bottle on the items sub-screen
What to do with it: The Forest Firefly is the brightest firefly in the Forest Haven, emitting seven colors of light. Catch it in an Empty Bottle and take it to Lenno, who uses it to make the Deluxe Picco Box.

Forest Water

Where to find it: Forest Haven
Where to store it: In a bottle on the items sub-screen
What to do with it: There are eight wisteria Delu trees across the islands of the Great Sea. Fill an Empty Bottle with Forest Water at the Forest Haven, and use it to water all eight Delu trees within 20 minutes to get a Piece of Heart.

Grappling Hook Controls

<table>
<thead>
<tr>
<th>Command</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target</td>
<td>Hold ( \overline{W} ), ( \overline{S} ), ( \overline{A} ), ( \overline{D} ), or ( \overline{E} ) and push ( \overline{R} )</td>
</tr>
<tr>
<td>Grapple</td>
<td>Release ( \overline{W} ), ( \overline{S} ), ( \overline{A} ), ( \overline{D} ), or ( \overline{E} )</td>
</tr>
<tr>
<td>Swing</td>
<td>( \overline{R} )</td>
</tr>
<tr>
<td>Jump off of rope</td>
<td>( \overline{B} )</td>
</tr>
<tr>
<td>Stop swinging</td>
<td>( \overline{B} )</td>
</tr>
<tr>
<td>Change direction</td>
<td>( \overline{L} ), then press ( \overline{X} ) \ and ( \overline{R} ) or ( \overline{L} )</td>
</tr>
<tr>
<td>Climb up or down rope</td>
<td>( \overline{L} ), then press ( \overline{X} ) \ and ( \overline{R} ) or ( \overline{L} )</td>
</tr>
<tr>
<td>Drop salvage crane (in boat)</td>
<td>( \overline{L} ), then press ( \overline{Z} ) \ and ( \overline{L} ) or ( \overline{R} )</td>
</tr>
<tr>
<td>Swing salvage crane to boat's other side</td>
<td>( \overline{L} ), then press ( \overline{Z} ) \ and ( \overline{R} )</td>
</tr>
</tbody>
</table>

Sure-Fire Treasure Grabbing Tips

A ring of light on the Great Sea indicates a treasure chest under the water that you can haul up with your Grappling Hook. The ring of light fades as you approach it, making it hard to determine where to drop your Grappling Hook.

Face the ring of light with the wind at your back and sail toward it. When the ring of light vanishes, press \( \overline{L} \) to put away your sail and drop your Grappling Hook into the water. If you do it right, you hook the chest on the first try! Pay attention to the tilting chimes as you approach the treasure. The louder the tilting, the closer you are.

Rings of light with bright beams of light in their centers mark underwater treasures that Treasure Charts lead to. These brighter lights fade more quickly as you approach them. Use the Treasure Chart to see your boat's position relative to the treasure. Move toward the treasure by steering the boat with \( \overline{R} \) or \( \overline{L} \). Switch between the Treasure Chart and the game screen to align yourself.

Tip

Use the Grappling Hook against stunned enemies to pull their treasure from them before they're defeated. Use this to get Chu Jelly from Chuchus, Boko Baba Seeds from Boko Babas, Joy Pendants from Boko Blins, Golden Feathers from Peahats and Kargaros, Skull Necklaces from Moblins and King's Crests from Darknuts.

Hero's Bow

Where to find it: Tower of the Gods
Where to store it: Items sub-screen
What to do with it: Set the Hero's Bow to \( \overline{W} \), \( \overline{S} \), \( \overline{A} \), \( \overline{D} \), and hold down the button to bring up a first-person targeting view. Target an overhand pole and release the button to throw the Grappling hook up to it and swing from it.

Arrow Types

During his adventure, Link powers up his Hero's Bow so that he can shoot different arrows. Arrow items in his inventory are always used as ammunition.

- **Fire Arrows**: Obtained from the Fairy Queen in the Mother & Child Isles (12Z). Fire Arrows can melt ice, set enemies on fire, and do more damage than standard Arrows. Each Fire Arrow depletes Link's Magic Meter.
- **Ice Arrows**: Received from the Fairy Queen. Ice Arrows can cool lava, freeze enemies, and do more damage than standard Arrows. Each Ice Arrow depletes Link's Magic Meter.
- **Light Arrows**: Link gets Light Arrows after defeating the Phantom Ganon inside Ganon's Tower. They are one of the few weapons that inflict damage on Ganon and his creations. Each Light Arrow fired costs a small amount of magic energy.
- **Standard Arrows**: These are plain, no-nonsense projectiles, but they don't cost any magic energy to fire.
**Hero's Charm**
Where to find it: Received from Miss Marie in Windfall Island (D2)
Where to store it: Guest Status sub-screen
What to do with it: Link gets the Hero's Charm by giving Miss Marie 20 more Joy Pendants after getting the Cahana Deed from her. When equipped, Link wears this mask, and the Life Gauge of any nearby enemy is displayed above his head.

**Hookshot**
Where to find it: Wind Temple
Where to store it: Items sub-screen
What to do with it: The Hookshot is a cross between the Grappling Hook and the Hero's Bow. Assign it to ( ), ( ), or ( ) and hold down the button to bring up a first-person targeting view. Target an object with ( ), and release the button to fire the Hookshot at it. ( ) target an object or enemy and press the Hookshot button to fire the Hookshot at it.
If Link targets an object that is heavier than he is, the hook breaks Link's bow string, and Link must reload it. Hookshots can be used to attack enemies by flying out of their hands (especially Bokoblins) or to grab objects.

**Magic Armor**
Where to find it: During the trading quest that begins at Zarani's Stall on Windfall Island (D2). When equipped, Magic Armor grants Link's Magic Meter, but it also makes him invulnerable to enemy attack.

**Picto Box/ Deluxe Picto Box**
Where to find it: Get the Picto Box in Tingle's jail cell on Windfall Island (D2). The Deluxe Picto Box is given to Link by Zora when he completes the second playthrough.
Where to store it: Items sub-screen
What to do with it: Both the Picto Box and Deluxe Picto Box allow Link to take pictures of any person, place or thing in the game. The Picto Box allows Link to take black-and-white pictures, while the Deluxe Picto Box allows Link to take color pictures. Each holds three pictures. Link can take pictures of a character or enemy, make sure that the subject is facing you, and that it fills the screen, and don't zoom in so far that you crop off the top or bottom of the subject.

**Hero's Shield**
Where to find it: Grandma's house on Outset Island (D7)
Where to store it: Guest Status sub-screen
What to do with it: Holding ( ) when Link's sword is drawn raises his Hero's Shield to deflect incoming enemy attacks. Projectiles bounce off the Hero's Shield and add to Link's attack causing some enemies to fire out of their hands (especially Bokoblins; Deku Skels). This shield is replaced with the Mirror Shield when Link finds that item. It is automatically equipped to ( ) and does not need to be assigned to any other button.

**Iron Boots**
Where to find them: Ice Ring Isle (E6)
Where to store them: Items sub-screen
What to do with them: Set the Iron Boots to ( ), ( ), or ( ) to use them. Link walks slowly in the Iron Boots, but they increase his weight. He can walk through seeing holes without being pushed back and can use the Iron Boots to stamp through cracked floor tiles or activate springboards. When worn while using the Hookshot, the Iron Boots let Link pull heavy objects (like stone masks) off walls.

**Master Sword**
Where to find it: Hyrule Castle
Where to store it: Quest Status sub-screen
What to do with it: The Master Sword is the blade of the legendary Hyrule of Time, and it is faster and more powerful than the Hero's Sword. When Link finds the Master Sword, he loses its magical ability to defeat evil. Canons Link must restore that ability before the final showdown with Gannon. The Master Sword replaces the Hero's Sword in Link's inventory.

**Mirror Shield**
Where to find it: Earth Temple
Where to store it: Quest Status sub-screen
What to do with it: The Mirror Shield is more powerful than Link's Hero's Shield, and it replaces the Hero's Shield in Link's inventory. The Mirror Shield reflects enemies' attacks and beams of light, which is handy in the Earth Temple. To reflect a beam, stand in the light beam in Link's sword, and hold down ( ) to raise the Mirror Shield. Aim the reflected beam with ( ).

**Pirate's Charm**
Where to find it: Given to Link by Tela
Where to store it: Quest Status sub-screen
What to do with it: Tela gives him a Pirate's Charm, a glowing blue pendant that allows him to communicate with the King of Red Lions in other great distances. With this charm, the King of Red Lions can communicate with Link through the Pirate's Charm, a mystery that is resolved after Link rescues his sister Arvul.

**Letters**
Where to find them: Various locations
Where to store them: Delivery Bag
What to do with them: At certain points in the game, characters give Link letters to be delivered to other characters. Usually this task is as simple as carrying the letter in your Delivery Bag, approaching a postbox, and using the letter near the postbox to mail it. Occasionally, Link needs to personally deliver a letter to a character, so pay attention to delivery instructions.
### Potions

<table>
<thead>
<tr>
<th>Type</th>
<th>Where to Get It</th>
<th>What It Does</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red Potion</td>
<td>Trade Red Chu Jellies to Doc Bandam</td>
<td>Replenishes Link's Life Gauge</td>
</tr>
<tr>
<td>Green Potion</td>
<td>Trade Green Chu Jellies to Doc Bandam</td>
<td>Replenishes Link's Magic Meter</td>
</tr>
<tr>
<td>Blue Potion</td>
<td>Trade Blue Chu Jellies to Doc Bandam or Boko Baba Seeds to Hollo</td>
<td>Replenishes Link's Life Gauge and Magic Meter</td>
</tr>
<tr>
<td>Elixir Soup</td>
<td>Visit Grandma after healing her with a Red Potion or Fairy</td>
<td>Two-dose Potion that refills Link's Life and Gauge and allows him to do double damage until hit by an enemy</td>
</tr>
</tbody>
</table>

### Power Bracelets

- **Where to find it:** Fire Mountain (F1)  
- **Where to store it:** Quest Status sub-screen

- **What to do with it:** The Power Bracelets allow Link to lift large rocks that he could not previously lift. They are equipped when needed.

### Skull Hammer

- **Where to find it:** Forsaken Fortress (F1)  
- **Where to store it:** Items sub-screen

- **What to do with it:** Assign the Skull Hammer to , , or . Target an object or enemy, and press the button to smash the Skull Hammer on the target. The Skull Hammer is designed to hammer pegs and stakes. It can also be used as a weapon, although it's slow and awkward. The Skull Hammer causes weaker enemies when it crashes down near them and is good for wiping out large groups of ChuChus or Midiblins.

### Tingle Tuner GBA Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Call Link or investigate an area marked with an exclamation point (!)</td>
</tr>
<tr>
<td>B</td>
<td>Use currently selected Tingle Item with + Control Pad; Scroll around map, even if Link doesn't have a dungeon's Dungeon Map</td>
</tr>
<tr>
<td>C</td>
<td>Return Tingle to Link's current position or lock onto nearest enemy</td>
</tr>
<tr>
<td>D</td>
<td>Move Tingle</td>
</tr>
<tr>
<td>E</td>
<td>View Item Screen</td>
</tr>
<tr>
<td>F</td>
<td>View Tingle Tuner GBA controls</td>
</tr>
</tbody>
</table>

### Tip

Beedle buys any items in your Spoils Bag that you don't need. Assign the item to , , or , and show it to him.
Wind Waker

Where to find it: Given to Link by the King of Red Lions
Where to store it: Items sub-screen

What to do with it: The Wind Waker lets Link conduct any Wind Waker songs he has learned, each of which has a different effect. It also raises Link's respect from powerful beings who recognize the Wind Waker as a legendary item of great power wielded by past heroes. To play a Wind Waker song, hold ( ) in a direction to set the number of notes in the song (tempo) and play the notes with ( ). Link must learn a Wind Waker song before he plays it, even if you already know how it's played.

Tip
If you have trouble playing songs, push ( ) before the flashing yellow light at the screen's top hits the yellow bar.

Wind Waker Songs

<table>
<thead>
<tr>
<th>Name of Song</th>
<th>Tempo ( )</th>
<th>Notes ( )</th>
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<tr>
<td>Wind's Requiem</td>
<td>3/4 (don't touch )</td>
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<tr>
<td>Ballad of Gales</td>
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<td>Command Melody</td>
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<td>Earth God's Lyric</td>
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<td>Wind God's Aria</td>
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<tr>
<td>Song of Passing</td>
<td>3/4 (don't touch )</td>
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Special Items

The following items are either the objects of a quest or vital components of an optional sidequest.

Din's Pearl

Where to find it: Received from Prince Komali after Link completes the Dragon Roost Cavern quest
Where to store it: Quest Status sub-screen

What to do with it: Din's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E5). When all three pearls are found, place Din's Pearl on Northern Triangle Island (D3).

Farore's Pearl

Where to find it: Received from the Great Deku Tree after Link completes the Forbidden Woods quest
Where to store it: Quest Status sub-screen

What to do with it: Farore's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E5). When all three pearls are found, place Farore's Pearl on Eastern Triangle Island (F4).

Nayru's Pearl

Where to find it: Received from Jabu-Jabu after Link gets Bombs from the pirate ship
Where to store it: Quest Status sub-screen

What to do with it: Nayru's Pearl is one of the three pearls Link must find to raise the Tower of the Gods (E5). When all three pearls are found, place Nayru's Pearl on Southern Triangle Island (D5).

Nayru's Pearl

Where to find it: In the Nintendo Gallery in the Forest Haven (F6)
Where to store it: In the Nintendo Gallery in the Forest Haven (F6)

What to do with it: Every time Link brings a good pictograph of a character or animal to Caroll in the Nintendo Gallery, Caroll sculpts a figurine in the likeness of the pictograph's subject. It takes Caroll a full in-game day to sculpt the figurine, and he's busy about the pictographs you bring him. Collecting all 133 Nintendo Gallery figurines is a game in itself. When you have them all, you've completed one of the craziest minigames ever invented—but it has no effect on the rest of the game.

Pictographs

Where to find them: Taken by link with the (Deluxe) Picto Box, or purchased from Lenovo
Where to store them: In the (Deluxe) Picto Box

What to do with them: Link must take specific pictographs to complete Lenovo's sidequest and get the Deluxe Picto Box. Use pictographs of characters and enemies to earn Nintendo Gallery figurines.

Note
Link can never take pictographs of some subjects for Nintendo Gallery figurines (such as a Great Fairy or Jabu). Lenovo has Legendary Pictographs of these subjects that he will sell you. These can be used to get the Nintendo Gallery figurines.

Pieces of Heart

Where to find them: 44 pieces in the game
Where to store them: Quest Status sub-screen

What to do with them: Collecting Pieces of Heart adds Heart Containers to Link's Life Gauge. Pieces 1–3 of each Heart Container appear on the Quest Status sub-screen; each fourth Piece of Heart completes a Heart Container which appears in Link's Life Gauge.

Tip
For a listing of all 44 Pieces of Heart, check out "The Legendary Checklist" at the end of this guide.

Triforce Shards

Where to find them: Eight locations under the Great Sea
Where to store them: Quest Status sub-screen

What to do with them: The eight Triforce Shards are hidden under the surface of the Great Sea and must be found using the eight Triforce Chants. You can't find a Triforce Shard until you find the Triforce Chart that leads to it and have Tingle decipher the Triforce Chant. The eight Triforce Shards unite to form the Triforce of Courage, which gives Link access to Ganon's Tower.

Triforces

Where to find them: Held by Zelda, Canon, and Link each bear the mark and wield the power of a Triforce—Zelda has the Triforce of Wisdom, Canon has the Triforce of Power, and Link assembles the Triforce of Courage from the Triforce Shards. When all three triforces are brought together, they form the one true Triforce that gives the power of the gods to whomever touches it. Canon's ambition is to assemble the one true Triforce and use its power to conquer the world.
Charts

In keeping with the Overworld’s nautical theme, Link finds dozens of charts bearing important information. Most of these are Treasure Charts, which lead to large rewards, but others assist Link in his main quest and sidequests.

When you get a chart, open your Sea Chart by pressing + on the + Control Pad. Press ⊎ to view your charts. Use ⊐ ⊐ to cycle through the charts until you come to the chart you just found. Press ⊕ to open it and view its contents.

Red Charts

Red charts don’t lead to treasures or rewards, but they give important information on places that Link should visit during his quest.

Beadle’s Chart

Where to find it: Sent to Link by Beedle after Link gets the Bombs.
What to do with it: Beedle’s Chart shows the locations of all Beedle’s Shop Ships in the Great Sea.

Island Hearts Chart

Where to find it: Find Treasure Chart #19 at Four-Eye Reef (G2). Follow the chart to the Flight Control Platform (G2) to get the Island Hearts Chart.
What to do with it: The Island Hearts Chart lists islands where Link can find 17 Pieces of Heart without using Treasure Charts. On its side are two icons—a position and a Link’s Leaf—representing two additional pieces of Heart Link can get. One is a letter from the Rito Chieftain, and the other is earned by watering all the withered Duloo Trees with Forest Water.

Great Fairy Chart

Where to find it: Find Treasure Chart #41 at Five-Eye Reef (B2). Follow the chart to Four-Eye Reef (A2) to get the Great Fairy Chart.
What to do with it: The Great Fairy Chart shows the locations of all the Great Fairies in the Islands of the Great Sea. Visit each to upgrade Link’s abilities or to find Fairies to restore Link’s Life Meter.

Light Ring Chart

Where to find it: Find Treasure Chart #31 at Cyclops Reef (C4). Follow the chart to another location at Cyclops Reef to get the Light Ring Chart.
What to do with it: The Light Ring Chart shows several areas where rings of light appear on the Great Sea’s surface during a full moon. Visit these rings of light during a full moon and pull up the sunken chest they mark to get several small Rupee rewards (generally Red Rupees). Pull up these treasures only during a full moon, and only if you have the Light Ring Chart.

Ghost Ship Chart

Where to find it: Diamond Steppe Island (A6).
What to do with it: The Ghost Ship Chart lists the islands that the Ghost Ship visits during the moon’s phases. It also allows Link to enter the Ghost Ship by sailing into it. Without the Ghost Ship Chart, the Ghost Ship disappears when Link sails near it.

Octo Chart

Where to find it: Find Treasure Chart #26 at Six-Eye Reef (D4). Follow the chart to Northern Triangle Island (D3) to get the Octo Chart.
What to do with it: The Octo Chart lists the quadrants of the Great Sea in which Big Octos are found. The chart tells you how many eyes each Big Octo has, to give you a sense of the difficulty of defeating it.

In-cRedible Chart

Where to find it: Sent to Link by Tingle after the second sequence in Hyrule.
What to do with it: The In-cRedible Chart comes with a 201-Rupee delivery charge, but it’s worth it. The In-cRedible Chart shows the locations of the eight In-cRedible Charts.

Platform Chart

Where to find it: In the Submarine near the Flight Control Platform (G2).
What to do with it: The Platform Chart lists the locations of all the Sea Bobbin-filled Sea Platforms. Defeating the Bobbins and cannons on these Sea Platforms gives you Rupee rewards, as well as a couple of larger rewards. See “The Legendary Checklist” at the end of this guide for details on Sea Platform rewards.
**Sea Hearts Chart**

Where to find it: Find Treasure Chart #32 at Three-Eye Reef (D6). Follow the chart to the Boating Course (F7) to get the Sea Hearts Chart.

What to do with it: The Sea Hearts Chart lists the locations of all 11 Treasure Charts that lead to Pieces of Heart.

**Tingle's Chart**

Where to find it: received from Tingle when you bust him out of his Windfall Island (D2) prison.

What to do with it: Tingle’s Chart shows Windfall Island (D2), Tingle Island (C3), and the Great Fairies that upgrade your Rupees.

**Triforce Charts**

Where to find them:
- Eight locations

What to do with them:
The Triforce Charts lead to the eight Triforce Shards sunken beneath the Great Sea’s surface. When you find a Triforce Chart, take it to Tingle on Tingle Island (C3) to have him decode it, at a cost of 198 Rupees per Triforce Chart.

If it's opened and decoded, follow a Triforce Chart like an ordinary Treasure Chart to find the Triforce Shard it leads to.

**Treasure Charts**

Where to find them:
- 41 locations

What to do with them:
Each of the 41 Treasure Charts leads to a sunken treasure when opened. 11 lead to Pieces of Heart. To find the treasure, mark the Treasure Chart with the traditional “X”. Check the shape of the island on the Treasure Chart against the shapes of the islands that you’ve charted and find the one that matches. As you approach the treasure’s location, open the Treasure Chart to see your position relative to the treasure. You can’t salvage the treasures that the Treasure Charts lead to until you find and open the right Treasure Chart.

**Secret Cave Chart**

Where to find it: Find Treasure Chart #13 at Two-Eye Reef (B6). Follow the chart to Overlook Island (G1) to get the Secret Cave Chart.

What to do with it: The Secret Cave Chart lists the locations of all the hidden caverns on the islands of the Great Sea. A reward is in each cavern—usually something important!

**Submarine Chart**

Where to find it: In the secret cavern in the north island of the Boating Course (F7).

What to do with it: The Submarine Chart lists the locations of all the Submarines in the Great Sea. Enter these Submarines and eliminate the enemies inside to earn respectable treasures.
Characters

Link meets over a hundred characters in the course of his quest. Some give him important items or clues; others add to the game's atmosphere. A few even start out as adversaries, but Link's courage and tenacity convert them!

Characters of the Great Sea

The following characters are found in Link's adventures across the Great Sea. Some are found on small islands, and some float on the Great Sea. A few appear in several different places.

Beedle

Beedle runs Beedle's Shop Ship, a traveling boatload of values that sails between several islands of the Great Sea. After acquiring Bombs from the pirates, Link gets Beedle's Chart, which shows the locations of all Beedle's Shop Ship stops. Beedle has some of the best prices in all the islands of the Great Sea, so shop with confidence! You can also sell Beedle items from Link's Spool Bag.

You can buy the Bait Bag, All-Purpose Bait, Hvyt Pears, Bombs, Arrows, and Red Potions from most of his locations. If you catch him at Rock Spire Isle (B3), you can also buy a Piece of Heart, an Empy Bottle, and Treasure Chart #4. Beedle rewards frequent customers with a Silver Membership (which entitles you to the Compliments (D1) and a Gold Membership (which gets you the Fill-Up Coupon).

Fairy Queen

The Fairy Queen lives in the center of Mother & Child Isles (B2). The only way to get there is to conduct the Ballad of Gales. Although she looks young, the Fairy Queen is one of the game's oldest and wises characters. She will not reveal her true form to Link until he meets Princess Zelda for the first time. She then endows his Hero's Bow with the ability to shoot Fire and Ice Arrows. Link can return to her Fairy Pond at any time to find Fairies to help him recover his strength.

Great Fairies

In addition to the Fairy Queen, seven Great Fairies are scattered across the islands of the Great Sea. Six of the Great Fairies increase Link's Bomb-Arrow- or Rupee-carrying capacity, and the seventh doubles the size of Link's Magic Meter. You can find the Great Fairies at the following locations, and you can always return to them to find Fairies to heal Link.

- Bomb Fairies: Eastern Fairy Island (E3), Southern Fairy Island (D6)
- Arrow Fairies: Western Fairy Island (A3), Thored Fairy Island (C4)
- Rupee Fairies: Northern Fairy Island (C1), Outset Island (B7)
- Magic Meter Fairy: Two-Eye Reef (D7)

King of Hyrule

Daphnes Nothansen, King of Hyrule, was the King of Hyrule, a legendary land that accepted a terrible fate at the hands of the gods to rid the land of a great evil. For generations, no one has seen or heard of its King, Hyrule, or its Princess, Zelda. The King of Hyrule played an important role in the game, linking the events of The Legend of Zelda: Wind Waker to those of Ocarina of Time.

King of Red Lions

The King of Red Lions is the only talking boat in the Great Sea. He arrives (without a sail) to aid Link in his quest to rescue Arvill, and sticks around when Link's true destiny is revealed. He is Link's transportation from island to island, but is also Link's most trusted admirer. The King of Red Lions speaks ancient Hylian and always has more information than he's willing to reveal.

Merman

Each of the Great Sea's 49 islands has a Merman that jumps into and out of the sea around it. Sail up to a Merman and sprinkle All-Purpose Bait on the water's surface to get him to chart the island on your Sea Chart and give you helpful information. After you speak to an island's Merman, you can bat him again to play an arrow-shooting minigame for Rupees. Sometime in the past, the King of Red Lions aided these fellows, which is why they're so willing to help out Link.
Princess Zelda
Princess Zelda is heir to the longest-lived land of Hyrule's throne and the keeper of the Triforce of Wisdom, but no one knows exactly who or where she might be. If there is a young hero dressed in green and an arch-enemy named Ganon, you know that a princess named Zelda will appear sometime.

Tetra
Tatia is a main character in The Legend of Zelda: The Wind Waker. She's strong-willed and bossy, but also has a soft spot in her heart for Link. When Link's quest gets under way in earnest, Tetra is a devoted friend and ally, often putting herself and her crew in harm's way to help Link.

Tetra inherited her ship and crew from her late mother, and continues her mother's quest for a legendary treasure hidden beneath the Great Sea's surface. Tetra also has a secret, but we won't spoil it for you!

Tetra's Pirates
Gonzos is the tough-guy leader of the pirates, but he's been known to cry at the drop of a hat.

Mako is the brains of the pirates' operation. He's usually mild-mannered, but he's unstoppable when angry. Touching his glasses will set him off.

Niko is last in the pirates' pecking order, so he's overjoyed when Link joins up. Although it quickly becomes clear that Link is special, Niko doesn't take it personally when Link has to leave them.

Senza's keeps the ship's shape. He's also a persuasive speaker.

Tingle
Tingle's fondest wish is to become a Fairy. He thinks Fairies wear green jumpsuits, which explains his bizarre fashion sense. Although he can get on your nerves, Tingle is one of Link's most valuable allies.

Bust Tingle out of his cell on Windfall Island to get the Tingle Tuner, which allows you to connect a Game Boy Advance to your GameCube. The second player can control Tingle, who can assist Link during his quest.

Also, once you start looking for Triforce Charts and Triforce Shards, Tingle gives you the locations of most of the Triforce Charts and decipher the Triforce Charts that you find. His help doesn't come cheap, but no one else can do it.

Minor Characters of the Great Sea

Ankle is Knuckle's twin brother, and both are Tingle's younger brothers. Ankle is more responsible and hardworking than his twin.

David, Jr., embarked on a quest to recover the Ghost Ship treasure, just as his father did before him. One bad bout of seasickness led him in a daze to Tingle Island, and he regretted it since.

Find Fairies in Fairy Fountains and hidden in pots. Touching one refills 10 of Link's Heart Containers. They can also be captured in an Empty Bottle and saved for later.

Knuckle carved Tingle Tower when he was 10 years old. He ran to hide on Gusty Island when Tingle defaced the tower and you must use the Tingle Tuner (there to
**Dragon Roost Island (F2) Characters**

**Laruto**
Born in an area of Hyrule known as Zora’s Domain, Laruto long ago became the sage of the Earth Temple and the Master Sword.

Sword would always retain its ability to repel evil. Ganon’s minions overwhelmed the Earth Temple and stole the Zora’s soul, weakening the Master Sword.

She advises Link on how to find the new sage of the Earth Temple, Medli.

**Medli**
Medli attends the great Valoo, and never gives less than her best effort. When Valoo begins to rage, Medli takes it upon herself to make the dangerous climb up Dragon Roost Cavern to talk to him. She feels responsible for Prince Komali and wants to see him grow into a fine Rito as his father.

Medli is also the next Earth Temple sage—a destiny foreshadowed by the treasured harp she carries on her back. During the Earth Temple quest, Medli is a controllable character.

**Chieftain**
The Rito chieftain is the strongest and wisest Rito in the area, and his people love him. He finds it hard to balance his responsibilities as a stern leader and a caring father, but his son, Komali, is never far from his thoughts.

When Link inspires Komali by defeating the monster that sent Valoo into a rage, the Rito chieftain thanks Link with a Piece of Heart.

**Komali**
The crown prince of the Rito, Komali is a boy when Link first meets him. Because of Valoo’s rage, Komali is unable to get a scale from the dragon and grow his adult wings, which has sent him into a spiral of self-pity. Link calms Valoo down, and Komali becomes Link’s greatest admirer. He also gives Link his most treasured possession, Din’s Pearl.

Later in the game, Komali earns his wings and matures into a noble young man who saves Link from an untimely demise in the Forsaken Fortress. With Link’s influence, Komali could turn into a great leader as his father.

**Valoo**
Spirit of the skies and reason for the name of Dragon Roost Island, Valoo has protected the Rito for ages and is served by them in return. Young Rito visit Valoo when they come of age, and a single scale from the great dragon helps them grow a pair of mature wings. The ancient beast only speaks in the long-dead Hylian tongue, which only his assistant, Medli, understands.

As Ganon recovers his power, his minions invade the volcanic cavern inside Dragon Roost Island and harass Valoo, driving the dragon into a rage. If Link defeats the monsters of Dragon Roost Cavern, he restores peace to Valoo.

**Quill**
Quill is Oeut’s postman. Link observes him through Arvill’s Telescope at the beginning of the game. Quill later persuades Tetra and the pirates to take Link with them.

This courageous Rito is an invaluable source of advice and help at several points in the game, including during Link’s quest for Navru’s Pearl. He also pulls off a daring rescue during Link’s second visit to the Forsaken Fortress!
**Zephos & Cyclos**

These light-hearted sibling deities control the winds, and Link finds monuments honoring them on Dragon Roost Island. Zephos teaches Link the Wind's Requiem after Link completes the Dragon Roost Cavern quest. The Wind's Requiem allows Link to change the wind's direction, opening 49 quadrants of the Great Sea for exploration.

Cyclos is upset that his monument has fallen into disrepair, and wreaks havoc on ships with his cyclones. If you have the Hero's Bow, sail into a cyclone and shoot Cyclos three times with Arrows to calm him down. As a token of his respect for Link's keen aim, Cyclos teaches Link the Ballad of Gale, which allows Link to warp between several points on the Sea Chart.

**Minor Dragon Roost Island Characters**

**Baito**, a homesick human, tries to fit in with the Rito and match Koboli's mail-sorting speed, but he needs Link's help. Help him by mailing a letter to his mother, and she gives you Rupees and a Piece of Heart.

Their sincerity and honesty earned Baito and his folk positions on Dragon Roost Island's police force. They speak frankly to Link about events on the island.

**Hoskit** is always looking for the perfect present for his girlfriend. Give him 20 Golden Feathers, and his girlfriend gives you a Piece of Heart.

**Forest Haven (F6) Characters**

Forest Haven (F6) is home to the Great Deku Tree and its forest spirits, the Koroks. It's also where the Nintendo Gallery is found. Each of the following characters is found in or around the Forest Haven or has a connection to the Forest Haven.

**Carlov the Sculptor**

The master craftsman of the Nintendo Gallery, Carlov sculptures inspired by pictures that inspire him. When you take a picture of a character or enemy, show it to Carlov. If the picture meets his high standards, he carves a figure of the character or enemy it shows.

It takes Carlov a day to carve the figure, and he never lets anyone watch him do it. Return the next day to see the results of his work on display. Some have called Carlov's Nintendo Gallery club "uncool," but he's happy as long as Link stays in it!

**Carlov**

The Great Deku Tree is one of the oldest and most powerful living creatures in the world. He is the earth spirit and the guardian of the forests, but because he has to remain rooted to the ground, he's easy prey for enemies who wish to harm him.

The Great Deku Tree is the spiritual mentor and father figure to the Korok, a race of once-human forest spirits who spread the seeds of the Great Deku Tree across the islands of the Great Sea. If Link helps the Great Deku Tree by recovering Makar from the Forbidden Woods, he gives him Farore's Pearl.

**Fado**

Born in the long-forgotten Kokiri Forest, Fado was a friend to the Hero of Time. He became the sage of the Wind Temple long ago to ensure that the Master Sword would retain its ability to repel evil Ganon's minions overwhelmed the Wind Temple and stole Fado's soul, weakening the Master Sword. He advises Link on how to find the new sage of the Wind Temple, Makar.

**Makar**

This Korok plays the music for the annual ceremony held in the Forest Haven. His violin skill is unmatched, but he's not as cautious as he should be—Link has to rescue Makar twice during his adventures, once in the Forbidden Woods and once in the Wind Temple.

Makar is destined to be the Wind Temple's new sage, and during the Wind Temple quest, Makar is a controllable character.

- Carry Makar by pressing @ near him. Press @ again to put him down. He remains in that spot until you call, control, or carry him.
- Throw Makar into the air and he gains altitude and flies for a short distance.
- Press @ near him to get Makar to follow you.
- Conduct the Command Melody (hold for 4/4 tempo and play C, C, C, C) to control Makar. Press @ to release control of Makar.
- While controlling Makar, make him fly by repeatedly pressing @. He has limited stamina and drops to the ground when it is depleted.
- While controlling Makar, make him plant a seed in soft ground of fertile earth by pressing @ when a targeting arrow appears over the mound of earth. A tree grows instantly.
**Minor Forest Haven Characters**

Ailo, a Korok forest spirit, flies to Cliff Plateau Isles (G) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

Dronia, the Korok forest spirit, flies to the Private Oasis (E5) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

Elma, the Korok forest spirit, flies to Needle Rock Isle (A3) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

**Outset Island (B7) Characters**

Outset Island (B7) is Link's home and the island on which the game begins. Although it appears to be the perfect rural paradise, even Outset Island cannot escape the creeping evil of Ganon's nefarious plans. All the following characters and creatures are, found on, or connected to Outset Island.

**Dakin**

Dakin, the Korok forest spirit, flies to Star Island (B1) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

**Olivio**

Olivio, the Korok forest spirit, flies to Eastern Fairy Island (E3) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

**Kown**

Kown, the Korok forest spirit, flies to the Mother & Child Isle (B2) after the annual ceremony to sow the Deku Tree's seeds and grow new forests.

**Jabun**

Jabun originally resides in Greatfish Isle, but he flees to Outset Island and seals himself in a cave when Ganon's forces come for him. He possesses Navi's Pearl, an object of great power that Link needs to raise the Tower of the Gods. The only way to get it is to speak with Jabun, and the only way to do that is to bomb the stone slab that seals Jabun's cave.

**Aryll**

Aryll is Link's little sister. She loans her brother her most valuable possession, the Telescope, at the beginning of the game. The Helmaroc King kidnaps Aryll early on in Link's adventure, which starts Link on his journey to becoming the Hero of Winds.

**Grandma**

She always worries about Link and Aryll, but Grandma lets nothing stand in the way of helping her grandchildren. At the beginning of the game, Grandma gives Link his set of Hero's Clothes and lets him use the Hero's Shield when he journeys to save Aryll from the Helmaroc King.

Later in the game, Grandma falls ill. If Link heals her with a Red Potion or Fairy, she becomes a source of Elixir Soup, the game's most powerful healing potion.

**Orca**

Orca wanted to be a swordsman in his younger days, even going so far as to earn a Knight's Crest. But a serious injury cut short his martial training. Now a fisherman and a committed bachelor, Orca lives on Outset and trains Link in the ways of the Hero Sword after Link comes of age.

When you collect 10 Knight's Crests, return to Orca and give him the Hero's Shield. He accepts the challenge to demonstrate the skills you've learned with the blade, and you can earn Rupees and a Piece of Heart.

**Minor Outset Island Characters**

**Abe**

Abe's greatest treasures are his wife, Rose, and his sons, Joel and Zill. In his younger days, he was a lady-killer, but it still took all his charm to woo Rose.

**Joel**

Joel is Abe and Rose's elder son and Zill's brother. He idolizes Link and wants to learn to jump across boulders after seeing Link do it.

**Zill**

Yes, it's just a crab, but you need a picture of one of these scuttling sidesteppers to complete the Nintendo Gallery!
We hesitate to call Mesa a slacker, but his vegetable patch is always overrun with weeds. He's also the first person to tell Link that he can cut down grass and find items. Mesa is looking for a wife, but he's not looking too hard.

Rose is Joel and Zill's mother and Abe's wife. She loves animals, and if Link puts Wild Pigs in her pigpen, she rewards him with Rupees. She also tries to laugh her way out of lies.

Seagulls fly above many islands. You can take control of one by using a Hyoi Pear. When you see a large number of them circling the Great Sea, you know a Big Octo is near.

The serious-minded Sturgeon is Orca's brainy brother. Read the posters on his walls to see the basic game controls. He was quite the swordsman in his youth.

Sue-Belle is Sturgeon's grand-daughter. She has mastered the art of carving vases of water on her head from the well to their house. She also tells Link that he can pick up items by pressing © while next to them.

Wild Pigs scurry around Outset Island. Throw them into Rose's pen to get a Rupee reward. Later in the game, when the pigs grow up, spread All-Purpose Bait on some dark soil to get them to dig up a Piece of Heart.

Zill is the epitome of a brat. He idolizes his older brother, Joel, but he gets on everyone's nerves.

Windfall Island (D2) Characters

Windfall Island (D2) is the most developed island in the Great Sea. Busting with activity, it's a never-ending source of minigames and sidequests. Speak with the following characters repeatedly to learn from them.

Killer Bees

These fearless juvenile delinquents are the bane of Miss Marie's existence. After you have the Picto Box, they challenge you to hide-and-seek. Find them all to get them to reform their ways and to impress Miss Marie. From left to right, the Killer Bees are:

- Ivan: The leader. He loves to climb trees.
- Jim: The quick-witted second-in-command with a talent for insults.
- Jan: The thug. Don't fall for his innocent looks.
- Jun-Roberto: Raised in a bourgeois family, he secretly hopes to replace Ivan as leader.

Lenzo

Lenzo is the master of pictography and the target of Pompi and Vera's gossip. They suspect he's having an illicit affair with Minenco, but it turns out that she just has an equally strong interest in pictographs.

Show Lenzo the Picto Box and he gives you three pictograph assignments. When you fulfill the assignments, he wishes that he had something that could help Link invent a Picto Box that could take color pictures. Give him the Forest Firefly, and he gives you the Deluxe Picto Box!

Miss Marie

Miss Marie is Windfall Islands schoolteacher. She's constantly upset by the bad behavior of the Killer Bees. Get them to reform, and you have your thanks. She also has a weakness for Joy Pendants. Give her one Joy Pendant after reforming the Killer Bees, and she gives Link a Red Rupee (20 Rupees). Give her 20 more to get the Cabana Deed to the Private Oasis (E3). Give her 20 more, and she gives Link the Hero's Charm, a mask that lets Link see the amount of his foes' life energy.

Zunari

Zunari hails from a frigid land. He was shipwrecked on Windfall Island, but he continues to wear his thick coat and hood. Link can buy a Boat's Sail from him in his first trip to Windfall Island. Later, Zunari also hosts the nightly Windfall Island auctions (during which you can purchase a Piece of Heart and Treasure Charts #18 and #38). He also sends Link on a trading quest during which Link gets the Magic Armor and a Piece of Heart.

Minor Windfall Island Characters

Take a pictograph of Anton and Linda while they're looking at each other to fulfill Lenzo's third pictograph request. Later, help him and Linda get together at the cafe to earn a Piece of Heart.

Candy the sailor gives Link hints about the nearest island in the direction the wind blows. And would you believe he's only 17?

When Cannon tries to charge Terra's pirates thousands of Rupees for Bombs, they tie him up and take what they want. After the robbery, his prices become more reasonable but they're not as good as those at Beedle's Shop Ship.
Give the pig-loving sailor Dampa three Skull Necklaces to play his piggy-sitting minigame. Find and bring all three of his pigs to him within three minutes to get a Purple Rupee (50 Rupees).

The good Doc Bandam runs Windfall Island’s Potion Shop. Bring him Chu Jellies, and he makes Potions for Link.

Garrickson loves talking about the postbox. Snap a picture of him while he’s mailing a letter to fulfill Lenzo’s first pictograph request.

Gillian runs the cafe for her father, who’s ill. Rumor has it that she once had a boyfriend, but she’s not talking!

Find Gossack in the cafe during the day and smash a pot or roll into the table to freak him out. Take his pictograph to fulfill Lenzo’s second pictograph mission.

Gummy the sailor has suspiciously large amounts of Rupees and enjoys spending them nightly at Zunari’s auction.

A hopeless romantic, Kanto gives you Treasure Chart #31 if you show him a color pictograph of the full moon. He’s had a crush on Linda for years and is upset that she’s fallen for Anton.

Kane, an artist turned sailor, is critical of any artistic expression. Win him over by putting a Shop Guru statue on the Windfall Island’s main archway to get a Purple Rupee (10 Rupees).

Kreeb is fascinated with Windfall’s Ferris wheel and lighthouse. Speak to him after relighting the lighthouse and restarting the Ferris wheel to get a Piece of Heart.

Linda is the object of Anton’s affections. Bring the two of them together by showing him a color pictograph of her. Speak to her in the cafe after they’ve met to get a Piece of Heart from her.

Maggie fell in love with her Moblin captor in the Forsaken Fortress. Mail her love letter and give her the reply to get a Piece of Heart from her. She goes from being poor (right) to rich (left) by the end of the game.

Maggie’s Father owns the auction house until Maggie’s Father buys him out with his newfound fortune. After going from rich (right) to poor (left), he claims to have a back injury that keeps him from working for a living. Don’t break his sparkling vase unless you want to pay for them!

Minenco, a former Miss Windfall Island, still looks great 40 years later. She shares Lenzo’s interest in pictography. If you take a good pictograph of her with the Deluxe Picto Box, she gives you Treasure Chart #33.

Missy is Dampa the sailor’s elderly mother.

Mila’s Father owns the auction house until Maggie’s Father buys him out with his newfound fortune. After going from rich (right) to poor (left), he claims to have a back injury that keeps him from working for a living. Don’t break his sparkling vase unless you want to pay for them!

Pompeo and Vera are always gossiping about Lenzo, and they’re convinced that he’s got a lady on the side. Show them a pictograph of Lenzo and the woman, and they give Link Treasure Chart #24.
Enemies

Although Link has plenty of friends across the Great Sea, there are enemies out there who wish him harm. To reach Ganon and defeat him, study the attacks and weaknesses of his minions.

Common Enemies

The following enemies appear at several points in the game. They often reappear where you previously defeated them if you return to those areas. Common enemies have straightforward attacks and obvious weaknesses. They are the foot soldiers of Ganon’s army.

Armoss

Armoss are small gray statues in the Tower of the Gods and other places. They do not attack until Link finds the Hero’s Bow, as Arrows are their greatest weakness. When an Armoss chases you, hit its green eye with an Arrow to stun it, then hit the red crystal on its back with your sword to defeat it. Be careful! When you shatter its red crystal, an Armoss goes berserk and spins for a few seconds before exploding. Avoid it until it blows up.

Armoss Knight

Armoss Knights are larger and tougher, but slower versions of Armoss. They hop in pursuit of you and open their mouths to roar. To target them and throw a Bomb into their open mouths to blow them up. But watch out! When the Bomb is in its mouth, the Armoss Knight spins in a final frenzy of destruction before blowing up.

Beamosses

These environmental hazards shoot searing energy beams at you when you get too close. Some even fire, and some are fixed. If you hit the top of the statue with a projectile weapon when it’s firing at you, you destroy it!

Big Octo

The Great Sea has six Big Octos. If you see a seagull flock circling an area, a Big Octo is beneath them. When you approach a Big Octo, it rises and creates a massive whirlpool that tries to suck you in. If it succeeds, it does damage to you and splits you out elsewhere on the Great Sea.

You must destroy each of the Big Octo’s four, eight, or twelve eyes with a projectile weapon (like the Boomerang) to defeat it before it pulls you in. Defeated Big Octos leave sunken treasure beneath them, marked with a ring of light. Pull up this treasure with your Grappling Hook to enjoy the fruits of your labors!

Boko Baba

Boko Babas are in the Forest Haven and Forbidden Woods. They disguise themselves as Baba Buds and spring up to attack you when you get close. You can tell real Baba Buds from Boko Babas by their color. Boko Babas are red, and Baba Buds are purple.

To defeat a Boko Baba, hit it once with your Boomerang. You can also stun it with a jumping attack (target them and 9) and cut its stem with 9. Boko Babas leave behind Deku Sticks or Baba Seeds when defeated.

Bokoblin

Most Bokoblins are of the plain blue variety (right), and they are in the Forest of Fairies on Outset Island, the Forsaken Fortress, and Dragon Roost Cavern. Their attack is weak, and they’re vulnerable to any weapon.

Green Shield Bokoblins (left) aren’t much tougher than your average Bokoblin, but they can absorb more damage and can block some attacks with their little wooden shields. You encounter them in the Forsaken Fortress, Dragon Roost Cavern, and Ganon’s Tower, among other places. Both standard Bokoblins and Shield Bokoblins hide in pots and bust out when you draw near.

Sea Bokoblins (center) are on platforms in the Great Sea. They are red. Otherwise, they are identical to standard Bokoblins and Shield Bokoblins.

ChuChu

ChuChus are everywhere in the game. They shirk around the ground as puddles of slime that cannot be harmed and pop up when they’re close to you. A ChuChu can hurt you by running into you, and you can stun them with Boomerang hits, nearby Bomb explosions, or Skull Hammer pounds.

To defeat ChuChu, hit them with your sword while they are out of their puddle form. You must stun some ChuChus before you can safely hit them.

- Green: The weakest ChuChu
- Red: A stronger version of the basic Green ChuChu
- Yellow: Surrounded by a bio-electric field, you must stun it before you can safely attack it.
- Blue: Identical to a Yellow ChuChu, except it doesn’t jump at you.
- Dark: Turn it to stone with a beam of light and shatter it by picking it up and throwing or smashing it with the Skull Hammer or shooting it with Light Arrows.

Red Bubbles contain Green, Red, and Blue ChuChus, which you can turn into Green, Red, and Blue Potions at Doc Bandam’s Potion Shop on Windfall Island.

Bubbles

Red Bubbles left luck in the Tower of the Gods, the Earth Temple, and Ganon’s Tower, among other places. They float around in irregular patterns and swoop toward you when you get close. Their only means of attack is to come into contact with you and set you on fire.

Blue Bubbles are in the Earth and Wind Temples. They also swoop toward you, but instead of ignoring you if they come in a choking fog that temporarily disables your sword and 9, 9, and 9 items.

Red Bubbles are vulnerable to Arrows. Your Hookshot or a windblast from the Deku Leaf.

Tip

Stand at a safe distance and continue to hit a Boko Baba with your Grappling Hook to pull a Baba Seed from it. You can turn four Baba Seeds into a Blue Potion. This is an easy way to make sure you’re never without healing items.
Darknut

**Tip**
When fighting more than one Darknut, target the first one to raise its sword, because it will be the first to attack. If you can keep them clustered in a group, the Darknuts at the back may hit the Darknuts at the front with their attacks, saving you effort.

Most Darknuts carry only swords, which you can knock out of their hands with hits. If a Darknut is disarmed, it attacks by punching and kicking, and you don't get an opportunity to hit it with a parry attack. If you leave a Darknut alone, it rushes to recover its sword. Let the Darknut grab its weapon, because you can then use parry attacks against your adversary.

Some Darknuts carry round buckler shields, which they use to block most ® attacks, even after you remove their armor. Later in the game, you come across Mighty Darknuts, who hold shields and also wear capes to protect their armor straps. To cut the straps, slash or burn away their capes.

To damage a Darknut, remove its helmet (making it vulnerable to jumping attacks) or cut the straps on the back of its armor to remove its bracerplate (making it vulnerable to ® attacks). Properly executed parry attacks accomplish that, as does repeatedly attacking the armor piece with your sword.

You can also sever a Darknut's armor straps by sneaking up behind it and executing any ® attack. After an armor piece is missing from a Darknut, attack the exposed part of the Darknut's body with your sword. Heros Bow, or Boomerang.

**Floor Master**

Floor Masters haunt the Forsaken Fortress and the Earth Temple, among other places. They disguise themselves as shadowy puddles on the ground. When you approach, they spring out and try to grab you. If a Floor Master pulls you into its shadow, you reappear in another room of the dungeon. They also grab nearby objects (such as the pots and Bombs you throw at them) and hurl them at you. Floor Masters are vulnerable to your sword, but to defeat them, lure them out of their shadows and shoot them with arrows.

**Keese**

Keeses (left) are bat-like enemies in the Forsaken Fortress and Dragon Roost Cavern. They're among the weakest foes in the game. You can defeat them with any weapon, but the Boomerang works best because it can hit them from a distance and can follow their erratic flight patterns.

Fire Keeses (right) are a more powerful version of standard keeses. These fiery bats set you on fire if they hit you, which causes more damage than a normal keese's attack. Like ordinary keeses, Fire Keeses are vulnerable to any weapon, especially the Boomerang.

**Gyorg**

Found on the surface of the Great Sea, Gyorgs are shark-like creatures that hunt in packs. They swim up from behind the King of Red Lions, and attack when you change your speed or direction. If they hit the boat, they knock you out. Gyorgs are vulnerable to your Bombs, Boomerangs, and Heros Bow. Press ® while sailing to jump over Gyorgs when they turn to attack you.

**Kargoroc**

Kargoroces are giant multicolored birds that fly around the peaks of islands, such as Outset Island, Dragon Roost Island, the Forsaken Forest, and the Tower of the Gods, among other places. They transport Moblins and Bokoblins into battle, but they are also formidable foes in their own right.

There's nothing fancy about their attack—they swoop to hit you. But they aren't tough and they're vulnerable to any weapon. Projectile weapons such as the Boomerang and Heros Bow work best against them.

**Tip**
Hit Kargoroces with your Grappling Hook to pull Golden Feathers from them.
Miniblin

Miniblins come in several colors, but they’re all the same: small creatures that rely on their numbers to overwhelm you. Miniblins run along walls and drop from ceilings. Listen for their distinctive “di-dink” chatter and defeat them with your sword to keep them from swarming over you. Miniblins are at the Forsaken Fortress, among other places.

Mothula

Mothulas are. They hop after you as you run past them and attach themselves to you. They do no damage, but you move more slowly as more Mothulas stick to you. To defeat them, hit them with a Deku Leaf windblast when they’re on the ground or perform a spin attack (hold A and release) when they are attached to you.

Peahat

Peahats are in many areas, including the Forest Haven, the Forbidden Woods, the Wind Temple, Hyrule Castle, and Ganon’s Tower. The yellow propeller on a Peahat’s head allows it to fly through the air and attack you by running into you. A Peahat is invincible until you remove its propeller with a Boomerang hit or Deku Leaf windblast. When its propeller is gone, a Peahat is immobilized and vulnerable to any other attack.

Tip

Knock off a Peahat’s propeller and hit it with your Grappling Hook to get a Golden Feather.

Rat

Rats (right) are in many indoor and underground areas in the game, especially the Forsaken Fortress. They scurry down walls behind you and hit you to shake loose a few Rupees, which they then carry off. One hit from any weapon defends them, but they move so quickly that the Boomerang is your best option.

Some Rats carry and throw Bombs. These creatures are called Bombchus (left). They are otherwise identical to Rats. If you find a Rat hole in a wall, sprinkle some All-Purpose Bait to get the Rats to stop attacking—they even offer to sell you All-Purpose Bait and Hyoi Pears!

ReDead

These zombie-like enemies are usually in the Earth Temple, among other places. They move slowly, but their piercing shriek temporarily paralyzes Link if he’s within range. To defeat ReDeads, hit them with your sword from behind, or stun them with reflected light before attacking. The only projectile weapon that can hurt ReDeads is Bombs, and it takes three to defeat a ReDead.

Tip

Moblin wear Skull Necklaces. Stun them with your Boomerang and hit them repeatedly with your Grappling Hook to pull off the Skull Necklaces.

Octorok

Octoroks are octopus-like creatures that pop up from the water and fire spiked rocks from their huge snouts. Ocean Octoroks (left) are in the Great Sea, and River Octoroks (right) are in the rivers of the Forest Haven and Forbidden Woods. To defeat them, block their projectile attacks with your shield, bounce it at them, and KO them in one shot.

Poe

Most Poes are in the Earth Temple, though they also lurk in other places. Poes are normally intangible and attack by taking possession of Link, which temporarily reverses your directions (↑ becomes right, ↓ becomes down, etc.). Defeat a Poe by shining light at it until it solidifies, then attack it with your sword.
Seahats are enormous versions of Peahats that live exclusively in the Great Sea. They float aloft until you sail near them. Then they drop into the water and ram your boat. Hit them with a projectile weapon, such as the Boomerang or Hero's Bow, to knock off their propellers and immobilize them, then hit them again to defeat them.

Stalfos

Stalfos are giant skeletons armed with spiked clubs. You encounter them in the Earth Temple and Ganon's Tower, among other places.

Keep your distance, and these lumbering bony bullies are harmless. If you get too close, they quickly swing their clubs and inflict damage.

Stalfos are immune to almost every attack when they are whole. To weaken them, use a Bomb to scatter their bones, then attack their vulnerable skulls with your sword to defeat them. If you wait too long, the Stalfos reforms, and you have to throw another Bomb at it to make it vulnerable to your sword again.

Wizzrobe

Wizzrobes are bird-like sorcerers that appear, cast a spell, and vanish. Then they reappear somewhere else and attack again. Every time a Wizzrobe appears, it makes a distinctive sound that alerts you to its presence. Wizzrobe wearing red hoods (left) cast only fireball spells. Wizzrobes with yellow hoods (right) also summon weaker enemies to their defense. Defeat a Wizzrobe by targeting it and shooting it with the Hero's Bow before it casts its spell.

Boss Enemies

Boss enemies are special enemies that Link must face before he accomplishes an important goal, such as clearing a dungeon or obtaining a special item. You fight each boss enemy once or twice during the game, and defeating it requires a combination of actions and attacks. The rewards for defeating bosses are great, but you have to earn them!

Ganon

Born as Ganondorf, a thief of the Gerudo Tribe, Ganon has risen to power and ensnared Hyrule in darkness more than once. Only the combined efforts of a young hero in green and a Hylian princess named Zelda have stopped him in the past.

Ganon possesses the Triforce of Power and commands a legion of foul beasts. He and Link encounter each other at several points during the game, but only fight at the game's end, in Ganon's Tower. Defeating Ganon completes the game. For more information on fighting Ganon, refer to 'The Final Battle: Ganon's Tower' in the walkthrough.

Gohdan

Gohdan is a disembodied head and pair of hands. It's the Tower of the Gods, and the only dungeon boss that is not a minion of Ganon. It is a creation of the gods of Hyrule, designed to test the mettle of potential heroes. Its hands attack with punches and sweeps, and its head shoots flames.

To defeat it, target and shoot the eyes in its palms to disable them, then target the red eyes in its head to disable the head. Throw a Bomb in its mouth.

Defeating Gohdan gives you a Heart Container and completes the Tower of the Gods quest. For more information on fighting Gohdan, refer to 'The Third Pearl and the Tower of the Gods' in the walkthrough.

Gohma

Gohma is a giant Maitai and the Dragon Roost Cavern boss. Its constant harassment of the great Maloo sends the Rito into chaos. It attacks with clubbing blows from its claws and fiery magma spewed from its mouth. To defeat it, crack its armor by swinging from Vaatu's tail with your Grappling Hook, then snap its blue eye with the Grappling Hook and attack it with your sword.

Defeating Gohma gives you a Heart Container and clears the Dragon Roost Cavern quest. For more information on fighting Gohma, refer to 'Dragon Roost Island' in the walkthrough.
Helmaroc King

This monstrous bird has been kidnapping young girls with pointy ears from all of the islands of the Great Sea at the request of its master, Ganondorf. It is the boss of the Forsaken Fortress during Link's second trip there. Avoid the Helmaroc King’s attacks until you get to the top of the Forsaken Fortress, at which point you must smash its protective mask with the Skull Hammer and attack its beak with your sword.

Defeating the Helmaroc King gives you a Heart Container and completes the rescue of Link’s sister, Aryll, as well as the other girls the Helmaroc King kidnapped. For more information on fighting the Helmaroc King, refer to “Castle Hyrule and the Return to the Forsaken Fortress” in the walkthrough.

Jalhalla

Jalhalla is a giant Poe and the boss of the Earth Temple. It has the possession attack of a regular Poe, as well as a wind gust that blows you into the spikes that line the room and a fire blast that singes your cap. Reflect light at Jalhalla with your Mirror Shield to make it solid and vulnerable, then throw it into a spiked pillar to split it into its component Poés. Defeat the Poés to defeat Jalhalla, which gets you a Heart Container and completes the Earth Temple quest.

Kalle Demos

Kalle Demos is a giant Boko Baba and the Forbidden Woods boss. It hangs by its tendrils from the boss chamber’s ceiling and attacks you with its powerful vines. Sever the tendrils with your Boomerang to expose its interior and attack with your sword.

Defeating Kalle Demos gives you a Heart Container, frees Makar from its clutches, and completes the Forbidden Woods quest. For more information on fighting Kalle Demos, refer to “Forest Haven and the Forbidden Woods” in the walkthrough.

Molgera

Molgera is a giant sandworm and the boss of the Wind Temple. You fight it again in Ganon’s Tower. Its attacks include hiding in the sand and snapping you up, screaming through the air and dropping down on you, and releasing smaller larval versions of itself to attack you. Molgera larvae and Molgera’s tongue are both vulnerable to the Hookshot.

Defeating Molgera gives you a Heart Container and completes the Wind Temple quest. For more information on fighting Molgera, refer to “The Wind Temple” in the walkthrough.

Phantom Ganon

Phantom Ganon is Ganon’s shadowy avatar and his first line of defense against would-be heroes. It appears as a mini-boss at two different points in the game—the first during Link’s second visit to the Forsaken Fortress, the second during the Ganon’s Tower quest.

In both fights, Phantom Ganon shoots a white ball of magical energy that can deflect with a well-timed sword or Empty Bottle swing. Bounce the ball back and forth until it hits and stuns Phantom Ganon, then attack the stunned boss. The first time you defeat Phantom Ganon, you get the Skull Hammer. The second time you defeat it, you get Light Arrows.

For more information on Phantom Ganon (including the new attacks it uses in the Ganon’s Tower fight), refer to “Castle Hyrule and the Return to the Forsaken Fortress” and “The Final Battle: Ganon’s Tower” in the walkthrough.

Puppet Ganon

Puppet Ganon is the last boss you fight before facing Ganon in Ganon’s Tower. It is a massive marionette that assumes three different forms: a humanoid pig (shown in the screenshot), a six-legged tarantula, and a fast-moving serpent.

To defeat it in each form, shoot the glowing blue crystal on its backside with Light Arrows. Defeating Puppet Ganon allows you to continue to the final fight with Ganon. For more information on fighting Puppet Ganon, refer to “The Final Battle: Ganon’s Tower” in the walkthrough.

Wizzrobe (Mini-Boss)

Wizzrobe in the Wind Dungeon is also the mini-boss of that dungeon. The first Wizzrobe you encounter can summon other creatures. Unlike other summoning Wizzrobes, this Wizzrobe can summon other Wizzrobes, making it a chaotic fight.

Defeating this Wizzrobe gives you the Hookshot. For more information on fighting the Wizzrobe mini-boss, refer to “The Wind Temple” in the walkthrough.
Prologue

"This is but one of the legends of which the people speak...."

"Long ago, there existed a kingdom where a golden power lay hidden. It was a prosperous land blessed with green forests, tall mountains, and peace. But one day, a man of great evil found the golden power and took it for himself. With its strength at his command, he spread darkness across the kingdom. But then, when all hope had died, and the hour of doom seemed at hand, a young boy clothed in green appeared as if from nowhere. Wielding the blade of evil’s bane, he sealed the darkness away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy’s tale was passed down through generations until it became legend. But then, a day came when a fell wind began to blow across the kingdom. The great evil that all thought had been forever sealed away by the hero once again crept forth from the depths of the earth, eager to resume its dark designs.

The people believed that the Hero of Time would come again to save them. But the hero did not appear. Faced by an onslaught of evil, the people could do nothing but appeal to the gods. In their last hour, as doom drew near, they left their future in the hands of fate. What became of that kingdom? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind’s breath. On a certain island, it became customary to garb boys in green when they came of age. Clothed in the green of fields, they aspired to find heroic blades and cast down evil. The elders wished only for the youths to know courage like the hero of legend."

A Hero Awakens

The Legend of Zelda: The Wind Waker begins on Outset Island, where a young girl named Aryll is looking for her big brother, Link. After a bit of searching, she finds him asleep in the island’s watchtower.

Waking him, she reminds him that today is his birthday, and it’s a special birthday—the day he comes of age. She tells him that their Grandma is looking for him, and that he’d better see what she wants.

At this point, you take control of Link. Climb down the tower ladder, cross the long pier at its bottom, and head west along the footbridge that connects the two halves of Outset Island. Follow the footpath until you reach Grandma’s house at the island’s northwest end.

Climb the ladder inside the house and find Grandma in her loft. Approach her, and a conversation begins. For Link’s birthday, she made him a set of green clothes, part of their people’s coming-of-age custom.
Link accepts the Hero's Clothes, although they seem unseasonably warm. Grandma tries to cheer him by telling him that he is now the same age as the young hero spoken of in all the legends and, besides, he only has to wear them for one day.

In olden times, boys who reached Link's age were considered men and trained to use a sword, but now a man named Ora is the only Outset villager with martial training. One ancient custom that has survived is the hanging of the family shield on the wall.

Grandma shows Link out of the house, telling him to go play with Arvil while she prepares for his birthday party. Return to the watchtower, and find Arvil to begin another conversation.

Aryll gives Link his birthday present: her Telescope. It's her most prized possession, and she actually only loaned it to him for the day, but Link has it for the entire game.

When Arvil cries out, zoom out and look in the sky to see what has startled Link's sister. It's a giant bird (the Helmaroc King), with a blond girl (Tetra) in its claws!

Approach Ora and press ② to speak to him and ask for sword lessons. This begins a series of mock combat exercises in which Ora tells you how to execute the following attacks:

- **Horizontal slice** (approach Ora and press ③)
- **Vertical slice** (hold ② to target Ora and press ⑥)
- **Thrust** (hold ③, hold ①, and press ②)
- **Spin attack** (hold ⑤ for a second and release it, or rotate ① in one full circle and press ②)
- **Parry attack** (⑤-target Ora and press ⑥ when your sword flashes)
- **Jump attack** (⑤-target Ora and press ⑥)

A pirate ship follows hot on the Helmaroc King's tail, catapulting rocks at it. A rock connects, and the bird drops Tetra, who falls into a forest at the highest point of Outset Island.

To use the Telescope, enter the Item Menu (press ②), select the Telescope with ①, and press ③, ④, or ⑤ to assign the Telescope to one of those buttons. Press ⑤ to return to the game. Press the Telescope's assigned button to use it. Pan in any direction with ① and zoom in or out with ②.

Link zooms out on the spot where Tetra landed, indicating where you have to go to find her. Arvil tells Link he must save the girl, but he can't go without something to defend himself.

After you perform each attack according to Ora's instructions, he gives Link the Hero's Sword. The sword is equipped to ① as long as Link possesses it.

Note

Either leave immediately to rescue Tetra, or check out "Missing Links" at the end of this section for a list of all the sidequests you can perform on Outset Island.
The Forest of Fairies

Now that you're armed, go find Tetra. Go to the island's northeastern corner, as if you were heading back to the watchtower. When you reach the sign at the end of the watchtower pier, turn right (southeast) and follow the dirt path that winds away from the watchtower and up to the Forest of Fairies.

When you enter the Forest of Fairies, Link glimpses Tetra hanging from a tree branch. After this quick cutscene, you resume control of Link. Move straight down the narrow path in front of you to the next forest section.

When the Bokoblins are defeated, Tetra wakes up and tumbles from the tree. A pirate appears and speaks with her. They leave the forest, paying little attention to Link.

You must defeat a Bokoblin. Use the techniques you learned from Orca, and it won't be a tough fight. After defeating it, crawl through the hollow log in the center of the area to get a Red Rupee.

The scene continues outside the forest. Arvil stands at the other end of the suspension bridge, calling to Link. As she starts to cross the bridge, the Helmaroc King snatches her up and carries her off! Without thinking, Link runs after her—and off the summit! Tetra grabs him at the last second, and a helpless Link watches the bird carry away his sister.

Climb onto the stump and leap across to the elevated area in front of it. A sign there marks the site of an ancient fairy fountain, long since buried under a giant boulder.

At the beach, Tetra is shocked to hear Link ask to go with the pirates so he can pursue the bird. She refuses, until Quill the postman butts into the conversation.

The well-traveled birdman has heard that young girls with long ears have been kidnapped all across the Great Sea, and if Tetra and her pirates hadn't chased the bird to Outset Island, the bird never would have seized Arvil.

Quill knows that the bird roosts in the Forsaken Fortress to the north. Tetra has heard nothing good about the Forsaken Fortress, and she agrees to let Link come along if he can find something with which to protect himself.

Return to Grandma's house and climb to the loft. The shield is missing. Climb down the ladder and speak to Grandma. She gives Link the Hero's Shield so he can try to rescue Arvil.

Go to the pirates on the island's northwest shore. Now that Link is equipped with a shield, Tetra allows him to board the ship.

Tip
Return here when you have Bombs and can blow up the boulder to reach the fairy fountain, where a Great Fairy will upgrade your Rupee-carrying capacity. For details, refer to Outset Island (BT1) in the Islands of the Great Sea section after this walkthrough.
The Pirate Ship

Note
If you take too long and the platforms retract, climb up the ladder near the room's entrance and hit the trigger switch to raise them again.
If you fall off a platform, climb up the ladder and hit the switch at its top to retract the platforms. Then hit the other switch to raise them again. This resets the timer on the platforms.

Rope Tricks
To quickly cross the room, make Link face the platform to which you want to swing. Press D-pad to center the camera behind him—and make sure there's a rope between the platforms! Taking extra time to line up your leap is more efficient than frantically leaping onto a rope and stopping your swing so you can change direction.

Right
Leap off the rope at the end of the first swing, rather than swinging back and forth on it. If you carefully line up your swing before you jump onto the rope, you can hit a split-second after grabbing the rope and land on the next platform.

Wrong
Don't panic. Your time limit is a generous one minute. When you hear the clock start to tick slowly, you've reached the 40-second mark. When it ticks quickly, you've hit the 30-second mark.
If you set up your swings and don't spend a lot of time on the ropes, you'll pass this tricky test with flying colors, matey!

Terra's not pleased that Link has joined her crew. She ridicules him and asks if he's going to cry, then orders him below decks and out of everyone's way. She tells him to find a pirate named Niko.

Go through the door at the ship's bow (front) and go downstairs until you find Niko. According to Niko, Link must pass a pirate skill test that involves swinging along lantern ropes to cross a series of platforms in the ship's hold. The platforms stay raised for a couple of minutes after they are activated, so move quickly. If Link doesn't, Niko gives him a reward.

Rope Swinging Controls

<table>
<thead>
<tr>
<th>Command</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump onto rope</td>
<td>Face rope and run toward it with (Link automatically jumps)</td>
</tr>
<tr>
<td>Swing</td>
<td>↑ and ↓</td>
</tr>
<tr>
<td>Jump off rope</td>
<td>↓</td>
</tr>
<tr>
<td>Stop swinging</td>
<td></td>
</tr>
<tr>
<td>Change direction</td>
<td>Stop with X, then (X→X→X→X→X→X→X→X)</td>
</tr>
<tr>
<td>Climb up or down rope</td>
<td>Stop with X, then (X→X→X→X→X→X→X→X)</td>
</tr>
</tbody>
</table>

When you make it to the other side, an amazed Niko offers Link the contents of a chest as his prize. The chest contains the Spells Bag, which holds items that you get from defeated enemies.

After Link gets the Spells Bag, Terra announces that they've reached the Forsaken Fortress and tells him to come topside.

Return to the main deck. Climb the ladder on the mast's side to reach Terra in the crow's nest.

Link gets his first view of the Forsaken Fortress, and it doesn't look inviting. Searchlights beam out from the fortress walls to keep Terra and her crew from drawing any nearer. How will they get inside?

Terra has a plan, but she doesn't share it with Link. Before he knows it, Link is stuffed in a barrel, mounted on the catapult, and launched into the fortress! Terra's aim was a little off, however. Link smacks into the side of a wall, loses his sword at the top of the highest tower, and falls down to sea level. Not a promising beginning to an adventure...
From your starting point, walk up the stone stairs and pick up one of the two barrels at the first landing. Link hides under the barrel when he's not moving. Barrels like these keep you from being spotted by monsters and enemies, and Link, now sword-less, needs to avoid being detected.

If a searchlight or an enemy catches Link, he is taken to a jail cell. To make it through the fortress and retrieve your sword, taking out the searchlights should be your first priority.
Note
The barrel does you no good if an enemy sees you moving under it. The fortress monsters aren't bright, but they know that barrels aren't supposed to walk around.

Busted!
If an enemy or a searchlight notices Link, he is thrown into a holding cell in 2F Room 1. Escape is easy if you follow these instructions:

- Climb on the table and face the wooden shelf with the pot on top of it. Run toward the shelf to jump onto it.
- Lift the pot to reveal a small tunnel. Crouch and crawl into the tunnel.

Searchlight #1
While hiding under the barrel, climb the winding stairs past the courtyard, and up to a pathway that runs along the inside of the tower wall. Use @ to adjust your camera angle so you can watch the searchlight and don't move when they shine on you.

At the end of the stairs, a blue pathway leads up to a ladder. This ladder takes you to the first searchlight, atop the westernmost tower. Take off your barrel and climb the ladder.

2F Room 1
This room has two wooden platforms with a swinging rope between them. Opposite you on the room's other side is a chest, but don't worry about that now. Instead, go through the west door on your side of the room and back outside.

A Bokoblin sits at the searchlight controls. Defeat him with a Deku Stick to disable the searchlight. You can @-target him while holding # to block his attacks with your shield. That causes him to Deku Stick to fly out of his hand when he tries to strike you with it. Alternatively, you can shatter a pot containing Deku Sticks near the searchlight and use one of them to attack the Bokoblin.

Searchlight #2
From 2F Room 1's exit, turn left (southwest) and head onto the small balcony. Climb the ladder at the balcony's south end.

2F Room 1
After you shut down the second searchlight, climb down the ladder and go into 2F Room 1 via the door you came through.

Tip
Almost all the second-floor rooms have open floors. Falling off the rooms' narrow platforms deposits you in the first-floor room underneath. Stay off the first floor if possible! Moblins patrol the first-floor hallways. If you fall into a 1F room, get captured and break out of jail.

Note
The dungeon map shows Forsaken Fortress's interior floor plan. Press up on the + Control Pad to view the map, and @ or # to view different floors. Rooms you have already visited are green. Others are black. You're in the flashing room.

Note
The barrel does you no good if an enemy sees you moving under it. The fortress monsters aren't bright, but they know that barrels aren't supposed to walk around.
After you have the Dungeon Map, swing across the room on the lantern rope and exit the room via the east door (the one you first entered, not the one you returned through after disabling the second searchlight). From outside, run (east) to the next door, which leads into 2F Room 2.

**2F Room 2**

Much like 2F Room 1, 2F Room 2 has two wooden platforms separated by a gap with a lantern rope between them. Don't swing across that gap yet. Instead, lift the barrels in the room's east corner to reveal a chest. Open that chest to get the Forsaken Fortress Compass.

**Note**
The Compass gives you the locations of all treasure chests in the Forsaken Fortress. They appear as small yellow boxes on the in-game map. Once opened, a chest disappears from the map.

After you get the Compass, swing across the rope to the room's north side and exit via the north door.

**Searchlight #3**

Exit 2F Room 2, then run left (northwest) to the balcony. At the balcony's southwest end, a blue pathway winds upwards. Run along it to a ladder.

At the top of the ladder is the third searchlight. Defeat its Bokoblin guard with a Deku Stick as you did the previous two. It gives you a Joy Pendant when you defeat it. Defeating this Bokoblin disables the last of the fortress searchlights.

Climb down the ladder and backtrack to the hallway between 2F Rooms 2 and 3. Go through the north door into 2F Room 3.

**2F Room 3**

2F Room 3, like 2F Rooms 1 and 2, consists of two wooden platforms with a lantern rope between. Swing to the room's north side and go through the north door.

Take a left onto the southwest balcony off the hallway between 2F Rooms 3 and 4. Find a wooden crate in front of a gap in the balcony wall. Push this crate off the balcony and into the fortress courtyard.

The crate is an insurance policy. If you make a mistake, use the crate to reach a ladder in the courtyard's northeast end that leads up to this balcony. That saves you the hassle of rope-jumping through several rooms. After you push the crate, return to the hallway and go through the north door to 2F Room 4.

**Tip**
Before you go into 2F Room 4, open the treasure chest in 1F Rooms 1 and 5. This is the best time to pursue these optional rewards (see "Missing Link: Piece of Heart #1").

**Missing Link: Piece of Heart #1**

To reach 1F Room 1, fall into it from the north end of 2F Room 1. Do this after you've been busted and have escaped from jail because you'll wind up back there after opening the chest.

The treasure chest is locked in a jail cell in the room's northwest corner. To open the cell, fill the barrels in the room's northeast corner to reveal a switch. Step on the switch.

The cell door swings open. Run in and open the chest to get your first Piece of Heart. The only one not found in the Overworld! For every four Pieces of Heart you find, you get a Heart Container to add to your Heart Meter.

After you get the Piece of Heart, run into the Moblin guards, get captured, and return to 2F Room 1.
Missing Link: Rupee Chest

To enter 1F Room 5, either go through the courtyard’s northeast door or through the northwest door in 2F Room 1. Cross the outdoor hallway into 2F Room 5 and drop into 1F Room 5.

On the east wall is a bust of a Moblin with laser eyes. It fires at you if you run into the middle of the room, so don’t.

2F Room 4

2F Room 4 is the only second-floor room that has no lantern rope on which you can swing. Instead, sneak past two observant Moblin guards and reach the large door at the room’s north end.

The stairs. When you reach the door, drop the barrel and duck through the door.

Tip

If you creep carefully—barely push 0—you get a split-second of warning before you’re spotted. The Moblin turns to face you and grunts. If you immediately release 0, you won’t be caught. Don’t count on your reflexes being sharper than these ugly brutes. More carefully so they don’t have a hint of your presence.

Climbing the North Tower

You can enter 2F Room 4 from 2F Room 1 or 2F Room 5, but the method is the same either way. Pick up and hide under a barrel found near the entrance, and move toward the north door.

Move when neither Moblin is looking at you. Don’t move when they’re close to you, whether they’re looking at you or not. If a Moblin on the room’s other side is facing your direction, you’re safe to move. But don’t take too many chances!

Shortcut Past the Moblin Guards

A ladder leads down from the first gap you need to sidle past on your way up the north tower. If you drop down the gap, you arrive at a plateau with a crate and another ladder leading to the hallway between 2F Rooms 2 and 3.

At the top of the third set of stairs is another barrel. Use this to sneak past the Moblin, then go around the tall north tower.

Push the crate off the plateau. Use the ladder leading down to the hallway between 2F Rooms 2 and 3 to reach the ladder leading up to the gap in the north tower pathway. It’s unlikely you’ll fail to complete the Forsaken Fortress quest at this point, but if you do, use these ladders to bypass the Moblin guards.

Past the first gap in the pathway is a second gap that you need to sidle along. Use the same technique you used on the previous one, and enjoy the two Hearts that were left for you along the narrow ledge.

Eventually, you come to a huge gap in the pathway. A narrow ledge along the tower leads to the continuation of the pathway. Face the tower wall, and flatten against it by pressing 0 when the screen’s upper-right corner says “Sidle.” Press 0 to sidle along the ledge until you reach the pathway. You can create a shortcut for yourself here if you wish (see “Shortcut Past the Moblin Guards”).
When the shield Bokoblin is defeated, the large wooden door opens. Enter it to reach the cell where Arvil is being held, along with several other girls. She glimpses Link, and her eyes widen in joy.

Missing Links

That ends the main quest for the first part of the walkthrough, but you can take on many sidequests. Refer to the "Islands of the Great Sea" or "Legendary Checklist" after this walkthrough for more information on these sidequests:

Ficto Box

Piece of Heart #1: Forsaken Fortress (A1)

Piece of Heart #2: Windfall Island (D2), BattleShip minigame

Tingle Tuner: Windfall Island (D2), free Tingle

Tingle's Chart: Windfall Island (D2), free Tingle

Treasure Chart #7: Windfall Island (D2), BattleShip minigame

Treasure Chart #23: Windfall Island (D2), BattleShip minigame

The King of Red Lions

Link lands in a distant part of the Great Sea, floating face up and unconscious. A red boat pulls up next to him, and the screen fades to black again.

Link awakens to a voice calling his name. He opens his eyes and finds himself in the red boat... and the boat is talking to him! The boat introduces itself as the King of Red Lions, the only talking boat in existence, and tells Link he has nothing to fear.

The King of Red Lions warned Link make his bold but foolish raid on the Forsaken Fortress. He tells Link that the man who commands the giant bird is Ganon—the villain of just about every Legend of Zelda game, the man who was defeated by the Hero of Time in ages past. The spell that bound Ganon has been broken, and he has returned to work his evil magic once again.

The King of Red Lions advises Link on his quest to rescue Arvil. He tells Link that only one item can defeat Ganon, and Link must survive many trials to get it. Link agrees. The King of Red Lions prepares to leave for the next part of their quest.
Windfall Island

Note
This section tells you how to get a sail for the King of Red Lions, but you can undertake many other sidequests while you're here. Refer to "Missing Links" at the end of this section for more information.

Tip
If you don't have 80 Rupees, smash some pots and cut some grass on Windfall Island to increase your cash flow.

Drago Roost Island

Using the Wind Waker

<table>
<thead>
<tr>
<th>Command</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conduct in 3/4 time</td>
<td>Do not push at all</td>
</tr>
<tr>
<td>Conduct in 4/4 time</td>
<td>Push and hold</td>
</tr>
<tr>
<td>Conduct in 6/4 time</td>
<td>Push and hold</td>
</tr>
</tbody>
</table>

Tip
Using the Wind Waker is tricky. Holding (or not touching) determines the number of notes in the song you want to play: the direction is pushed determines the notes played. Press the proper direction before the next note. The song's rhythm is automatic: you must play the right note with the beat.

Note
On your way to Dragon Roost Island (F2), you might come across a slow-moving barge. This is one of Beedle's Shop Ships. Board it and buy All-Purpose Dait and Hyoi Pears from Beedle. See the "Islands of the Great Sea" or "Legendary Checklists" sections for more information.

Tip
Before Link leaves to meet Valoo, the King of Red Lions gives him the Wind Waker, a baton that was used to conduct musical prayers to the gods long ago. Perhaps it still allows its user to channel the power of the gods. The King of Red Lions gives Link a quick Wind Waker tutorial and sends him on his way.

Basic Sailing Controls

<table>
<thead>
<tr>
<th>Command</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raise sail</td>
<td>(whenever you have the sail assigned to)</td>
</tr>
<tr>
<td>Lower sail</td>
<td></td>
</tr>
<tr>
<td>Hop into boat</td>
<td>when sail is down</td>
</tr>
<tr>
<td>Jump</td>
<td>when sail is up</td>
</tr>
<tr>
<td>Cruise slowly</td>
<td>when sail is down</td>
</tr>
</tbody>
</table>

Run up the northwest pathway. A giant boulder blocks your way. A bomb-shaped plant grows in front of the boulder. A sign warns you not to attack the Bomb Plant. If you do, it blows up in your face and you lose a quarter of a Heart from your Life Gauge.

Keep north along the path and up a set of stone stairs. Beyond the stairs is a merchant's booth, where you see Zumari, dressed in a furry blue parka.
Approach the Bomb Plant and pluck it with A. Either throw it at the boulder with Z, or run to the boulder and place it on the ground with Z. You have three seconds before it explodes; the faster it flashes, the closer it is to blowing up. The Bomb Plant destroys the boulder so you can continue up the path.

**Note**
Bomb Plants grow back a few seconds after you pluck them. Throw a few around and experiment with them.

Two more boulders are past the one you just blew up. Bombing the one to the northeast opens a path to the water. Bombing the one to the northwest allows you to continue your climb up Dragon Roost Island. Use the nearby Bomb Plant to detonate the northwest one (and the other as well, if you wish).

Keep going up the path until you come to a broken suspension bridge. Pluck the Bomb Plant next to it and run up the incline to the notch. The incline doubles back on itself, and at the end there is another huge boulder that you need to blow up.

The Rito Aerie

Climb to the ledge where the boulder used to be and slide south along the narrow ledge, just as you did in the Forsaken Fortress. Grab the Blue Rupee (3 Rupees) at the end of the ledge and drop to the grassy plateau below the Rupee.

Follow the winding northern path to enter the Rito aerie and meet the Chieftain. Apparently, Valo is upset, and none of the Rito know why. This troubles the Rito, as the Rito coming-of-age ritual involves getting a scale from Valo, which allows young Rito to grow their wings. In its current state, Valo is unapproachable. The Rito can't help Link until they solve the Valo situation. The future of their people depends upon it.

The Chieftain also has a more personal problem. His son, Prince Komali, should be getting his wings, but the boy is not as strong-willed as the chieftain would like. He fears that Komali does not possess the inner strength to get his wings. Link agrees to talk to Komali and impart some of his courage to the young prince.

Medli

To find Medli, take the elevated pathway that runs along the interior of the aerie until you reach an open doorway with a guard outside. Medli is beyond the doorway.

Medli is studying to become one of Valo's attendants. She gives Link the Father's Letter, which the Chieftain wrote to Prince Komali. The letter appears in Link's Deliver Bag. Medli tells Link that Komali's room is way in the back on the first floor. She asks Link not to judge Komali too harshly in his current state, and also asks Link to meet her at the Dragon Roost Cavern entrance later.

Prince Komali

To find Prince Komali's room, drop to the first floor of the aerie where you spoke to the Chieftain. Opposite the main entrance is a doorway leading to a long hall. At the end of that hall is the door to Komali's room.

The Chieftain thanks Link and asks him to get an item from a girl named Medli. Quill gives Link a Deliver Bag, which can be used to store letters just as the Spoils Bag stores treasures.
Assign the Father's Letter to Λ, Π, or Ω, approach Komali, and press the button to give him the letter. The letter doesn't set Komali's mind at ease; he's afraid of Valoo. When Link tries to tell him to be brave, Komali scoffs, asking Link if he's going to be the one to calm down Valoo. Komali challenges Link to find someone who can get to Valoo.

**Opening Dragon Roost Cavern**

The Dragon Roost Cavern entrance, where Link agreed to meet Medli, is on the cave's first floor. As you exit the hall leading to Komali's room, turn left and go through the guarded door. If you speak to Hoskin the guard, he tells you that there's no way into the cavern—the bridge is out. Link can't swim to the other side because the spring that used to flow there is dry.

Go into the cavern entrance and drop off the broken suspension bridge to find Medli. She tells Link that Valoo's rage caused a boulder to fall into the spring's source and plug it. She asks for Link's help in getting to the small shrine at the top of Dragon Roost, but she can't get to the ledge on the snapped bridges' other side.

Now that you have a bottle of water, use the suspension bridge remains as a ladder and climb to the ledge you leapt off to meet Medli. Go to the cavern entrance, where you find five shriveled Bomb Plants.

Pick up Medli with Ω, and stand on the nearby small rock platform. Face the bridge's other side, and wait for the wind to blow toward it. Watch the movement of the dust particles in the air. When the wind blows toward the ledge Medli wants to get to, press Ω to throw her.

Use the bottle of water to revive at least one of the plants. Pluck the Bomb Plant and hurl it at the huge boulder that stops up the spring.

Link wouldn't be much of a hero if he let a young girl go into a dangerous situation by herself. You must follow Medli. The first step is to fill the Empty Bottle in the shallow pool of the former spring.

Climb onto the ledge and approach the pool of lava. It's too wide to jump across, and it's too hot to swim through. Pluck the nearby Bomb Plant and throw them at the two stone statues on either side of the lava.

If the fruit lands in the green stone baskets that each statue holds, the statue crashes into the lava, providing a platform for you to safely jump to. Bomb the one to the right first, and throw Bomb Plants at the left statue while standing on the platform created by the first statue. After both are down, cross the lava pool and go straight into Dragon Roost Cavern.

Link's boost gives Medli enough wind under her wings to make it to the ledge. In thanks, she gives Link the first of four Empty Bottles in the game. Empty Bottles can hold any liquid as well as other items.

With the boulder destroyed, water floods into the cavern. You can now swim to the ledge to which you threw Medli.
**Dragon Roost Cavern**

*First Floor (1F)*

---

**DRAGON ROOST CAVERN 1F**
- Big Key
- Chest (Treasure Chart #39)
- Dungeon Map
- Locked Door
- Small Key
- Green Warp Jar
- To Point A (on Dragon Roost Cavern 2F)

---

**1F Room 1**

To get to the north part of 1F Room 1, you must move the two large blue statues at your start points north (the green one does not move). Pull the west statue to the south, and pull the middle statue to the west to open a passage.

**Tip**
To pull or push an object, face it and hold R to grab it, then push Q in the direction you want to pull or push it.

**Note**
There is a blue vat with green steam coming out of it in the room’s northwest corner: this is a Warp Jar. When you find other Warp Jars, you can climb into them and instantly transport to a Warp Jar you discovered previously.

---

**1F Room 2**

Pick up one of the Deku Sticks that the Bokoblins carried, and light it by running up to the flaming torch in the northeast corner of the room. Quickly run the flaming Deku Stick to the northwestern corner of the room and light the two entities.

Continue north. Use your sword to slash the rotted beams in front of you and open a doorway into the main part of 1F Room 2. This huge multilevel cavern is a series of narrow walkways over a pool of lava.

When both torches are lit, a chest appears between them. Open the chest to get a Small Key, which allows you to open the locked north door and enter 1F Room 2.

Run along the wooden pathway to the west, following it past a locked door until it ends just above a small outcropping (Link automatically leaps over small gaps in the path). Drop to the outcropping.

---

Defeat the two Bokoblins in the room’s north part.
**1F Room 3**

Pull out the block in the rock wall and climb onto it. Face north and lean off the block so that Link grabs the edge of the wooden pathway. Push up to pull yourself up and follow the path to its end.

You enter 1F Room 3 from the southwest. A pool of lava separates ledges to the north, south, and east. On each ledge are several water pots. To cross the lava, throw one of the water pots into the lava. The pot shatters, and the spilled water cools part of the lava’s surface to form a temporary platform. You have five seconds before it becomes molten again.

Run east and leap onto the suspension bridge that spans the length of the room. Watch out for the pillar of lava that occasionally shoots up from the gap between the pathway and the bridge. Run across quickly and avoid the Keese.

Caution
Avoid the bumpy bars called Keese until you acquire a ranged weapon. They are challenging to defeat with a sword, and fighting them may get you knocked into the lava below.

Create a cooled-lava platform to leap onto the south ledge. Approach the ladder but don’t climb it immediately—there’s a Red ChuChu at the top that drops onto you when you start climbing. Instead, lure the ChuChu into leaping down to your level and defeat it with your sword. Climb the ladder and go through the south door into 1F Room 4.

Blow up the boulder at the bridge’s east end to reveal a door leading into 1F Room 5.

**1F Room 4**

Walk south to lure a Bokoblin into bashing through the wooden beams that seal off the southeast alcove. Defeat the Bokoblin and pick up its sword using Ø.

Make your way to the east ledge and open the chest for the Dungeon Map for Dragon Roost Cavern.

Approach the wooden beams to the west and swing the Bokoblin’s sword with Ø to shatter them, opening a pathway to the west end of the room. Walk up to the southwest ledge to lure two Red ChuChus out of hiding. Defeat both.

Use the Bokoblin’s sword to smash the wooden beams to the southwest, opening up the southwest alcove. Inside the alcove is a chest containing a Small Key.

Go to the northwest corner of the room, where two more Red ChuChus spring up to attack. You can fight them or simply run past them through the northwest door that leads back to 1F Room 2.

Tip
If you use all the rocks and pots and don’t manage to blow up the boulder, go back into 1F Room 4 and return to 1F Room 2. All the rocks and pots will have reappeared.

Run west along the pathway until you come to a locked door in the southwest corner of the map. Open it with your Small Key and proceed into 1F Room 5.

**1F Room 5**

To the north of the entrance to this room is an alcove, but you can’t do anything with it until you get the Grappling Hook (see ‘Missing Link: Treasure Chart #3’), so ignore it for now. Instead, go west and then north into the west part of the room, defeating Red ChuChus as they appear.
Missing Link: Treasure Chart #39

Once you have the Grappling Hook, you can return to 1F Room 5 and hook the overhead beam to swing across the lava pool in the middle of the northeast alcove of the room.

1F Room 6

This is actually an outdoor area, but it appears on your Dungeon Chart as a room. From the entrance, turn northeast and cross the suspension bridge. A Bokoblin guards the other end of it and pursues you once you get halfway across. Defeat it before continuing.

Caution

A careless sword strike can cut the ropes of the suspension bridge, so lure the Bokoblin back to the plateau near the entrance before fighting it lest you take a nasty fall when the bridge snaps.

Approach the wooden beams across the southwest alcove to lure a Shield Bokoblin into crashing through the beams. Shield Bokoblins are a little tougher than Bokoblins, but this one is only armed with a Deku Stick.

1F Room 7

A Kargoroc rests on the landing at the top of the ladder. Target it and attack when it swoops in. Two hits defeat it.

Sidle along the narrow ledge to the northeast, but be careful of a second horizontal lava vent that periodically shoots out of a huge crack in the wall. The screenshot above shows how close you can safely get to the lava.

Follow the path until it stops. Above the gap in the path is a wooden ledge that is too narrow to stand on. Face the ledge and push

↑ to grab onto it, then push ↑ to make your way, hand over hand, to the other side.

Once you’re past the wooden ledge, use the stepped rocks to pull yourself up to an overhanging Bomb Plant. Puck a Bomb and throw it at a large boulder to the southwest to expose a door into 1F Room 7.
Second Floor (2F)

2F Room 1

The two Rats in 2F Room 1 are very tough to defeat with just a sword. If they hit you, they knock loose and steal several Rupees. Deat them if you can, but don't waste too much time on them.

Tip

If you purchased All-Purpose Bait from Beetle's Shop, you can use it near the Rat hole. One Rat offers to sell you a couple different types of bait. Best of all, neither bothers you any further!

The room also has two chests. To get to the first one, pull out the block from the north wall and use it to get up to the north landing. Walk from the east landing and open the chest to get Dragon Roost Cavern's Compass.

To get to the second chest, smash the pot full of Deku Sticks on the north landing. Light one of the Deku Sticks. While standing on the north landing, face south and throw the stick with 0. It should hit and burn away the wooden beams that block the south alcove.

2F Room 2

2F Room 2 is another outdoor pathway. Head northeast up the dilapidated stone stairs, then walk along the narrow north pathway to the Kargoo's nest.

Climb up the ladder leading to the south alcove and open the chest inside to get a Small Key. Use the key to unlock the north door and enter 2F Room 2.

Lure the Kargoo back to the south so that you can fight on a wider area. After you defeat it, grab the Small Key in its nest and unlock the door to the south of the nest, which leads to 2F Room 3.

DRAGON ROOST CAVERN 2F

- Chest (Treasure Map #1)
- Chest (Joy Pendant)
- Chest (Joy Pendant)
- Chest (Joy Pendant)
- Compass
- Locked Door
- Small Key
- Blue Warp Jar
- From Point A (on Dragon Roost Cavern 1F)
- To Point B (on Dragon Roost Cavern 3F)
**2F Room 3**
The center of this darkened V-shaped room is filled with Keeses. From the entrance, smash one of the pots filled with Deku Sticks, light the stick, and carry it southeast into the center of the room. Use it to defeat all the Keeses.

**2F Room 4**
2F Room 4 is actually the upper part of 1F Room 2. Use the Bombs near the entrance to bomb the boulder on top of the nearby Warp Jar. You can now use this blue Warp Jar to go back and forth between 2F Room 4 and the green Warp Jar in 1F Room 1.

**2F Room 5**
When all the Keeses are defeated, light the torch in the center of the room with the Deku Stick, and open the nearby chest to get a joy Pendant.

**2F Room 6**
After unsealing the blue Warp Jar, run south across the suspension bridge and go through the south door to 2F Room 5.

**Third Floor (3F)**

**3F Room 1**
Light the unlit torch in the west part of the room with a Deku Stick, and a chest containing Treasure Chart #11 appears. Once you have it, climb the ladder in the south part of the room and go through the door to 2F Room 6.

**3F Room 2**
Leap to the platform in the center of the room and defeat the Magtail there by targeting it and pressing B to execute a parry attack when your sword flashes.

**3F Room 3**
Without the Grappling Hook, you can only explore the south part of 3F Room 2. The door to the boss's lair is to the north. In the southeast corner of the room is a Bomb Plant. Fluck and hurl it at the boulder to the west to open a third Warp Jar.

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**Tip**
This yellow Warp Jar takes you to 1F Room 1's green Warp Jar, which takes you to 2F Room 4's blue Warp Jar, which takes you back to 3F Room 2's yellow Warp Jar. Warp Jars always go in green to blue, blue to yellow, yellow to green.
3F Room 3

This is the third indoor room of Dragon Roost Cavern. When you enter, you see Vaati's rage. As he sits atop the island's peak, it almost looks as if he's being pulled into the volcano by his tail, which causes him to snort and pound his fists angrily.

Fourth Floor (4F)

4F Room 1

The only room on the fourth floor is a large circular arena with two Shield Bokoblins. Vaati is imprisoned in a cell at the east end, and the west gate slams shut behind you when you enter.

Defeat the Bokoblins, and a Kargooro drops a Moblin into the arena. Defeat it as well, using a variety of attacks. If it blocks your horizontal slice, target it and use vertical slices, jumping strikes, and thrusts. Your parry attack is also valuable. Grab the Skull Necklace that it leaves behind when you defeat it.

Once the Moblin is defeated, Medli's cell opens. She tells you some creature is doing terrible things to Vaati's tail, which is why he's so angry. She also gives you the Grappling Hook and a quick tutorial on how to use it.
3F Room 4

Tip

Run west along the suspension bridge until you encounter a Bokoblin. Remember that fighting on a rope bridge is dangerous, as your sword can cut through the ropes. After you defeat the Bokoblin, run west, where a Shield Bokoblin jumps out of a pot to attack you.

2F Room 7

Go through the northeast doorway in 1F Room 2 and leap across the platforms until you come to a ladder to the northwest. Climb the ladder and follow the path beyond it to the west to reach a sealed door that leads to 1F Room 8.

3F Room 3

Once Medli has shown you how to use the Grappling Hook, grapple your way down the southwest pathway and smash the wooden beams at its end with your sword. This takes you back to the ledge above 3F Room 3.

2F Room 4

From the door you just came through, head along the narrow pathway until you enter the birdcage-like structure at the end. The floor of the birdcage is a platform suspended from the top of the cage by three ropes. Beneath that platform is a lava plume that comes and goes. Step into the center of the platform and perform a spin attack (hold \( \otimes \) and release) to sever all three ropes and send the platform crashing down into 1F Room 2.

Lava in 2F Room 7. Open the chest at the east end to get a Joy Pendant, then go through the west door to 3F Room 4.

1F Room 8

To unseal the door, grapple the horizontal bar in front of and above the door. When Link swings on it, his weight activates the trigger mechanism and unlocks the door to 1F Room 8. Leap off the rope on the first swing backward to land on the ledge you grappled from (and avoid a beating from the Keese).

Grapple the overhead pole between the southwest and southeast landings. Stop swinging, turn east, and swing onto the landing to the east.

1F Room 2

From there, simply jump across the three wooden platforms suspended by chains from the ceiling, then grapple and swing to the east landing, which holds the door to 1F Room 9.

Tip

If you need to get back to 3F Room 4 from here, use one of the water pots at the west end of the room to create a platform in the lava in the southeast corner of the room and ride the lava plume up.

3F Room 4

Grappling Hook Controls

Command

Target
Hold \( \otimes \), \( \otimes \), or \( \otimes \)
whichever one the hook is assigned to and push \( \otimes \).

Grappling
release \( \otimes \), \( \otimes \), or \( \otimes \)

Swing
\( \uparrow \) and \( \downarrow \)

Jump off rope
\( \circ \)

Stop swinging
\( \times \)

Change direction
Stop with \( \otimes \),
then \( \otimes \) or \( \otimes \) or \( \otimes \)

Climb up or down rope
Stop with \( \otimes \),
then \( \otimes \) or \( \otimes \) or \( \otimes \)

Tip

In your heat, the Grappling Hook can also be used as a salvage crane. Hold down \( \otimes \), \( \otimes \), or \( \otimes \) when you think you're on top of sunken treasure and see if you can haul it up.
1F Room 2

**Caution**

Be especially careful of the Keese in Dragon Roost Cavern, which are now Fire Keese. These inflict more damage and cause Link to burst into flames for a couple of seconds.

At this point, you can either go directly to the boss fight by grappling the overhead pole in the center of the room and swinging across to the north side or you can backtrack to 1F Room 5 and pick up Treasure Chart #39 (see ‘Missing Link: Treasure Chart #39’).

On the north side of 3F Room 2 is a Magtail and two chests—the east one holds a Knight’s Crest, and the west one holds a Yellow Rupee (10 Rupees). The northeast and northwest pots each hold a Fairy, which you can catch and keep in your Empty Bottle.

**Note**

Having a Fairy in a bottle is a good idea if you’re about to begin a tough fight. When you lose all the Hearts in your Life Gauge, the Fairy pops out and refills it, averting the dreaded “Game Over.”

2F Room 7 to 3F Room 2

Climb back down the east ladder in 1F Room 2 and backtrack to the lava plume platform that rises up to the birdcage in 2F Room 4. Go through the east door into 2F Room 7.

A Magtail rises from the lava to the north. Target the Magtail, but instead of hitting it, as normal, it’s a good idea to strike it with a Fire Breath. This causes the Magtail to curl up into a ball for about 10 seconds.

In 2F Room 7, use the water jar to create a platform over the lava plume in the southeast corner of the room and ride the platform up to 3F Room 4. Go through 3F Room 4’s east door to reach 3F Room 3.

**Note**

Save your game, then approach the north door and open it to begin the boss fight.

**Boss Fight: Gohma**

Gohma’s lair is a cavern with a narrow pathway at the end, which leads to a huge lava pool, from which Gohma rises to attack Link. Gohma has trapped Valo’s tail in the ceiling of the cavern by hurling gobs of hot lava that have cooled and hardened. The boss monster is obviously the source of Valo’s anger, as it will no doubt calm Valo.

Pick up the Magtail and set it down on the switch to lower the flames around the chest. Open the chest to get the Big Key for Dragon Roost Cavern, then backtrack through 1F Room 5 until you return to the north part of 1F Room 2.

Grapple back up along the outcroppings in 3F Room 3 until you come to the door to 3F Room 2.

To get back to 3F Room 2 and the boss fight, backtrack to 1F Room 1, enter the Warp Jar to go to 1F Room 4, and enter that room’s Warp Jar to return to 3F Room 2.

Run to the south end of 1F Room 9, which has a chest surrounded by flames and a constant pressure switch. Stepping on the switch lowers the flames around the chest, but the flames reappear when you step off.
Gohma has only two attacks: a clubbing blow with its monstrous slavices and a fiery bolt of molten lava. If you keep moving and rolling with it, Gohma's clumsy attack almost always miss you. Most of the time along the pathway contain at least one Heart, so smash them if your Life Gauge gets low.

Gohma is encased in a hard shell. To damage the boss, you must first crack its armor. Target it with the Grappling Hook and swing across the room on it. When you release the Grappling Hook, Gohma throws a tantrum, shaking its tail around and dropping the hardened lava onto Gohma, cracking its shell.

Dropping the hardened lava on Gohma stuns it for a second, but it quickly recovers, then throws lava back up at the ceiling to erase Waluigi's tail. You need to successfully swing from Waluigi's tail three times to completely crack Gohma's shell.

Pick up the Heart Container that Gohma leaves behind. Adding it to your Life Gauge increases the amount of damage Link can take in battle. Run into the warp in the middle of the new-cool lava pool to exit Dragon Roost Cavern and complete this part of the quest.

Tip
Line up your swing carefully so you land on the elevated wooden platforms surrounding Gohma's lava pit. You're out of Gohma's reach there, and it's easy to line up your next grappling on Waluigi's tail.

The Wind Shrine

The cloud encircling Waluigi's root dissipates, and Link reappears at the shore of the island. Medli and Komali meet him there, and Komali thanks Link. The young prince hopes he can grow up to be a hero like Link, and he gives him Dim's Pearl.

Valuoo also expresses his gratitude to Link in ancient Hylian. Medli translates Waluigi's advice as "Use the wind god's wind," but she doesn't understand exactly what Waluigi is trying to say. She suggests that Link visit the Wind Shrine off the island's southern shore.

Once you have finished talking with Waluigi, run to the King of Red Lions on the southwest shore of Dragon Roost Island. The boat tells Link that he feasts that Ganon may have sent his monsters to an island in the south, the location of the next pearl.

Swim to the small Wind Shrine, approach the blue monument, and use the Wind Waker near it. Doing so teaches Link the Winds Requiem (Wind), which can be played anywhere on the Overworld to change the direction of the wind.

As soon as Link learns the Wind's Requiem, Zebos, the god of winds, shows up. He says that Link has a good wind-sense about him, and he warns Link about his brother, Cyclos. Cyclos, upset that his Wind Shrine monument is broken, creates cyclones to torment sailors. Zebos asks Link to chastise Cyclos should Link come across one of his cyclones.

While standing on the shore, play the Wind's Requiem and set the wind blowing south. Climb into the King of Red Lions, raise the sail, and set out for your next destination.
Forested Haven and
The Forbidden Woods

Missing Links

After you get the Grappling Hook and the Wind's Requiem, more optional sidequests are available. A complete list is here. Consult "Islands of the Great Sea" after this walkthrough for an island-by-island list of all sidequests. Look in "Legendary Checklist" at the end of this guide for a list of all sidequests by category.

**Bottle Bomb Island (F5), Submarine**
- Piece of Heart #1: Any pedestal
- Piece of Heart #4: Crescent Moon Island (E1), via treasure chart #7
- Piece of Heart #5: Spectacle Isle (C2), Cannon minigame
- Piece of Heart #6: Pawprint Isle (E2)
- Piece of Heart #7: Dragon Roost Island (F2), Mail Center
- Piece of Heart #8: Dragon Roost Island (F2)
- Piece of Heart #9: Six-Eye Reef (D4), Submarine
- Piece of Heart #10: Needle Rock Isle (AS)
- Piece of Heart #11: Diamond Steppe Island (A6), via treasure chart #23
- Piece of Heart #12: Headstone Island (C7)
- Piece of Heart #13: Angular Isles (F7)
- Piece of Heart #14: Five-Star Isles (G7), Submarine
- Platform Chart: Flight Control Platform (G2), Submarine
- Treasure Chart #9: Crescent Moon Island (E1), Submarine
- Treasure Chart #10: Crescent Moon Island (E1)
- Treasure Chart #11: Dragon Roost Island (F2), Dungeon
- Treasure Chart #14: Headstone Island (C5), Submarine
- Treasure Chart #17: Spectacle Isle (C2), Cannon minigame
- Treasure Chart #22: Northern Fairy Island (C1), Submarine
- Treasure Chart #34: Salvage Corp. (varies)
- Treasure Chart #39: Dragon Roost Island (F2), Dungeon

Sailing to Forest Haven

Dragon Roost Island is in quadrant F2 of the Great Sea. Your next destination is Forest Haven, which is due south in quadrant F6. The wind is blowing south, so raise the Boat's Sail and keep the wind at your back. Refer to your Sea Chart (Overworld Map) to make sure you're heading due south.

**Tip**
Keep a supply of All-Purpose Bait on hand. Buy it from Beedle's Shop Ship or from a Rat after spreading All-Purpose Bait in front of its hole. When you visit a new island, look for a loopy Merman. Spread bait near it to get a sketch of the island on your Sea Chart and a few clues to the island's secrets.

**Note**
If you want to take on sidequests on your way to Forest Haven, consult the F3, F4, and F5 sections of the Islands of the Great Sea section of this guide. You have to pass through these quadrants anyway, so you might as well make a couple of short detours.

**Forest Haven**

Before you cross from F2 to F3, a Merman leaps from the water. He makes fun of Link's Sea Chart, saying it looks as if it has nothing but seas drawn on it! The Merman sketches a detailed view of Dragon Roost Island (D2). He says Link may want to check out a cave toward the back of the island. He also says that his brethren will fill in other islands on the Sea Chart if Link spreads All-Purpose Bait on the water near them.

As you approach Forest Haven, the King of Red Lions takes you to the island's shore, which looks like a giant tree rising from the ocean. Inside is the Great Deku Tree, the spirit of the earth and the keeper of Farore's Pearl. Link must get the pearl from the Great Deku Tree, but he must be careful—the King of Red Lions thinks that Ganon's dark forces have reached this island.

To enter Forest Haven, pull yourself up the three stepped rock ledges and follow the grassy path beyond them. Watch for the carnivorous Bokoblin plants that rise from the ground. Wait for them to stop licking their lips, then strike them with your sword to defeat them. Each Bokoblin leaves behind a Deku Stick, and many also leave Bokoblin Seeds.

Speak with the Merman, then sail due south until you reach Forest Haven. Avoid enemies on the ocean, because you have no way to defeat them.

Continue up the grassy path until you reach a ledge overlooking two waterfalls. Swing from the pole overhead with the Grappling Hook, landing on a small grassy patch between the waterfalls.

Watch for the River Octocrok that jumps from the water ahead and spits a spiked ball at you. To defeat it, pull out your sword and hold Z to raise your shield and bounce the spiked ball at the River Octocrok.
Continue upstream by leaping across the small grassy platforms that rise from the water, and watch for Boko Babas. If you fall into the water, you'll be taken back to Forest Haven's shore. When you see the second River Octorok rise from the water in front of you, pull yourself up to the platform and bounce the River Octorok's second shot back at it.

Past the second River Octorok is the Forest Haven entrance. Look up to see a pole that you can swing from with the Grappling Hook. Swing to where the second River Octorok arose, drop into the water, and wade to the entrance.

The shallow water near the second River Octorok has no current. You can leap into it without worrying about being dragged back to the shore.

Inside the Forest Haven

From inside the Forest Haven, follow the shallow stream until you reach a waterfall. Pull yourself up the waterfall, continue to the next waterfall, then walk onto dry land past that waterfall.

Walk around to face the Great Deku Tree, the huge tree in Forest Haven's center. Several Green and Red ChuChus pop out of the Deku Tree's face. Knock them off and defeat them.

The Koroks are about to conduct an annual ceremony, and the Deku Tree promises to give Link Farore's Pearl at its end. But there's a problem—two Korok named Makar, is missing in the Forbidden Woods. Link must rescue Makar so the ceremony can continue. To do that, he needs to learn to fly.

To knock the ChuChus off the Deku Tree, run to the trees side and roll into it with ②. After knocking them off, defeat them. Repeat with a second wave of ChuChus that pop up after you defeat the first.

At the top of the Great Deku Tree is a magical Deku Leaf. To reach it, walk into the purple Baba Bud near the tree's base. Baba Bud shot you out after a couple of seconds, and you can press to move forward when they do. While in the Baba Bud, hold ① and use + or - to change your direction, just as you would if you were hanging from a rope.

Now that you have the Deku Leaf, face the ledge with tufts of grass in the shape of an arrow. Run off your leafy platform and use the Deku Leaf to slide onto the ledge. Cut down the grass to find Magic Vials that refill your Magic Meter, then go through the doorway to reach the outside of the Forest Haven.

Use the Baba Buds to move clockwise around the Great Deku Tree. The fifth Baba Bud after the leafy platform shoots you onto another leafy platform containing the Deku Leaf. Grab the leaf and assign it to ⑤, ⑦, or ⑨.
The Forbidden Woods

First Floor (1F)

1F Room 1

Run around 1F Room 1 and defeat the 11 Green ChuChus. Open the chest in the northeast corner to get the Dungeon Map for the Forbidden Woods. The first of the dungeon's three Warp Jars is west of the chest. Run around 1F Room 1, and defeat the 11 Green ChuChus. Open the chest in the northeast corner to get the Dungeon Map for the Forbidden Woods. The first of the dungeon's three Warp Jars is west of the chest. To the Forbidden Woods

You appear on a platform. Walk to its west end, see the wind blowing southwest, and use the Deku Leaf to glide to a tiny island sticking out of the Great Sea.

On the tiny island, chop down bushes and grass to find Magic Vials to refill your Magic Meter. Set the wind blowing northwest toward the Forbidden Woods and glide to the entrance. Time your glide to catch the swirling updraft that circles the island. This gives you enough altitude to reach the Forbidden Woods entrance. Land on the platform in front of the entrance (avoid the Peahats), and enter the Forbidden Woods.

Tip
If you miss the updraft, you won't make it to the Forbidden Woods entrance and you can't turn back to reach the island platform. Drop into the water, and you reappear on the tiny island, minus a quarter of a Heart. Try again.

Note
If you fall into 1F Room 1, you can clear that area. Open the optional chest (see "1F Room 1").

1F Room 2

1F Room 2 is part of a tall room that encompasses 1F Room 1, 1F Room 2, 2F Room 1, and 3F Room 1. You start on the south platform. Hop into the nearby Baba Bud, shoot to the northeast, and glide to the next Baba Bud on a narrow platform on the east side of 1F Room 2. Watch for the thorny vines sticking out from the walls. If they hit you, you drop and suffer damage.

Tip
If you stand too close and the flower closes back up until it opens again. You can't destroy it when it's closed.

B1 Room 1

Defeat two Boko Babas and four Green ChuChus in B1 Room 1 to clear the room of enemies. Use your Deku Leaf's windblast to blow away the small brown leaf piles and reveal minor rewards. When you have the Knight's Crest, bounce up to 1F Room 2 starting with the Baba Bud on the tree stump at the room's southern end. Shoot along the three Baba Buds in B1 Room 1, then glide with your Deku Leaf until you reach the southern ledge of 1F Room 2.

To open the sealed chest at the room's north end, pick up a Deku Leaf.
Second Floor

2F Room 1

From the east Baba Bud in 1F Room 1, turn northwest and shoot and glide to the northwest Baba Bud. Shooting out of this Baba Bud puts you in 2F Room 1. From this Baba Bud, shoot up and glide north to reach 2F Room 1, and the north door to 2F Room 2.

The door is sealed with another of those blue flowers, but a Bomb Plant grows in the platform's northeast corner. Defeat the three Green ChuChus near the Bomb Plant, then pluck it and place it in front of the door. When it explodes, the door unseals, and you can enter 2F Room 2.

Caution
Don't hit the Bomb Plant with your sword while fighting the ChuChus lest you get caught in its blast.

2F Room 2

To cross 2F Room 2 and reach the north door to 2F Room 3, face the pinwheel in the room's southwest corner and use the Deku Leaf to shoot a blast of wind at it. This makes the rickety cable platform at the room's north end creak its way to the south end.

Note

2F Room 3 is the bottom half of one large room. 3F Room 2 is the top half of the same room.

2F Room 3

Jump onto the cable platform, face south, and use the Deku Leaf's windblast to make the cable platform move north. When it reaches the room's north end, jump onto the north platform and proceed through the north door to 2F Room 2.

Note

2F Room 3 has two Peahats and three Boko Babas. Defeat them all. To defeat the Peahats, [target] them, shoot a Deku Leaf windblast to knock them to the ground, then attack them with your sword.

The northeast Boko Baba leaves behind a Baba Bud. Jump into this Baba Bud to reach the stump above it, which is the north part of 3F Room 2.
**Missing Link: Red Rupee**

Instead of using the Baba Bug at the north end of 2F Room 3 to jump to 3F Room 2, launch out of it and glide west. Face north to find a small alcove with a chest containing a Red Rupee (20 Rupees).

**Third Floor (3F)**

**3F Room 2**

Use the Baba Bug at the north end of 3F Room 2 to reach the north platform with the sealed door to 3F Room 3. From here, jump on the cable platform and ride it to the room’s south end.

**Caution**

Don’t blow the round seed off the cable platform. If you do, it reappears in its original location, and you have to go back and get it. The seed disintegrates 40 seconds after you pluck it, so move quickly.

**3F Room 3**

Smash the wooden beams with your sword and pick up the large round seed beyond them. Place the seed at the cable platform’s north end, and stand south of the seed, facing south. Use the Deku Leaf to move the cable platform north.

Stand away from the blue flower on the north door so it is open and vulnerable, then throw the seed at it. When it’s destroyed, the door to 3F Room 3 unseals.

**FORBIDDEN WOODS 3F**

- Chest (Treasure Chart #15)
- Chest (Yellow Rupee)
- Compass
- Locked Door
- Small Key

In the center of 3F Room 3 is a round seed, and the north end of the room has a sealed door. Vines spring up around the seed when you try to grab it. Use the Deku Leaf to blow the seed to the room’s north, away from the circle of vines. From there, pick up the seed, hurl it at the open blue flower on the north door, and proceed into 3F Room 4.

**3F Room 4**

Your next destination is 3F Room 4’s west door to 3F Room 5. Move counter-clockwise around three-quarters of 3F Room 4 to get there. Stand on the south platform and use your Grappling Hook on the overhead pole to reach the east platform.

From the east platform, make carefully timed jumps across the moving platforms in the room’s northeast corner to reach the north platform. Find a locked door to 3F Room 7 and a large round seed.

Pick up the seed, jump onto the hanging platform in the room’s middle, then leap to the west platform. Throw the seed at the blue flower on the west door to unseal it. Go through the door into 3F Room 5.
3F Room 5

In the center of 3F Room 5 is a small ravine filled with Morths. Morths chase you when you move and adhere themselves to you. They do no damage, but they slow you down. To shake them loose and defeat them, perform a spin attack. Open the chest in the ravine to get a Yellow Rupee (10 Rupees), then head through the west door to 3F Room 6.

3F Room 6

In this large, open room, lines of thorny vines spring up from the ground when you get too close to them. Move slowly to the south side, where you find a Bomb Plant and an alcove sealed off with wooden beams.

Tip
Slash down the grass as you make your way south to create a path between the vines. You'll move safely and more quickly.

Pluck and throw a Bomb Plant at the wooden beams to open the alcove. Inside is a chest containing the Compass for the Forbidden Woods.

3F Room 7

Throw another Bomb Plant onto the elevated platform in the room's southwest corner to destroy another set of wooden beams. A row of thorny vines prevents you from walking to that part of the room, so go in a counterclockwise direction until you reach the southwest platform. Open the chest beyond the destroyed wooden beams to get a Small Key.

4F Room 1

Defeat the two Peahats in this room with your Deku Leaf and sword (or slam them with the Deku Leaf), then ride the cable platform to the north platform. Proceed through the north door into 3F Room 8.

4F Room 2

The door seals behind you when you enter 4F Room 2, and a Mothula attacks you. Mothulas are tougher than the Wingless Mothulas earlier, and they can fly until you cut off their wings with your sword. Defeat the Mothula and the Moths that it spews out to open a sealed alcove in the room's northwest corner.

4F Room 3

In this alcove is a chest containing the Boomerang. Assign the Boomerang to or . To use it, either target an enemy and press the Boomerang button to hit it with the Boomerang or hit up to five targets at a time by holding down the Boomerang button and using to move the red targeting dot over the targets. Release the Boomerang button to throw the Boomerang at each target in the order they were targeted.
**Tip**
Now that you have the Boomerang, Pendants are easier to defeat. Target them and throw the Boomerang once to knock off their propellers. A second Boomerang throw defeats them. You also can target the vines of hanging pinecones to cut them down and break them open. Many contain small rewards.

**Missing Link: 4F Room 1 Chest**

At the north end of 4F Room 1 is an overhead pole. Grab it with the Grappling Hook, stop swinging, and pull yourself up the rope until you are standing on the pole.

From there, grapple another overhead pole to swing onto the west platform in front of you. Ride the vertically moving platform.

**Note**
4F Room 3 is the upper half of one large room. 3F Room 7 is the lower half which you fall into if you're not careful.

**4F Room 4**

**Note**
4F Room 4 is the top of one long room that is made up of 4F Room 4, 3F Room 4, 2F Room 4, and B1 Room 2.
Target the vines holding a flower-like structure in the room's center and snap them with your Boomerang. The flower falls and smashes a hole through the floor of 2F Room 4, opening up B1 Room 2. Fall to B1 Room 2 through the hole you made.

**First Basement Floor (B1)**

**B1 Room 2**

B1 Room 2 has a west door to B1 Room 3 with a Boba Bud near it. To the north is a pinwheel that you can activate with the Deku Leaf to create an updraft in the middle of the flower you just dropped. Don’t do that yet. Instead, go into B1 Room 3.

**B1 Room 3**

Take out the Peahat in this room with your Boomerang. Get rid of three platforms full of Murphys from a distance with your Boomerang.

**Tip**

If you fall into the water in the middle of this room, climb out on a short ledge on the east side.

FORBIDDEN WOODS B1

1. Big Key
2. Chest (Knights Crest)
3. Chest (Yellow Rupee)
4. Chest (Treasure Chart #1)

**Tip**

Throw the Boomerang at ChuChus in their invisible “puddle” shape to stun them and make them stand up. Hack them with your sword to defeat them. Grabbing cables drain your Magic Meter when they latch onto you, so defeat them quickly if they grab you.

When the platforms are clear, jump across them to reach the northwest part of the room. This area has four Green ChuChus and several grabbing cables. The grabbing cables reappear after you destroy them, so don’t waste time on them. Clear out as many enemies as you must to reach the northwest door, and go through it into B1 Room 4.

Run and jump onto the large hanging flower in the middle of the northeast part of B1 Room 4. Leap from the flower onto the ledge beyond it to open a chest containing a Yellow Rupee (10 Rupees).

Use your Boomerang to cut down the large flower and jump on top of it. Face west to deflect a River Octorok’s shots back at it. After defeating the River Octorok, face east and use the Deku Leaf to blow the flower down the west hallway.

At the south end, face south and defeat two more River Octoroks, then blow the flower south and jump onto the south platform. Destroy or avoid the Green ChuChus and grabbing cables to the south, and go through the south door into B1 Room 3.
**B1 Room 5**

You enter through the west door, which seals shut once you're through it. Run to the top of the large stump in the middle of B1 Room 5, stand in the center, and throw your Boomerang at the five white crystals surrounding the trunk. Throw the Boomerang so it hits all white crystals, opening an alcove in the middle of the tree trunk.

Open the chest in the alcove to get the Big Key for the Forbidden Woods. When you grab it, two Kargorocks swoop overhead and drop two Moblins.

**Tip**

The Boomerang makes this fight easier. Stun the Moblins with it to get them to drop their guards then attack with your sword.

When the Moblins are defeated, a door opens on an elevated platform in the northeast. Grapple the pole above the platform to swing up to the door, and go through it to enter the elevated southwest part of B1 Room 3. From here, backtrack to B1 Room 2 unless you want to take a quick detour to get a Treasure Chart (see Missing Link: Treasure Chart #1).

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**Missing Link: Treasure Chart #1**

**B1 Room 4**

Use the Bomb Plant on the southeast corner of B1 Room 4 to bomb open the north door on the room's east side. Go through this door to reach B1 Room 5.

**2F Room 4**

To open the sealed east door in 2F Room 4, hit both blue flowers with the Boomerang. Head through the door into 2F Room 5.

**2F Room 5**

Defeat two Winged Minish in 2F Room 5 and a chest with a Rupee Pendant appears in the room. Continue through the east door to 2F Room 6.

**2F Room 6**

2F Room 6 has a dozen pinecones scattered around. The two near the west entrance hold Green Chuchus. The pinecones to the northwest and southwest hold several Moos, as do one of the southern pinecones and one of the northern pinecones. All other pinecones contain minor rewards.

Jump into the tree trunk to reach the chest and open it to get Treasure Chart #1. To exit the trunk, crouch and crawl through a hole in its northwest side, then leave the room.

Make your way to the boss's lair. From B1 Room 2, activate the pinwheel with a gust of wind from the Deku Leaf, hop into the Baba Bug, and shoot into the huge updraft in the room's center. Glide with the Deku Leaf to 2F Room 4.

**2F Room 7**

To open the third Warp Jar in the northeast corner, get one of the Deku Sticks from the southeast pot, light it, and burn the boards covering the top of the Warp Jar.
**Note**
With the third Warp Jar now open, you can warp between 1F Room 1, 4F Room 4, and 2F Room 6.

**Boss Fight: Kalle Demos**
When you enter the boss's lair, Kalle Demos is nowhere to be seen. Approach the room's middle to see Makar, the missing Korok, in the center of an enormous blue flower. Link is pleased to have found him, until something resembling a Bokoblin springs from the center of the flower and swallows Makar in one gulp.

As long as Kalle Demos is attached to the ceiling, it is invisible. You must sever its vines with your Boomerang to get it to crash to the floor and open up. Taper three to five vines, throw the Boomerang, and run a quarter of the way around the room before targeting more vines. Be quick! If you're slow to sever all the vines, some reattach themselves.

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When Kalle Demos is on the ground, it's vulnerable. Run up to its head—in the center of the blue flower—and strike it with your sword until it folds up and reattaches to the ceiling. Repeat this attack pattern until Kalle Demos is defeated. It takes 10 hits from your sword to put it down for the count.

**Tip**
Most of the tufts of grass around the outside of the room contain at least one Heart. Chop them down if your Life Gauge gets low.

When the dust clears from the fight, Makar and a Heart Container pop out of Kalle Demos's husk. Pick up the Heart Container and enter the spiraling warp in the room's middle. Makar follows you.

**Forbidden Woods Aftermath**
Link reappears in front of the Great Deku Tree holding Makar. The Deku Tree is overjoyed to see his Korok returned to him, and gives Link Farore's Pearl.

Makar begins playing a leaf-shaped violin, and the rest of the Koroks appear. The Deku Tree releases seeds from its upper branches, which the Koroks float up to and grab. Their duty is to spread these seeds across the islands of the Great Sea, growing new forests everywhere they go.

Leave the Forest Haven and return to the King of Red Lions. On the way, you pass a bouncing red possum. Open it to receive a letter of thanks from Korok's father and a Piece of Heart for your trouble. This is Piece of Heart #3!
The King of Red Lions tells Link that they must set sail. He fears that Ganon may be regaining his power and there is no time to lose. The next location is an island northwest of the Forest Haven. Set the wind to the northwest, climb aboard, and hold the sail!

**Missing Links**

Now that you added the Boomerang to your other quest items, a few more optional sidequests are available. Refer to "Islands of the Great Sea" and "Legendary Checklist" for more information on the following sidequests:

- **Magic Meter Upgrade**: Two-Eye Reef (D7), Big Octo (Great Fairy)
- **Piece of Heart #19**: Seven-Star Isles (F1), Big Octo
- **Piece of Heart #16**: Flight Control Platform (G2), Birdman Contest
- **Piece of Heart #17**: Tingle Island (C3), Big Octo
- **Piece of Heart #18**: Greatfish Isle (B4)
- **Piece of Heart #19**: Stone Watcher Island (C5), Sea Platform
- **Piece of Heart #20**: Angular Isles (G7), via Treasure Chart #15
- **Submarine Chart**: Boating Course (F7)
- **Treasure Chart #1**: Forest Haven (F2), Dungeon
- **Treasure Chart #2**: Forest Haven (F2), Dungeon
- **Treasure Chart #3**: Forest Haven (F2), Dungeon
- **Treasure Chart #4**: Horseshoe Island (A7)
- **Treasure Chart #5**: Forest Haven (F2), Dungeon
- **Treasure Chart #6**: Horseshoe Island (A7)
- **Treasure Chart #7**: Windfall Island (B2)

**Greatfish Isle**

Link's next destination, according to the King of Red Lions, is Greatfish Isle in quadrant B4 on your Sea Chart. Forest Haven is in quadrant F6, so you have some sailing ahead of you. With the wind blowing northwest, sail toward B4.

You can tell that Ganon's forces are growing stronger and bolder by the encounters you have on the way to Greatfish Isle. In quadrant D5 (Southern Triangle Island) is a pack of Seabats. Sail by and avoid them, or defeat each with two hits from your Boomerang. Another group of Seabats lurks in quadrant B5 (Islet of Steel).

There is a black cloud hanging over quadrant B4—not a promising sign. As you get closer, you find that the island has been destroyed. The King of Red Lions tells Link that a great water spirit by the name of Labun used to live here, but there is no sign of him.

**Windfall Island**

Quill appears and tells Link that Ganon was responsible for Greatfish Isle's destruction. Jabun escaped to Outset Island. He has sealed himself behind a thick stone slab—even Tetra's pirates could not break through it.

Quill recommends that Link seek out the pirates—last spotted on Windfall Island—before trying to break into Jabun's cave. He also advises Link to leave Greatfish Isle. Valos has called the place "curse," and Quill has no intention of sticking around now that his message has been delivered.

The pirates ship is docked on the island's north side. Near the Bomb Shop, the King of Red Lions advises Link to figure out what the pirates are up to without being discovered. Because they're docked near the Bomb Shop and they're trying to find a way to destroy the giant stone slab, look there.

If you don't intend to seek out sidequests on Greatfish Isle (see the Islands of the Great Sea section), set the wind blowing northeast, hop into the King of Red Lions, hoist the sail, and head for Windfall Island in quadrant D2 on your Sea Chart.

**The Bomb Shop**

Go to the Bomb Shop on the island's southwest corner. The front door is locked, so you must sneak in. Walk to the southeast side of the building and slide along the narrow ledge.
A vine wall grows on the building's northwest side. Climb up the vine wall, then crouch down and crawl into the small tunnel on the Bomb Shop's second floor.

Crawl forward until a cutscene plays. Link sees Cannon, the shop's owner, bound and gagged, and the pirates removing barriers of his explosive merchandise.

**Note**
If you met Cannon while exploring Windfall Island, you might not have much sympathy for the man who tried to sell you 10 Bombs for 10,000 Rupees!

Tetra isn't persuaded. She saw what happened on Greatfish Isle and she fears that the same could happen to Outset. It's as if she's concerned about something other than treasure... At that instant, she looks up and glimpses Link. But instead of sounding an alarm, she winks and agrees to spend the night on Windfall.

Head into the ship's hold. Niko is there, having been left behind by the rest of the carousing pirates. He's overjoyed to see Link, and he invites him to take another pirate test, promising as a reward the Bombs the pirates stole.

Keep attempting the test until you succeed. When you do, open the chest to get your reward: 30 Bombs! Even more important, Link now has the ability to carry and use Bombs, and you can replenish his supply by finding or purchasing more. No more Bomb Plants for you! You now also occasionally find Bombs as common items when you cut down grass or smash pots.

This test is almost the same as the first, except you must jump from rope to rope. You hit a switch that starts a timer, but this time, the timer measures how long the gate to the room containing the prize stays open. You have one minute from the time you hit the switch to the time the gate drops.

Use the same strategies you used last time to get through the test. Line up your swings to minimize having to stop swinging and readjust. Save time by lining yourself up so that another rope is directly beyond the rope to which you're jumping.

The pirates were willing to buy Bombs until they heard how much Cannon was charging. Tetra appears and orders her men to take the Bombs to the ship. She wants to leave for Outset Island, but her men ask to stay the night so they can relax.

After Tetra leaves, the pirates resume carrying away the Bombs. One asks what the daily password is to get on board the ship. The password is random. If you don't know the password, you can't board the ship.

After the pirates go, leave the Bomb Shop, head to Windfall Island's northwest corner, and drop into the pirate ship. Go to the door to the main cabin and answer the question the pirate gives you.

The Pirate Ship

Now that you have Bombs, return to the King of Red Lions, set the wind blowing southwest and sail for Outset Island (A7) before the pirates do.

It's not going to be an easy journey. Cannon's minions are out in force. You face Gvorges in quadrants C3 and B6, Seahats in B4, and Cannon Beasts in B5.
Upon landing at Outset Island, the King of Red Lions makes an interesting observation: You have not seen daylight since reaching Greatfish Isle. That's good news for Link's race against the pirates, but small comfort. The King of Red Lions suggests that Link visit his loved ones in town, having been away for such a long time.

**Note**

In addition to the following optional sidequest, Link can undertake others on Outset Island. Check the Islands of the Great Sea section for a complete listing.

Go to Grandma's house and look for her on the first floor. She is delightful. If you have a healing item in a bottle, such as a Red Potion, use it while standing near Grandma to heal her.

Grandma improves and is overjoyed to see that her grandson has returned. She chides herself for moping about Link and Avil being gone and promises to help Link. She refills Link's now-empty bottle with delicious Elixir Soup. Not only does the soup refill Link's Heart and

Magic Meters, but it also gives him the ability to do double damage until an enemy hits him. Best of all, there are two doses per bottle, and Grandma refills it for him any time (although Link can only have one bottle at a time)!

Jabun rises from the water to greet Link and the King of Red Lions. Jabun speaks in ancient Hylian, which Link can't understand, but in which the King of Red Lions is fluent. He persuades Jabun to part with the third pearl, Navi's Pearl. Jabun confirms that the rain and darkness are Ganon's doing, but the power of Navigation Pearl has broken the spell.

After visiting Grandma and completing any sidequests you want to try, return to the King of Red Lions and sail around Outset Island's west side until you get caught up in a whirlpool.

The King of Red Lions tells Link that their next task is to place the three pearls on three islands in the center of the Sea Chart (D3, D5, and F4). When that's done, the 'proving grounds' for Link's quest appear. If you wish to take on any sidequests on Outset Island, do it now. If not, set the wind blowing northeast and go to the first island, Southern Triangle Island in quadrant D5.

**The Three Pearls**

**Note**

You can visit these three islands in any order, so don't feel bound to doing them in the order we've chosen.

Sail northeast to quadrant D5, Southern Triangle Island. Along the way, watch out for one of Cyclone's giant cyclones, a few River Octoroks, and a pack of Seahats near the island. Avoid all these enemies.

When you reach the tiny island, run up to the small stone statue on its highest point. Link automatically places Navi's Pearl in the statue's hand, causing the statue's eyes to glow blue. After placing the pearl, hop in the King of Red Lions and sail farther northeast to quadrant F4, Eastern Triangle Island.

**Eastern Triangle Island (F4)**

Eastern Triangle Island is a short distance to the northeast from Southern Triangle Island. Run onto the small island and approach the statue to automatically place the second pearl (Farore's Pearl) in its hand. Return to the King of Red Lions, set the wind blowing northwest, and set sail for Northern Triangle Isle in quadrant D3.
Northern Triangle Isle (D3)

Caution
Watch out for the giant cyclone off of Northern Triangle Isle's coast!

Link automatically sails to the Tower of the Gods, where the King of Red Lions explains that the ancient world's gods created this tower to test the courage of men. To be acknowledged as a true hero by the gods and to be given the power to destroy evil, Link must overcome the trials of the Tower of the Gods. After the King of Red Lions finishes his pep talk, sail into the entrance of the Tower of the Gods.

Tower of the Gods
First Floor (1F)

1F Room 1

1F Room 1 is huge with a watery floor. The King of Red Lions accompanies you into the room and remains here. You can either swim around the room or steer the boat by holding □ and steering with △.

Note
The Tower of the Gods is at sea level, and the water level rises above floor level and drops at regular intervals. Some first-floor rooms are accessible only when the water is down (low tide), and some can only be reached when it is up (high tide).

Go to the southeast corner of 1F Room 1, wait for low tide, and enter the southeast door to 1F Room 2.

TOWER OF THE GODS 1F

1. Chest (Joy Pendant)
2. Chest (Treasure Chest #6)
3. Compass
4. Dungeon Map
5. Locked Door
6. Small Key
7. Point A (on lower of the Gods 2F)

The beam of light creates a huge triangle between the three islands, and a ghostly image of three smaller triangles glows inside it across the Great Sea's surface. From the triangle's center, an enormous tower rises from the...
**1F Room 2**

A Yellow ChuChu in this room generates an electric field around itself when standing. If you attack it with your sword, you take damage. To defeat it, stun it with your Boomerang to deactivate its electrical field, then hit it with your sword.

When you get the Dungeon Map, four Yellow ChuChus drop into the room's main part. Defeat them with your Boomerang and sword at low tide. You can bomb open two alcoves along the north wall. Use the same method you used to open the southeast alcove that contained the Dungeon Map. The northwest one contains a pot with a Heart, and the northeast one contains a Yellow ChuChu and a pot with a Joy Pendant. After getting these items, go through the west door to return to 1F Room 1.

Get in the King of Red Lions and steer it down the east corridor of 1F Room 1 until you reach the sealed door to 1F Room 4. You can only reach it from the north. Place the two bars on the pink constant pressure switches to seal the door.

**1F Room 4**

At high tide, climb up the crate in front of the southwest alcove and from there into the alcove. Smash both pots to get Bombs and a Rupee.

Make your way to the northeast door of 1F Room 1, which you can only enter at high tide. This sealed door leads into 1F Room 5. To open it, hit one of the statues near the door and place it on the growing pink constant pressure switch next to the door.

The center part of 1F Room 4 is a recessed area filled with water that rises and falls with the tide. Line up the crates on the floor so they form a straight line from north to south.

**1F Room 3**

At low tide, push the southeast crate to the west so that it lines up under the cracked section of the wall overhead. At high tide, climb up the crate and lay a Bomb in front of the cracked wall to blast open the entrance to the southeast alcove. Here are pots containing Bombs and Rupees and a chest containing the Dungeon Map for the Tower of the Gods.

Defeat the Yellow ChuChu at the west end of the room and drop into the recessed center area. Wait for low tide, then pick up and place one of the crates on the pink constant pressure switch on the floor. This creates a magical bridge across the room's center part.

Take the statue through the west door and place it in the center of the turquoise-and-gold tiled floor southwest of the door to 1F Room 3. This raises the huge gate at the east end of 1F Room 1.

**Caution**

Cross the bridge at the beginning of low tide. If the bridge disappears under you as you cross, the statue reappears at the east end of the room, and you have to go back and get it.

**Note**

The sign on the west door identifies the same color blue as the top of the statue. This means you can go through that door while carrying the statue, even though you usually can't carry items from one room to another.

Arrange the crates so you can run along them at high tide without falling into the water. After they're placed, stand on one in the room's south part and run across. If gaps between crates are large enough that you splash into the water, rearrange them at low tide and test them again.

The best arrangement-involving the fewest jumps from one crate to another-is from north to south: large gap, three crates, smaller gap, two crates, large gap, one crate, small gap.
When you line up the crates correctly, smash one of the Deku Stick pots in the room's north part, light a Deku Stick, and run it across the crates at high tide to reach the room's south part.

**Caution**

If you fall into the water, your Deku Stick goes out and you have to try again.

1F Room 5

Swim to the northwest corner of 1F Room 1, defeat the Yellow ChuChu there, then enter the northwest door to reach 1F Room 5.

1F Room 6

Here's an optional sidequest for the west side of 1F Room 1: From the door to 1F Room 5 in 1F Room 1, go down the south stairs and defeat the Yellow ChuChu at low tide. Smash a pot near the door to 1F Room 5 to get a Deku Stick, wait for high tide to recede, and light the Deku Stick at the nearby torch.

1F Room 7

Defeat the ChuChus, and a glowing magical stairway appears in the room's center. Run up the stairway to find a statue that glows pink when you lift it. At low tide, carry the statue down the stairs and out the east door to return to 1F Room 1.

1F Room 5 holds a Red Bubble. You can defeat it with your sword, but if you do so, it ignites you, inflicting one-quarter Heart's worth of damage. Instead, run for the chest in the room's center. Open it to get the Compass for the Tower of the Gods, and exit the room through the east door to 1F Room 1.

**Note**

When you have the Compass, you notice a chest in a hidden west alcove of 1F Room 5. You can open that alcove until you have the Hero's Bow, so don't worry about it for the moment.

At low tide, run to the locked door in the southwest corner of 1F Room 1 and open it with your Small Key. Enter the door to reach 1F Room 6, a large room with tidal water and four Yellow ChuChus.

Steer the King of Red Lions to the north wall of 1F Room 1 where the waterfall used to be. Climb out of the boat at high tide and enter the arched passageway to reach the door to 1F Room 7.

Bring the statue upstairs to the northwest corner of 1F Room 1 and place it in the middle of the turquoise-and-gold tiles near the door to 1F Room 5. This redirects the large waterfall in the center of the north wall of 1F Room 1.
At the south end of 1F Room 7 are two statues. At the north end are three pink pressure switches you must simultaneously activate. Rats roam the room, which has a Beamos in the center.

Tip
Look for the small revolving red light at the top of the Beamos to see where it is looking. If it sees you, it fires a searing magical blast at you. Its eye revolves clockwise around its top. You are safe from the Beamos in the room’s north or south ends, but the room’s round center is dangerous territory.

Defeat the Rats with your Boomerang. Pick up a statue, wait for the Beamos’s gaze to pass, and run as close to due north as you can while keeping the Beamos to your right (that is, to the east). If you time your run, the Beamos won’t hit you. If you don’t, you take damage and drop the statue.

You must take both statues to the room’s north side and place them on two of the three pressure switches. Run back and forth in a straight line and keep the Beamos to your right.

2F Room 1
After both statues are on pink pressure switches, stand on the third one to activate the vertically moving platforms at the room’s north end. Jump up along these platforms to reach 2F Room 1.

2F Room 3
Defeat the Yellow ChuChu at the west end of 2F Room 3, and ride the moving platform in the room’s middle to the east end. Defeat or avoid the two Yellow ChuChus at the east end and go through the east door to 2F Room 4.

2F Room 2
2F Room 2 is a huge diamond-shaped room with pits in all four corners. Smash them for common items like Keys, Rupees, Bombs, and Magic Vials. You enter through the south door. The north and west doors are sealed, so go through the east door to 2F Room 3, which bears a glowing pink sigil.

Note
As you ride the moving platform, you see the south part of 2F Room 3. You can’t get there yet, so ignore it for the moment.

Second Floor (2F)
TOWER OF THE GODS 2F
- Chest (Hero’s Bow)
- Chest (Joy Pendant)
- Chest (Treasure Chart #30)
- Chest (Joy Pendant)
- From Point A (on Tower of the Gods 1F)
- Locked Door
- Small Key
- To Point B (on Tower of the Gods 3F)
2F Room 4

Head east across the glowing magical platform to reach a statue at the room’s east end. A tablet next to the statue reads “Press A to call me and guide me to my place of truth.”

Press B to lower the statue’s platform. The statue hops behind Link, following him everywhere he goes! Walk the statue along the winding pathway along the room’s floor to the southwest corner.

**Note**
You can’t carry the statue across the room. There is no way to get to the magical platform from its east side, and the platform is too low for Link to carry the statue under it.

At the room’s southwest corner, lift the statue and jump across the gap to the west door. Taken the statue through the door with you into 2F Room 1.

2F Room 5

Carry the statue onto the moving platform, and ride the platform west to the door to 2F Room 2. The door’s glowing sigil indicates that you can carry the statue through it.

Use the Grappling Hook to swing Link to the room’s east side. Pick up the statue and carry it through the east door into 2F Room 5.

The two Red Bubbles in 2F Room 5 are tough. Defeat at least one of them with your sword, even if it means taking damage. Use your Grappling Hook to swing to the room’s west side, ignoring the south side for the moment, and go through the west door to 2F Room 6.

2F Room 6

When you enter 2F Room 6, the statue hops onto a pedestal, and a large stone tablet rises in the room’s center. Approach the tablet, and use the Wind Walker to learn the Command Melody (hold + for 4/4 time while playing the Wind Walker).

Place the statue on the constant pressure switch in the northwest corner of 2F Room 5 to unseal the room’s south door. Use the Grappling Hook to swing to the room’s south side, and go through the south door to reach 2F Room 7.

**Note**
The statue remains in this room until you return for it. It is represented on your in-game map as a purple dot.

2F Room 7

Stand on the constant pressure switch in the room’s southwest corner and conduct the Command Melody to take control of the statue. Standing on the switch creates a magical bridge across the room. Walk the statue across to solid ground on the room’s east side and press A to release it from your control.

2F Room 7 is a round arena in which you must fight a Darknut. Darknuts are formidable enemies; the key to defeating them is waiting for them to make the first move. Draw your sword and wait for it to flash, then press B to execute a parry attack that either knocks off the Darknut’s helmet or cuts the straps on the back of its suit of armor.
When part of the Darknuts body is exposed, target that body part. If it loses its helmet, use jumping strikes (1-target and 4). If it loses its suit of armor, most normal attacks hit it. Parry attacks are slower, but always good for doing serious damage.

Tip
Cut the straps on the Darknut's back to get rid of its armor. Slam the Darknut, run behind it and slash at the strap with 3.

After you defeat the Darknut, the north door to 2F Room 5 unseals and a chest appears in the room's center. Open it to get the Hero's Bow and 30 Arrows. To use the bow, assign it to C, or –, and hold down the button to aim, as you would with the Boomerang or Grappling Hook. Release the button to fire an Arrow. You can also fire at an enemy or item and press the button to fire at it. After you get the bow, return to 2F Room 5.

Note
Now that Link has the Hero's Bow, you find Arrows as random common items when you smash pots and cut down grass. Link can carry up to 30 arrows, and can replenish his supply by finding or purchasing more.

The Red Bubbles have returned to 2F Room 5, but now you have a better way to take them out. Draw the bow, line up the arrowheads tip with the Bubble, and release the button to hit it. Bubbles provide good target practice.

2F Room 9

A couple of Keesos fly around the center of this cross-shaped room, above two balanced platforms. The heavier platform sinks to the watery area at the floor, and the lighter platform rises to the level of the room's elevated north side. Defeat the Keesos with your Boomerang or Hero's Bow, then drop into the room's east side and go through the east door to 2F Room 9.

After you destroy both Red Bubbles, aim at the diamond-shaped eye plaque on the north wall and shoot an Arrow at it. This creates a pair of moving platforms that move east and west across the room. Grapple to the statue at the room's west side, pick it up, and carry it across the platforms to the room's east side. Go through the east door to return to 2F Room 2.

2F Room 9 is made up of moving platforms, and holds two Red Bubbles and two treasure chests. Defeat the Red Bubbles with your bow, then jump onto the nearest moving platform. Leap onto the next moving platform to the east, the one that passes back and forth in front of an unmoving platform holding an eye plaque.

After you enter 2F Room 2, the statue automatically hops to its platform, and the north door to 2F Room 8 opens. Smash pots if you need Hearts, Bombs, Magic Vials, or any other common items, then go into 2F Room 8.

2F Room 8

Tip
If you need more Arrows or Bombs, use your Boomerang to hit the southeast and southwest jars at the room's bottom. Use the Boomerang again to pick up the items they contain.

Ride the vertical platform to the north ledge and open the chest there to get a Small Key. Now you can either leap across the moving platforms to return to the west door to 2F Room 8, or you can go for the second chest (see ‘Missing Link: Joy Pendant’).

Missing Link: Joy Pendant

From the north ledge holding the Small Key chest, jump onto the vertically moving platform in the room's northwest corner. Ride it to the highest horizontally moving platform in the room. From that platform, shoot the eye plaque platform on the south side of the room.

This causes the eye plaque platform to move horizontally toward you. Leap onto it and ride facing west. Shoot the large eye plaque on the west wall above the door to 2F Room 3. This causes a chest to appear on the south ledge of the room.
To reach 2F Room 11, climb up to the south part of 2F Room 8 and throw two statues onto one of the balanced platforms. One statue is equal to Link's weight, so two statues keep that platform down and the other one up so Link can jump from it to the room's north ledge. Use your Small Key to open the locked north door and go through it into 2F Room 11.

From 2F Room 8, you can either go west into 2F Room 10 for an optional sidequest (see "Missing Link: Treasure Chart #30"), or you can proceed north into 2F Room 11.

2F Room 11

To reach the statue at the north end of 2F Room 11, climb onto the stone block in the room's center and use your Deku Leaf to glide over the laser beam fence between you and the statue. Press □ near the statue to summon it from its platform.

Conduct the Command Melody and walk the statue onto the pink constant pressure switch in the room's center. This turns off the laser beam. Release control of the statue and carry it out of the room and into 2F Room 8.

When you return to 2F Room 8 with the statue, a new enemy appears—a Wizzrobe. It appears, shoots fireballs at you, disappears, and reappears somewhere else. □-target it and shoot it with Arrows to defeat it.

Defeat the two Armos Knights inside by throwing Bombs into their mouths. When they are both destroyed, a chest appears. Open it to get a Joy Pendant.

Missing Link: Joy Pendant

Return to 2F Room 3 through 2F Room 2's east door and defeat the Wizzrobe inside. Ride the moving platform across the room's middle facing south, and shoot the eye plaque in the south wall to activate a second moving platform. Jump onto this platform to ride to the south ledge and enter the south door to reach 2F Room 12.

Room 2. When all three statues are in place, a beam of light appears in the room's center. Stepping into this beam takes you to 3F Room 1, but you might want to take on a couple of sidequests before moving up (see "Missing Link: Joy Pendant" and "Missing Link: Treasure Chart #10").

Missing Link: Treasure Chart #30

Make sure you have more than a few Bombs before trying this. Stand on the west scale platform in 2F Room 8 and throw a Bomb as it's about to explode at the cracked west wall. This reveals the door to 2F Room 10.

The Armos Knights follow a simple pattern: They hop three times, then open their mouths to roar. When their mouths are open, □-target them and throw Bombs into their mouths. They spin for a few seconds before exploding, so keep your distance from them. When you destroy both Armos Knights, open the chest to get Treasure Chart #30. Then return to 2F Room 8.

Enter 2F Room 10 and stand on the blue wind crest floor tile near the center of the room. Between the two giant statues, and conduct the Wind's Requiem. When you conduct it, a chest appears in the room's center and the two statues (known as Armos Knights) come to life and attack you.

Go to the room's south side and throw three statues onto one of the balanced platforms. This is enough weight to keep the other platform elevated while Link carries the statue from 2F Room 11 across it to the room's south side and through the south door to 2F Room 2.

As before, the statue automatically hops to its platform in 2F
Missing Link: Treasure Chart #10

Return to 1F Room 5 and shoot the eye plaque in the west wall with an Arrow. This opens a secret alcove in the west wall containing a chest. The chest contains Treasure Chart #10.

After you get the Treasure Chart, the familiar Armories that you've seen everywhere in this dungeon come to life and attack! The Armories have a weakness—the glowing green circles in the centers of their bodies. Target and shoot an Arrow at one when it's facing you to temporarily disable it, then hit the glowing red jewel on its back to destroy it. Like Armors Knights, Armories spin around blindly for a few seconds before exploding, so keep your distance.

An alcove in the room's south end has a laser beam fence in front of it, and three pressure switches that need to be simultaneously triggered. Carry the inactive Armouss from the room's north end and place them on two of these switches. Stand on the third one to deactivate the laser fence.

Open the alcove's chest to get the Key for the Tower of the Gods. When you get the Key, the Armous come to life and attack. Defeat them using your bow and sword, and the north door to 3F Room 2 unseals.

The third Armous has a revolving eye, so you can't target and destroy it. Instead, wait out of range until its gaze passes by, and run up the stairs to escape its blast.

Climb the stairs to the north end and get rid of the Kargos Ios circling overhead by hitting it twice with your Boomerang. Turn southwest and look at the rest of the room (an indoor staircase). Several Armous line the outside wall of the curving staircase, and most are focused on the stairs.

This is a good thing, because a Armous is vulnerable when it's firing. Move slowly up to the first Armous until it shoots its beam at the stairs in front of you. Target the clues with your bow and arrow.

Take out the next two stationary Armous, as well as the Kargos Ios circling overhead. Run past the final two revolving Armous to reach the door to the boss chamber.

3F Room 2

Beamos with your bow and darts it with a single Arrow. Repeat the process with the new Beamos.

3F and Fourth Floors (3F and 4F)

Third and Fourth Floors (3F and 4F)

3F Room 1

This large octagonal room has two Beamos at the room's east and west sides. Around the Beamos are pots containing helpful items, and one of the east ones has a Joy Pendant. If you try to break the pots with your sword, the Beamos tear you apart. Instead, target the pots with your Boomerang from a safe distance to smash them and recover the items.

Tower of the Gods 3F

- Big Key
- From Point B (on Tower of the Gods 2F)
- To Point C (on Tower of the Gods 4F)

Tower of the Gods 4F

- Big Key Locked Door
- From Point C (on Tower of the Gods 3F)

Boss: Caidan
Note
You are now on the fourth floor of the Tower of the Gods, in 4F Room 1, which is the top of the staircase that begins in 3F Room 2.

To damage the stone hands, target them and fire Arrows at the green eyes in their palms. A couple of shots temporarily deactivates the hands, and Gohdan's head attacks.

The head occasionally opens its mouth and fires a lethal barrage of lava at you. Run in a wide arc to avoid it, repeatedly tapping @ to keep rolling.

Quickly target Gohdan's mouth and throw a Bomb into it to damage the boss. After the Bomb explodes, both hands and the head rise to attack. Repeat your full attack pattern—from shooting the hands to bombing the mouth—three times to defeat Gohdan.

The pots to the north of the boss's lair door contain Hearts and a Fairy. The pots to the south contain Bombs and Arrows. Take what you need, save your game, and enter the boss's lair.

The pots to the north of the boss's lair door contain Hearts and a Fairy. Take what you need, save your game, and enter the boss's lair.

Note
If you run out of Arrows or Bombs, Gohdan's nose shoots out some for you. This is a test of your skill, and Gohdan is willing to make sure that you have enough ammo!

When you defeat Gohdan, it tells Link that "the path can now be opened," and that the destiny of the world is tied to Link's path. A warp appears in the room's center. Gohdan sinks into the wall, tossing out a Heart Container before it deactivates. Pick up the Heart Container and enter the warp to complete the Tower of the Gods quest.

Link reappears outside, at the foot of a bell tower atop the Tower of the Gods. Use your Grappling Hook on the bell to ring it. As the bell rings, a golden circle of light appears at the base of the Tower of the Gods, and Link and the King of Red Lions sail into it...

Missing Links
Getting the Hero's Bow and learning to conduct the Command Melody make more sidequests available. For more information on any of the following sidequests, consult "Islands of the Great Sea" and "Legendary Checklist."

Beedle's Chart: Any postbox
Repose Purse Upgrade: Northern Fairy Island (C1)
Bomb Bag Upgrade: Eastern Fairy Island (D4)
Bomb Bag Upgrade: Southern Fairy Island (D6)

Empty Bottle: Rock Spire Isle (B3), Beedle's Shop Ship

Great Fairy Chart: Four-Eye Reef (A2), via Treasure Chart #41

Island Hearts Chart: Flight Control Platform (G2), via Treasure Chart #19

Light Ring Chart: Cyclops Reef (C4), via Treasure Chart #21

Octo Chart: Northern Triangle Island (D1), via Treasure Chart #26

Piece of Heart #21: Star Island (B1)

Piece of Heart #22: Rock Spire Isle (B3), Beedle's Shop Ship

Piece of Heart #23: Rock Spire Isle (B3), Cannon Boat

Piece of Heart #24: Bomb Island (F5)

Piece of Heart #25: Southern Fairy Island (D6), via Treasure Chart #4
Descent into Hyrule

Link and the King of Red Lions sail into the golden ring at the Tower of the Gods base and sink to a gray city at the bottom of the Great Sea. Veterans of The Legend of Zelda: Ocarina of Time will recognize it as the land of Hyrule, where the legendary Hero of Time defeated Ganon hundreds of years ago.

The King of Red Lions knows that Link has questions, but there is no time to answer them now. He tells the young hero to enter the castle, where he will find an item that can be used to defeat Ganon.

Enter the castle, which seems to have been frozen in time during an attack by Moblins and Darknuts. In the middle of the castle's great hall is the Hero of Time statue, and at its base is the same image of the Triforce that you saw on the surface of the Great Sea when raising the Tower of the Gods.

As you approach a sword in a column of light at the underground rooms far end, Link hears the voice of the King of Red Lions telling him that the sword is the Master Sword, the only sword that can banish Ganon from the world above, and that Link should take it.

Tip
Pick up the Skull Necklaces and Knight's Crests left behind by the Moblins and Darknuts—they come in handy later.

The only objects you can move in the great hall are three large blocks with triangular bases near the Triforce image. By pushing or pulling one end of a side, you can pivot the block around on one of the triangles' points. Move each of the three blocks so their bases line up with the triangles of the Triforce. There is no correct way to do it. It takes time, but it's not hard to figure out.

Link takes the Master Sword, and the statues of the knights around him cross their swords over his head, one by one. Color starts to seep back into the castle, and the Moblins and Darknuts in the great hall return to life!

When you defeat all the enemies, go out the way you came in to return to the King of Red Lions.

Exploring Hyrule

On the other side of the Great Hall from the entrance is a doorway leading outside, where you can see a panoramic view of Hyrule from The Ocarina of Time.

You're in for the fight of your life! You must defeat 10 Moblins and 7 Darknuts upstairs before you can leave the castle—the exit is blocked by a magical barrier. You might feel overwhelmed, but don't worry. The Master Sword is more powerful than Link's old Hero's Sword. Take the enemies out one or two at a time, and the fight will be long but not that hard. You can also use ranged weapons, such as Bombs, Arrows, and your Boomerang to take out foes from a distance. Sneak up on Darknuts when their backs are turned and cut the straps on their armor to make them vulnerable to your attacks.

Sadly, an invisible magical barrier prevents you from leaving Hyrule Castle. To fully explore old Hyrule, you have to play Ocarina of Time again!
Return to the Forsaken Fortress

After leaving Hyrule Castle, hop in the King of Red Lions and steer the boat into the golden circle that brought you to Castle Hyrule. It returns you to the surface at the Tower of the Gods base in quadrant B4. The Forsaken Fortress is in quadrant A1. Change the wind to blow northwest and set sail!

Cyclos and the Ballad of Gales

You see one of Cyclos's cyclones in quadrant D3 (Northern Triangle Isle), just as you did when you were placing the three pearls on the Triangle Island statues. Now that you have the Hero's Bow, make good on your promise to Zephyr to chase his unruly brother.

Ballad of Gales Warp Points

Use the Ballad of Gales to warp to any of these locations from anywhere on the Overworld:
- Mother & Child Isles (B2)
- Windfall Island (D2)
- Dragon Roost Island (D2)
- Tingle Island (C3)
- Greatfish Isle (B2)
- Tower of the Gods (E4)
- Southern Fairy Island (D6)
- Forest Haven (E6)
- Outset Island (B7)

You take too long, the cyclone spots you out in a different quadrant of the Great Sea.

Ballad of Gales

Try the Ballad of Gales. Conduct the song and choose to warp to quadrant B2 (Mother & Child Isles), the closest warp point to the Forsaken Fortress.

Queen of the Fairies

After the third hit, the cyclone dissipates. Cyclos compliments Link on his bow skill. As a token of his respect, he teaches Link the Ballad of Gales (hold + for 4.4 tempo and play G - O - O - O, O). The Ballad of Gales lets you use Cyclos's cyclones to warp to several different islands (see "Ballad of Gales Warp Points").

You wind up in a small Fairy Fountain in the center of Mother & Child Isles. The voice of the Fairy Queen tells Link that she has been waiting for his arrival, but now is not the time for them to meet. She knows Link seeks to protect his sister, but there is another that he must protect as well. She tells Link to return after he meets that person, and the Fairy Queen will show Link her true form.

Forsaken Fortress

Note

The Forsaken Fortress hasn't changed much. You must repeat many of the same objectives you completed the last time you were here. If you get confused when repeating a previous objective, flip to "The Journey Begins: Outset Island and the Forsaken Fortress" for more information (see the Forsaken Fortress maps on page 38).

You have a lot of ground to cover between your current position and the Forsaken Fortress, so

You have to deal with a few tough customers, including Gorgons in quadrant C3 and Cannon Boats in B2.

The only way to leave is to warp elsewhere, so warp to quadrant C1 (Tingle Island), and continue northwest toward the Forsaken Fortress.

The King of Red Lions drops off Link at the same point you started from during your last incursion into the Forsaken Fortress. The boat tells Link that Ganon probably knows of their presence, but the Master Sword's power will drive him back. Run up the stairs and into the courtyard, then approach the large barred wooden door.
Phantom Ganon appears; it's an enormous shadow in the shape of a Darknut, and you must get by him to rescue Arll and face the real Ganon. Phantom Ganon appears and disappears like a Wizzrobe, using one of two attacks depending on how close he is to you.

If Phantom Ganon appears close to Link, he attacks with his shadowy sword. Most of the time Phantom Ganon appears at a distance from Link and launches a sparkling blast of magic at him.

To defeat Phantom Ganon, swing your sword so it hits the ball of magic and sends it back at Phantom Ganon, who knocks it back at you. It's like a tennis game—keep returning Phantom Ganon's shots until he misses and is stunned by his own attack.

When Phantom Ganon is stunned, run up to him and hit him with your sword. After a few hits, he disappears, and the cycle begins again. Hit Phantom Ganon with your sword 12 times to defeat him.

When Phantom Ganon is defeated, he rises toward the tall north tower and disappears. Two of the large wooden fortress doors unbar, and a chest appears in the courtyard. Open the chest to get the Skull Hammer, which is good for smashing certain items and pounding down others. It destroys weak enemies if it hits them and strong enemies if it is used near them, but it's slow and clumsy as a weapon.

The Searchlights

If you miss any treasure chests during your last adventure in the Forsaken Fortress, they're still here. Refer to "The Journey Begins: Outset Island and the Forsaken Fortress" for the treasure chest locations.

Tip
If you missed any treasure chests during your last adventure in the Forsaken Fortress, they're still here. Refer to "The Journey Begins: Outset Island and the Forsaken Fortress" for the treasure chest locations.

Go down the ladder and head into 2F Room 2. Go through the room's west door to reach the hallway that runs between 2F Rooms 1 and 2. Run onto the hallway's south balcony to find a ladder leading to the searchlight above 2F Room 2.

After Phantom Ganon's defeat, waves of Bokoblins attack you while you're targeted by a searchlight. At higher elevations, these searchlights also target you for the fortress's bomb-firing cannons. Take out the searchlights. Equip the Skull Hammer and approach the three large spiked pegs blocking the stone stairway. U-target any peg and slam it down with the hammer.

Defeat the Bokoblin searchlight operator to disable the second searchlight, then run off the tower's northwest ledge. You land next to the hallway that runs between 2F Rooms 2 and 3. Enter 2F Room 3 and defeat the Shield Bokoblin inside.

Remember those Moblins you had to sneak by last time? Now's your chance for payback. Defeat them with your sword and go through the large north door to climb the north tower.
From here, ascend the north tower as you did last time. A few Bokoblins drop in to annoy you, and you need to hammer down a row of spiked pegs. Other than that, it's identical to the last trip up the tower.

Pound the spiked peg at the top of the north tower to open a large wooden door. Enter the door when it's open to rescue Arvill!

Arvill is happy to see Link, especially since his last departure was so abrupt! Link tries to open the door of her cell, but it won't budge.

Tetra promises to take Arvill safely to Outar Island free of charge, and she reminds Link that he has some business to attend to with the Helmaroc King and Ganon. Tetra and the pirates leave, but she swears she'll be back.

Tetra and the pirates appear! She instructs the pirates to open the cell, and beseeches Link for not thinking before he acts... again! They had to lure the Helmaroc King away to keep it from tossing Link halfway across the Great Sea again!

The door shuts, and the tower fills with water through a drain in the floor. The Helmaroc King flies in through the ceiling. The boss fight is on!

Link turns his back in disgust, and Tetra glimpses the Master Sword, which starts shaking. She's suddenly dumbfounded and starts asking half-questions—'Are you... is it even possible... How could it be?'

The pirates open the cell door and start carrying the girls out. Tetra promises to take them to town—after all, their fathers will pay a hefty reward for their return.

If you get knocked off, float in the rising water to slowly make your way up the tower. The water stops rising after a certain point.

At that point, you must swim to whatever's left of the pathway and use your Grappling Hook to swing over gaps. This is tricky, as the Helmaroc King never gets tired of pecking at you. Fortunately, it attacks infrequently.

When you get to the pathway's top, the boss blocks your way with its giant beak. Equip the Skull Hammer, target its head, and smash it with the hammer to knock it into the water. When the Helmaroc King is out of the way, climb to the tower's roof.

When you reach the tower's roof, the roof begins to close, sealing off the tower's interior. The Helmaroc King makes its way just in time, and the fight continues.

The Helmaroc King swoops over the tower roof, taking its claws across it as it dives down at you. After a few swoops, it lands on the roof and launches one of two attacks, depending on how close you are to it.
If you are far away from the boss, it beats its wings and tries to push you into the spikes that encircle the tower's roof. Walk toward the Helmaroc King to slow your slide toward the spikes.

If you are close to the Helmaroc King, it tries to peck you. Dodge its beak, and it gets stuck in the tower roof. Damage the boss's head and hit it with the Skull Hammer to crack its mask. Repeat this three more times (four total) to shatter its mask and render its head vulnerable to attack.

Lure the Helmaroc King into pecking at you and getting its head stuck in the tower roof, but this time attack it with your sword. It takes 10 hits from the Master Sword to defeat the Helmaroc King. After you defeat this boss, you get a Heart Container, and the spikes that blocked the pathway to Ganon's Lair lower.

Ganon compliments Link on getting this far and commends him for his courage. He turns around and introduces himself as Ganondorf, master of the Forsaken Fortress. Link draws the Master Sword, but there's something wrong—Ganon is smiling. When Link drew the Master Sword from Castle Hyrule, it broke the gods spell that prevented Ganon's full power from returning.

Link charges at Ganon and strikes him with the Master Sword—no effect. Ganon smirks and knocks Link halfway across the room with one powerful blow. Somehow the Master Sword has lost its power to repel evil. Its power is gone; its edges are dull.

Just when it looks as if Ganon will strike Link down, Tetra appears in the window and leaps at Ganon! The fiend knocks her to the floor, and she begs Link to get up. Ganon seizes her by the throat and holds her aloft.

Tetra and the Ritos fly off, and the King of Red Lions tells Link that he's about to get his explanations. But first they must return to the land beneath the surface of the Great Sea.

Valoo unleashes a blast of flame that incinerates Ganon's tower. Could this be Ganon's end? Don't bet on it....

The Ritos and Tetra carry Link and Tetra to the King of Red Lions who sails to the golden ring of light in front of the Tower of the Gods. Quill and Komali tell Link that his sister is safe. The King of Red Lions is more worried about Link and Tetra and wants to get them far away from Ganon.
The Legend of Zelda

Terra awakens at the sea bottom in Hyrule Castle's courtyard. She wants to know where they are and what happened to Ganondorf. Link is about to explain when a voice tells him that he must return to the room where he found the Master Sword.

The voice is coming from a blue crystal that Terra gave Link before their first trip to the Forsaken Fortress. She was able to communicate through it with him and, later in the story, with the King of Red Lions as well. Terra demands to know who the voice is and how it's using the stone. The voice replies that Terra must accompany Link into the castle.

You finally regain control of Link. Terra follows behind. Lead her into the castle, then proceed down the stairs under the Hero of Time statue to reach the altar of the Master Sword.

A regal figure in a red coat stands where the Master Sword used to be. His back turned to Link and Terra, Terra asks if he was the one speaking through the stone. The man responds that it's an enhanced version of a Hylian royal Gossip Stone, and he made it.

Long ago, Ganondorf turned Hyrule into a world of shadows and tried to take the power of the gods for himself. The Kingdom's only hope for salvation was the will of the gods, who sealed away both Ganondorf and Hyrule with a flood that left only the highest mountain peaks above the water's surface. The people of Hyrule left before the deluge, and those people were Link and Terra's ancestors.

He asks Link if he recognizes his voice—it is the voice of the King of Red Lions! As long as the Master Sword could defeat Ganon, there was no need for the king to reveal his true form. But now that the Master Sword has lost its magic, the situation has changed.

The king calls Terra to him and takes her necklace in his hand. He tells her it is a part of the Triforce of Wisdom, the sacred power of the gods that Ganon craves. Terra's mother passed it down to her and told Terra to guard it with her life. Terra's family has kept it safe for generations. Now it is time for her to learn the destiny to which she was born.

A blinding flash issues from the Triforce, and when Link's sight returns, he sees that Terra has been transformed into the image of the legendary Princess Zelda! The Triforce of Wisdom appears on the back of her right hand, just as the Triforce of Power appeared on Ganon's.

The golden circle disappears from the Great Sea's surface. The King of Red Lions tells Link of the Hero of Time, who defeated Ganon with the power of the Triforce of Courage. When the Hero of Time embarked on another journey in another land, the Triforce of...
Courage was split into eight pieces and scattered around the Great Sea. The Triforce of Courage is the key that will allow Link to return to Hyrule and bring Zelda out of hiding. So, in addition to completing the two temple quests, Link must also find and reassemble the Triforce of Courage.

Missing Links

After you acquire the Skull Hammer, the Master Sword, and all those Knight’s Crests and Skull Necklaces from the Darknuts and Motesius you defeated in Hyrule Castle, several other sidequests are available. Refer to “Islands of the Great Sea” and “Legendary Checklists” following this walkthrough for more information on these optional sidequests:

- Arrow Upgrade: Western Fairy Island (A2)
- Arrow Upgrade: Thorne Fairy Island (G4)
- Empty Bottle: Windfall Island (D2), Milk’s Bottle
- Deluxe Potion: Windfall Island (D2)
- Fire/Ice Arrows Upgrade: Mother & Child Isles (B2)
- Hero’s Charm: Windfall Island (D2), Miss Marie and the Killer Bees
- Magic Armor: Windfall Island (D2), Trading Quest
- Piece of Heart #30: Forest Haven (F6), Withered Deku Trees
- Piece of Heart #32: Windfall Island (D2), Windfall Auction
- Piece of Heart #38: Windfall Island (D2)
- Piece of Heart #39: Windfall Island (D2), Trading Quest
- Piece of Heart #40: Windfall Island (D2), Miss Marie and the Killer Bees
- Piece of Heart #41: Windfall Island (D2)
- Piece of Heart #42: Pawprint Isle (E2), via Treasure Chart #30
- Piece of Heart #43: Rock Spike Isle (B3), via Treasure Chart #4
- Piece of Heart #45: Three-Eye Reef (A4), via Treasure Chart #18
- Piece of Heart #46: Forest Haven (F6), via Treasure Chart #31
- Piece of Heart #47: Five-Star Isles (G7), via Treasure Chart #33
- Treasure Chart #02: Windfall Island (D2)
- Treasure Chart #04: Tower of the Gods (E4), Dungeon
- Treasure Chart #16: Seven-Star Isles (F1), Sea Platform
- Treasure Chart #18: Windfall Island (D2), Windfall Auction
- Treasure Chart #24: Windfall Island (D2)
- Treasure Chart #26: Tower of the Gods (E4), Dungeon
- Treasure Chart #31: Windfall Island (D2)
- Treasure Chart #33: Windfall Island (D2)
- Treasure Chart #38: Windfall Island (D2), Windfall Auction

Mother & Child Isles (B2)

You must do one more thing before you can resume your quest. Recall the words of the Queen of the Fairies, who told you to return to her after you have learned which person Link must protect. You now know that the person is Zelda, so conduct the Ballad of Gales and warp to quadrant B2, the Mother & Child Isles.

Fire Mountain (F3)

Warp out of Mother & Child Isles and head for Fire Mountain in quadrant F3. The warp quadrant nearest to Fire Mountain is F2, Dragon Roost Island. From there, head south to Fire Mountain.

The Queen of the Fairies appears in her true form, resembling a young girl. She gives Link’s Hero’s Bow the ability to shoot Fire and Ice Arrows. Shooting a Fire or Ice Arrow not only removes one Arrow from Link’s inventory, it also drains a small amount of Link’s Magic Meter. To switch between different types of Arrows, draw an Arrow by holding down the bow button (L), (R), or (C) and press .

The Fairy Queen also tells Link that he can return here any time, and Fairies will cure his weariness.

Fire Mountain lives up to its name—it’s a steaming, smoldering volcano. Draw an Ice Arrow and fire it at the lava plume at the top of the island to temporarily freeze its flames.

You have five minutes to enter Fire Mountain and get the Power Bracelets inside of it before the Ice Arrow’s effect wears off. Sail quickly around to the rocky shoreline on the northeast side of the island and start climbing the path to the mountain’s summit. When you reach the summit, drop into the hole to enter the mountain.
**Tip**

If you enter the mountain with more than 3:30 left on the clock, you're in excellent shape. If you have 2:30 or more left, you're still doing okay. If the clock says 1:30 or less, consider returning to the boat, waiting for time to expire, and freezing the island again.

Use your Boomerang to defeat the Fire Keese inside the mountain, then leap quickly across the platforms floating on the lava lake to reach a ledge with two Magnalits. The platforms sink a couple of seconds after you land on them.

Defeat the Magnalits with your parry attack as usual, then defeat any remaining Fire Keese. After all the enemies are gone, a chest appears on a nearby pedestal. Open it to get the Power Bracelets, which allow Link to lift extremely heavy objects. The Power Bracelets are always equipped automatically and you do not need to set them to ( ), or ( ).

Now you see why you needed the Power Bracelets: Headstone Island gets its name from the giant stone head that blocks the entrance to a cavern. Lift the stone head out of the way and enter the cavern.

At the end of the cavern, a giant stone tablet blocks the entrance to the Earth Temple. Along the bottom of the tablet are six Wind Walker notes. Use the Wind Walker to learn your first 6/4 tempo song, the Earth God's Lyric, for a 6/4 tempo and play ( ), ( ), ( ), ( ), or ( ).

Getting the Power Bracelets also stops the clock, so you don't have to worry about the temporarily dormant volcano becoming active. Lift the giant stone head next to the chest to open a passageway to a warp that returns you to the summit of Fire Mountain.

The ghostly image of what Ocara of Time players will recognize as a Zora appears before Link. She is Laruto, the former sage of the Earth Temple. Ganon attacked her temple and stole her soul to weaken the Master Sword.

To find Medli, enter the Rito aerie through its front entrance by running up the path on the southwest corner of the island. When you reach the moveable blocks near the red postbox above you, pull them up to climb up to the ledge with the postbox.

Follow the path leading from the postbox to the southeast, then to the north to enter the Rito aerie. Run up the path to the second floor and pass through the second doorway on the second floor to go outside.

Run west along the outdoor path and use your Deku Leaf to glide to the western ledge beyond. Climb up the ladder and run to the south end of the ledge to find Medli playing her harp. The first time you meet Medli, she was playing a harp identical to the one Laruto held. Warp to Dragon Roost Island (F2) to search for her.
Medli is pleased to see Link safe and sound and tells him that Komali is shaping up to be a fine young man. Conduct the Earth God's Lyric in front of her to teach her the song. Medli falls into a trance and plays the song with Laruto. When she awakens, she knows that she must become the new earth sage and asks Link to take her to the Earth Temple on Headstone Island (C7).

First Floor (1F)

Return to Headstone Island and conduct the Earth God's Lyric in front of the stone tablet. Medli plays along, and the tablet shatters, revealing the entrance to the Earth Temple.

Earth Temple

Controlling Medli

At several points in the Earth Temple, you need to carry Medli, or control Medli. Familiarize yourself with her abilities.

Carry Medli by pressing @ near her. Press @ again to put her down. She remains in that spot until you call control or carry her.

While carrying Medli, you can fly off ledges in a straight line by running off them, just as if you were jumping off them.

You can also throw Medli into the air just as you did at the entrance to Dragon Roost Cavern. She gains some altitude and flies for a short distance.

Press B near Medli to get her to follow you.

Conduct the Command Melody (hold & for 4.4 tempo and play 8, 9, @, @) to control Medli, just as you did with the statues in the Tower of the Gods. Press 3 to release control.

You can make Medli fly by repeatedly pressing @. She has limited stamina and drops to the ground when it is depleted.

While controlling Medli, press & and use @ to aim her harp so that she holds in front of her. The polished harp can reflect light.

1F Room 1

The beam of light in the center of 1F Room 1 is a warp that takes you back to the entrance to the Earth Temple. From the platform you start on, carry Medli off the north edge of the platform. She flies both of you to the ledge in front of the door to the north, which leads to 1F Room 2.

1F Room 2

Put Medli down near the entrance to 1F Room 2 and defeat the three Moblins inside. Grab the Skull.

With Link standing on the northeast pillar's pressure switch, fly Medli to the top of the southeast pillar by repeatedly pressing &. The second switch is on top of this tower. Stand Medli on it to open the room's east door. Then walk her off the edge of the tower so she lands on the ground below.

EARTH TEMPLE 1F

- Chest (Butterfly Necklace)
- Chest (Mirror Shield)
- Compass
- Dungeon Map
- Locked Door
- Small Key
- Blue Warp Jar
- Green Warp Jar
- To Point A (on Earth Temple B1)
- Entrance
Press Z to release control of Medli and resume control of Link. Drop to the floor, pick up Medli, and carry her with you through the east door and into 1F Room 3.

1F Room 3

The door seals shut behind you, and several Green and Red ChuChus pop up. Put Medli down in the beam of light in the middle of the room. The harp she carries on her back reflects the light.

You also see Dark ChuChus for the first time. Dark ChuChus are invincible until they are hit with sunlight, which turns them to stone until they are destroyed by the Skull Hammer. You can also destroy them by picking them up and throwing them. Either lure the Dark ChuChus into the beam of light or take control of Medli and reflect the sunlight onto them by pressing Z and using her harp.

Press A to release control of Medli and resume control of Link. Drop to the floor, pick up Medli, and carry her with you through the west door and into 1F Room 4.

1F Room 4

The west end of 1F Room 4 has a giant statue of a face with two enormous eyes. If it sees Link, it will turn the paralyzing fog at its base. Link is temporarily unable to use his weapons or items.

Take control of Medli and reflect sunlight onto the almost invisible chest in the north side of the room. After you shine light on it for two or three seconds, the chest becomes visible and can be opened. It contains the Dungeon Map of the Earth Temple.

Place a Bomb next to the sealed green Warp Jar in the northeast corner of the room to open it and make it available for use when you find (and open) another Warp Jar.

Shoot Fire Arrows at the four red tapestries on the walls to uncover small treasures. Use your Boomerang to pick up the items.

Starting from the northwest corner, moving clockwise around the room, the tapestries hide a Blue Rupee (5 Rupees), nothing, a Joy Pendant, and nothing. When you’re done collecting, go through the east door into 1F Room 5.

1F Room 5

Put Medli down near the entrance to 1F Room 5 and run south through the room to lure the two Red Bubbles out of the crypts to the east and west. Defeat them with the bow.

Climb the ladder in the southeast corner and pull the block at the top of the ladder to reveal a beam of light that shines into the south part of the room.

Take control of Medli and stand under the south beam of light that shines down from the ceiling. Reflect the light into the southeast patch of fog so that it shines on a wooden peg and clears away a patch of fog.

Release control of Medli and hammer down the peg to open the south door. Carry Medli through that door into 1F Room 6.

Once you get the Small Key, two Floor Masters appear in the room. Floor Masters look like black puddles, but when either Link or Medli gets too close, a black hand
**Caution**

If a Floor Master grabs Link and pulls him into its inky shadow, Link will reappear in the last room he visited before entering the room with the Floor Master that grabbed him. If Medli is grabbed and pulled in, she is taken to a birdcage in 1F Room 4. Go back to that room, take control of her, and fly her out of the cage.

**Tip**
The northeast tapestry has a large Magic Wall behind it.

**Tip**
The pot next to the door to 1F Room 8 contains Fairies. If you have an Empty Bottle, scoop up one!

**Note**
Open the west door to 1F Room 11 by placing Medli on the constant pressure switch in front of it, but there is nothing you can do here at the moment. Return after finding the Mirror Shield. We'll remind you!

**1F Room 7**

Put Medli down near the entrance and defeat the Floor Master in the middle of 1F Room 7. Push the west block all the way north to the wall. This opens a skywell that shines a beam of light into the center of the room. Pick Medli up and carry her into the light with you.

**1F Room 8**

Put down Medli near the entrance and run into the middle of 1F Room 8. In it are two Poes and two Moblins. Avoid the Poes for the moment. Lure the Moblins to the entrance and defeat them.

**Tip**
The west block to the south wall to cause a chest to appear in the room's elevated east end. Throw Medli up to the room's east end, open the chest to get the Compass for the Earth Temple, and carry Medli into 1F Room 8.

**Tip**
The pot next to the door to 1F Room 8 contains Fairies. If you have an Empty Bottle, scoop up one!

**Caution**
Poes have two methods of attack. They throw their lanterns to set you ablaze, and they confuse you if they hit you reversing your controller's directions (for example, pressing D would move you to the right). Poes are also ephemeral—and invincible until stunned with light.

**Note**
Open the west door to 1F Room 11 by placing Medli on the constant pressure switch in front of it, but there is nothing you can do here at the moment. Return after finding the Mirror Shield. We'll remind you!

**1F Room 6**

In 1F Room 4, unlock the north door with your Small Key and go through it into 1F Room 6. Defeat any Red or Green ChuChu near the entrance, then shoot a Fire Arrow at the red tapestry on the south wall. Burning the tapestry away sends a beam of light shining into the room.

**Note**
Open the west door to 1F Room 11 by placing Medli on the constant pressure switch in front of it, but there is nothing you can do here at the moment. Return after finding the Mirror Shield. We'll remind you!
1F Room 9

Climb the west ladder to reach an elevated ledge with a beam of light shining down on it. Take control of Medli and fly her to the beam of light.

Leave Medli on the room's elevated west side and drop into the center. Approach one of the five crypts along the room's east half, causing it to fall open. Starting at the northernmost crypt and moving clockwise, the crypts contain a ReDeed, a Yellow Rupee (10 Rupees), another ReDeed, a third ReDeed, and a Small Key.

From the south part of 1F Room 8, use the Small Key you picked up in 1F Room 9 to unlock the locked south door to 1F Room 10. If you are low on Bombs, smash the Bubbles in the southwest corner of 1F Room 8; you need six Bombs for 1F Room 10.

1F Room 10

Reflect the light at a Poe to stun it and make it solid, then release control of Medli. Leap to the floor (as Link) and hit the Poe with your sword to defeat it. Repeat the process for the other Poe. After you defeat the enemies, a staircase appears in the room's south part.

ReDeeds are among the spookiest enemies in the game. When you approach them, these zombie-like enemies move slowly, but they emit a piercing shriek that paralyzes Link as they shuffle toward him. If they reach you, they wrap themselves around you and bite. Move in a circular direction and hammer repeatedly to throw them off. ReDeeds are immune to the Boomerang and any type of Arrow, but three Bombs defeat them, as do several sword strikes.

When you defeat the first Stalfos, two more pop out of the crypts at the room's southwest and southeast ends. Defeat them in the same manner, and a row of stairs appears in the room's south part. At the staircase's top is a chest.

Medli does not accompany Link into this room. The door seals behind you when you enter. Walk south until a Stalfos pops out of the ground in the center. Stalfoses move slowly, but they have a long attack range and cause a lot of damage. They are also invincible when intact.

Open the chest to get the Mirror Shield, which reflects beams of light just like Medli's harp. To use it, draw your sword with C and hold Z to raise the Mirror Shield. Use C to angle the shield and aim the beam of light.

To defeat the Stalfos, knock it apart first. C-target it and pull out a Bomb. Stay out of range of the Stalfos's club and throw the Bomb at the enemy when the Bomb quickly flashes. The explosion should scatter the Stalfos's bones.

After you defeat the first three ReDeeds, the ladder leading out of the room's east part drops, and you can climb up to the room's west side. Carry Medli with you into the south part of 1F Room 8.
When you possess the Mirror Shield, a skylight opens, shining a beam of light into the middle of the room. Stand in the light and reflect it onto the crescent moon plaque above the west door to change the moon into a sun and unseal the door. Return to 1F Room 9.

Missing Link: Secret Passage

Clear the enemies from 1F Room 4. Now that Link has the Mirror Shield, you don’t need to use Medli to defeat the foes. When the room is clear, take control of Medli and fly her up to the beam of light on the room’s west side. Reflect the light onto the middle of the east platform’s first step, and release control of her without changing the position of the reflected beam of light.

Position Link in the reflected beam of light and use the Mirror Shield to reflect the reflected light onto the sign below Medli on the west wall. The wall disintegrates, revealing a secret passage to 1F Room 4.

Bring Medli with you into the secret passageway. You could head through the door at its west end to return to 1F Room 4, but you’d miss a couple of optional treasures.

Have Medli reflect the beam of light into that area and switch control to Link. Stand Link in the reflected beam of light, and reflect the light to the north to disintegrate a section of the wall marked with a yellow sign. Beyond the wall is a small treasure trove of 80 Rupees. Scoop them up and head through the west door to 1F Room 4.

In 1F Room 9, you can either backtrack to 1F Room 4 (your next destination) or you can open an optional secret passage to it from 1F Room 9 and pick up some treasure (see “Missing Link: Secret Passage”).

Position Link in the reflected beam of light and use the Mirror Shield to reflect the reflected light onto the sign below Medli on the west wall. The wall disintegrates, revealing a secret passage to 1F Room 4.

When both eyes are illuminated, the fog dissipates, the room lights, and a set of stairs leading down to B1 Room 1 appears. Either head down the stairs and enter B1 Room 1 or double-back to 1F Room 3 to pick up an optional treasure (see “Missing Link: Joy Pendant”).

First Basement Floor (B1)

The Earth temple first basement floor map is located on the following page.

B1 Room 1

Leave Medli near the entrance to B1 Room 1 and head down the stairs until you reach the suspension bridge with the two Red Bubbles overhead. Unlike Red Bubbles, Blue Bubbles are immune to Arrows. If a Blue Bubble hits you, it has the same effect as the fog from 1F Room 4—you can’t use any weapons or items until the effect passes.

To defeat Blue Bubbles, target them and blow wind gusts from the Deku Leaf at them to get rid of their blue aura. Then hit them with your sword, or they rise again, good as new.

Missing Link: Joy Pendant

Return to 1F Room 5 and defeat any enemies that have reappeared. When the room is cleared, place Medli on the constant pressure switch in the room’s southwest corner to hold open the door to 1F Room 11.

Enter 1F Room 11 and reflect the beam of light at the two yellow signs on the west wall to disintegrate those wall sections and reveal an alcove containing a chest. The chest contains a Joy Pendant. Pick it up, return to 1F Room 5 to get Medli, and return to 1F Room 4 to head down to B1 Room 1.
**B1 Room 2**

Leave Medli at the entrance to B1 Room 2 and defeat the two ReDead in the room. Stand in the ray of light in the room's center and reflect it onto the statue sitting on the block to the south to disintegrate the statue.

Reflect the beam of light onto the large mirror in the room's southwest corner. The mirror reflects the beam onto another statue on the room's west side and disintegrates it, revealing the door to B1 Room 3.

Reflect the beam of light onto the large mirror on the room's southeast side to disintegrate a statue on the room's east side and reveal the door to the east half of B1 Room 4.

**Tip**

Burn away the southwest tapestry to reveal a large Magic Vial, if you need one.

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**Caution**

If you fall off the bridge, you pass through a choking fog layer that temporarily robs you of your ability to use a weapon or item. At the bottom of the room are two Floor Masters, some Bubbles containing common items, and a ladder leading to the north side of the room.

Once both Blue Bubbles are defeated, carry Medli across the bridge to the south door, which is blocked by a giant stone tablet inscribed with the notes for the Earth God's Lyric. Conduct the Earth God's Lyric near Medli, who plays the song and shatters the stone tablet, revealing the door to B1 Room 2. If you want to take an optional detour and pick up treasure, see "Missing Link: Rupees and Common Items." Otherwise, carry Medli into B1 Room 2. 

**Missing Link: Rupees and Common Items**

Carry Medli to the middle of the suspension bridge. Face east, and fly to the platform suspended from chains. Put her down and jump east to the next platform. Face north and defeat the Red Bubble hovering over the north ledge. Then smash the Bubbles and pets on the north ledge to get a handful of Rupees and several common items, like Arrows, Bombs, and Magic Vials.
Even though you disintegrated the statue on top of it, don't worry about moving the block in the middle of the room yet. You use it to get up to the locked door in the south wall that leads to the west half of B1 Room 4 after you find a Small Key. Instead, carry Medli through the west door and into B1 Room 3.

**Missing Link: Treasure Chart #12**

If you defeat all six Floor Masters in the north part of B1 Room 3, a chest appears in the room's middle. Open it to get Treasure Chart #12. Floor Masters are dangerous foes, but if you keep your wits about you and don't back into one while avoiding another, you will be able to take them out with little trouble. Patience is key. Wait for them to make their moves, and strike when the time is right.

Leaving Medli on the north side of the fog, move to the fog's south side and take out the second Floor Master with arrows.

*From B1 Room 3, carry Medli through the east door to reach the east half of B1 Room 4.*

Push the giant mirror to the west as far as you can, so that it reflects the beam of light into the west part of B1 Room 4.

**B1 Room 4 (East Part)**

Walk down B1 Room 4's east hall until you come to the foggy area. Two Floor Masters are in the paralyzing fog. Stand at the fog's north end with Medli and defeat the first Floor Master with Arrows.

You can also shoot the southwest red tapestry with a Fire Arrow to reveal a Key Pendant behind it. When you've done all you can here, return to B1 Room 2.

**B1 Room 4 (West Part)**

Throw Medli onto the south ledge of B1 Room 2. Push the block in the middle of the room to the south and climb up on it to reach the locked door to the west part of B1 Room 4. Unlock it with your Small Key and carry Medli into B1 Room 4.

**B1 Room 4**

Put Medli down near the entrance to B1 Room 4 and step into the beam of light that has been reflected from the east part of B1 Room 4. Defeat the three Red Bubbles with Arrows, and reflect the beam of light at the three Poes to make them vulnerable to your sword.

Reflect the light at the two large statues along the south wall to open two small hidden alcoves. One contains a Yellow Rupee (10 Rupees), and the other a large Magic Vial.
When you defeat the enemies, position Link so that he faces the large statue to the west and stands near the east wall. Take control of Medli and have her reflect the beam of light at Link.

Release control of Medli and reflect her beam of light at the large statue to the west to disintegrate it and reveal the door to B1 Room 5. Pick up Medli and carry her into B1 Room 5.

**B1 Room 6**

**Note**

B1 Room 6 is the upper part of a large room. B2 Room 1 is the lower part.

Run down the hall at the entrance to reach the round room that makes up the majority of B1 Room 6. Bomb the yellow Warp Jar to the north to activate it—you can now warp between B1 Room 6, 1F Room 7, and 1F Room 3.

The west hall is an optional detour. Starting from the west hall's east end, the crypts contain nothing, a large Magic Vial, a Red Dead, nothing, nothing, a Yellow Rupee (10 Rupees), a Red Dead, and nothing. A chest at the end of the west hall contains a Red Rupee (20 Rupees).

From the north hall's south end, the crypts contain a Blue Rupee (5 Rupees), nothing, nothing, a Stalfos, a Heart, and nothing. At the end of the hall is a stone slab bearing the note of the Earth Goddess Lyric. Bring Medli here and conduct the song near her to shatter the stone and reveal the entrance to B1 Room 6.

The door to the boss's lair is to the west, but you can't go there because you don't have the Big Key to open it. Instead, pick up Medli and run down the spiraling stairs to the south. At the end of the stairs, drop off the ledge to the west to land in B2 Room 1.

Run down the stairs in B2 Room 1 to reach the north door to B2 Room 2. If you fall (or jump) to the bottom of B2 Room 1, you pass through fog before hitting the bottom. To get to the room's upper part, climb the vines on the south wall.

**Second Basement Floor (B2)**

**EARTH TEMPLE B2**

- Big Key
- Chest (Purple Rupee)
- Chest (Joy Pendant)
- Chest (Treasure Chart #20)
- From Point B (on Earth Temple B1)

Three Floor Masters wait at the room's bottom, and several Bubbles and pots there contain useful common items. One pot in the room's northeast part has several Fairies; another pot in the northeast corner has 50 Rupees.
**Tip**
There's a lot to do in B2 Room 2. If you get lost in the walkthrough, follow these general rules:
- Push or pull every mirror statue until it sits on top of a floor tile with a scorpion on it.
- Beam reflected light at all yellow sigils on the walls.
- Beam reflected light on any statue that can be disintegrated.
- Beam reflected light on any translucent chest.

**Caution**
This screenshot appears for a few seconds. If it doesn't, double-check all the previous instructions to make sure that you did everything.

As Link, push the large mirror statues at the room's southeast corner and stand in the beam of light reflected by the southeast mirror. Face west and reflect the light at the statue in the room's middle to disintegrate it. Behind it is another large mirror statue.

scorpion floor tile and can't be moved any farther west.

As Link, go to the large mirror statue in the room's center that was behind the statue Medli disintegrated. Pull that mirror statue northeast, then southeast along its track until it rests on its scorpion floor tile and can't be pulled any farther.

After disintegrating the statue, turn to the southwest and shine the beam of light on the yellow sigil on the wall to disintegrate that part of the wall.

Hop off the pedestal, and stand on the smaller pedestal slightly southeast of it. Face the four yellow sigils on the wall to the northwest and take control of Medli.

As Medli, fly to the pedestal that Link was just on and reflect the beam of light that passes over it at Link. Release control of Medli so the beam of light continues to shine on Link.

As Link, push the large mirror statues at the room's southwest and southeast corners away from the middle until both mirrors rest on floor tiles etched with scorpion patterns (the same pattern appears on the side of the mirrors' bases).

Release control of Medli, and be sure her beam of light is still reflected at Link. As Link, reflect that beam of light to the north and hit each of the four sigils on the alcoves' north wall to disintegrate the wall, revealing another large mirror statue behind it.

As Link, go to the room's northwest corner and stand on the small pedestal near the translucent treasure chest. You should be in the beam of light's path. Face southeast and reflect the beam of light onto the treasure chest to make it appear. The chest contains a Joy Pendant.

As Link, move the mirror statue that you just uncovered south, then west along its track until it's on the wall and reveal another large mirror statue.

As Link, fly to the pedestal in the room's southeast corner and stand in the beam of light reflected by the southeast mirror. Face west and reflect the light at the statue in the room's middle to disintegrate it. Behind it is another large mirror statue.

After the treasure chest appears, turn left and shine the beam on the statue near the treasure chest to
As Link, go to the mirror statue on the west side of the room's center and pull it east along its S-shaped path until it rests on the scorpion floor tile and can't be pulled any farther east.

As Link, pull the mirror statue in the northwest alcove that you just exposed to the southeast until it sits on its scorpion floor tile and can't be pulled any farther.

Caution
This screenshot appears for a few seconds. If it doesn't recheck all the previous instructions and see what you missed.

Take control of Medli and fly to one of the two small pedestals at the room's north end that have beams of light stretching across them. Reflect the beam of light into one of the eyes of the statue to the north.

Release control of Medli, bring Link up to the other platform, and reflect the beam of light into the statue's other eye. Both beams of light simultaneously shining into the statue's eyes illuminate the room, and a north door appears.

Smash the pots in the west alcove to get 50 Rupees. The pots in the northwest alcove contain almost twice as many. Go through the southwest alcove to find the door to B2 Room 3, an optional sidequest (see "Missing Link: Treasure Chart #10"). When you've done in B2 Rooms 2 and 3, go north through B2 Room 2 to enter B2 Room 4.

Missing Link: Treasure Chart #20

B2 Room 3 is similar to LF Room 9, the room where you first fought ReDeads. Three crypts are in the room's lower west half and a beam of light shines down from the ceiling. Open the crypts by reflecting a beam of light at them; each crypt contains a Stalfos.

After you defeat the Stalfoses, a chest appears in the room's center. It contains Treasure Chart #20. To get to it, pull out the block in the south side of the recessed west area and climb up onto it.

In B2 Room 4, you must fight a Darknut and two Blue Bubbles. Take out the Blue Bubbles with your Deku Leaf and sword first, so you can focus on the slow-moving Darknut.

After defeating all three enemies, a gate opens in the room's north wall. On the gate's other side is a chest containing the Big Key of the Earth Temple. When you have it, backtrack to B1 Room 6.

To reach the door to the boss's lair in B1 Room 6, pick up Medli and run west off the room's east ledge. Medli's flapping wings have just enough strength to take you both west to the west ledge. Smash the pots for Rupees, Hearts, and small Magic Vials, save your game, and open the door to begin the boss fight.

Boss Fight: Jalhalla

Jalhalla is an enormous foe encompassing 11 multicolored Poes. Its attacks include a jet of fire from its lantern, a blast of wind that can send you into the spikes that line the room's walls, and the ability to temporarily reverse your controllers. Directions if it touches you: becomes down, becomes left, etc.

Defeating Jalhalla is straightforward. Three shafts of light shine down from the ceiling. As the light...
Ice Ring Isle (E6)

Jalhalla leaves behind a Heart Container when it's defeated. A blue warp portal in the Triforce pattern in the center of the floor. Grab the Heart Container and step into the warp to complete the Earth Temple quest.

Medli enters the boss' lair just before Link warps out. Link conducts her as she plays the Earth God's Lyric before the Master Sword. The ghostly image of Lanmoo appears as well and plays along with Medli.

Ice Ring Isle is pelted by frigid wing gusts. If Link tries to set foot on the island, he's instantly frozen solid. To temporarily unfreeze the island, shoot a Fire Arrow into the island's cavern entrance, which looks like a dragon's mouth.

The hill of the Master Sword transforms as Medli's devotion restores part of its former power. Medli tells Link that he must restore the Earth Temple before the Master Sword regains its ability to repel evil. She asks him to watch over Prince Komali, then bids him goodbye. Link steps into the light of the Triforce sigil and rises out of the Earth Temple, reappearing on Headstone Island's shores.
Gale Isle (D1)

**Tip**
If you fall off the icy pathways and into the water, swim to the stone ledge near your starting position and use the Grappling Hook to climb to the start point. Hook the overhead wooden poles and pull yourself up.

Gale Isle is the Wind Temple's entrance. It's in quadrant D1, which the King of Red Lions marked on your Sea Chart. Head there after getting the Iron Boots from Ice Ring Isle.

**Tip**
The quickest way to reach Gale Isle is to warp to Windfall Island (D2) and sail north.

Climb on the next icy pathway and slide along the curved path until you reach the stone ledge at the end. You have little control over your movement while sliding down this path—let your momentum carry you and make only slight changes to your direction by gently pushing the controller.

The stone ledge at the end of the curved path holds a chest containing the Iron Boots. Assign these to the controller, and Link moves slowly in the Iron Boots, but strong wind blurs can't push him.

Use the Iron Boots to walk along the windy pathway beyond the chest to a golden light ray that transports you to Ice Ring Isle's exterior. Once outside, head to the King of Red Lions.

The ghostly image of Fado of the Kokiri tribe appears. Like Eared of the Earth Temple, Fado was the Wind Temple's sage until Ganon attacked her and stole her soul to weaken the Master Sword. Fado tells Link to search for someone who plays the same violin as Fado and to conduct the Wind God's Aria in front of that violinist. That person is destined to become the new wind sage, and the Wind God's Aria will awaken him or her to this destiny.

Forest Haven (F6)

A powerful wind gust emanates from the Gale Isle's middle, so equip the Iron Boots and walk north up the beach until you reach the wind's source: a stone statue. A targeting arrow appears over the statue, prompting you to smash the statue with the Skull Hammer and permanently shut off the wind.

Beyond the wind statue is a cavern. Enter it to find a giant stone tablet engraved with six notes. Use the Wind Walker to play the song and learn the Wind God's Aria (hold for 6/4 tempo and play the notes listed above).

Makar is hiding in a waterfall at the island's northeastern corner. As you approach, you hear and see notes floating from the waterfall. To enter the waterfall, use your Grappling Hook to swing from the pole above it. You'll swing through the waterfall and into the cavern.

Makar is inside the cavern practicing a new song for next year's ceremony. Sure enough, his violin is identical to Fado's! Conduct the Wind God's Aria in front of him, and he plays with you.

The ghostly image of Fado appears behind Makar and plays with him. Eventually, Makar disappears, and Link is left conducting Fado. At the song's end, Makar reappears and asks Link to take him to the Wind Temple. He now knows that his destiny is to become the next wind sage.

Remember the ceremony that the Koroks performed after you rescued Makar from the Forbidden Woods? Makar played a violin during the ceremony that looked like the one Fado just showed you. Set sail for the Forest Haven in quadrant F6 to find Makar.

Link and Makar return to the King of Red Lions. Set sail for Gale Isle (D1) and walk with Makar to the large stone tablet bearing the Wind God's Aria. Conduct the song in front of Makar, who plays it and in the process shatters the tablet. Link and Makar enter the alcove beyond the tablet and drop into 1F Room 1 of the Wind Temple.
Wind Temple
First Floor (1F)

Controlling Makar

You can call, carry, and control Makar just as you could Medli in the Earth Temple. Makar has a variety of abilities that you need to get through the Wind Temple. Get familiar with all of them.

Carry Makar by pressing D near him. Press A again to put him down. He remains in that spot until you call, control, or carry him.

Unlike Medli, Makar cannot fly both of you off ledges while you carry him. His Delta Flight apparatus wasn't designed to carry Link's weight.

Throw Makar into the air to help him gain altitude and fly for a short distance.

Press B near Makar, and he will follow you.

Conduct the Command Melody (hold + for 4:4 tempo and play D, D, D, D) to control Makar just as you controlled Medli. Press B to release control.

While controlling Makar, make him fly by repeatedly pressing A. His stamina is limited, and he drops to the ground when it is depleted.

While controlling Makar, make him plant a seed in soft mound of fertile earth by pressing B when a targeting arrow appears over the mound of earth. A tree grows from the seed.

1F Room 1

1F Room 1 has nothing of note except the north door to 1F Room 2 and a shaft of light in the rooms center that takes you to the temple entrance on Gale Isle. Carry Makar through the north door into 1F Room 2.

1F Room 2

In the recessed middle of 1F Room 2 is a Wizzrobe. Leave Makar at the room's entrance and defeat the Wizzrobe with your bow. Take control of Makar and fly to the room's north end. As Makar, step on the pressure switch to stop the wind blowing down from the ceiling in the room's center.

Release control of Makar and, as Link, drop into the middle of 1F Room 2. Walk north until the Stalfos rise from the ground. Defeat the Stalfos.
Tip

The first (green) Warp Jar is in the room's bottom northwest corner past the Stallions. Bomb it open before leaving the room.

Tip

Climb onto the springboard on the edge of the room's south part, face north, and use the Iron Boots to depress it. Assign your Deku Leaf to $\mathbf{\Delta}$, $\mathbf{\Uparrow}$, or $\mathbf{\Downarrow}$, and take off the Iron Boots to fly.

Tip

The east pressure switch near the rotating wall changes it back to a vertical wall, and the west pressure switch changes it to a horizontal platform. Don't use either at the moment. We'll remind you about them after you get the Hookshot, because you can get an optional treasure in 1F Room 3 at that point.

Note

Makar is being held prisoner in the north end of 1F Room 5, but you can't rescue him until you find the Hookshot.

1F Room 3

At the jump's highest point, pull out the Deku Leaf and glide to the room's north end. Pick up Makar and carry him through the north door into 1F Room 3.

1F Room 5

When you first enter 1F Room 3, only the south end is accessible. Put Makar down at the entrance to 1F Room 3 and defeat the two Ammos with your bow and sword.

1F Room 4

As Makar, fly to the rooms north end and plant seeds in the two yellow mounds of earth to open the north door to 1F Room 4. Release control of Makar and carry him into 1F Room 4.

1F Room 5

The southeast door in 1F Room 4 is sealed, and it's the only door other than the one you just entered. Take control of Makar and fly him north along the grassy ledges. Each of the three ledges has a yellow mound of earth; plant a seed in each to grow a tree.

Note

1F Room 5 is the middle part of one large room encompassing B1 Room 1, 1F Room 5, and 2F Room 2.

1F Room 4

The southeast door in 1F Room 4 is sealed, and it's the only door other than the one you just entered. Take control of Makar and fly him north along the grassy ledges. Each of the three ledges has a yellow mound of earth; plant a seed in each to grow a tree.
1F Room 6

Defeat the two Peahats at the west end of 1F Room 6 and move north past the Blade Trap. Stand on the cracked floor tile to the north and use your Iron Boots to smash through it and fall to the level below. A Floor Master attacks you when you drop. Remove your Iron Boots, target the Floor Master, and swing your sword to defend yourself. Defeat it with the sword or bow.

There are doors to the east and the southeast, but a giant stone tablet inscribed with the Wind God's Aria blocks the east door. You can't get to the east door without Makar's help, so go through the southeast door and into 1F Room 7.

1F Room 7

Tip
You need to do a lot of Deku Leaf gliding in 1F Room 7. If you run low on magic energy, find large and small Magic Vials by chopping down tufts of grass.

Use your Deku Leaf to activate the nearby pinwheel, which transforms the vertical wall to the east into a horizontal platform above you. Climb on the springboard near the pinwheel. Use your Iron Boots to activate it, then leap to the upper part of the rooms west end.

From your starting point at the northeast end of 1F Room 7, glide south with the Deku Leaf into the nearby updraft to get some altitude, then glide to the southeast to land on the platform beyond the updraft.

From the upper west part of 1F Room 6, run east and enter the north alcove in the room's middle to find a chest containing a Joy Pendant.

Step on the platforms pressure switch to open the gate to the southwest. Glide onto the now-horizontal gate with the Deku Leaf.

Tip
If you fall to the lower part of 1F Room 7, don't panic. You can climb up the vines at the room's northeast end to get to your starting position; grabbing cables are the only hazards there.

Run south across the gate into an area with a Wizzrobe. Defeat the Wizzrobe with your bow (stand on a nearby grassy platform to be within bow range of the Wizzrobe).

Hop south across the grassy platforms and glide through the south gate to reach the southeast ledge of 1F Room 6. The chest on this ledge contains the Dungeon Map for the Wind Temple.

Run to the horizontal gate platform's west end and defeat the Wizzrobe and three Peahats to the west. Glide to the westernmost ledge of 1F Room 7 so you can target the Wizzrobe. Use the updraft to get enough altitude.

From the ledge at the west edge of 1F Room 7, go through the north door to return to the elevated south end of 1F Room 6, which you couldn't reach previously.

Caution
Don't go into the lower east part of 1F Room 6. You don't need to do anything there, and you'll wind up fighting another Floor Master.
First Basement Floor (B1)

**Note**
B1 Room 1 is the lower part of one large room encompassing B1 Room 1, 1F Room 5, and 2F Room 2.

**B1 Room 1**

Defeat the Peahats in B1 Room 1 (and those that followed your descent from 1F Room 5). To the north and east are locked doors: to the south is an unlocked door. Go through the south door into B1 Room 2.

**B1 Room 2**

The north end of B1 Room 2 has five cracked floor tiles. Dropping through any of them with the Iron Boots triggers a fight against a specific enemy in the lower level.

**Floor Tile Enemies**

<table>
<thead>
<tr>
<th>Tile</th>
<th>Enemies</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 (West)</td>
<td>Four Green ChuChus</td>
</tr>
<tr>
<td>2</td>
<td>Three Armories</td>
</tr>
<tr>
<td>3 (Middle)</td>
<td>Two Floor Masters</td>
</tr>
<tr>
<td>4</td>
<td>No enemies</td>
</tr>
<tr>
<td>5 (East)</td>
<td>Four Red ChuChus</td>
</tr>
</tbody>
</table>

After clearing the lower level of enemies, push the block with the springboard so it sits atop the dark floor tile to the southeast. Line up the block and springboard under a hole in the room's south part.

Push the other block in the room's lower level so it is next to the block with the springboard. Climb onto that block and use it as a stepping-stone to climb on the springboard.
B1 Room 3

Use the springboard to jump through the hole above you and land on the elevated south part of the room. A chest on the room's southeast side holds a Small Key. Taking the Small Key retracts all the spikes in B1 Room 2. Backtrack to B1 Room 1 through the north door or take on an optional sidequest (see "Missing Link: Treasure Chart #35").

Missing Link: Treasure Chart #35

After you get the Small Key, smash through the four remaining cracked floor tiles at the room's north end and defeat the enemies on the lower level.

Note

After you face the mini-boss Wizzrobe, you'll start seeing summoning Wizzrobes. They're tougher than normal Wizzrobes, but they summon fewer enemies and the enemies are weaker than those summoned by the mini-boss Wizzrobe.

After all five floor tiles are smashed, a chest containing Treasure Chart #35 appears in the southwest corner.

Linki. The Hookshot has a limited range and can only latch onto objects, such as chests, trees, or targets on walls. It cannot latch onto walls or platforms.

B1 Room 3 is an arena in which you must fight a special mini-boss Wizzrobe. It attacks, disappears, and reappears like an ordinary Wizzrobe, but it can also summon other enemies to fight you—Darknuts, Peahats, Kargaroes, Kreses, Moblins, and even other Wizzrobes!

Fire the Hookshot at the target above the room's north platform to pull yourself up to that platform. Hit the wooden peg on the platform with the Skull Hammer to open the south door to B1 Room 1. Go through it.

Rescuing Makar

From this fourth platform, use the Deku Leaf to glide west to the alcove across the room. In this alcove is a chest containing the Compass for the Wind Temple as well as two pots holding Arrows and small Magic Vials.

It's time to rescue Makar. Clear B1 Room 1 of Peahats, then use the Hookshot to ascend the rooms to 1F Room 6. The first (lowest) platform is at the room's north end, above the door to B1 Room 3. Fire the Hookshot at the target, above the platform to pull yourself up.

Turn, face northwest, and use the Hookshot to ascend the two platforms you see there. Use the springboard on the second platform to jump to the long platform to the northwest, below Makar's prison.

Use the Hookshot to reach the next two platforms to the southeast. After you land on the third platform, turn to the northeast. Hookshot to the next platform.

Use the Hookshot to reach the next two platforms to the southeast. After you land on the third platform, turn to the northeast. Hookshot to the next platform.

When all the enemies are defeated, a chest appears in the middle of the room. Open it to receive the Hookshot. The Hookshot is a cross between the Hero's Bow and the Grappling Hook—it latches onto whatever you target and pulls you to it (or it to you, if the object is lighter than...
**1F Room 8**

**Note**
The elevated east end of 1F Room 8 is represented on the map as 2F Room 1.

**Tip**
This trick also works on the stone heads that line the walls in the Wind Temple. Most hold a common item that you can pick up after you pull them down.

With Makar free, drop down to the northwest platform that runs under the north and west alcoves, and Hookshot up to the west alcove. Take control of Makar and fly him to the west alcove. Carry him through the door into 1F Room 4.

Defeat the Wizzrobe in 1F Room 4, then use the Hookshot on the Makar-grown trees to ascend the platforms and reach the room's north part. Control Makar and fly him up there as well! Release control of Makar and carry him through the north door into 1F Room 8.

1F Room 8 has stepped platforms leading to the east, much like 1F Room 4's. To defeat the Blue Bubbles in the room, Hookshot them to pull them to you and temporarily dispel their blue aura. Then whack them with the sword.

**2F Room 1**

**Note**
2F Room 1 is the elevated east part of 1F Room 8. No physical boundary (such as a door or wall) lies between them. Continue this pattern until you reach the room's east end, which is technically 2F Room 1.

Leave Makar on the south side of 2F Room 1 to keep him safe from the Floor Master in the northeast corner. Defeat the Floor Master, then carry Makar through the south door to 2F Room 2.

**2F Room 2**

**Note**
2F Room 2 is the upper part of one large room that encompasses B1 Room 1, 1F Room 5, and 2F Room 2.
Place Makar on one of the two simultaneous trigger switches in the north part of 2F Room 2. Stand on the other to open the north gate in 2F Room 2 and the floor of B1 Room 1.

2F Room 3

2F Room 3 is an arena in which you must defeat six Armotes. The Armotes don’t attack until you approach them, so activate only one or two at a time to keep from being overwhelmed.

1F Room 9

Defeat the three Darknuts in 1F Room 9, using your parry attacks to counter their attacks. Hit a Darknut a couple of times then back off, instead of focusing on one Darknut and being attacked by the other two. If you’re sloppy or careless, this is a tough fight. If you wait for your sword to glow before counterattacking the Darknuts, you’ll quickly take them out.

B1 Room 4

Defeat two Sialfozes and a Wizzrobe. Focus on the Wizzrobe first, avoiding the slow and clumsy Sialfozes.

Take control of Makar and drop to the floor of B1 Room 4. Plant two seeds in the rooms west alcove to activate the giant fan. Under the floor of B1 Room 1, then fly to the east side of 2F Room 2.

When all of the Armotes are defeated, the north door through which you entered opens, and a south alcove opens. Open the chest in this alcove to get a Small Key, then return to 2F Room 2.

Defeating the three Darknuts opens the west door to 1F Room 6 and the east alcove, which contains a chest holding the Big Key for the Wind Temple. Grab the Big Key, exit the room, and drop B1 Room 1.

Note

Either pick up Makar before you jump or control him and drop him. Either way, be sure that Makar joins you in B1 Room 1.

Release control of Makar and use your Deku Leaf to glide to the east side of 1F Room 3. Defeat the Armot Knights and fly Makar to join Link. Carry him through the east door to 1F Room 5.

Defeating the three Darknuts opens the west door to 1F Room 6 and the east alcove, which contains a chest holding the Big Key for the Wind Temple. Grab the Big Key, exit the room, and drop B1 Room 1.

Missing Link: Treasure Chart #5

Use the Iron Roots and Hookshot to pull down the stone masks from the walls of B1 Room 4. Two Bakobilies hide inside them. Defeat both Bakobilies, and a chest appears. Treasure Chart #5 is inside the chest.

From 2F Room 2, use your Deku Leaf to glide to the east side of 1F Room 3. Defeat the Armot Knights and fly Makar to join Link. Carry him through the east door to 1F Room 5.

Clear 1F Room 6 like before, by dropping to the lower level and blowing the pinwheel that makes the room’s center wall a horizontal floor. Carry Makar to the room’s east-end and conduct the Wind Goddess’s Aria in front of the stone tablet. This shatters the tablet and exposes the east door to 1F Room 9.

Wait until the giant fan at the bottom of B1 Room 1 stops spinning, then carry Makar to the floor below the fan. Open the locked east door and carry Makar through it to reach B1 Room 4.

Leave Makar where he is and ride the updraft to the south end of 2F Room 2. Go through the south door to reach 2F Room 3.
B1 Room 5

Defeat the Floor Master and four Peahats, then carry Makar through the southeast door to B1 Room 6...

Caution
If you fall to the room's lower part, climb the vines in the southwest corner to return to the room's upper west part in which you started.

B1 Room 6

Set Makar down near the entrance of B1 Room 6. Push one of the north blocks south until the northernmost Spike Trap starts hitting it. Box in the Spike Trap by pushing the block toward it, pinning it against the wall, and rendering it harmless.

Go to the room's north part and carry Makar to the southern edge. Bomb the Warp Jar to open it, and push the jars to get Rupees, Fairies, and small Magic Vials.

Caution
Don't let Makar get too close to the Floor Master to the east, or he'll catch you and you have to go back to 1F Room 5 to rescue him.

Missing Link: Joy Pendant

Equip your Iron Boots and push another block south to push the next Spike Trap against the wall.

Use the yellow Warp Jar in B1 Room 6 to warp to 1F Room 2. Go north through 1F Room 2 into 1F Room 1. Activate the platform in the south part of 1F Room 3 to change the vertical wall in the room's center into a horizontal platform.

Go to the room's north end and push the third block south until it falls into the narrow ravine in the room's center.

Step on the east trigger switch beyond the rotating wall to change the platform back into a wall. Equip the Hookshot and aim it at the target above the east trigger switch.

This pulls you into the hidden alcove above 1F Room 3. Activate the hookshot here to change the wall back into a platform.

Run south across the rotating wall and use the Hookshot and Iron Boots to pull the stone masks from the south wall. One of them contains a Joy Pendant.

After getting the pendant, drop through the cracked floor tile and back up to 1F Room 2. Warp to B1 Room 6 to face the boss.

Release control of Makar and target the tree with your Hookshot to take Link to the room's east side.

Stand on the south side of the northernmost block and pull it to the south. Line it up with the block...
Refer to "Missing Link: Joy Pendant" for a quick sidequest that nets you a Joy Pendant. Or save your game and open the south door to begin the boss fight.

**Boss Fight: Molgera**

To hit and damage Molgera, equip the Hookshot and target its blue tongue. Fire the Hookshot to drag the tongue to you, and slash it with your sword.

Molgera spits out four smaller Molgera larvae, but it also leaps into the air and tries to crush down on top of you. Avoid Molgera by defeating its progeny, and Hookshot and slash Molgera's tongue again.

You should defeat Molgera the fourth or fifth time you attack its tongue. It leaves behind a Heart Container and a warp out of the Wind Temple.

**Tip**

Defeat all the small Molgera larvae so you can focus on the boss. Each larva leaves behind a Heart when defeated.

Tip: Defeat all four small Molgera larvae. Target Molgera's tongue, hit it with the Hookshot, and slash it with your sword to damage the boss.

Pick up the Heart Container and step into the warp to trigger a cutscene with Makar. Link conducts Makar in the Wind God's Aria; the ghostly image of Fado appears next to him and plays along. When they finish, the Master Sword is fully restored to its former greatness and shines with the power to repel evil.

Makar promises to stay in the Wind Temple as its sage and says that his ancestors, the Kokiri, would be pleased with his decision. He bids Link farewell and tells him to take the light shining from the Triforce sigil on the ground. Link does so and returns to the surface of Gale Island, completing the Wind Temple quest.

**Missing Links**

Having found the Iron Boots and Hookshot, Link can now undertake several other sidequests across the Great Sea. Refer to "Islands of the Great Sea" and "Legendary Checklist" after this walkthrough for more information on these optional sidequests.

**Episode 1**

- **Ghost Ship Chart:** Diamond Ship, Spectre Island (A6)
- **Hurricane Spin Attack:** Outset Island (B7)
- **Piece of Heart:** Windfall Island (D2), Windfall's Lighthouse, Piece of Heart (D2), Windfall's Lighthouse, Piece of Heart (D4), Thaveled Fairy Island (CA), via Treasure Chart #6
- **Piece of Heart:** Bomb Island (C5), via Treasure Chart #20
- **Piece of Heart:** Outset Island (B7), via Treasure Chart #20
- **Piece of Heart:** Outset Island (B7), via Treasure Chart #20
- **Treasure Chart #5:** Gale Isle (D1), Dungeon
- **Treasure Chart #12:** Headstone Island (C7), Dungeon
- **Treasure Chart #20:** Headstone Island (C7), Dungeon
- **Treasure Chart #25:** Cliff Plateau Isles (G6), Secret Cavern
- **Treasure Chart #27:** Private Oasis (ES)
- **Treasure Chart #35:** Gale Isle (D1), Dungeon
- **Treasure Chart #36:** Ice Ring Isle (E6)

**Episode 2**

- **Ghost Ship Chart:** Diamond Ship, Spectre Island (A6)
- **Hurricane Spin Attack:** Outset Island (B7)
- **Piece of Heart:** Windfall Island (D2), Windfall's Lighthouse, Piece of Heart (D2), Windfall's Lighthouse, Piece of Heart (D4), Thaveled Fairy Island (CA), via Treasure Chart #6
- **Piece of Heart:** Bomb Island (C5), via Treasure Chart #20
- **Piece of Heart:** Outset Island (B7), via Treasure Chart #20
- **Piece of Heart:** Outset Island (B7), via Treasure Chart #20
- **Treasure Chart #5:** Gale Isle (D1), Dungeon
- **Treasure Chart #12:** Headstone Island (C7), Dungeon
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- **Treasure Chart #25:** Cliff Plateau Isles (G6), Secret Cavern
- **Treasure Chart #27:** Private Oasis (ES)
- **Treasure Chart #35:** Gale Isle (D1), Dungeon
- **Treasure Chart #36:** Ice Ring Isle (E6)
Before You Begin

You can start looking for pieces of the Triforce of Courage before completing either the Earth Temple or Wind Temple quest. However, you must perform certain actions and acquire certain items before you can start looking for all eight pieces of the Triforce. Your required tasks are:

- Free Tingle from his prison on Windfall Island.
- Upgrade your maximum Rupee-carrying capacity to at least 1,000 Rupees.
- Receive Tingle's In-credible Chart in the mail.
- Have all these items: Bombs, Grappling Hook, Skull Hammer, Hyori Pear, Hero's Bow, Hookshot, and Power Bracelets.
- Have 21 joy Pendants.

We also strongly recommend that you:

- Have visited all of the Great Fairies so that you have a maximum carrying capacity of 99 Bombs, 99 Arrows, and 3,000 Rupees.
- Have at least two Hyori Pears.
- Have at least 3,185 Rupees.
- Chart the islands in quadrants A5, B4, B7, C5, C6, C7, D1, D3, D7, E3, F1, and G6.

If you haven't done something on these lists yet, read on. If you've done it all, skip down to "Finding Triforce Shards".

Freening Tingle

Tingle is being held prisoner in a jail cell on Windfall Island. You find out what he was arrested for when you look for Triforce Chart #2. His crime was non-violent, so don't feel bad about springing him.

In the screenshot, Link faces the door to the prison. It's due north from the Bomb Shop on the southwest end of Windfall Island, near the white picket fence and the island's northwest outcropping.

Tingle also gives you Tingle's Chart, which he claims shows you the way to his home on Tingle Island. It's just a crude crayon drawing that isn't very helpful, so we'll just tell you that Tingle's Island is found in quadrant C3 of your Sea Chart.

Note

If you have not upgraded your Rupee-carrying capacity to 5,000, Tingle suggests that you do so.

The IN-Credible Chart

As soon as you enter the prison, Tingle launches into an odd monologue; apparently he'd be grateful if you'd let him out. Lift the pot in one corner of the tiny prison to reveal a pressure switch. Step on the switch to release Tingle.

Tingle mails you a helpful item—the IN-Credible Chart, which shows the locations of the Triforce of Courage as well as the Great Fairies that upgrade your Rupee-carrying capacity. It appears in any red postbox one full day after you rescue Tingle. The only catch is that you must pay 201 Rupees to get the chart from the postbox. You must have visited at least one Rupee-upgrading Great Fairy to carry enough Rupees to get the chart (see "Great Fairies").

Great Fairies

Eight Great Fairies are hidden in the islands of the Great Sea. Two of them upgrade your Bomb-carrying capacity from 30 to 60 to 99. Two of them upgrade your Arrow-carrying capacity from 30 to 60 to 99. Two of them upgrade your Rupee-carrying capacity from 1,000 to 5,000.

Required Items

If you've followed the walkthrough, you already have all the necessary items to begin the Triforce hunt. If you're missing any, here's where to find them:

- Bombs: Complete the second pirate test before visiting Jabu on Outset Island and getting the Nayru's Pearl.
- Grappling Hook: Get this from Medli during the Dragon Roost Cavern quest.
- Skull Hammer: Defeat Phantom Ganon in your return to the Forsaken Fortress.
- Hyori Pear: Purchase this from Beedle's Shop Ship.
- Hero's Bow: Find this in the Earth Temple quest.
- Hookshot: Find this in the Wind Temple quest.
- Power Bracelets: Get these at Fire Mountain (F3).
Here's the method to find each Triforce Shard:

1. Go to the location of each Triforce Chart, as indicated on the In-credible Chart (and in greater detail in this walkthrough).
2. Get the Triforce Chart, usually by fulfilling a small quest and playing the Wind's Requiem(🍎) or 🍑 while standing on the wind crest at the end of the quest. A chest containing a Triforce Chart appears.
3. Visit Tingle on Tingle Island (枵). For 398 Rupees each, he decodes each Triforce Chart you have and marks the location of the Triforce Shards that it leads to on your In-credible Chart.
4. Match up the shape of the island on each decoded Triforce Chart to the shapes of the islands you've charted to figure out where the Triforce Shards are hidden.
5. Sell to that island, use the Triforce Chart to position yourself directly above the Triforce Shards, and drop your Grappling Hook into the water to lift up the chest that contains the Triforce Shards. An X appears over the Triforce Shards on your In-credible Chart to remind you that you found it.

Note
The quickest way to assemble the Triforce of Courage is to find all the Triforce Charts, have Tingle decode all of them at once, and then hunt for the Triforce Shards. Refer to 'Triforce Shards' near the end of this section for the locations of the Triforce Shards. You may find the Triforce Charts in any order—you don't have to start with #1 and end with #9.

Triforce Chart #1: Islet of Steel (B5)

To reach the wind crest inside the Islet of Steel in quadrant B5, destroy the Cannon Boats patrolling the island. The only one you really need to destroy is the one blocking the entrance to the island, but it's tricky to do when the others are firing on you.

Note
This is why we recommend having 3,385 Rupees at the start of the Triforce hunt—398 Rupees x 8 Triforce Charts = 3,184 Rupees + 201 Rupees to receive and open each In-credible Chart = 3,385 Rupees. If you start the Triforce hunt with enough Rupees to decode all eight Triforce Charts, you won't have to put your rupees on hold while you slowly raise the necessary cash. It's also much more efficient to find all the charts at once, visit Tingle once to decode them all, and then find all the Triforce Shards.

Tip
Among many ways to reach the Picobu road, one is to make the following decisions at the junctions: left, right, up (straight), right, up, left, right, left, up, left, right, right, up.
Killer Bees who aren’t taking their education seriously.

Note
You must have found the Picto Box to have the following interaction.

Behind the stone tablet on the island’s northwest outcropping.

Once you find the kids, you have to catch them, so chase after them and press -- repeatedly to keep rolling, which is slightly faster than running.

By catching the Killer Bees, Link earns their respect—and a Piece of Heart (this is Piece of Heart #30)! They promise to be nicer to Miss Marie and attend school regularly, and they ask Link to tell her that.

Killer Bee Hide-and-Seek

On top of a tall tree near the town gate. Roll into the tree with -- to knock the kid down.

Behind the Bomb Shop on the southwest tip of the island.

At the end of the tunnel maze is a small stone room with a chest in its center. The Picto Box is inside the chest. Two stone tablets tell Tingle’s story of how he managed to steal the Picto Box that he had coveted for so long, but wound up getting caught. Rather than give it back and get out of trouble, he decided to hide it in the depths of his cell. Why he didn’t just have one of the Rats drop him through the cell floor and escape is anyone’s guess...

Tip
Give Miss Marie 20 more Joy Pendants if you have them to get the Hero’s Charm from her, a mask that lets you see the Life Gauges of your opponents!

Cabana Basement

Enter the schoolhouse and speak to Miss Marie, who’s overjoyed that the Killer Bees have reformed. She gives Link a Purple Rupee (50 Rupees) for his trouble. Now, go back outside and speak to the Killer Bees again to learn that Miss Marie’s birthday is coming up and that she loves Joy Pendants.

Sail to Cabana Island and approach the front door of the cabana, which has the image of a butterly on it. If you just press -- and try to open the door, the door chases you! Assign the Cabana Deed to --, or -- and use it on the door to be recognized as the new owner and enter the cabana.

Tip
Need some Rupees? Shatter the sparkling vases inside the cabana with your Grappling Hook to send Green, Blue, Yellow, and Red Rupees flying everywhere!
Step inside the front door and aim at the ceiling with your Grappling Hook to find a lever. Hit the lever with the Grappling Hook to turn off the fireplace, and then drop through the hole in the fireplace to reach the cabana basement.

Defeat Rats with your Boomerang as you see them. The cabana basement is one small floor with some hallways blocked off by gates. To open the gates, hammer nearby wooden pegs. Underneath the basement floor, a tunnel system connects the basement rooms. Here's the best way to get through the basement:

**Note**
The basement has no Compass and no map, so we have to do with "right and left" directions.

Go straight from the entrance and bear right when the hallway forks.

Go left, right, straight, and right through the tunnel and climb up the ladder at its end.

Hammer down both wooden pegs to open two nearby gates.

At the bottom of the ladder are two tunnels. Enter the one on the same wall as the ladder. Go right, left, and left to reach an alcove with four pots. Smash them for lots of Green Rupees.

Go back into the tunnel you just came through and head left, left, and right to reach a ladder. Climb the ladder.

This takes you back to the two pegs you hammered. Return to the basement entrance by going through the right raised gate.

Go through the gate, turn right, and keep going straight until you come to another ladder. Drop down the ladder.

Turn around 180 degrees and head down the right hallway. Take the next left to pass a peg you smashed previously.

Backtrack until you return to the last ladder you went down and go through the other tunnel. Go left, right, left, and right to reach a room with four large jars. Smash them to get a bunch of Green, Blue, Yellow, and Red Rupees.

Drop down the hole with no ladder next to the peg to face two ReDeads. Defeat them both.
Smash two pots in the corner of the room to reveal a tunnel entrance. Crawl along the tunnel's single path until you reach the ladder at the end. Climb the ladder.

At the top of that last ladder is the wind crest—at last! Conduct the Wind's Requiem while standing on it, and the chest with Triforce Chart #2 appears. Get the chart, then hammer down the one wooden peg in this area to open the last gate of the basement and leave.

**Triforce Chart #3: Bird's Peak Rock (G5)**

Make sure you have a couple of Hyrule Pears before going for this Triforce Chart. Sail to Bird's Peak Rock in quadrant G5. Use your Grappling Hook to reach the top of the short island, where you find a cavern sealed by a metal gate. Defeat a Blue Chu Chu at the top of the island.

**Note**

You don't have to take out every Kargoroc, but the nest part is easier if you do.

**Seagull Controls**

- **Command**: bank right/bank left, dive, climb, fly
- **Button**: (repeatedly)
- **Release control**: 

**Triforce Chart #4: Ghost Ship**

Enter the purple Warp Jar directly in front of you. What follows is a maze of Warp Jars and Floor Masters. Enter the correct Warp Jar to proceed; going into the wrong one spits you back out at the entrance. To make it through the maze in one shot, enter the Warp Jars in this order:

- Step on the warp jar and throw it in the air. It will land on the ground, activating the next jar.
- Repeat this process until all jars are activated.

Tip:

If a Warp Jar is sealed, use flaming Deku Sticks or Bombs to open it.

Enter the Warp Jar beyond the Floor Master (the Warp Jar farthest from the one you used to enter the area).

**Note**

If you don't get the Ghost Ship Chart, you can still find the Ghost Ship, but it fades away as soon as you sail into it.
The Ghost Ship appears at one of seven different islands at night, depending on the phase of the moon. After you have the Ghost Ship Chart, the location of the Ghost Ship appears on your Sea Chart at night, along with a symbol representing the Ghost Ship. Use the following map to pinpoint exactly where to find the Ghost Ship.

**Ghost Ship Locations**

<table>
<thead>
<tr>
<th>Phase of Moon</th>
<th>Island (Quadrant)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full</td>
<td>Hyrule (A1)</td>
</tr>
<tr>
<td>3/4</td>
<td>Greatfis Island (B4)</td>
</tr>
<tr>
<td>1/2</td>
<td>Star Isle (C3)</td>
</tr>
<tr>
<td>1/4</td>
<td>Crescent Moon Island (C1)</td>
</tr>
<tr>
<td></td>
<td>Diamond Steppe (B2)</td>
</tr>
<tr>
<td>1/2</td>
<td>Bomby Island (F3)</td>
</tr>
<tr>
<td>3/4</td>
<td>Spectacle Island (C2)</td>
</tr>
</tbody>
</table>

**The Ghost Ship**

This last Warp Jar takes you to a wrecked ship with a Floor Master and a chest. Defeat the Floor Master and open the chest to get the Ghost Ship Chart. Then drop off the side of the ship to return to the beam of light that takes you back outside to Diamond Steppe Island.

**Triforce Chart #5: Needle Rock Isle (A5)**

Set the wind blowing to the northwest, climb up to the elevated ledge behind Old Man Ho-Ho, and use your Deku Leaf to glide to the stone head. Lift it to reveal a hole in the ground. Fall into that hole to enter the Savage Labirynth, a 50-floor gauntlet of enemies!

Each floor is filled with progressively more difficult enemies that must be defeated before you can continue to the next floor. Every 10th floor has a warp that takes you back to the surface if you want to leave. Triforce Chart #6 is inside a chest on the 30th floor. Stand on the blue wind crest and conduct the Wind's Request to make the chest appear.

**Triforce Chart #6: Outset Island**

**Caution**

- Make sure you have a couple of healing items, such as Elixir, Soup, Potions, or Fairies in bottles, before trying this quest.

**Run up the path on Outset Island that leads to the new ruined suspension bridge outside the Forest of Faires, just as you did at the beginning of the game when you were out to rescue Terra. Keep going up the mountain past the bridge to find Old Man Ho-Ho looking at something to the northwest. If you speak to him, he says that underneath the stone head to

**Note**

Floors 1-10 have enemies you encountered in the Forsaken Fortress and Dragon Roost Cavern. Floors 11-20 have enemies from the Forbidden Woods. Floors 21-30 have enemies from the Tower of the Gods. Floors 31-40 have enemies from the Earth Temple, and floors 41-50 have enemies from the Wind Temple.

**Tip**

None of the enemies drop items in the Savage Labirynth, which makes surviving this gauntlet tough. You can stun enemies with your Boomerang and then hit them with your Grappling Hook to pull valuable common items from them—Hearts, for example.
The Savage Labyrinth, Floors 1–30

<table>
<thead>
<tr>
<th>Floor</th>
<th>Contents</th>
</tr>
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<tbody>
<tr>
<td>0</td>
<td>Entrance: Fabrics in a pot and a warp to the surface</td>
</tr>
<tr>
<td>1</td>
<td>Keese</td>
</tr>
<tr>
<td>2</td>
<td>Miniblins</td>
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<tr>
<td>3</td>
<td>Bokoblins</td>
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<tr>
<td>4</td>
<td>Red ChuChu</td>
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<tr>
<td>5</td>
<td>Midgets</td>
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<tr>
<td>6</td>
<td>Keese &amp; Miniblins</td>
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<tr>
<td>7</td>
<td>Fire Keese</td>
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<tr>
<td>8</td>
<td>Bokoblins &amp; Fire Keese</td>
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<tr>
<td>9</td>
<td>Moblins</td>
</tr>
<tr>
<td>10</td>
<td>Pots with Hearts &amp; Green Rupees and a warp to the surface</td>
</tr>
<tr>
<td>11</td>
<td>Peahats</td>
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<tr>
<td>12</td>
<td>Green ChuChu</td>
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<td>13</td>
<td>Boko Babas</td>
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<td>14</td>
<td>Shield Bokoblins</td>
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<tr>
<td>15</td>
<td>Wingless Mothulas</td>
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<tr>
<td>16</td>
<td>Boko Babas &amp; Peahats</td>
</tr>
<tr>
<td>17</td>
<td>Green ChuChu &amp; Bokoblins in pots</td>
</tr>
<tr>
<td>18</td>
<td>Shield Bokoblins &amp; Wingless Mothulas</td>
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<tr>
<td>19</td>
<td>Mothulas</td>
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<tr>
<td>20</td>
<td>Pots with Hearts, Rupees, and Bombs and a warp to the surface</td>
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<tr>
<td>21</td>
<td>Wizzrobes</td>
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<tr>
<td>22</td>
<td>Armloses</td>
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<tr>
<td>23</td>
<td>Armlos Knights</td>
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<tr>
<td>24</td>
<td>Yellow ChuChus in pots</td>
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<tr>
<td>25</td>
<td>Red Bubbles</td>
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<tr>
<td>26</td>
<td>Shield Bokoblins &amp; a Darknut</td>
</tr>
<tr>
<td>27</td>
<td>Armloses &amp; a Wizzrobe</td>
</tr>
<tr>
<td>28</td>
<td>Red Bubbles &amp; Armlos Knights</td>
</tr>
<tr>
<td>29</td>
<td>Darknuts</td>
</tr>
<tr>
<td>30</td>
<td>Pots with Hearts &amp; Rupees, the wind crest, and a warp to the surface</td>
</tr>
</tbody>
</table>

while standing on the blue wind crest to reveal the chest containing Triforce Chart #6. You can now enter the warp that leads you back to the surface, or you can reflect light onto the large gray statue to open a secret passageway down to the 31st floor and continue fighting through the Savage Labyrinth.

Tip

It's worth going down to the Savage Labyrinth's 50th floor, because the chest on the 50th floor contains Piece of Heart #44!

The Savage Labyrinth, Floors 31–50

<table>
<thead>
<tr>
<th>Floor</th>
<th>Contains</th>
</tr>
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<tbody>
<tr>
<td>31</td>
<td>ReDeads</td>
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<tr>
<td>32</td>
<td>Blue Bubbles</td>
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<tr>
<td>33</td>
<td>Dark ChuChu</td>
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<tr>
<td>34</td>
<td>Poes</td>
</tr>
<tr>
<td>35</td>
<td>Mothulas</td>
</tr>
<tr>
<td>36</td>
<td>Moblins &amp; ReDeads</td>
</tr>
<tr>
<td>37</td>
<td>Mothulas &amp; Dark ChuChus</td>
</tr>
<tr>
<td>38</td>
<td>Poes &amp; Moblins</td>
</tr>
<tr>
<td>39</td>
<td>Stalluses &amp; Blue Bubbles</td>
</tr>
<tr>
<td>40</td>
<td>Pots with more than 500 Rupees</td>
</tr>
<tr>
<td>41</td>
<td>Tons of Miniblins</td>
</tr>
<tr>
<td>42</td>
<td>Tons of Green, Red, &amp; Yellow ChuChus</td>
</tr>
<tr>
<td>43</td>
<td>Hammer the stake to trigger Wizzrobes</td>
</tr>
<tr>
<td>44</td>
<td>Tons of Bokoblins and Shield Bokoblins</td>
</tr>
<tr>
<td>45</td>
<td>ReDeads &amp; Stalluses</td>
</tr>
<tr>
<td>46</td>
<td>Moblins &amp; Darknuts</td>
</tr>
<tr>
<td>47</td>
<td>Wizzrobes, Darknuts, &amp; electric barriers</td>
</tr>
<tr>
<td>48</td>
<td>Stalluses &amp; a minifield of Bomb Plants</td>
</tr>
<tr>
<td>49</td>
<td>Darknuts &amp; fire-breathing statues</td>
</tr>
<tr>
<td>50</td>
<td>A treasure chest containing Piece of Heart #44</td>
</tr>
</tbody>
</table>

Sell to Stone Watcher Island and lift the huge stone head to reveal a secret cavern. Fall into the cavern and go through the door in front of you when you land.

The next room has five doors, not counting the one through which you entered. The one directly across the room from you is sealed. Starting with the door to your immediate left and going clockwise, the four remaining doors lead to rooms that contain:

- Four Armloses
- Two Moblins

On the other side of the sealed door is a wind crest. Stand on it and conduct the Wind's Requiem, and a chest appears. Triforce Chart #7 is inside.

Triforce Chart #8: Overlook Island (G1)

Use your Hookshot to zip up to the lowest palm tree on Overlook Island, and then Hookshot from tree to tree until you come to a secret cavern in the ground. Drop into the cavern.

Triforce Chart #7: Stone Watcher Island (C5)
The setup of the Overlook Island cavern is almost identical to the cavern in Stone Watcher Island. Starting with the room to the left of the entrance and continuing clockwise, the rooms contain:

- Three Armos Knights
- Two Stalltises
- Two Wizzrobes
- Five Shield Bokoblins in pots

When you defeat all the enemies in those four rooms, four Darknuts appear in the large central room. Defeat them all to open the sealed door in that room.

Now that you can read all eight Triforce Charts, match up the shapes of the islands on the charts with the shapes of the islands you've charted. Or, because you have this handy guide, you can just sail to the islands and look for the glowing ring with the huge light beam shooting up from it—that's where the Triforce Shard is hidden.

As you get close to the light ring, look at the Triforce Chart to maneuver the King of Red Lions on top of it and pull up the Triforce Shard with the Grappling Hook.

**Triforce Chart #1: Greatfish Isle (B4)**

- Triforce Chart #1 is just off the northwest coast of Greatfish Isle in quadrant B4.

**Triforce Chart #2: Gale Isle (D1)**

- Triforce Chart #2 is just off the northeast coast of Gale Isle in quadrant D1.

**Triforce Chart #3: Stone Watcher Island (C5)**

- Triforce Chart #3 is just off the northwest coast of Stone Watcher Island in quadrant C5.

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**Note**

These glowing rings of light don't appear until you have decoded the Triforce Charts that lead to them. There's no way to avoid giving Tingle your hard-earned Rupees!

You can bail up the Triforce Shards in any order—you don't have to start with #1 and end with #8.
Triforce Shard #4: Outset Island (B7)

Triforce Shard #4 is just off the northeast coast of Outset Island in quadrant B7.

Triforce Shard #5: Cliff Plateau Isles (G6)

Triforce Shard #5 is a short distance northwest of Cliff Plateau Isles in quadrant G6.

Triforce Shard #6: Southern Triangle Island (D5)

Triforce Shard #6 is a short distance northwest of Southern Triangle Island in quadrant D5.

Triforce Shard #7: Seven-Star Isles (F1)

Triforce Shard #7 is a short distance west of Seven-Star Isles in quadrant F1.

Triforce Shard #8: Two-Eye Reef (D7)

Triforce Shard #8 is inside the northwest corner of Two-Eye Reef in quadrant D7.

The Triforce of Courage

When you find the eighth Triforce Shard, the pieces automatically join together to form the Triforce of Courage. The King of Red Lions tells Link that there is no time to lose—they must return to Hyrule quickly!

Return to the Tower of the Gods (E4). Link pulls out the Triforce of Courage, prompting the gods to reopen the golden portal to Hyrule.

Link is shocked to see the Triforce of Courage appear on the back of his hand. Just as the Triforce of Wisdom appeared on Zelda's hand and the Triforce of Power on Ganon's. The King of Red Lions tells Link that the Triforce of Courage is the sign that Link is the true hero, and he will forever be known as the Hero of Winds. Link and the King of Red Lions steer into the golden portal to face their final destiny.
Return to Hyrule

After assembling the Triforce of Courage, Link and the King of Red Lions gather the golden circle at the Tower of the Gods to return to Hyrule Castle. Upon arrival, hop out of the boat and enter the castle to find it in ruins.

Ganon's Tower

Entrance Hall

Defeat the Mighty Darknuts to lower the flames. Run upstairs and go out through the lower castle exit, which leads to the castle bridge. Run forward until you encounter the magic barrier and slash it with the Master Sword to shatter it.

The entrance hall bears some similarities to the caverns in Stone Watcher Island and Overlook Island, where you found Triforce Charts #7 and #8. It has a central pathway that runs from the room's entrance to a sealed door at the opposite end, as well as four suspension bridges leading from the room's center to four sealed doors. Bokoblins guard each bridge.

Each door leads to a room reminiscent of one of the four dungeons in which Ganon's minions took roost. Starting with the door to the left of the hall's entrance and going clockwise around the room, the four doors lead to:

Dragon Roost Cavern Room

To reach the lava lake's other side, use the water jars near the entrance to create temporary platforms in the lava. You can also use your Ice Arrows for this purpose.

Note

Although the Temple of the Gods was a dungeon you had to clear, it is not included in Ganon's Tower because it was a hero's proving ground designed by Hyrule's gods, not the lair of one of Ganon's minions.

Head to the castle basement, where you found the Master Sword. Zelda stands with her back to Link at the far end of the room. As Link approaches, Zelda turns to face him—and disappears in a flash of light!

With the barrier down, run along the pathway beyond it. Along the way, you fight Pekakats, Red ChuChus, Moblins, and a Mighty Darknut.

The entrance to the cavern that leads to Ganon's Tower is beyond the Mighty Darknut. Fire your Hookshot at the targets on the white arches to reach the tower entrance, watching for the Reesees nesting beneath them.

Ganon's voice echoes through the room. Now that his power has returned, there is no safe haven for Link or Zelda, not even the long-forgotten Hyrule Castle. Ganon has seized Zelda, and he swears that Link will fall into slumber in the castle. A ring of flames springs up around Link, and two Mighty Darknuts drop from the ceiling.

From the cavern entrance, run straight and open the door at the cavern's far end. This takes you into the fiery first room of Ganon's Tower.
Boss Fight: Gohma

Note
If you need a refresher on how to beat Gohma, refer to the Dragon Roost Island section of this walkthrough.

Shoot Ice Arrows at the lava in front of you to create a path across the lava. Taking this "low road" avoids the Red Bubbles hovering overhead.

The second-to-last platform in the lava is under a lava plume. Ride up the lava plume with your Deku Leaf at the ready. Run off the edge of the platform and glide with your Deku Leaf to the room's other side.

Tip
You can also use a Grappling Hook from any of the horizontal poles above the lava to propel yourself into the air. Then use the Deku Leaf to glide from there, but this method exposes you to the Red Bubbles overhead.

After you reach the room's end, either stay and fight the Red Bubbles or enter the door to the boss chamber in front of you.

Caution
When you enter the fight with Gohma, the quest items you did not have when you originally fought Gohma (Deku Leaf, Hookshot, Bow, etc.) are removed temporarily from your inventory, and your and slots are unequipped. Re-equip your Grappling Hook before the fight begins.

The boss fight with Gohma is almost the same as the original boss fight, with two minor exceptions: Everything in the room except Link is in black-and-white, and it takes fewer hits to defeat Gohma because you have the Master Sword. When you beat the boss, you return to the middle of the entrance hall.

Forbidden Woods Room

When the left snaking platform gets as high as it goes, leap off and glide to the door to the boss's lair. Avoid or defeat the nearby Peahaus, and enter the boss's lair.

Use your Deku Leaf to activate the pinwheel at the entrance's left and summon the cable platform to you. Ride the cable platform as far as it goes.

When the cable platform stops, leap off and glide with your Deku Leaf onto the snake-like platform in front of it. From the end of the snaking platform, blow a wind gust at the next pinwheel to summon the second cable platform.

Once again, this fight is like your last against Kalle Demos, except it's in black-and-white. If you've forgotten how to beat Kalle Demos, refer to the Forest Haven and the Forbidden Forest part of this walkthrough.

Again, any quest items Link did not have at the time of the original boss fight are removed from your inventory, but the Master Sword's power makes this fight shorter than it originally was. When you defeat Kalle Demos, you return to the entrance hall's center.
Wind Temple Room

Defeat the Wizzrobe near the room's entrance and use the springboard and your Deku Leaf to glide across the room's first pit. You land safely on the other side of the line of spikes in the room's center.

Use the next springboard to leap up and glide between the vertical wind gusts. Defeat the two Shield Boboblins at the far end.

Use your Hookshot to get to the ledge in front of the boss door, and go through the door to start the fight with Molgera.

Boss Fight: Molgera

Climb the stairs at the end of the crypts. A second crypt row is at the top of the stairs. At the rows end is a constant pressure switch that creates a set of stairs. Opposite this switch is a beam of light, reflect this light into the second crypt row to solidify the Poes that float here.

Beyond that set of stairs is a third crypt row. The setup is the same as in the last crypt row, except the beam of light is at one end of the crypts near the raised stairs, and the constant pressure switch is at the other end. Lure a Dark ChuChu from the third crypt row to the constant pressure switch, make haste to the beam of light, and reflect the light to the other end of the crypts to turn the ChuChu to stone.

Take out the Poes from a distance with your bow, or roll down the line of crypts to avoid them and the falling crypt covers.

Get to that ChuChu near the constant pressure switch, place it on the switch, and rush to the stairs before they rise. When you get there, a Stalfos rises from the ground. Ignore it and get up those stairs. Even if you just catch the last couple of stairs as they rise, you're propelled up to the next landing as they rise. After you're up there, go through the door to the boss's lair.

Earth Temple Room

Except for the monochromatic color scheme, this is the same fight as your last battle with Molgera. You had the Master Sword during that fight, so it takes the same number of hits to defeat Molgera as it did last time.

If you need to remember how to fight Molgera, refer to "The Wind Temple" earlier in this walkthrough. Defeating Molgera returns you to the entrance hall.

Inside some of the crypts are Dark Chuchus. Lure one near the constant pressure switch, turn it to stone by reflecting the light beam with your Mirror Shield, and place it on the constant pressure switch.

Run and roll down the second crypt line to reach the stairs before the Dark ChuChu recovers and releases the constant pressure switch.

Boss Fight: Jalhalla

From this room's entrance, run forward and press A repeatedly to roll past the crypts that crash open as you pass them. This keeps you from getting crushed by the crypt covers and also avoids the need to deal with the Red Bubbles and Red Deads inside them.
**Bringing in the King**

This is the same as the original Jalhalla fight, only in black-and-white. Refer to "The Earth Temple" in this walkthrough if you need pointers on how to defeat Jalhalla. After you beat this boss, you return to the entrance hall.

In the large room beyond the long staircase, go through the door to the entrance's right. When you enter, the camera zooms in on each of the four torches along the walls in this order: far right, near right, near left, far left. The King speaks through Links Gossip Stone and tells him to remember every detail about the room.

In the room's corner is a stone tablet that reads, "The sword-hilt of my servants who lurk deep in the darkness shall be the guideposts that point to me. Remember that, and leave the room.

**Staircase**

Beyond the non-shattered sealed door is a long staircase filled with Minitlings. Smack them around as you climb the stairs to reach the door at the top of the stairs. Go through it and into the next room.

After you return to the big round room, run straight across it and into the room on the opposite side. This room has four crystal switches, and the camera zooms in on them in the same order in which it zoomed in on the torches.

**Tip**

If you're low on healing items or Arrows, leave now and stock up. In fact, if there's anything you want to do before completing the game, do it now. You are approaching the final battle, which is a point of no return.

After returning to the room with the torches and stone tablet and drop into the pit in its center to reach the next part of Ganon's Tower.

**Boss Fight: Phantom Ganon**

You land in an arena in which you must fight a series of Phantom Ganons, similar to the Phantom Ganon you fought at the Forsaken Fortress. Each Phantom Ganon uses the same energy ball attack that it used during the Forsaken Fortress battle, but its repertoire also includes a couple of new tricks.

Pull out your Boomerang and target each of the switches in that same order: far right, near right, near left, far left. Throw the Boomerang, and it hits the switches in that order.

This opens a passageway for the King of Red Lions to enter the room, and also opens a purple warp in the room's center. The King surmises that the warp was the portal through which Ganon entered the surface world. If you need to return to the surface for any reason, hop in the King of Red Lions and steer into the warp to reappear at the Forsaken Fortress.

Splitting into five Phantom Ganons, which close in and strike. Four are illusions, but one is real. Firing a cluster of red magic bolts, you cannot deflect these with your sword as you can the energy ball. There are two ways to stun Phantom Ganons so you can defeat them with your sword.

Hit the one Phantom Ganon that is not an illusion in the second after the four illusions disappear.
Knock the white energy ball at the Phantom Ganon with your sword. Keep knocking it back and forth until the Phantom Ganon misses it and it stuns him.

After you stun a Phantom Ganon, it takes few hits from the Master Sword to defeat it. It always leaves behind its sword, which falls to the ground. To progress to the next room, go through the door to which the sword hit points.

Caution
If you don’t follow the sword hit and go instead through the wrong door, you’re fighting these guys forever!

You have to fight seven Phantom Ganon battles—and that’s assuming that you make the right choice of doors after every fight! After you defeat the seventh, a chest appears. Inside is the Light Arrow power-up for your Hero’s Bow. You can now switch between normal, Fire, Ice, and Light Arrows by drawing the bow and pressing to cycle through the arrowheads.

Zelda’s Dreams

Run up the long stairway beyond the shattered door. Along the way, you fight three Moblins, a Darknut, and two Mighty Darknuts. Defeating all enemies unbars a door at the stairway’s top.

Go through the door the seventh Phantom Ganon’s sword hit points toward, and you return to the large round room between the rooms containing the four torches and the four switches. Here you must fight—another Phantom Ganon!

You have an advantage this time—the Light Arrows. Target the Phantom Ganon and shoot it with a Light Arrow to defeat it.

Pick up the Phantom Ganon’s sword and throw it at the one door in this room through which you haven’t gone. It’s the door with the horn-like sigil on it, and the fallen enemy’s sword hit points at it, as always. The Phantom Ganon’s sword shatters the door, and you can now go through it.

Boss Fight: Puppet Ganon
You must now fight Puppet Ganon and defeat it in its three forms. The key to defeating each form is to shoot the glowing blue crystal in its tail with Light Arrows. For detailed tips on each form, read on!

First Form: Humanoid

Link finds Zelda sleeping in a canopy bed in the next room. Ganon’s bucking silhouette is visible through the bed’s curtains. Link prepares to attack, but Ganon tells him not to be so hasty.

Ganon extends a hand over Zelda’s forehead and claims to know her dreams: “Oceans as far as the eye can see... They are vast seas. None can swim across them. They yield no fish to catch.”

Puppet Ganon’s first form is a humanoid pig (similar to the classic Ganon of past Legend of Zelda games). Its main attack is a slow double-punch with tremendous reach.

While Puppet Ganon’s blue strings are smart, the glowing blue crystal on its tail whips around too quickly to shoot with a Light Arrow. Use your Boomerang to target and cut Puppet Ganon’s blue strings.

Tip
Severing the blue string that holds the tail requires more than one hit from the Boomerang. The red string connected to Puppet Ganon’s back cannot be severed.

As long as the blue strings leading to Puppet Ganon’s flails are intact, it can punch at you.

Ganon has been waiting for Link, the Hero of Winds, and warns Link not to disappoint him. Then, before Link’s eyes, the figure of Ganon transforms into a huge marionette shaped like an enormous Moblin!
When the only strings left are the one leading to its tail and the red one on its back, Puppet Ganon swings around, trying to hit you with its tail. Keeses also swoop down from the ceiling to distract and attack you.

Quickly aim a Light Arrow at Puppet Ganon's tail and hit it to wound the boss.

When you hit Puppet Ganon's tail (or if you are too slow and miss it), Puppet Ganon retracts into the ceiling, retracts its strings, and drops back down to continue the fight.

Once again, hit the glowing blue crystal on Puppet Ganon's backside with a Light Arrow to hurt the boss. Watch Puppet Ganon's descent, try to anticipate where its rear end is going to be, and get into position to hit it when it lands. Three hits with Light Arrows force Puppet Ganon to transform into its final form, a snake.

After you hit Puppet Ganon's tail with three Light Arrows, it transforms into its second form, a tarantula.

Final Form: Snake

In its final form, Puppet Ganon is a huge, fast-moving snake that turns unpredictably and attacks by running over you.

Tip
If there is anything else you want to do before completing the game, do it now! Once you complete the next section of the walkthrough, you're on a one-way road to the end of the game.

In the center of these beams are several pots containing Magic Vials and Hearts. Use these to refill your Hearts and Magic Meters.

Use your Grappling Hook to climb farther into the rafters. On a rafter at the room's edge is a lone pot containing a Fairies.

Puppet Ganon's red string drops from the ceiling when it's defeated. In the ceiling is Ganon, holding the unconscious Zelda. He compliments Link on his performance.
The Final Battle
Prologue

In the center of the room is a platform holding a Warp Jar. Bomb the Warp Jar to unseal it. Then you can use it to warp between this upper Warp Jar and the Warp Jar on this room's ground floor. Scattered around the upper Warp Jar are a couple of mostly harmless Moths and a few pots containing a large Magic Vial, Bombs, and a Fairy.

Tip
You can use the Warp Jar to return to the ground floor, then use the Warp Jar down there to warp back into the rafters. This resets all three of the pots, so you can collect as many Magic Vials, Bombs, and Fairies as you want.

With the Warp Jar unsealed and the items collected, go to the red platform with the blue doorway beyond it. Use your Hookshot on the target on the platform's roof to get up to the doorway.

Caution
When you enter this blue doorway, the boss fight with Ganon begins. Save your game before entering, and don't go in unless you're ready to finish the game. This is the point of no return!

Ganon turns to face Link. He bounds across the room and knocks Link unconscious. The Master Sword flies from Link's hand and lands next to Zelda.

The Great Sea begins to pour in around Ganon's Tower. Ganon can't help but laugh—all of his plans are undone, and there is no hope for survival, much less victory.

Ganon promises Link that he will not kill him—he only needs his body to summon forth the three Triforce, which rise from their hands and unite above Ganon.

The water revives Link and Zelda. Zelda apologizes, saying she overslept. She hands Link the Master Sword, but keeps his Hero's Bow and Light Arrows for herself. It's time for them to go home, and only one thing stands in their way: Ganon.

With the united Triforce hovering above him, Ganon calls upon the gods to let the sun's rays burn the land once again and to give Hyrule to him.

Ganon decides to show Link and Zelda the future they have coming. He spins around to face them and draws two blades. The fight to escape Hyrule is on!

Final Boss: Ganon
First Phase

Ganon already bears the Triforce of Power. With Zelda unconscious at his feet, he has the Triforce of Wisdom. Only Link's Triforce of Courage remains.

But Ganon never gets the chance to touch the Triforce and make his wish a reality. The King of Hyrule beats him to it. With his hand on the Triforce, the King makes his wish known to the gods. He asks for hope and a future for Zelda and Link. He asks that the ancient land of Hyrule be washed away, and that the King and Ganon's destinies finally be fulfilled, leagues under the Great Sea.

During the first phase of the boss fight with Ganon, avoid his sword strikes and use a carefully timed parry attack to stun him. When he is stunned, attack him from behind with the Master Sword.
**Caution**

Ganon blocks every attack except the parry attack; then counterattacks, so wait for your sword to flash before attacking. When Ganon is stunned, attack him from behind with @ attacks.

**Third Phase**

The third and final phase of the final battle with Ganon begins after you hit him several times during the second phase. Zelda wakes up and tells Link to distract Ganon. She aims her Light Arrows at Link's shield.

For his entire life, the King has been bound to Hyrule. In that sense, he was not different from Ganon. But he wants Link and Zelda to live for the future, not the past. "This is the only world that your ancestors were able to leave you with," he says. "Please, forgive us."

Zelda tries to persuade the King to come with them and sail in their boat to find the next Hyrule. The King smiles and says that the new land will not be Hyrule; it will be their land.

**Second Phase**

The second phase of the final battle begins when Zelda hits Ganon with a second Light Arrow. Ganon turns toward her and backhands her, knocking her out.

Position yourself so that Zelda and Ganon are in front of you. Target Ganon and raise your Mirror Shield with @. Zelda fires at your shield, and the Light Arrow is reflected at Ganon, stunning him. Run up to Ganon and press @ to deliver the final blow.

**Aftermath**

With the Master Sword embedded in his head, Ganon turns to stone, his fate sealed. The King approaches Link and Zelda and apologizes for endangering them by refusing to give up the past.

The water of the Great Sea crashes down upon them. Zelda and Link, protected by magical air bubbles, float to the surface. Link reaches out for the King, but he refuses to take the boy's hand, fading from sight as the water washes Hyrule from the face of the earth.

During this phase, Ganon's attacks are more vicious, and you can only stun him with a parry.
Link and Tetra awaken on the surface of the Great Sea with Prince Komali hovering above them and Tetra's ship sailing up behind them. From high in the watchtower, Arvill waves down at her big brother, and the game credits roll.

**The Second Time Around**

Congratulations!

You begin the game with the Deluxe Picto Box, which gives you an advantage in getting all the photos for the Nintendo Gallery figurines.

**Note**

For more information on the Nintendo Gallery, see “Forest Haven (F6)” in the “Islands of the Great Sea” section, as well as the “Friends and Fiends” and “The Legendary Checklists” sections.

After you complete The Legend of Zelda: The Wind Waker, you can save the game and create a file for a second play-through. You do not have to save over your current file. You can save over any of the three save files on your Memory Card. So what’s new in the second play-through?

**The Hero’s New Clothes**

You can rename Link to give him a different identity the second time around.

Grandma makes Link a set of Hero’s New Clothes, which she says only honest people can wear. Link wears these magical garments over his pajamas.

Link’s sister, Arvill, begins the game wearing the pink dress with the skull pattern that she wore at the end of your first play-through.

After the credits, the King of Red Lions and Tetra’s pirate ship depart from Outset Island’s docks, searching for a new land to explore and new legends to create.
The Great Sea is divided into 49 square quadrants. Each features one island, and you can explore them all. Some have more going on than others, but there’s always something to do at each island. This section covers everything you can see and do on each of the 49 islands of the Great Sea.

**OVERWORLD MAP LEGEND**

- 1: Silver Rupee
- 2: Piece of Heart #34
- 3: Silver Rupee
- 4: Piece of Heart #25
- 5: Piece of Heart #40
- 6: Silver Rupee
- 7: Silver Rupee
- 8: Silver Rupee
- 9: Silver Rupee
- 10: Silver Rupee
- 11: Piece of Heart #4
- 12: Silver Rupee
- 13: Secret Cave Chart
- 14: Silver Rupee
- 15: Piece of Heart #20
- 16: Silver Rupee
- 17: Silver Rupee
- 18: Green Rupee
- 19: Island Hearts Chart
- 20: Piece of Heart #41
- 21: Light Ring Chart
- 22: Silver Rupee
- 23: Piece of Heart #11
- 24: Silver Rupee
- 25: Silver Rupee
- 26: Octo Chart
- 27: Silver Rupee
- 28: Silver Rupee
- 29: Silver Rupee
- 30: Piece of Heart #33
- 31: Piece of Heart #36
- 32: Sea Hearts Chart
- 33: Piece of Heart #37
- 34: Silver Rupee
- 35: Silver Rupee
- 36: Silver Rupee
- 37: Silver Rupee
- 38: Piece of Heart #35
- 39: Silver Rupee
- 40: Silver Rupee
- 41: Great Fairy Chart
- 42: Magic Meter Upgrade
- 43: Rupee Purse Upgrade; Bombs required
- 44: Bomb Bag Upgrade; Bombs required
- 45: Bomb Bag Upgrade; Bombs required
- 46: Rupee Purse Upgrade; Bombs required
- 47: Fire/Ice Arrows Upgrade; Hero’s Bow required
- 48: Arrow Upgrade; Skull Hammer required
- 49: Arrow Upgrade; Skull Hammer required
- 50: Bottle

- 1: Treasure Chart #22
- 2: Treasure Chart #9
- 3: Treasure Chart #9
- 4: Treasure Chart #14
- 5: Treasure Chart #22
- 6: Treasure Chart #9
- 7: Treasure Chart #9
- 8: Treasure Chart #14
- 9: Treasure Chart #22
- 10: Treasure Chart #9
NOTE
For information on how to clear the dungeon aspects of the Forsaken Fortress, refer to the walkthrough.

**Piece of Heart #1**
- Skull Hammer
- Silver Rupee

**Four-Eye Reef (A2)**
The Four-Eye Reef gets its name from the way it looks from above. In the perimeter of the reefs, the walls are four circular, eye-like pillars. Several cannons are mounted to the walls and pillars.

**Western Fairy Island (A3)**
A Great Fairy dwells on this small, heart-shaped island. Use the Skull Hammer to enter the secret cavern in the large conch shell.
- Blue Chu Chu
- Sea Platform
- Silver Rupee
- Arrow Upgrade

**Skull Hammer**
The Skull Hammer is inside a chest that appears after you defeat Phantom Ganon in your second visit to the Forsaken Fortress.

**Silver Rupee (via Treasure Chart #25)**
Find and open Treasure Chart #25 (Cliff Plateau Isles in quadrant G6) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains a Silver Rupee.

**Treasure Chart #19**
- Great Fairy Chart

**Sea Platform**
Sail to the single Sea Platform and climb its ladder. Defeat the enemies on top of the Sea Platform to reveal a chest with a minor reward.

**Great Fairy Chart (via Treasure Chart #41)**
Find and open Treasure Chart #41 (the Five-Eye Reef in quadrant B6) to pull a chest from the Great Sea near the Forsaken Fortress. The chest contains the Great Fairy Chart.
Silver Rupee (via Treasure Chart #8)

Find and open Treasure Chart #8 (at Needle’s Shop Ship near Rock Spire Isle in quadrant B3) to pull a chest from the depths of the Great Sea near Western Fairy Island. The chest contains a Silver Rupee.

Arrow Upgrade

Use the Skull Hammer to pound down the peg and open the way into the large conch shell. Inside, drop down a hole to enter a secret cavern with a Great Fairy. The Great Fairy upgrades your Arrow-carrying capacity and invites you back if you need to replenish your Life Gauge.

Treasure Chart #32

Several cannons are mounted on the walls and pillars.

Piece of Heart #35 (via Treasure Chart #38)

Find and open Treasure Chart #38 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Three-Eye Reef. The chest contains Piece of Heart #35.

Needle Rock Isle (A5)

Needle Rock Isle gets its name from the tall, narrow rock pillar in its center. You can accomplish several tasks here.

Triforce Chart #5

Needle Rock Isle is northwest of Needle Rock Isle, one of which is gold. Bomb all three and then use the Grappling Hook to pull the treasure up from the rings of light they leave behind. The wreckage of the two regular Cannon Boats yields a Purple and an Orange Rupee, and the golden Cannon Boat gives you Triforce Chart #5.

Piece of Heart #10

Silver Rupee

Orange Rupee

Use a Hyoji Pear to take control of a seagull, then fly to the very tip of the needle and bump the switch there to activate it. This extinguishes the fire that surrounds the chest on the island, which contains Piece of Heart #10. Defeat the Kageroqui before attempting this.

Silver Rupee (via Treasure Chart #28)

Find and open Treasure Chart #28 (found at Horseshoe Island in quadrant A7) to pull a chest from Great Sea near Needle Rock Isle. The chest contains a Silver Rupee.

The whereabouts of the six torches:
1. Next to the entrance
2. High on the ship to the left of the entrance
3. High on the ship to the right of the entrance
4. On the other side of the wooden railing in front of the entrance
5. On the deck of the ship in the distance ahead of the entrance
6. High on the crow’s nest of that ship
**Diamond Steppe Island (A6)**

Diamond Steppe Island looks like a diamond from above. The island is also terraced—rising sharply in elevation like a set of stairs in some areas. You need the Hookshot to traverse this island.

**NOTE**
The Ghost Ship appears near this island on nights when the moon is in the full gibbous phase—a small sliver of the right half is missing.

**Big Octo**

*Piece of Heart #11*

*Blue ChuChu*

*Ghost Ship Chart*

**Piece of Heart #11 (via Treasure Chart #23)**

Find and open Treasure Chart #23 (found at Windfall Island in quadrant D2) to pull a chest from the Great Sea near Diamond Steppe Island. The chest contains Piece of Heart #11.

**Blue ChuChu**

Defeat the Blue ChuChu on the third level of this island for a Blue Chu Jelly.

**Ghost Ship Chart**

To find the Ghost Ship Chart, drop into the hole on the top level to enter the secret cavern. You must travel through several Warp Jars to reach a chest that contains the Ghost Ship Chart (an optional chest contains a Joy Pendant). If you have difficulty with the Warp Jar puzzle, refer to the "Tribute of Courage" section of the walkthrough.

**Horseshoe Island (A7)**

From above, Horseshoe Island looks like what it's named for. Use the Deku Leaf to knock Deku Nuts into holes to progress along the curve of the horseshoe. You need the Deku Leaf to traverse the island.

**Treasure Chart #28**

Use the Deku Leaf to knock Deku Nuts into three holes here. This gets rid of walls of thorns that block your progress. At the end of the horseshoe, use the Deku Leaf to float to a chest on the island's central rock platform and collect Treasure Chart #28.

**Treasure Chart #8**

**Star Island (B1)**

Star Island is quite small and, like other islands, gets its name from the way it looks from above. It offers only a few activities for you.

**NOTE**
After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

**Silver Rupee (via Treasure Chart #9)**

Find and open Treasure Chart #9 (inside the Submarine near Crescent Moon Island in quadrant E1) to pull a chest from the Great Sea near Horseshoe Island. The chest contains a Silver Rupee.
**Prima's Official Strategy Guide**

**Sea Platform**

**Piece of Heart #21**
- Bomb the large boulder on the west side to reveal a hole leading to a secret cavern. Defeat all the enemies here to reveal a chest containing Piece of Heart #21.

**Blue ChuChu**
- Defeat the Blue ChuChu on Child Isle for a Blue Chu Jelly.

**Silver Rupee (via Treasure Chart #29)**
- Find and open Treasure Chart #29 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Mother & Child Isles. The chest contains a Silver Rupee.

**Mother & Child Isles (B2)**
- The Mother & Child Isles is a pair of islands next to each other—the larger Mother Isle to the north and the smaller Child Isle to the south. A giant wall of sheer rock surrounds the Mother Isle, so you need the Ballad of Gales warping song to enter.

**Wandering Merchant**
- After you begin the Trading Quest sidequest at Windfall Island (D2), three Wandering Merchants appear on three islands of the Great Sea, one of them here on Child Isle.

**Fire/Ice Arrows Upgrade**
- When you learn the Ballad of Gales warping song from Cyclos, you can enter Mother Isle by

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**Rock Spire Isle (B3)**
- Rock Spire Isle is a small, narrow strip of land pecking from the Great Sea. It features spires of solid rock and several boulders you can bomb. It has several goodies to collect.

**Sea Platforms**
- Beedle's Shop Ship
- Piece of Heart #23
- Blue ChuChu
- Treasure Chart 37
- Piece of Heart #34

**Silver Rupee (via Treasure Chart #7)**
- Finding and opening Treasure Chart #7 (found at Windfall Island in quadrant D2) allows you to pull a chest containing a Silver Rupee up from the Great Sea near Star Island.

**NOTE**
- After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

**Blue ChuChu**
- Blue ChuChu

**Silver Rupee**
- Silver Rupee

**Wandering Merchant**
- Wandering Merchant

**Fire/Ice Arrows Upgrade**
- Fire/Ice Arrows Upgrade

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**Sea Platform**
- Sail to the single Sea Platform and climb its ladder. A chest atop of the Sea Platform contains a minor reward.
**Beadle's Shop Ship**

After receiving Beadle's Chart in the mail, you can see that his Shop Ship appears here. It's the only quadrant in which he wears a bronze helm, meaning that he sells especially rare items here. These are an Empty Bottle for 500 Rupees, Piece of Heart #22 for 950 Rupees, and Treasure Chart #4 for 900 Rupees. After you buy these items, Beadle sells 30 Bombs for 30 Rupees, 30 Arrows for 30 Rupees, and a Red Potion for 30 Rupees.

**Treasure Chart #37**

Bomb your way across the tops of the rock spires to a hole that leads to a secret cavern. Drop into the secret cavern below and pick up a Deku Stick. Light the Deku Stick on one of the nearby torches, then use it to light the other two torches. A horde of Keeses attacks you. Wipe them out to reveal a chest containing Treasure Chart #37.

**Piece of Heart #34 (via Treasure Chart #2)**

Bomb two Cannon Boats to the southwest of Rock Spire Isle, then use the Grappling Hook to pull the treasure from the rings of light. The wreckage of one Cannon Boat yields an Orange Rupee, the other yields Piece of Heart #23.

**Blue ChuChu**

Climb the slope on one side of Rock Spire Isle and use Bombs to clear boulders as you make your way across the spires. Defeat the Blue ChuChu on the last rock spire for a Blue ChuChu Jelly.

**TIP**

The Ghost Ship appears near this island on nights of a bright gibbous moon—only a sliver of the left half of the moon is missing.

**NOTE**

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

**Beadle's Shop Ship**

**Rings of Light**

**Piece of Heart #18**

**Wandering Merchant**

From here, head north (jumping the slight gap if necessary) and walk to the steep wall. Look around the corner of one side to see, on the next isle over, a shallow cave with a chest. Change the wind to blow north and use the Deka Leaf to reach the chest, which has Piece of Heart #18.

**Beadle's Shop Ship**

**Triforce Shard #1**

After you begin the Trading Quest sidequest at Windfall Island (D2), three Wandering Merchants appear on three islands of the Great Sea. One is here at Greatfish Isle, on a small raft on the west side of the island.

**Greatfish Isle (B4)**

Find and open Treasure Chart #2 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near Rock Spire Isle. The chest contains Piece of Heart #34.

**Rings of Light**

Four rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a Red Rupee in a chest from each one.

**Piece of Heart #18**

This Piece of Heart is in a chest in a shallow cave (not a secret cavern).
Islet of Steel (B3)

This small, circular islet is made up of large segments of steel and features a grassy upper area that you cannot reach. A wide opening leads inside the islet, but two wall-mounted cannons and several Cannon Boats guard it.

Triforce Chart #1
Sea Platform
Silver Rupee

Triforce Chart #1

Sea Platform

Silver Rupee (via Treasure Chart #35)

Sail to the Sea Platform in this quadrant, and climb its ladder. Defeat the enemies on top of the platform (which include two Wizzrobes) to reveal a chest, which contains a minor reward.

Outset Island (B7)

This is Link's native island, where the game starts. Link's childhood friends and his family, including his loving Grandma, live here. It is large and features many items of interest.

Orange Rupee
Reedle's Shop Ship
Pig Collecting
Telescope
Hero's Sword
Hero's Shield
Grandma's House (Elixir Soup)
Rupee Purse Upgrade
Piece of Heart #42
Hurricane Spin attack
Combat Training minigame
Triforce Chart #4
Piece of Heart #44
Triforce Shard #4

Silver Rupee (via Treasure Chart #12)

Sail up to the single Sea Platform in this quadrant and climb its ladder. Defeat the enemies on top of the platform to reveal a chest, which contains a minor reward.

Treasure Chart #41

Silver Rupee (via Treasure Chart #12)

Find and open Treasure Chart #12 (found inside the Earth Temple dungeon in quadrant C7) to pull a chest from the Great Sea near the Five-Eye Reef. The chest contains a Silver Rupee.

Five-Eye Reef (B6)

Bomb the two wall-mounted cannons and the Cannon Boats guarding the entrance to the islet. Use the Grappling Hook to pull chests of Rupees from the destroyed Cannon Boats, then sail to the islet of Steel.

Silver Rupee (via Treasure Chart #35)

Find and open Treasure Chart #35 (inside the Wind Temple dungeon in quadrant D11) to pull a chest from the Great Sea near the Islet of Steel. The chest contains a Silver Rupee.

Treasure Chart #41

Bomb all the Cannon Boats and wall-mounted cannons that guard the reef to reveal a chest on the reef's central eye. Go to the narrow opening in the wall, walk up the slope and across the top of the reef's wall until you reach its highest point. If needed, play the Wind's Requiem to set wind's direction. Then use the Deku Leaf to float to the chest, which contains Treasure Chart #41.

Treasure Chart #41

Five-Eye Reef gets its name from the way it looks from above. Inside the perimeter of the reef's rocky walls are five circular, ever-love pillars. Several cannons are mounted on the walls and pillars.

Sea Platform
Silver Rupee
Treasure Chart #41

Crawl beneath Grandma's porch and into the basement. A chest here contains an Orange Rupee.

Orange Rupee

Enter Beedle's Shop Ship to purchase items. Here he sells a Hyoi Pear for 10 Rupees. All-Purpose
Pig Collecting

This optional sidequest is available only during the earliest stages of the game. Collect the three pigs on the island and take them to Rose, standing near her pigpen. Throw each pig into Rose's pigpen and then talk to her. She loves pigs so much that she gives you a Red Rupee for each one you take to her.

Telescope

Aryll gives you the Telescope when you talk to her after changing into the Hero's Clothes. It is the first of many items that you acquire as you play through the game.

Hero's Shield

After using the Telescope to see the Helmaroc King drop Tetra into the Forest of Fairies, go to Oma's house. He gives you the Hero's Sword and teaches you the basics of sword fighting.

Finder

Game Boy Advance

Finding Knuckle

When you have the Tingle Tuner and have completed Tingle Tuner training on Windfall Island (D2), sail to Outset Island. Call Tingle, unless the Tingle Tuner is already activated. Tingle's runaway brother, Knuckle, is hiding on Outset Island and won't come back to Tingle Island unless Link passes a few tests.

CAUTION

Don't enter any buildings or leave Outset Island during Knuckle's test, or you have to start over.

Outdoor Bath

Game Boy Advance

Knuckle's first request is for Link to step into the outdoor bath near Grandma's House. Do so to get the next instruction.

Grandma's House

Elixir Soup

When you return to Outset Island after acquiring Bombs, visit Grandma, who's sick with worry over her two grandchildren. Use a Fairy from an Empty Bottle to heal Grandma. Once healed, she can give you Elixir Soup to fully restore your Life Gauge and Magic Meter when used. It also lets you deal double damage until you are hit. Return any time to fill your bottle with Elixir Soup. You can use it twice before you need a refill.
Finding Knuckle (continued)

The Ladder That No One Uses

Knuckle tells Link to "go down the ladder that no one uses." He means the ladder leading into the sea from the dock of the lookout tower.

The Biggest Rock at the Top of the Hill

To fulfill Knuckle's request, run up the hill that leads to the bridge to the Forest of Fairies. Don't cross the bridge; keep going up and stand on the largest of the three rocks on top of the hill.

Jump under the Suspension Bridge

The trial test is a test of courage. Tingle wants Link to jump under the suspension bridge that leads to the Forest of Fairies! Go down the hill until you reach the bridge, and then walk off the ledge. When you land, find Knuckle and get the Hand-Me-Down Tuner, a Game Boy-shaped item on the Tingle Tuner that lets Link buy Arrows and All-Purpose Bait anywhere, any time.

Rupee Purse Upgrade

A Great Fairy dwells in a secret cavern inside the Forest of Fairies above Outset Island. You need the Deku Leaf and the Bombs to get to the Great Fairy. By the time you get the Bombs, the bridge that leads to the Forest of Fairies' entrance has fallen into ruin. Use the Deku Leaf to cross the ruined bridge and reach the forest entrance.

Hurricane Spin Attack

When you return to Orcas house after collecting 10 Knights Crests, he teaches you a powerful new attack. Show him your Knight's Crests, and he asks for 10 of them. Give them to him, and he teaches you the Hurricane Spin attack.

Combat Training Minigame

Spar against Orci and earn his respect. Hit him 100 times or more while sparring, and he grants you the rank of Knight and gives you a Purple Rupee. Hit him 300 times or more in a second round to earn the rank of Master and Piece of Heart #43.

Piece of Heart #42

When you return to Outset Island later in the game, go up to Roi and Abe's house. Their pigpen holds an extremely fat, gray pig. Abe hints that the pig, given some All-Purpose Bait, loves to dig in dark soil. Carry the pig to the lower area of the island. Cross the wooden planks to the east side of the island, where you see two patches of dark soil and regain Power Bracelets.
**Piece of Heart #44**

Target Orca and hit him with two to four regular shots, then quickly bring up your shield to block his counterattacks. You may have to wait a few seconds before he attacks, so don't let your guard drop. If you take only two swipes each time you attack and then hold your shield up immediately afterward, Orca can't hit you and you can hit him up to 999 times. Use Switch targeting when you spar with Orca.

**Northern Fairy Island (C1)**

After you collect Triforce Chart #6 from the 30th floor of the Savage Labyrinth, go onward. Use the Mirror Shield to reflect a beam of light to destroy a large stone statue on the 30th floor. You find beneath it a hole in the ground. Drop into the hole to reach the 31st floor of the Savage Labyrinth.

This is the only Submarine in which you don't have to fight any enemies to get the treasure. Five Moblin patrol the lower area of the sub, but you can use the ropes of the hanging lantern to reach the chest on the other side for Treasure Chart #22.

**Rupee Purse Upgrade**

Northern Fairy Island is a small, heart-shaped bit of land with a large conch shell sticking up from its middle. One of the Great Fairies dwells here, and upgrades your maximum Rupee-carrying capacity.

- **Blue Chu Chu**
- **Submarine**
- **Rupee Purse Upgrade**
- **Silver Rupee**

**Blue Chu Chu**

Bomb the large boulder to open the way into the conch shell. Drop down the hole inside to enter a secret cavern where a Great Fairy is found. The Great Fairy upgrades the amount of Rupees you can carry, and invites you to return anytime if you need to replenish your Life Gauge.

**Triforce Chart #6**

Head to the ruined bridge that used to lead to the Forest of Fairies high above Outset Island, and look for a large stone face on a grassy ledge in the distance. From this high area, use the Deku Leaf to glide over to the stone face. Lift the face to reveal a hole (you need the Power Bracelets to lift the large stone face). Drop into the secret cavern, which is called the Savage Labyrinth.

Focus on defeating the enemies on each floor as you make your way down to the 50th floor. Here you find a chest that contains Piece of Heart #44. Excellent work!

**Triforce Shard #4 (via Triforce Chart #4)**

After finding, opening, and despoothing Triforce Chart #4 (found inside the Ghost Ship), pull a chest from the Great Sea near Outset Island. The chest contains Triforce Shard #4.

**Submarine**

Treasure Chart #22 is in a Submarine in this quadrant. Old Man Ho-Ho is looking at the Submarine from the island, using his telescope. Sail to the Submarine, then climb onto it and enter the doorway leading inside.

**Silver Rupee (via Treasure Chart #24)**

Find and open Treasure Chart #24 (at Windfall Island in quadrant D2) to pull a chest from the Great Sea near Northern Fairy Island. The chest contains a Silver Rupee.
Spectacle Isle (C2)

Defeat the Blue ChuChu on the sand underneath the short wooden bridge for a Blue Chu Jelly.

**Cannon Minigame**

Find and open Treasure Chart #22 (which is inside the submarine near Northern Fairy Island in quadrant C1) allows you to pull up a chest containing a Silver Rupee from the Great Sea near Spectacle Island.

**TIP**
The Ghost Ship appears near this island on nights with a left crescent moon.

Beedle's Shop Ship
Blue ChuChu
Cannon minigame
Silver Rupee

**Beedle's Shop Ship**
Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items from Beedle. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Blue ChuChu

The first time you win the Cannon minigame, you're awarded Piece of Heart #5. The second time, you get Treasure Chart #17. For each win after that, you receive an Orange Rupee.

Silver Rupee (via Treasure Chart #22)

Defeat the Blue ChuChu near the small wooden sign for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #10)

Find and open Treasure Chart #10 (at Crescent Moon Island in quadrant E1) to pull a chest from the Great Sea near Tingle Island. The chest contains a Silver Rupee.

Tingle Island (C3)

This quadrant has a 12-eyed Big Octo. Sail toward the flock of circling seagulls to find it, and then use the Boomerang to target up to five of its large, yellow eyes at once. When 12 eyes are shot, the defeated Big Octo leaves behind a ring of light. Use the Gapping Hook to haul up a chest containing Piece of Heart #17.

**Cyclops Reef (C4)**

The Cyclops Reef gets its name from the way it looks from above—a lone, circular pillar stands inside the reef's rocky walls. Several cannons are mounted on the walls and pillar.

Sea Platform
Treasure Chart #21
Light Ring Chart
Silver Rupee (via Treasure Chart #40)

Find and open Treasure Chart #40 (stop a platform in quadrant D6) to pull a chest from the Great Sea near Headstone Island. The chest contains a Silver Rupee.

Headstone Island (C7)

High in the air, go with the wind and head for the highest area of the island. Defeat the Blue ChuChu found there and collect its Blue Chu Jelly.

As soon as you enter, you’re thrown off the balcony and into the main area, where several Bombchu and Bomb Plants wait to drive you insane. Eliminate the Bombchu quickly by targeting each one and using the Boomerang. This way you can fire and forget. Using your sword can be dangerous, as Bomb Plants detonate shortly after being struck.

Earth God’s Lyric

If you have the Power Bracelets—found inside the secret cavern at Fire Mountain (F3)—lift the giant stone head and throw it away, revealing a cave. Enter, and you come to a large stone tablet. Use the Wind Walker near the tablet to learn the Earth God’s Lyric, which is used to find the Earth Sage and at points inside the Earth Temple dungeon. To play it, hold for 6.4 time and then press 、. 、. 、. 、.

Blue ChuChu

Inside, you face a tough battle. Moblins, Darknuts, and several other enemies come at you in mixed waves. If you defeat them all, a chest with a Silver Rupee appears.

Submarine

Activating all four switches on this island creates an updraft nearby. Use this updraft to reach the highest part of the island, where a Blue ChuChu is found. Head to the “tail” of the island where the Iron Boots switch is, and set the wind to blow southeast. Use the Deoxys Leaf to glide into the updraft. Be prepared to fight the wind.

Treasure Chart #14 is found inside a Submarine. Sail to the Submarine, climb onto it, and enter the doorway leading inside, but be prepared!

Piece of Heart #12

You can’t escape this Submarine until you wipe out every Bombchu. An escape ladder leads to the balcony, but it’s blocked by fire until you defeat all Bombchu. Then the fire disappears and a second ladder drops from the ceiling, leading up to a chest that contains Treasure Chart #14.

Mirror Shield

Hidden in the Earth Temple dungeon is the Mirror Shield, which is capable of reflecting beams of light. Refer to the walkthrough for more information on the Mirror Shield.
Gale Isle (D1)

Few realize that Gale Isle is an alternate entrance into the Wind Temple. A powerful, constant blast of wind long ago sealed off the entrance (and gave the island its name). With the Iron Boots, you can walk into the wind and enter the Wind Temple dungeon.

Wind God's Aria

Hookshot

Triforce Shard #2

Windfall Island (D2)

Windfall Island is small, but it has the most populated village in all of the Great Sea. Several people go about their daily business here, and many sidequests are available. Check out everything each time you dock at this bustling island.

Windfall Shops

Windfall Island offers many things to purchase and several shops to visit. Become familiar with each shop as you explore Windfall.

Windfall Shops

Bottle Shop

Free Tingle

Picto Box

Treasure Chart #29 and #24

Song of Passing

Mila's Bottle

Piece of Heart #28

Treasure Chart #1

Windfall Auction

Green Rupee

Trading Quest

Miss Marie and the Killer Bees

Deluxe Picto Box

Treasure Chart #31

Piece of Heart #31

Piece of Heart #32

Piggy- Sitting minigame

Windfall's Lighthouse

Additional labels shown on large map

Chu Jelly Juice Shop

At first, you can purchase only Red Potions from the Chu Jelly Juice Shop, which sell for 20 Rupees. When you've collected 15 Green or 15 Blue Chu Jellies, give them to Doc Bandam. He invents a Green or Blue Potion, which you can purchase any time thereafter. Green Potions cost 10 Rupees; a Blue Potion goes for 60 Rupees. If you're short on Rupees, get a free potion by giving Doc Bandam 3 Chu Jellies of the same color as the potion you want.

Until you get the Bombs item, you can't do much at the Bomb Shop. After you've acquired the Bombs item, you can purchase Bombs from the Bomb Shop any time. You get 10 Bombs for 20 Rupees, 20 Bombs for 35 Rupees, or 30 Bombs for 50 Rupees.
can take part in a Trading Quest to help Zunari pick up some business. Each item you trade for with the three Wandering Merchants is delivered to Zunari's Stall. These items are used to decorate Windfall Island, and you can buy them from Zunari any time.

### Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items from Beedle. Here he sells 10 Arrows for 10 Rupees, 30 Arrows for 30 Rupees, and All-Purpose Bait for 10 Rupees.

### Free Tingle

After you acquire the Deluxe Picto Box, you can purchase Legendary Pictographs from Lenzo's Pictography Shop. A Legendary Pictograph shows something in the game that you never once have a chance to take a pictograph of—such as a Great Fairy or the water spirit Jabun. Every day, Lenzo sells a Legendary Pictograph for 50 Rupees (you cannot buy more than one in one day). Purchase them all to complete your figurine collection at the Nintendo Gallery (see Forest Haven, Fo).

### Zunari's Stall

In the early stages of the game, Zunari's Stall has only one item to purchase—the Boat's Sail, which sells for 80 Rupees. Talk to Zunari after you defeat the Helmaroc King at the Forsaken Fortress and you
Tingle Tuner Training (continued)

Plaza Rupees

After you visit all three benches, Tingle tells you to search for hidden treasure in the Windfall Island plaza with the Tingle Tuner. Move the Tingle Tuner cursor around the plaza slowly with the Z-Cap Control Pad, and press @ when you see an exclamation point. You should find two Rupees secreted very close to the third bench.

Tingle Bomb the Jail

Tingle’s last wish is that you let him play a Tingle Bomb at the door of the jail. Press D on the Game Boy Advance to enter Tingle on Link, and [a Link] walk to the door of the jail, call on the Power Pad. Press @ on the Game Boy Advance to drop the Tingle Bomb, and move Link out of the way before it blows. Once you bomb the jail door, the training is complete. You can now select Tingle items on the Tingle Tuner and use them anywhere.

Picto Box

After Tingle leaves, enter his cell and move the large wooden crate to one side, revealing a crawlspace. Enter it.

Eventually you come to a small cavern with a chest. Open the chest to get the Picto Box, which allows you to take black and white pictographs. Read the two stone tablets in this cavern to learn about the Picto Box (for more information, refer to the “Weapons and Items” section of this guide). Crawl onto the trap door and exit.

This crawlspace is a short maze with a few trap doors. Don’t crawl onto any wooden floorboards. If you do, you fall through a trap door and have to start over. You know you’re on the right track when you begin to pick up Rupees.

Squid-Hunt Minigame

Enter the lighthouse building and talk to Salvatore, the man behind the counter, to play the Squid-Hunt minigame. It costs 10 Rupees per play and can be tried on your first visit to Windfall Island.

Hit and sink all three ships (or, in this case, squid) using 24 shots. If you’re successful, you win Piece of Heart #2. If you win a second time, you get Treasure Chart #2. If you set a new high score, you win Treasure Chart #23. Each win afterward gets you a Purple Rupee, so if you beat your personal high score, an Orange Rupee.

Treasure Charts #29 and #24

If you have the Deku Leaf, you can enter a secret area on the second floor of Lenzo’s Pictography Shop. Stand on top of the wooden stairs that lead to the second floor of the mansion.
Song of Passing

When you get the Wind Waker, you can learn the Song of Passing from Tott at Windfall Island. Run to Tott, who's always dancing near the gravestone, and pull out the Wind Waker. Don't play anything, just stand there for a few seconds as the 3/4 tempo plays by itself.

After a few seconds, Tott realizes that the 3/4 tempo is just what he was missing. He teaches you how to play the Song of Passing, which changes day to night or night to dawn. To play the Song of Passing, press \(\bullet\), \(\circ\), \(\diamond\).

Mila's Bottle

After you defeat the Helmaroc King at the Forsaken Fortress and rescue the kidnapped children, Mila (the blond girl in tattered rags) appears at Windfall Island. During the day she works at Zunari's Stall, but at night she's found standing near the Chu Jelly Juice Shop. Talk to her, and she tells you to get lost. As you walk up the nearby steps, Mila suddenly runs down the path in the opposite direction.

Piece of Heart #28

After you've defeated the Helmaroc King at the Forsaken Fortress and rescued the kidnapped children, enter the top floor of the mansion at Windfall Island. Where Maggie and her father now live. Ignore her father for now and talk to Maggie, who asks you to mail a love letter for her. Take the letter to the postbox on the island, then return to Maggie.
Green Rupee (via Treasure Chart #18)

Find and open Treasure Chart #18 (which is won from the auction here at Windfall Island) to pull out a chest from the Great Sea near Windfall Island. The chest contains a single Green Rupee.

Trading Quest

Talk to Zunari after you've rescued all the kidnapped children from the Forsaken Fortress, and he tells you that business is slow. He asks you to help him out by traveling to distant islands and trading with Wandering Merchants. This gives you new, exotic items to sell at Windfall Island. Agree to help Zunari and he gives you the first Trading Quest item, a Town Flower.

Miss Marie and the Killer Bees

After you've defeated the Helmaroc King and saved the kidnapped children from the Forsaken Fortress, you can play hide-and-seek with the gang of schoolchildren known as the Killer Bees at Windfall Island. Talk to the Killer Bees and they'll run off and hide. Search Windfall Island to find them, chase them down, and catch them.

Refer to the "Triforce of Courage" section of the walkthrough for detailed information on finding and catching the Killer Bees. Once you've caught all four, you get Piece of Heart #30.

Trading Quest

Talk to the Killer Bees after you've played hide-and-seek, and they hint that their teacher, Miss Marie, leaves Joy Pendants. Enter the schoolhouse and talk to Miss Marie. Give her one Joy Pendant and she gives you a Red Rupee. Give her 20 more Joy Pendants, and she gives you the Cabana Deed. Give her 20 more Joy Pendants, and she gives you the Hero's Charm. For more information on these items, refer to the "Weapons and Items" section of this guide.

Deluxe Picto Box

To get the Deluxe Picto Box, which captures full-color pictographs, you must complete three tasks for Lenzo. Then you must seek out the final ingredient for the Deluxe Picto Box—a Forest Firefly.
The first task is fairly simple. Wait by the postbox near the town's main gate until you see someone mail a letter. The person you're looking for is Garriickson, the black-haired man with a mustache and red overalls. He starts by Lenzo's Pictograph Shop and slowly walks around, past the Chu Jelly Juice Shop, on his way to the postbox. Position yourself so you can take a good pictograph of Garriickson just as he's mailing his letter, then return to Lenzo for your next task.

Now you must collect a Forest Firefly from inside the Forest Haven (F6) and bring it to Lenzo. Have an Empty Bottle handy and warp to the Forest Haven. Plenty of fireflies are inside the walls of the Forest Haven, but a few give off more light than the others. You can spot them if you're looking closely. They illuminate the walls and the ground, and emit several colors of light. Scoop up a Forest Firefly in your bottle, then return to Lenzo's Pictograph Shop.

If you've explored Windfall Island during the night, you know that Kamo is always sitting atop a town wall, gazing at the moon with his telescope. Talk to him, and he tells you that looking up at the moon is his only hobby. The moon is Kamo's favorite thing! Kamo specifically said to show him a pictograph of something "perfectly round and pale," so take a color pictograph of the full moon using your Deluxe Picto Box.

Give the color pictograph of Linda to Anton, who finally realizes that he can't let this girl slip away. He decides he's going to ask her out for coffee the next day. That's a subtle clue that they're going to meet at the café near Zunaris Stull tomorrow.

For Lenzo's final test, you must take a picture of a man and woman who have deep feelings for each other but never really show it. Follow Anton through town. When he reaches the lighthouse building, he stops and looks into Linda's eyes.}

{upset, but it's not entirely clear why. He insists that you show him a pictograph of his favorite thing to prove that you understand him before he tells you any more. He gives you a hint: His favorite thing is "perfectly round and pale."}

Treasure Chart #31

With the Deluxe Picto Box, you can get Treasure Chart #31 from Minenco, the woman who stands near the Chu Jelly Juice Shop sign during the day. Minenco fancies herself the most beautiful woman on Windfall Island. Humor her by taking a pictograph of her using your Deluxe Picto Box, and then give the pictograph to her. If you took a good shot, Minenco gives you Treasure Chart #33.

Piece of Heart #31

With the Deluxe Picto Box, you can get Piece of Heart #31 from a sidequest here on Windfall Island. Talk to Linda, the woman in the orange dress, and she tells you that she'd like your help in getting Anton to ask her out on a date. Agree to help, then use your Deluxe Picto Box to take a full-color pictograph of Linda.

Treasure Chart #33

Sail around and wait for the new day to dawn (or conduct the Song of Passing if you've learned it from Tox), then head into the cafe. Sure enough, Anton and Linda are talking with each other. Talk to Linda, who's so grateful for your help that she gives you Piece of Heart #31.
**Piece of Heart #32**

If you've taken part in the Trading Quest, you can purchase any of the items you traded the Wandering Merchants for at Zunari's Stall. Decorate Windfall with these Trading Quest items to get a Piece of Heart from Sam, the man who sits on a bench near the cafe during the day.

Several strange metal objects are on the ground all around Windfall Island. These are used to hold the decorative Trading Quest items. Purchase a Trading Quest item—such as a Sea Flower or a Fountain idol—and then place it on any of these metal objects. Viola, the town now looks a bit more cheerful!

If you decorate enough of the town with Trading Quest items, Sam gives you a Piece of Heart #32 for being such a great "Joyous Volunteer."

You can also get a Purple Rupee by purchasing a Shop Guru Statue from Zunari and placing it on top of Windfall's main entrance gate. Afterward, talk to the sailor who was always admiring the main gate. Kane, and he gives you a Purple Rupee for your stylish decorating skills. This isn't such a good deal if you think about it—a Shop Guru Statue costs you 200 Rupees!

**Piggy-Sitting Minigame**

After you have the three Skull Necklaces, you can play the Piggy-Sitting minigame with Dampa, who stands near the short stone wall on the path leading to the Bomb Shop. You must first give Dampa three Skull Necklaces.

The object of this minigame is to find and catch all three of Dampa's nearby pigs in under two minutes. Every time you bring a pig to Dampa, he tells you how much time you have left. If you bring him all three in under two minutes, you get a Purple Rupee.

Pigs don't like sudden movements, so sneak up on them or use All-Purpose Bait to distract them. When you bring a pig back to Dampa, lock onto Dampa using Z-targeting, and then press A to set the pig down.

**Windfall's Lighthouse**

After you've acquired the Fire Ice Arrows from the Fairy Queen at Mother Isle at quadrant B2, you can light Windfall's lighthouse. Climb the ladder behind the lighthouse and step on the pressure switch in the small alcove there. Conduct the Wind's Rquest to set the wind blowing at the windmill to activate it.

Hop onto one of its moving carts and ride it like a Ferris wheel. To get onto a cart, enter the lighthouse building, as if you're going to play the Squid-Hunt minigame. Instead of playing, run up the stairs to the left of Salvatore's counter and exit the lighthouse building through the door on the second floor. Walk across the wooden ramp outside and jump onto one of the windmill's carts as it passes by.

Face toward the lighthouse as you ride around the windmill and ready your Fire Arrows. At the top of the windmill, you can see the lamp of the lighthouse. Shoot a Fire Arrow into the lamp to light it.

**Northern Triangle Island (D3)**

This small, triangular island holds one of three goddess statues. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.

- **Octo Chart**

  **Rings of Light**
Octo Chart (via Treasure Chart #26)

Find and open Treasure Chart #26 (found at the Six-Eye Reef in quadrant D4) to pull a chest from the Great Sea near Northern Triangle Island. The chest contains the Octo Chart.

Rings of Light

Four rings of light around this island appear only under the light of a full moon. When you see them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

Submarine

Piece of Heart #9 is found in a Submarine. Sail to the Submarine, climb onto it, and enter the doorway leading inside.

Silver Rupee (via Treasure Chart #6)

Find and open Treasure Chart #6 (inside the Tower of the Gods dungeon in quadrant E4) to pull a chest from the Great Sea near the Six-Eye Reef. The chest contains a Silver Rupee.

Sea Platform

Sail up to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder to reach the chest, which contains a minor reward.

Southern Triangle Island (D5)

This small, triangular island has one of the three goddess statues. You must place one of the three colored pearls on the statue to raise

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Southern Fairy Island (D6)

The Six-Eye Reef gets its name from the way it looks from above—six circular, eye-like pillars are inside the reef's rocky walls. Several cannons are mounted to the walls and pillars.

Treasure Chart #26

Bomb all the Cannon Boats and wall-mounted cannons to reveal a chest on the reef's southwestern-most "eye." Go to the narrow opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the Winds Requiem to direct the wind, and then use the Deku Leaf to float to the chest, which contains Treasure Chart #26.

Beedle's Shop Ship

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Triforce Shard #6 (via Triforce Chart #6)

After you find, open, and have deciphered Triforce Chart #6 (which is on the 30th floor of the Savage Labyrinth at Oasis Island in quadrant B7), you can pull a chest from the Great Sea near Southern Triangle Island. The chest contains Triforce Shard #6.
This is a small, heart-shaped island where a Great Fairy dwell. Use the Bombs to enter the secret cavern in the large conch shell.

**Blue ChuChu**
- **Sea Platforms**
- **Bomb Bag Upgrade**
- **Piece of Heart #25**

**Sea Platforms**
- Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

**Two-Eye Reef (D7)**
- Finding and opening Treasure Chart #4 (which can be purchased from Beedle’s Shop Ship near Rock Spire Isle in quadrant B3) allows you to pull up a chest containing Piece of Heart #25 from the Great Sea near Southern Fairy Island.

**Big Octo**
- The only four-eyed Big Octo is found in this quadrant. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target all four of its large, yellow eyes. After the Big Octo is defeated, a Great Fairy appears. The Octo who was trapped by the Big Octo appears. She thanks you for your help, and uses her power to upgrade your Magic Meter.

**Treasure Chart #13**
- Bomb all the Cannon Boats and wall-mounted cannons to reveal a chest on the reef's southeastern "eye." Go to the lower opening in the wall and walk up the slope and across the top of the wall to its highest point. If needed, play the Wind's Requiem to direct the wind, and then use the Wind Leaf to float to the chest, which contains Treasure Chart #13.

**Triforce Shard #8**
- After you find, open, and have deciphered Triforce Chart #8 (found inside the secret cavern at Overlook Island in quadrant G1), you can pull a chest from the Great Sea near the Two-Eye Reef. The chest contains Triforce Shard #8.

**Crescent Moon Island (E1)**
- Crescent Moon Island gets its name from its shape. Smash open with the Boomerang the pots on top of the barrels around the island. They hold small Rupee rewards. It is a small island with only a few things to see and do.

**TIP**
- The Ghost Ship appears near this island when there's a full moon.

**Blue ChuChus**
- Defeat the two Blue ChuChus near the treasure chest for a couple of Blue Chu Jellies.

**Treasure Chart #10**
- Open the treasure chest that's sitting on top of the island to find Treasure Chart #10.
Pawprint Isle (E2)

Treasure Chart #9 is found in a Submarine. Old Man Ho-Ho is looking at the Submarine from the island, using his telescope. Sail to the Submarine, climb onto it, and enter the doorway leading inside.

Pawprint Isle is a small, circular island with four tiny isles in a row next to it. Viewed from above, it looks like a paw print. Acquire a few valuable items from this little isle.

Sea Platform
- Beedle’s Shop Ship
- Piece of Heart #6
- Piece of Heart #33
- Silver Rupee

Sea Platform

Inside, you must defeat four waves of Miniblins. Four torches light individually as you defeat each wave of Miniblins. Once all four torches are lit, a ladder drops from the ceiling. It leads to a chest. Climb the ladder and open the chest to obtain Treasure Chart #9.

Piece of Heart #4 (via Treasure Chart #11)

Find and open Treasure Chart #11 (inside the Dragon Roost Cavern dungeon at Dragon Roost Island in quadrant F2) to pull a chest from the Great Sea near Crescent Moon Island. The chest contains Piece of Heart #4.

Beedle’s Shop Ship

Enter Beedle’s Shop Ship, which slowly sails around this island, to purchase items. Here he sells Hyoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Piece of Heart #6

Clear the grass and brush away from the large dome on the main isle and look for a crawlspace leading inside. Crawl through it and then drop into a hole and into a secret cavern.

Silver Rupee

This secret cavern is fairly small and harbors several ChuChu enemies. Defeat each one as you explore the short cavern, until you come to the treasure chest at the other side. Open the chest to get Piece of Heart #6.

Note: Beedle’s Shop Ship and its ladder. Defeat the enemies there to reveal a chest, which contains a minor reward.

If you happen to have a few Bombs with you, destroy the two large, gray boulders in this cavern. Each blocks a pathway leading to a treasure chest. Inside one chest is a Low Pendant; in the other is a Purple Rupee.

CAUTION

Here you face one of the most trying battles in the game. Several Wizzrobes attack each capable of summoning other enemies. You must defeat all six Wizzrobes. A chest appears then, containing a Silver Rupee.
Eastern Fairy Island (E3)

This is a small, heart-shaped island where a Great Fairy dwells. Use Bombs to enter the secret cavern inside the large conch shell.

NOTE
After you clear the Forbidden Woods dungeon, one of the eight Withered Doku Trees appears here.

Sea Platform
Blue ChuChu
Silver Rupee
Bomb Bag Upgrade

Silver Rupee (via Treasure Chart #3)

Find and open Treasure Chart #3 at the Forest Haven in quadrant F6 to pull a chest from the Great Sea near Eastern Fairy Island. The chest contains a Silver Rupee.

Bomb Bag Upgrade

Bomb the wooden gate to open the way into the large conch shell. Drop into the hole inside the shell to enter a secret cavern and find a Great Fairy. The Great Fairy upgrades your Bombs by carrying capacity and invites you to return any time to replenish your Life Gauge.

Sea Platform

Sail to the single Sea Platform and climb its ladder. Defeat the enemies there to reveal a chest that contains a minor reward.

Blue ChuChu

Defeat the Blue ChuChu near the northern palm tree for a Blue Chu Jelly.

Silver Rupee (via Treasure Chart #14)

Find and open Treasure Chart #14 at the Forest Haven in quadrant C7 to pull a chest from the Great Sea near the Tower of the Gods. The chest contains a Silver Rupee.

Command Melody


Hero's Bow

The Hero's Bow is found in a chest in the Tower of the Gods dungeon. Refer to the walkthrough for more information on the Tower of the Gods dungeon.

Master Sword

Link gets the Master Sword in the cinema that plays after you clear the Tower of the Gods dungeon and enter the sealed chamber inside Hyrule Castle. For more information, refer to the walkthrough.

Private Oasis (E5)

The Private Oasis is a small island featuring a luxurious cabana, a tranquil swimming area, and a soothing waterfall. Until you finish the Cabana Deed from the schoolteacher at Windfall Island (D2), Miss Marie, you can't enter the cabana. With the Cabana Deed, the Private Oasis's name changes into the "Your Name" Oasis. Collect several minor goodies by wading through the swimming area.
NOTE

After you clear the Forbidden Woods dungeon, one of the eight Withered Dusu Trees appears here.

Silver Rupee
Big Octo
Sliding Picture Puzzle
Triforce Chart #2
Treasure Chart #27

Silver Rupee (via Treasure Chart #1)

Find and open Treasure Chart #1 inside the Forbidden Woods dungeon in quadrant E5 to pull a chest from the Great Sea near the Private Oasis. The chest contains a Silver Rupee.

Big Octo

An eight-eyed Big Octo is in this quadrant. Look for the Rock of Squirting Seagulls to locate the Big Octo, then sail toward them. When the Big Octo rises from the Great Sea, use the Boomerang to target up to five of its eyes. When all eight eyes are shut, the Big Octo is defeated and leaves behind a ring of light. Use the Grappling Hook to haul up a chest from it, which contains an Orange Rupee.

Sliding Picture Puzzle

Once you have obtained the Cabana Deed from Miss Marie at Windfall Island (D2), enter the cabana and try the Sliding Picture Puzzle (refer to the 'Triforce of Courage' section of the walkthrough for information on how to get the Cabana Deed). The object is to move the pieces around and create the picture shown on the opposite side of the room. For each puzzle that you solve, a bulb lights up and you get 30 Rupees. Solve all 16 Sliding Picture Puzzles for a 200-Rupee bonus.

Triforce Chart #2

With the Cabana Deed from Miss Marie at Windfall Island (D2), you can enter the cabana and search for Triforce Chart #2. Refer to the 'Triforce of Courage' section of the walkthrough for information.

Treasure Chart #27

If you have the Hookshot, pull yourself up to the chest near the top of the waterfall here. Walk around the cabana's circular porch and look for a palm tree on a rocky ledge. Use the Hookshot to pull yourself toward the palm tree and land on the ledge. Walk a short distance toward the top of the waterfall (don’t fall in!) and open the chest you find there to collect Treasure Chart #27.

Ice Ring Isle (D6)

This medium-sized isle is covered in ice, which makes it tricky to walk across. A large sculpture of a dragon's head sits atop the ice, spewing out a blast of snow and cold. You cannot traverse the island until you diffuse the cold blast with a well-timed Fire Arrow.

Silver Rupee
Treasure Chart #36
Iron Boots
Orange Rupee

Silver Rupee (via Treasure Chart #17)

Another secret cavern is inside the one with the Iron Boots. Walk straight toward the source of the wind that blows near the chest that holds the Iron Boots. Soon you come to a hole that leads down into a second secret cavern.

Iron Boots

The Iron Boots are inside a secret cavern accessed via a hole in the mouth of the dragon's head sculpture. Refer to the walkthrough for details on how to get the Iron Boots.

Orange Rupee

Another secret cavern is inside the one with the Iron Boots. Walk straight toward the source of the wind that blows near the chest that holds the Iron Boots. Soon you come to a hole that leads down into a second secret cavern.

Treasure Chart #36

Diffuse the blast of cold and snow pouring from the mouth of the dragon's head sculpture for five minutes by shooting a Fire Arrow into the dragon's mouth. Shoot another Fire Arrow at the frozen chest on the east side of the isle to melt the ice around it, and then open the chest, which contains Treasure Chart #36.
Angular Isles (E7)

The Angular Isles are a pair of small, blocky islands in close proximity. You can climb onto the larger of the two from the water. It features several movable blocks. Position those so you can reach the top of the island, where something of value awaits.

Piece of Heart #13
Piece of Heart #20
Silver Rupee

Piece of Heart #13

To get this Piece of Heart, climb onto the larger of the two Angular Isles and manipulate the movable blocks to reach the top of the island. A chest at the top contains Piece of Heart #13.

Piece of Heart #20 (via Treasure Chart #15)

Start by pulling out halfway the only movable block you can reach on this level. Use it to climb onto the second level of blocks.

Find and open Treasure Chart #15 (found inside the Forbidden Woods dungeon in quadrant 60) to pull a chest from the Great Sea near the Angular Isles. The chest contains Piece of Heart #20.

Silver Rupee

You must have the Mirror Shield to collect this Silver Rupee. From the top of the larger of the two Angular Isles, use the Deku Leaf to reach the smaller isle. Alternatively, use the Hookshot from the lowest level of the larger isle to pull yourself over to the palm tree on top of the smaller isle. Once you reach the top of the smaller isle, drop into the hole found there to enter a secret cavern.

Inside this secret cavern lies a tricky block puzzle. A tall stack of movable blocks is in the center of the cavern. Horizontal beams of light intersect at the top of the stack. A translucent treasure chest sits atop the north ledge. You must manipulate the stack of blocks to get at the chest.

Start by moving out the lone bottom block on the left side of the stack, then push it to the other side of the stack and position it next to the rest of the blocks on the right-hand side.

Use the Mirror Shield to reflect the light, aiming a beam to strike the translucent chest on the north ledge. Once the chest has materialized, use the Deku Leaf or Hookshot to reach the chest and open it for a Silver Rupee.

Climb onto the first block and again pull the second block out halfway. All the blocks that were stacked above the second block drop down one level.

Climb onto the block you’ve just moved and then pull the next one out halfway. Climb onto that one, and then climb onto the next block ahead.

Pull the next block out halfway and then climb onto the top of the stack of blocks. Several beams of light intersect at your location.
Seven-Star Isles (F1)

The Seven-Star Isles are a collection of small but tall rock spires that peek from the Great Sea. A few Kargorocks guard the Seven-Star Isles.

- Big Octo
- Rings of Light
- Sea Platforms
- Triforce Shard #7

Big Octo

A 12-eyed Big Octo is found in this quadrant. Sail toward a flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all 12 eyes are shot, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing Piece of Heart #15.

Rings of Light

Three rings of light around this island appear only under the light of a full moon. When you see

Sea Platforms

Sail to the trio of Sea Platforms and climb the middle Sea Platform’s ladder. Defeat the first Wizzrobe that attacks you to reveal a chest here. Defeat the next Wizzrobe to reveal a chest on the north Sea Platform. Defeat the final two Wizzrobes to reveal a chest on the south Sea Platform. You can jump between the Sea Platforms to reach each chest. You find Treasure Chart #16 in one of the chests and minor rewards inside the other two.

Triforce Shard #7 (via Triforce Chart #7)

After you find, open, and decipher Triforce Chart #7 (found inside the secret cavern at Stone Warcher Island in quadrant C3), you can pull a chest from the Great Sea near the Seven-Star Isles. The chest contains Triforce Shard #7.

Dragon Roost Island (F2)

Dragon Roost Island is home to the Rito, a tribe of bird-like humanoid whose duty is to deliver mail to all islands of the Great Sea. Valo, a great red dragon, also makes his home at the top of Dragon Roost Island. The Dragon Roost Cavern dungeon is accessed from this island, and many other important plot points occur here as well.

- Beedle’s Shop Ship
- Wind Waker
- Medli’s Bottle
- Grappling Hook
- Wind’s Requiem
- Silver Rupee
- Orange Rupee
- Mail Center Minigame
- Piece of Heart #8
- Purple Rupee
- Silver Rupee

Medli’s Bottle

Medli gives you an Empty Bottle just before she darts into the Dragon Roost Cavern. For more information, refer to the walkthrough.

Grappling Hook

Medli gives you the Grappling Hook after you free her from her holding cell in the Dragon Roost Cavern. For more information, refer to the walkthrough.

Wind’s Requiem

After you clear the Dragon Roost Cavern (or earlier, if you’re feeling unprepared), head to the Wind Shrine on a small isle next to Dragon Roost Island. One of the Wind Shrine’s two stone tablets has been broken; the other has three mysterious symbols etched into it.

Beedle’s Shop Ship

Enter Beedle’s Shop Ship, which slowly sails around this island, to purchase Hyoi Pears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 30 Bombs for 30 Rupees.

Wind Waker

You receive the magical baton, called the Wind Waker, from the King of Red Lions as soon as you land on Dragon Roost Island for the first time. For more information, refer to the walkthrough.

After you clear the Dragon Roost Cavern (or earlier, if you’re feeling unprepared), head to the Wind Shrine on a small isle next to Dragon Roost Island. One of the Wind Shrine’s two stone tablets has been broken; the other has three mysterious symbols etched into it.

Pull out the Wind Waker and play along with the symbols scribed onto the unbroken stone.
Silver Rupee (via Treasure Chart #39)

Find and open Treasure Chart #29 (found inside the Dragon Roost Cavern dungeon at Dragon Roost Island in quadrant E2) to pull a chest from the Great Sea near Dragon Roost Island. The chest contains a Silver Rupee.

Orange Rupee

You must have the Deku Leaf to get this Orange Rupee. Walk along the inside balcony on the second floor of the Rito Tribe's aerie and exit through the second doorway you come to. Talk to the Rito standing outside the doorway. After a bit of dialogue he takes off for the Bird-Man Contest, which is being held at the Flight Control Platform in quadrant G2.

Mail Center Minigame

Talk to Koboli, the Rito who works behind the counter at the Mail Center on the second floor of the Rito Tribe's aerie, to play the Mail Center minigame. You must sort each piece of mail into its corresponding slot in 30 seconds.

Purple Rupee

Head to the Wind Shrine on a small island near Dragon Roost Island, and look for a large gray boulder on the beach. Bomb the boulder to reveal a hole leading into a secret cavern. Drop into the hole and enter the cavern.

Don't worry—you have some nice rewards coming your way. For helping and impressing Baito so much, you receive two letters in the mail the next day. One letter is from Baito and one is from his mother, Kashiko. Baito's letter comes with a Red Rupee, and attached to Kashiko's letter is Piece of Heart #7. You can play the Mail Center minigame again any time by talking to Koboli.

Piece of Heart #8

One of the Rito guards who stands watch on the second floor of the aerie happens to have a girlfriend who adores Golden Feathers. As soon as you've collected 20 or more Golden Feathers, show them to the Rito guard. He's more than happy to take 20 off your hands, and gives you an Orange Rupee in return. Check any postbox the next day to find a letter from his extremely grateful girlfriend. Attached to the letter you find Piece of Heart #8.

Table to learn the Wind's Requiem. This song has the power to dictate the direction of the wind. To play the Wind's Requiem, push the Wind Walker, which is located in the same amount of time. If you manage to achieve that goal, you're then asked to sort 25 letters, still in only 30 seconds. Do that and Koboli is stunned. He showers you with compliments and gives you another increase in pay.

Again, set the wind and use the Deku Leaf to float around the first rock spire directly ahead of you, then swing back and make a safe landing on top of another rock spire with a second stone tablet. This tablet tells you to go left. First, use the Boomerang to take out the nearby Kargorec.

Memorize the patterns on the mail slots so you don't even have to look at them to know where each envelope belongs. This is mostly a game of luck, however. Sometimes you get a streak of five or six envelopes of the same exact type. This gives you a much better chance of sorting out 25 letters within the 30 seconds. Just keep trying until you get lucky!

Look to the grassy ledge at left, then set the wind blowing in that direction with the Wind's Requiem. Use the Deku Leaf one last time to reach the grassy ledge, and then run up the trail through the side of the cliff. Inside you find a chest containing an Orange Rupee.

Once you've proven your skills at letter-flicking, exit the aerie. Turn around and go back inside, and head back over to the Mail Center. Baito, the new part-timer, is working behind the counter.

Talk to Koboli, the Rito who works behind the counter at the Mail Center on the second floor of the Rito Tribe's aerie, to play the Mail Center minigame. You must sort each piece of mail into its corresponding slot in 30 seconds.

First, sort 10 envelopes in 30 seconds. Once you do, you're given a raise and asked to sort 20 letters
Prima’s Official Strategy Guide

**Fire Mountain (F3)**

This secret cavern isn’t too difficult. Enter each room and defeat every enemy you find (mostly ChuChus). A torch above each door lights as you clear out the room. When all four torches are lit, a final door uncovers. Enter that door to find a chest containing a Purple Rupee.

Fire Mountain resembles a large, active volcano. You cannot traverse Fire Mountain until you first disarm the lava pouring from its top. You need the Fire/Ice Arrow upgrade.

**Silver Rupee (via Treasure Chart #37)**

Find and open Treasure Chart #37 (inside the secret cavern at Rock Spire Isle in quadrant B3) to pull a chest from the Great Sea near Fire Mountain. The chest contains a Silver Rupee.

**Silver Rupee (via Treasure Chart #34)**

To enter Fire Mountain’s secret cavern and get the Power Bracelet, first shoot an Ice Arrow into the tall column of fire erupting from the top of the island. This extinguishes the volcano for five minutes. Then climb to the top of the island and drop through the hole there to enter the island’s secret cavern. For more information, refer to the walkthrough.

**Beedle’s Shop Ship**

Enter Beedle’s Shop Ship. Which slowly sails around this island, to purchase items. Here he sells Hyoi Pearls for 10 Rupees, All-Purpose Bait for 10 Rupees, and 10 Bombs for 30 Rupees.

**Sea Platform**

A curious sign near the Bomb Plants outside Dragon Roost Island shows an arrow pointing upward. Look up at the side of the cliff, and you soon discover the sign’s significance. A long line of Bombs grows from the side of the cliff high above you, and they seem to be leading straight up to a gray boulder.

Sail to the single Sea Platform and destroy all its cannons to reveal a chest. Climb the ladder near the chest and find a second chest. Both chests contain minor rewards.

**Eastern Triangle Island (F4)**

Eastern Triangle Island resembles a bomb. It’s circular, with a narrow, curved path winding to the northeast that looks like a fuse from above. One of the

**Big Octo**

Using the Hero’s Bow, fire an arrow at the first Bombs Plant in line. The Bombs Plant explodes, setting off a chain reaction that destroys the gray boulder. A chest drops from the sky and lands near the sign—it must have been sitting on top of the boulder! Open the chest to find a valuable Silver Rupee.

An eight-eyed Big Octo is found in this quadrant. Sail toward the flock of circling seagulls to find it. Use the Boomerang to target up to five of its large, yellow eyes at once. When all eight eyes are shot, the defeated Big Octo leaves behind a ring of light. Use the Grappling Hook to haul up a chest containing an Orange Rupee.

**Bomb Island (F5)**

This small, triangular island has one of the three Goddess Stones. You must place one of the three colored pearls on the statue to raise the Tower of the Gods from the Great Sea.
three Wandering Merchants appears on Bomb Island after you begin the Trading Quest at Windfall Island (D2).

**TIP**
The Ghost Ship appears near this island on nights when the right half of the moon is dark.

### Submarine
Sea Platform
Piece of Heart #24
Piece of Heart #41

**Submarine**

The Submarine in this quadrant has a handy Empty Bottle. Sail to the Submarine, then climb onto it and enter the doorway leading inside.

Face three Bokoblins and a few Rats. Defeat the Bokoblins to reveal a chest on the ground containing a Bottle. You don't have to defeat all the Rats to reveal the chest, but they steal your Rupees if you don't watch out for them.

### Sea Platform

Sail to the single Sea Platform and climb its ladder. Defeat the enemies to reveal a chest, which contains a minor reward.

### Piece of Heart #24

If you've found the Bombs item, you can use a Bomb to destroy the large boulder on top of Bomb Island, revealing a hole. Drop into the hole to enter a lava-filled secret cavern.

With the door unsealed, proceed into the next room. This second room is similar to the first, but much more dangerous. Walk down the extremely narrow pathway to the left of the door, taking care not to fall into any lava. Step on the switch at the end. Two rings of fire that were blocking the north pathway disappear.

Carefully make your way back along the narrow pathway. With the fire extinguished, you can proceed up the second pathway to the north. This takes you to a wider area, where two more Magtailis crawl about. Each side of the area has a ring of fire, and a short distance up a pathway to the north is chest surrounded by fire.

Stun either Magtail, pick it up, and throw it into one of the two rings of fire. It may take a few tries before the Magtail lands on the switch in the center. Repeat this process with the other ring of fire. Once both switches have been activated, the fires vanish, allowing you to reach the chest to the north. Open the chest to collect Piece of Heart #24.

### Piece of Heart #41 (via Treasure Chart #20)

Find and open Treasure Chart #20 (found inside the Earth Temple dungeon at Headstone Island in quadrant C7) to pull a chest from the Great Sea near Bomb Island. The chest contains Piece of Heart #41.

### Forest Haven (F6)

The giant Forest Haven is the home of the Great Deku Tree, the wise and ancient spirit of the forest, and his children, the Koroks. There are many things for you to see and do here at the Forest Haven. The Forbidden Woods dungeon is next to the Forest Haven.

**Beedle's Shop Ship**

Deku Leaf
Boomerang
Hollo's Forest Potion Shop
Treasure Chart #3
Forest Firefly
Piece of Heart #36
Withered Deku Trees
Nintendo Gallery

Enter Beedle's Shop Ship, which slowly sails around this island, to purchase Hyoi Fears for 10 Rupees, All-Purpose Bait for 10 Rupees, and 50 Bombs for 30 Rupees.

**Deku Leaf**

The Deku Leaf is on a high branch of the Great Deku Tree. Refer to the walkthrough for more information.

**Boomerang**

The Boomerang is found inside the Forbidden Woods dungeon, just to the west of the Forest Haven. Refer to the walkthrough for more information.
Hollos Forest Potion Shop

After you clear the Forbidden Woods dungeon, you can enter Hollos Forest Potion Shop in a separate cave inside Forest Haven. Hollo makes Blue Potions for you if you give him four Boko Baba Seeds and have an Empty Bottle. This is the best place to get a Blue Potion because Boko Baba Seeds are all over Forest Haven (just defeat the plentiful Boko Babas to collect a few).

Treasure Chart #3

Once you have the Deku Leaf, you can obtain this Treasure Chart. Use the Baba Buds found inside Forest Haven to make your way up to the highest ledge along the outside wall of the area. Reaching the highest ledge requires a couple of fearless jumps and glides, but nothing too strenuous.

Piece of Heart #36 (via Treasure Chart #31)

Find and open Treasure Chart #31 (found at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Forest Haven. The chest contains Piece of Heart #36.

Withered Deku Trees

You need the Ballad of Gales warping song to complete this sidequest. Check your remaining time by highlighting the Forest Water on your inventory menu and pressing .

Forest Firefly

Lenzo from Windfall Island (D2) requires a Forest Firefly to create the Deluxe Picto Box. Forest Fireflies live inside Forest Haven. They look like the other fireflies in the area, except they are slightly larger and their soft glow illuminates nearby walls and objects. They're easy to spot, and all you need to do to capture one is scoop it into a bottle.

Here's our strategy for watering the eight Withered Deku Trees. On our first attempt, we watered all eight with more than 5 minutes to spare. Follow the steps below.

1. Cliff Plateau Isles (G6): Sail directly east from Forest Haven.
   At Cliff Plateau Isles, enter its secret cavern and use the cavern’s alternate exit to reach the Withered Deku Tree on top of the largest Isle. (see pg. 114)

2. Shark Island (C6): Warp to Southern Fairy Island (D6) and then sail west.

3. Greatfish Isle (B4): Warp to Greatfish Isle and run up the southeast side’s coasts to reach the Withered Deku Tree at the top.

4. Needle Rock Isle (A3): Sail directly southeast from Greatfish Isle (B4) to reach the next Deku Tree at Needle Rock Isle.

5. Private Oasis (E3): Warp to the Tower of the Gods (E4) and sail south.


7. Mother & Child Isles (B2): Warp to Tingle Island (C3) and sail northwest (Do not warp directly to quadrant B2). The Withered Deku Tree is on top of the Child Isle.

8. Star Island (B1): Sail directly north after you finish watering the Withered Deku Tree on Child Isle.
strong. after you water it. As thanks for your help, you get Piece of Heart #26. If you didn't make it to every Withered Deku Tree in time, try again!

**Nintendo Gallery**

After you acquire the Deku Leaf, you can reach the small (but tall) circular island just north of the Forest Haven, where the Nintendo Gallery is located. Use the Baba Buds found in Forest Haven to reach the second-highest ledge on the outside wall, then exit Forest Haven through the doorway on the ledge.

A short cutscene shows a glimpse of the small north isle where the entrance to the Nintendo Gallery is found. Use the Deku Leaf to glide down onto the circular island, rotating the camera so that you can see your shadow below. Drop out of the air when your shadow touches the top of the island to make sure you don't miss it.

Talk to Manny, who is standing next to the huge metal hatch. He tells you that activating a distant switch opens the hatch. Use your telescope to examine the side of Forest Haven in the distance and spot a white, diamond-shaped switch in a small recess.

**Boating Course Minigame**

The switch is too far away to activate by conventional means. Instead, use a Hyoi Pear to take control of a nearby seagull. Fly the seagull directly into the diamond-shaped switch, and the metal hatch opens. You can enter the Nintendo Gallery!

Jump over the upright barrels to collect their Rupees. Sail right over the sideways barrels. Make sharp turns by jumping over barrels. Make sharp turns by jumping and steering in the desired direction while airborne.

**Blue ChuChu**

Use the Deku Leaf to reach a smaller island on the other side of the Boating Course's finish-line banner. Jump from the highest point on the main island of the Boating Course and glide to the smaller island. Defeat a Blue ChuChu there for a Blue Chu Jelly.

**Submarine Chart**

Use the Deku Leaf to reach the smaller island on the other side of the Boating Course's finish-line banner. Drop into a hole on the ground there to enter a secret cavern.

Each time you win the Boating Course minigame, 10 seconds are chopped off your time limit on the next race. After you win it once, for example, you have only 3 minutes and 30 seconds for the second attempt. On your third attempt, you have only 3 minutes and 40 seconds, and so on. It's possible to collect all 150 Rupees in one lap (or the vast majority of them, at least), so you can build up quite a stack of Rupees by playing the Boating Course minigame.
Inside are three white, diamond-shaped switches, one on top of each elevated ledge. Activate all three to reveal the chest that contains the Submarine Chart. You're under constant attack by Mimiblins, which makes activating the switches quite a chore. Use the Boomerang and lock on to each switch after you defeat a wave of Mimiblins.

**Sea Hearts Chart (via Treasure Chart #32)**

Find and open Treasure Chart #13 (found at the Two-Eye Reef in quadrant D7) to pull a chest from the Great Sea near Overlook Island. The chest contains the Secret Cave Chart.

**Blue ChuChu**

If you have the Hookshot, you can latch on to the palm trees on top of the island and make your way across to the other side. Defeat the Blue ChuChu on the second ledge for a Blue Chu Jelly.

**Overlook Island (G1)**

Because Overlook Island sits several feet up from the Great Sea, you need the Hookshot to reach its top. Watch out for a pair of Cannon Boats that patrol the waters around the island.

**Secret Cave Chart (via Treasure Chart #13)**

Enter each room and defeat all the enemies. Once you clear a room and return to the main chamber, the torch above the room lights up. Light all four torches to seal the final door, then play the Wind's Requiem at the Wind Crest to reveal a chest containing Triforce Chart #8. For more information, refer to the Triforce of Courage section of the walkthrough.

**Flight Control Platform (G2)**

The Flight Control Platform is the site of the Rio Tribe's Bird-Man Contest, a minigame that tests your ability to glide with the Deku Leaf. Until you have the Deku Leaf and Magic Meter Upgrade, you can't do much at the Flight Control Platform.

**Submarine**

The Platform Chart is inside the Submarine. Sail to the Submarine, climb onto it, and enter the doorway leading inside.

**Bird-Man Contest**

In the Bird-Man Contest, a fun and challenging minigame, you must use the Deku Leaf to glide as far as possible. It costs 10 Rupees to play, but the prize makes the price seem trivial.

A long, roped-off area extends from the launch dock of the Flight Control Platform. At the end of the area is a banner marking the record-setting distance that the Bird-Man Contest's "Great and Talented Champion" glided to. If you make it past the banner, you become the new champion.
Island Hearts Chart (via Treasure Chart #19)

Because gliding with the Deku Leaf constantly drains your Magic Meter, you don't stand a chance without a Magic Meter upgrade from the Great Fairy in quadrant D7. Use updrafts to give yourself the extra altitude needed to make the long glide to the banner.

Find and open Treasure Chart #19 (found at the Four-Eye Reef in quadrant A2) to pull a chest from the Great Sea near the Flight Control Platform. The chest contains the Island Hearts Chart.

Blue ChuChu

Defeat the Blue ChuChu near the eastern palm tree for a Blue Chu Jelly.

Sea Platforms

Sail to the pair of Sea Platforms. Destroy all the cannons on the only Sea Platform that has them to reveal a chest. Climb that Sea Platform's ladder and open the chest for a minor reward. Direct the wind west with the Wind's Requiem and use the Deku Leaf to glide to the second Sea Platform. Defeat the enemies there to reveal a chest, which also contains a minor reward.

Arrow Upgrade

Use the Skull Hammer to pound down three nearby pegs and remove a wall of thorns blocking the way into the large conch shell. Drop into the hole inside the shell to enter a secret cavern with a Great Fairy. This Great Fairy upgrades your Arrow-carrying capacity, and invites you to return any time to replenish your Life Gauge.

Star Belt Archipelago (G3)

The Star Belt Archipelago resembles a familiar star constellation when viewed from above. It's little more than a collection of rock spires jutting from the water.

TIP

With excellent timing, you easily cross the banner at the other side of the roped-in area. For beating the previously untouchable record, you get Piece of Heart #15. You can play the Bird-Man Contest minigame as many times as you like. Each time you set a new record, you get a Purple Rupee prize.

Thorned Fairy Island (G4)

This small, heart-shaped island has a Great Fairy. Use the Skull Hammer to enter the secret cavern inside the large conch shell.

Sea Platform Rings of Light Silver Rupee

Sea Platform

Sail to the single Sea Platform and climb its ladder. A chest sitting on

Rings of Light

Two rings of light around this island appear only under the light of a full moon. Use the Grappling Hook to pull a Red Rupee from one and a Purple Rupee from the other.

Silver Rupee (via Treasure Chart #27)

Find and open Treasure Chart #27 (found at Cliff Plateau Isles in quadrant G6) to pull a chest from the Great Sea near the Star Belt Archipelago. The chest contains a Silver Rupee.
**Piece of Heart #40 (via Treasure Chart #5)**

Find and open Treasure Chart #5 (which is found inside the Wind Temple dungeon at Gate Isle in quadrant D1) to pull a chest from the Great Sea near Thomed Fairy Island. The chest contains Piece of Heart #40.

**Blue ChuChu**

Find a wooden peg sticking out of the wall above the steel door on the island. Use the Grappling Hook to latch onto the peg, then pull yourself up to a tiny area above the steel door. Defeat the Blue ChuChu there for a Blue Chu Jelly.

**Silver Rupee (via Treasure Chart #36)**

Find and open Treasure Chart #36 (found at Ice Ring Isle in quadrant E6) to pull a chest from the Great Sea near Bird's Peak Rock. The chest contains a Silver Rupee.

**Bird's Peak Rock (G6)**

To get this Triforce Chart, open the steel door on the grassy isle. Activate each of the white, diamond-shape switches in the Kargaroc's nests atop the pillars of rock in the distance.

**Cliff Plateau Isles (G6)**

The Cliff Plateau Isles comprise a tight cluster of smaller isles grouped around a slightly larger one. You cannot reach the top of the larger isle without traveling through a secret cavern that is entered via the hole in one of the smaller isles.

**Sea Platform**

Sail to the single Sea Platform and climb its ladder. A chest sitting on top contains a minor reward.

**Secret Cavern**

The only way to traverse the Cliff Plateau Isles and reach the largest isle is through the secret cavern that's entered via the hole on one of the smaller isles. Start by walking up the slope of the first of the four smaller isles, then hop across each one until you come to the secret cavern's entry hole. Fall into the hole to enter the secret cavern.

**Blue ChuChu**

Start by pulling out the Hero's Bow and picking off most of the Kargaroc nesting on top of the rock pillars. Once you've dealt with them, use a Hyd Pearl to take control of a seagull and fly into each switch. The steel door opens when all are activated. Drop into the hole just beyond the steel door and acquire Triforce Chart #3 from the secret cavern below. For more information, refer to the "Triforce of Courage" section of the walkthrough.

**Cliff Plateau Isles (G6)**

After you clear the Forbidden Woods dungeon, one of the eight Withered Deku Trees appears here.

**NOTE**

Sea Platform
Secret Cavern
Triforce Shard #3
This cavern has a few obstacles for you to overcome as you try to reach the other side. First, manipulate the circular platforms so you can cross them and reach the higher area of the cavern. Use the Deku Leaf to spin the platforms or to glide across them.

Once past the circular platforms, make your way around a wall of thorns that sprout from the ground when you get close. Move slowly to avoid getting into them. Defeat the Bokoblin near the two tree stumps. It leaves a Baba Bud behind. Use the Baba Bud to reach the flat tops of two nearby tree stumps, and then carefully hang and drop to the chest below. Open the chest to get a Joy Pendant.

Once you open the chest, several (but not all) of the walls of thorns disappear, allowing you access to the Deku Pod again. Use the Deku Pod to reach the tops of the tree stumps again, and then look for a wooden gate nearby. Use a Fire Arrow to burn away the wooden gate, revealing a ledge and an alternate exit from this secret cavern.

The Five-Star Isles are little more than a collection of rock spires poking through the surface of the Great Sea. Several Kargorocks closely guard the spires, waiting to swoop down and attack unwary passersby.

Use the Deku Leaf to glide from the closest tree stump to the ledge. Walk into the shaft of light, and you appear on top of the largest Cliff Plateau Isle.

Here you find a Blue ChuChu, a Withered Deku Tree, and a chest containing Treasure Chart #35. You must travel through this secret cavern again to water the eight Withered Deku Trees.

Triforce Shard #5 (via Triforce Chart #5)

After you find, open, and have deciphered Triforce Chart #5 (found in the wreckage of the golden Cannon Boat near Needle Rock Isle in quadrant A5), you can pull a chest from the Great Sea near the Cliff Plateau Isles. The chest contains Triforce Shard #5.

The Five-Star Isles (G7)

Sea Platform

Sail to the single Sea Platform and destroy all its cannons to reveal a chest on top of the platform. Climb the Sea Platform's ladder and open the chest, which contains a minor reward.

Rings of Light

Three rings of light around this island appear only under the light of a full moon. When you see them, use the Grappling Hook to pull up a Red Rupee in a chest from each one.

Piece of Heart #37 (via Treasure Chart #33)

Find and open Treasure Chart #33 (found at Windfall Island in quadrant D2) to pull a chest from the Great Sea near the Five-Star Isles. The chest contains Piece of Heart #33.
With so many things to see and do in The Legend of Zelda: The Wind Waker, you need a checklist to keep track of what you’ve accomplished thus far… and here it is! Use the following checklists to mark off each item you find and every goal you achieve as you progress through the game.

**Beedle’s Shop Ship**

Beedle is the merchant who travels across the Great Sea in his Shop Ship, selling wares that include the valuable Bait Bag. This table lists the islands where you can find Beedle’s Shop Ship, what he has for sale at each location, and the prices for each item.

To enter Beedle’s Shop Ship, swim to one of the barrels near the ship’s front and climb on, then enter the doorway leading into the ship. Items vary depending on how far into the game you are.

<table>
<thead>
<tr>
<th>Island (Quadrant)</th>
<th>Items for Sale (Cost)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spectacle Isle (C2)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
<tr>
<td>Windfall Island (D2)</td>
<td>10 Arrows (10 Rupees), 30 Arrows (30 Rupees), All-Purpose Bait (10 Rupees)</td>
</tr>
<tr>
<td>Pinpoint Isle (E2)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
<tr>
<td>Dragon Roost Island (F2)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
<tr>
<td>Rock Spire Isle (B3)</td>
<td>Empty Bottle (500 Rupees), Piece of Heart #22 (950 Rupees), Treasure Chart #4 (900 Rupees)</td>
</tr>
<tr>
<td>Greatfish Isle (B4)</td>
<td>30 Arrows (30 Rupees), 30 Bombs (30 Rupees), Red Potion (30 Rupees)</td>
</tr>
<tr>
<td>Tower of the Gods (E4)</td>
<td>30 Arrows (30 Rupees), 30 Bombs (30 Rupees), Red Potion (30 Rupees)</td>
</tr>
<tr>
<td>Eastern Triangle Island (F4)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
<tr>
<td>Southern Triangle Island (D5)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
<tr>
<td>Shark Island (C6)</td>
<td>30 Arrows (30 Rupees), 30 Bombs (30 Rupees), Red Potion (30 Rupees)</td>
</tr>
<tr>
<td>Forest Haven (F6)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
<tr>
<td>Outset Island (B7)</td>
<td>Hyori Pear (10 Rupees), All-Purpose Bait (10 Rupees), 30 Bombs (30 Rupees)</td>
</tr>
</tbody>
</table>

**Big Octos**

Six Big Octos lurk beneath the Great Sea, waiting to devour unwary vessels. Seek out these massive creatures and defeat them to earn hundreds of Rupees, a couple Pieces of Heart, and a Magic Meter upgrade.

To find a Big Octo, look for flocks of seagulls circling an area in each of the quadrants listed below. The Telescope helps find the circling seagulls from a distance. When you spot them, sail toward the seagulls. A Big Octo rises from the waters as you approach, capturing you in a whirlpool that pulls you in.

Use the Boomerang to target up to five of its big, yellow eyes at once. Each eye shoots after taking three Boomerang hits. When you take out the Big Octo’s eyes, it sinks, defeated, to the sea’s bottom, leaving a ring of light behind. Sail to the ring of light and use the Grappling Hook to pull up valuable treasure!

<table>
<thead>
<tr>
<th>Island (Quadrant)</th>
<th># of Eyes</th>
<th>Treasure</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seven Star Isles (F1)</td>
<td>12</td>
<td>Piece of Heart #15</td>
</tr>
<tr>
<td>Tingle Island (E3)</td>
<td>12</td>
<td>Piece of Heart #17</td>
</tr>
<tr>
<td>Fire Mountain (F3)</td>
<td>8</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>Private Oasis (E3)</td>
<td>8</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>Diamond Stopper Island (A6)</td>
<td>8</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>Two Eye Reef (D7)</td>
<td>4</td>
<td>Double Magic Meter Upgrade</td>
</tr>
</tbody>
</table>
Blue ChuChus

Blue ChuChus are rare enemies found only on certain islands of the Great Sea. Defeating a Blue ChuChu earns you a rare Blue Chu Jelly, which is used to create the Blue Potion at the Chu Jelly Juice Shop on Windfall Island (D2). Blue Potion fully replenishes Link’s Heart and Magic Meters, making it the second-best restorative drink in the game (next to Grandma’s Elixir Soup).

You need 15 Blue Chu Jellies to get Doc Bandan at Windfall Island (D2) to create the Blue Potion. After that, you can purchase as many Blue Potions from the shop as you want for 60 Rupees each, or get a free Blue Potion for 5 Blue Chu Jellies! Each Blue ChuChu drops only a single Blue Chu Jelly. You can’t get a second Blue Chu Jelly from the same Blue ChuChu—it drops a Yellow Rupee instead.

The following table lists the islands where you can find each Blue ChuChu. Defeat these enemies while exploring the islands below and collect their valuable Blue Chu Jelly.

### Blue ChuChu Locations

<table>
<thead>
<tr>
<th>Island (Quadrant)</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Island (B1)</td>
<td>Bomb the large southwestern boulder.</td>
</tr>
<tr>
<td>Northern Fairy Island (C1)</td>
<td>—</td>
</tr>
<tr>
<td>Crescent Moon Island (E1)</td>
<td>Find two Blue ChuChus here.</td>
</tr>
<tr>
<td>Overlook Island (G1)</td>
<td>The Hookshot is required.</td>
</tr>
<tr>
<td>Mother &amp; Child Isles (B2)</td>
<td>It’s on Child Isle.</td>
</tr>
<tr>
<td>Spectacle Isle (C2)</td>
<td>It’s under the bridge.</td>
</tr>
<tr>
<td>Western Fairy Island (A3)</td>
<td>—</td>
</tr>
<tr>
<td>Rock Spire Isle (B3)</td>
<td>Bombs are required.</td>
</tr>
<tr>
<td>Tingle Island (C3)</td>
<td>—</td>
</tr>
<tr>
<td>Eastern Fairy Island (E3)</td>
<td>—</td>
</tr>
<tr>
<td>Thorne Fairy Island (G4)</td>
<td>—</td>
</tr>
<tr>
<td>Stone Watcher Island (C5)</td>
<td>It’s behind the large stone face.</td>
</tr>
<tr>
<td>Bird’s Peak Rock (G5)</td>
<td>It’s above the steel door; a Grappling Hook is required.</td>
</tr>
<tr>
<td>Diamond Steppe Island (A6)</td>
<td>The Hookshot is required.</td>
</tr>
<tr>
<td>Shark Island (G6)</td>
<td>Solve the switch puzzle to create an updraft. Skull Hammer and Iron Boots are required. Use the Deku Leaf and updraft to reach the island’s highest part.</td>
</tr>
<tr>
<td>Southern Fairy Island (D6)</td>
<td>—</td>
</tr>
<tr>
<td>Cliff Plateau Isles (G6)</td>
<td>It’s on top of the largest, tallest isle. Travel through the secret Cavern to reach it; Fire Arrows are required.</td>
</tr>
<tr>
<td>Angular Isles (E7)</td>
<td>—</td>
</tr>
<tr>
<td>Beating Course (F7)</td>
<td>It’s on top of the larger isle. Use the Deku Leaf from the larger isle to reach it.</td>
</tr>
</tbody>
</table>

Treasure Charts

Treasure Charts are self-explanatory. They’re the blue ones that lead you to a treasure hidden in the depths of the Great Sea. When you find a Treasure Chart, bring up your Sea Chart and switch to the Charts submenu by pressing Z. Press B to open the Treasure Chart.

Match a Treasure Chart to the Great Sea islands you’ve uncovered on your Sea Chart to deduce where its treasure lies. Sail to that island to haul up the treasure!

When you arrive at the island on your Treasure Chart, a ring of light corresponds with the “X” marked on your Treasure Chart. From these special rings,窄 narrow shafts of light shine toward the sky, indicating that there’s something good down there.

Sail to the shaft of light and pull up the treasure using your Grappling Hook (please see “Boat Controls” in the “Training” section for detailed information and strategy on how to nab these treasures).

41 Treasure Charts are hidden in the game, each of which leads you to a chest full of valuable goodies. It could be a hoard of Rupees, a special chart, or a Piece of Heart! The following table tells you where each Treasure Chart is found, where the treasure for each chart is located, and what the treasure is. To find out how to get each Treasure Chart, see the “Islands of the Great Sea” section.

### Treasure Charts

<table>
<thead>
<tr>
<th>Chart</th>
<th>Chart Location</th>
<th>Treasure Location</th>
<th>Treasure</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Forbidden Woods (B6)</td>
<td>Private Oasis (E5)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>2</td>
<td>Windfall Island (D2)</td>
<td>Rock Spire Isle (B3)</td>
<td>Piece of Heart #34</td>
</tr>
<tr>
<td>3</td>
<td>Needle Rock Isle (A5)</td>
<td>Eastern Fairy Island (E3)</td>
<td>Treasure Chart #40</td>
</tr>
<tr>
<td>4</td>
<td>Beetle’s Shop Ship (B3)</td>
<td>Southern Fairy Island (D6)</td>
<td>Piece of Heart #25</td>
</tr>
<tr>
<td>5</td>
<td>Wind Temple dungeon (D1)</td>
<td>Thorne Fairy Island (G4)</td>
<td>Piece of Heart #40</td>
</tr>
<tr>
<td>6</td>
<td>Tower of the Gods dungeon (E4)</td>
<td>Six-Eye Reef (D4)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>7</td>
<td>Windfall Island (D2)</td>
<td>Star Island (B1)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>8</td>
<td>Horseshoe Island (A7)</td>
<td>Western Fairy Island (E3)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>9</td>
<td>Submarine near Crescent Moon Island (E1)</td>
<td>—</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>10</td>
<td>Crescent Moon Island (E1)</td>
<td>Tingle Island (C3)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>11</td>
<td>Dragon Roost Cavern dungeon (F2)</td>
<td>Crescent Moon Island (E1)</td>
<td>Piece of Heart #4</td>
</tr>
<tr>
<td>12</td>
<td>Earth Temple dungeon (C7)</td>
<td>Five-Eye Reef (B0)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>13</td>
<td>Two-Eye Reef (D6)</td>
<td>Overlook Island (G1)</td>
<td>Secret Cave Chart</td>
</tr>
<tr>
<td>14</td>
<td>Submarine near Headstone Island (C7)</td>
<td>Tower of the Gods (E4)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>15</td>
<td>Forbidden Woods dungeon (F6)</td>
<td>Angular Isles (E7)</td>
<td>Piece of Heart #20</td>
</tr>
</tbody>
</table>
Treasure Charts continued

<table>
<thead>
<tr>
<th>Chart</th>
<th>Chart Location</th>
<th>Treasure Location</th>
<th>Treasure</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Needle Rock Isle (A5)</td>
<td>Shark Island (C6)</td>
<td>Treasure Chart #28</td>
</tr>
<tr>
<td>17</td>
<td>Spectacle Isle (C2)</td>
<td>Ice Ring Isle (E6)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>18</td>
<td>Windfall Island (D2)</td>
<td>Windfall Island (D2)</td>
<td>Green Rupee</td>
</tr>
<tr>
<td>19</td>
<td>Four-Eye Reef (B2)</td>
<td>Night Flight Control (G2)</td>
<td>Island Hearts Chart</td>
</tr>
<tr>
<td>20</td>
<td>Earth Temple Cavern (C7)</td>
<td>Bomb Island (F5)</td>
<td>Piece of Heart #41</td>
</tr>
<tr>
<td>21</td>
<td>Cyclops Reef (C4)</td>
<td>Cyclops Reef (C4)</td>
<td>Light Ring Chart</td>
</tr>
<tr>
<td>22</td>
<td>Submarine near Northern Spectacle Isle (C2)</td>
<td>Silver Rupee</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>Windfall Island (D2)</td>
<td>Diamond Steppe Island (A6)</td>
<td>Piece of Heart #11</td>
</tr>
<tr>
<td>24</td>
<td>Windfall Island (D2)</td>
<td>Northern Fairy Island (C1)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>25</td>
<td>Cliff Plateau Isles (G6)</td>
<td>Forsaken Fortress (A1)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>26</td>
<td>Six-Eye Reef (D4)</td>
<td>Northern Triangle Island (D3)</td>
<td>Octo Chart</td>
</tr>
<tr>
<td>27</td>
<td>Private Oasis (E5)</td>
<td>Star Belt Archipelago (G3)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>28</td>
<td>Shark Island (C6)</td>
<td>Needle Rock Isle (A5)</td>
<td>Treasure Chart #3</td>
</tr>
<tr>
<td>29</td>
<td>Windfall Island (D2)</td>
<td>Mother &amp; Child Isles (B2)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>30</td>
<td>Tower of the Gods Cavern (E4)</td>
<td>Pauvin Isle (E2)</td>
<td>Piece of Heart #33</td>
</tr>
<tr>
<td>31</td>
<td>Windfall Island (D2)</td>
<td>Forest Haven (F6)</td>
<td>Piece of Heart #36</td>
</tr>
<tr>
<td>32</td>
<td>Three-Eye Reef (A4)</td>
<td>Boating Course (F7)</td>
<td>Sea Hearts Chart</td>
</tr>
<tr>
<td>33</td>
<td>Windfall Island (D2)</td>
<td>Five-Star Isles (C7)</td>
<td>Piece of Heart #37</td>
</tr>
<tr>
<td>34</td>
<td>Treasure Hunters (B6)</td>
<td>Eastern Triangle Island (F4)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>35</td>
<td>Wind Temple Cavern (D1)</td>
<td>Isle of Steel (B5)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>36</td>
<td>Ice Ring Isle (E6)</td>
<td>Bird's Peak Rock (C5)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>37</td>
<td>Rock Spire Isle (B3)</td>
<td>Fire Mountain (F3)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>38</td>
<td>Windfall Island (D2)</td>
<td>Three-Eye Reef (A4)</td>
<td>Piece of Heart #35</td>
</tr>
<tr>
<td>39</td>
<td>Dragon Roost Cavern Cavern</td>
<td>Dragon Roost Island (F2)</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>40</td>
<td>Eastern Fairy Island (E3)</td>
<td>Headstone Island (C7)</td>
<td>Treasure Chart #5</td>
</tr>
<tr>
<td>41</td>
<td>Five-Eye Reef (B6)</td>
<td>Four-Eye Reef (A2)</td>
<td>Great Fairy Chart</td>
</tr>
</tbody>
</table>

Triforce Charts

After you power up the Master Sword, find the eight Triforce Shards that together make up the Triforce of Courage. To do this, find eight Triforce Charts, each of which leads you to a specific Triforce Shard.

With the IN-credible Chart you get in the mail from Tingle, you can see where seven of the eight Triforce Charts are located. One is kicked away inside the mysterious Ghost Ship, which moves around the Great Sea according to the moon's phases. To get the Triforce Chart, you need the Ghost Ship Chart. See the "Islands of the Great Sea" section for information on how to get each Triforce Chart, or refer to the walkthrough's "Triforce of Courage" section.

Triforce Charts

<table>
<thead>
<tr>
<th>Chart</th>
<th>Chart Location</th>
<th>Triforce Shard Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Isle of Steel</td>
<td>Greatfish Isle (B4)</td>
</tr>
<tr>
<td>2</td>
<td>Private Oasis</td>
<td>Gale Isle (D1)</td>
</tr>
<tr>
<td>3</td>
<td>Bird's Peak Rock</td>
<td>Stone Watcher Island (C5)</td>
</tr>
<tr>
<td>4</td>
<td>Ghost Ship (varies)</td>
<td>Outset Island (B7)</td>
</tr>
<tr>
<td>5</td>
<td>Headstone Island</td>
<td>Cliff Plateau Isles (G6)</td>
</tr>
<tr>
<td>6</td>
<td>Outset Island</td>
<td>Southern Triangle Island (D5)</td>
</tr>
<tr>
<td>7</td>
<td>Stone Watcher Island</td>
<td>Seven-Star Isles (F1)</td>
</tr>
<tr>
<td>8</td>
<td>Overlook Island</td>
<td>Two-Eye Reef (D7)</td>
</tr>
</tbody>
</table>

Special Charts

During the course of the game, you find several red Charts, a couple of green Charts, and a blue/brown Ghost Ship Chart (which you must have to enter the Ghost Ship). These charts do not lead to sunken treasure, and don't add to your chart total on the Quest Status Screen.

They do provide information on many important items, objects, and areas found in the game. For example, the Great Fairy Chart shows you the eight quadrants where each of the Great Fairies and the Fairy Queen are located. The following table lists the name of each special chart, where and how it's acquired, and what it's useful for.
### Special Charts

<table>
<thead>
<tr>
<th>Chart Name</th>
<th>Location</th>
<th>How to Get It</th>
<th>What It Shows</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beedle's Chart</td>
<td>Any postbox</td>
<td>Talk to Beedle, then check a postbox the next day.</td>
<td>Quadrants where Beedle's Shop Ship is found</td>
</tr>
<tr>
<td>Ghost Ship Chart</td>
<td>Secret cavern of Diamond</td>
<td>Open a chest at the Warp jar puzzle's end (the Hookshot's required).</td>
<td>Ghost Ship locations during different phases of the moon</td>
</tr>
<tr>
<td></td>
<td>Steppe Island (A6)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Great Fairy Chart</td>
<td>Four-Eye Reef (A2)</td>
<td>Open Treasure Chart #41 and pull up the chest.</td>
<td>Eight Great Fairy locations</td>
</tr>
<tr>
<td>Incredible Chart</td>
<td>Any postbox</td>
<td>Free Tingle from jail, and the chart shows up in the mail before you begin to hunt for the pieces of the Triforce of Courage.</td>
<td>Triforce Chart locations</td>
</tr>
<tr>
<td>Island Hearts Chart</td>
<td>Flight Control Platform (G2)</td>
<td>Open Treasure Chart #19 and pull up the chest.</td>
<td>Locations of all Pieces of Heart that are not found by using Treasure Charts.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Locations of rings of light that only appear during a full moon</td>
</tr>
<tr>
<td>Light Ring Chart</td>
<td>Cyclops Reef (G4)</td>
<td>Open Treasure Chart #21 and pull up the chest.</td>
<td>Big Octo locations</td>
</tr>
<tr>
<td>Octo Chart</td>
<td>Northern Triangle Island (D3)</td>
<td>Open Treasure Chart #26 and pull up the chest.</td>
<td>Platform locations</td>
</tr>
<tr>
<td>Platform Chart</td>
<td>Submarine near Flight Control Platform (G2)</td>
<td>Clear the submarine of enemies and open the chest.</td>
<td></td>
</tr>
<tr>
<td>Sea Hearts Chart</td>
<td>Boating Course (F7)</td>
<td>Open Treasure Chart #32 and pull up the chest.</td>
<td>Locations of all Treasure Charts that lead to Pieces of Heart</td>
</tr>
<tr>
<td>Secret Cave Chart</td>
<td>Overlook Island (G1)</td>
<td>Open Treasure Chart #13 and pull up the treasure.</td>
<td>Secret cavern locations</td>
</tr>
<tr>
<td>Submarine Chart</td>
<td>Boating Course (F7)</td>
<td>Clear the secret cavern.</td>
<td>Submarine locations</td>
</tr>
<tr>
<td>Tingle's Chart</td>
<td>Any postbox</td>
<td>Free Tingle from jail and check the postbox the next day.</td>
<td>A rough drawing of Tingle Island (C3) in relationship to Windfall Island (D2)</td>
</tr>
</tbody>
</table>

**Note**

For more information on the Ghost Ship and its chart, see "Ghost Ship Locations" in this section or refer to "Triforce Chart 4" in the 'Triforce of Courage' walkthrough section.

## Great Fairies

Eight Great Fairies are scattered across the Great Sea's Islands, one of which is the Queen of the Fairy World. Each Great Fairy can only be reached by using items you acquire throughout the game, such as Bombs or the Skull Hammer. The following table lists each Great Fairy in order of availability, the upgrade you receive from that Fairy, and what items you need to reach the Fairy.

After you get your upgrade from a Great Fairy, you may return at any time to be healed or to capture a Fairy in a Empty Bottle for later use. Refer to the "Islands of the Great Sea" section for more information on each island's Great Fairies.

### Great Fairies

<table>
<thead>
<tr>
<th>Location</th>
<th>Upgrade</th>
<th>Items Required</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two-Eyed Reef (C7)</td>
<td>Double Magic Meter</td>
<td>Boomerang</td>
<td>Beat the four-eyed Big Octo in this quadrant to free this Great Fairy.</td>
</tr>
<tr>
<td>Northern Fairy Island (C1)</td>
<td>Carry more Rubies</td>
<td>Bombs</td>
<td>—</td>
</tr>
<tr>
<td>Eastern Fairy Island (E6)</td>
<td>Carry more Bombs</td>
<td>Bombs</td>
<td>—</td>
</tr>
<tr>
<td>Southern Fairy Island (D6)</td>
<td>Carry more Bombs</td>
<td>Bombs</td>
<td>—</td>
</tr>
<tr>
<td>Outset Island (B7)</td>
<td>Carry more Rubies, Dukuleaf, Bombs</td>
<td>Bombs</td>
<td>Slide with your Dukuleaf across the bridge and bomb the forest border.</td>
</tr>
<tr>
<td>Mother &amp; Child Isles (B2)</td>
<td>Fire/Ice Arrows</td>
<td>Ballad of Galea Song</td>
<td>Use the song to warp inside Mother Isle.</td>
</tr>
<tr>
<td>Western Fairy Island (F3)</td>
<td>Carry more Arrows</td>
<td>Skull Hammer</td>
<td>—</td>
</tr>
<tr>
<td>Thorned Fairy Island (K4)</td>
<td>Carry more Arrows</td>
<td>Skull Hammer</td>
<td>—</td>
</tr>
</tbody>
</table>

### Quest Items

You acquire many items during the game. Some are crucial and must be acquired to complete the game, while others are used mainly for sidequests. The following table lists all the game's major quest items.

#### Quest Items

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bait Bag</td>
<td>Beedle's Shop Ship (varies)</td>
</tr>
<tr>
<td>Bombs</td>
<td>Pirate's Ship (E2)</td>
</tr>
<tr>
<td>Boomerang</td>
<td>Forbidden Woods dungeon (F6)</td>
</tr>
<tr>
<td>Deku Leaf</td>
<td>Forest Haven (E2)</td>
</tr>
<tr>
<td>Delivery Bag</td>
<td>Dragon Roost Island (B2)</td>
</tr>
<tr>
<td>Deluxe Picco Box</td>
<td>Windfall Island (D2)</td>
</tr>
<tr>
<td>Din's Pearl</td>
<td>Dragon Roost Island (F2)</td>
</tr>
<tr>
<td>Farore's Pearl</td>
<td>Forest Haven (F2)</td>
</tr>
<tr>
<td>Grappling Hook</td>
<td>Dragon Roost Cavern dungeon (F2)</td>
</tr>
<tr>
<td>Hero's Bow</td>
<td>Tower of the Gods (E4)</td>
</tr>
<tr>
<td>Hero's Charm</td>
<td>Windfall Island (D2)</td>
</tr>
<tr>
<td>Hero's Shield</td>
<td>Outset Island (B7)</td>
</tr>
<tr>
<td>Hero's Sword</td>
<td>Outset Island (B7)</td>
</tr>
<tr>
<td>Hookshot</td>
<td>Wind Temple dungeon (D1)</td>
</tr>
<tr>
<td>Iron Boots</td>
<td>Ice Ring Isle (E4)</td>
</tr>
<tr>
<td>Magic Armor</td>
<td>Windfall Island (D2)</td>
</tr>
<tr>
<td>Master Sword</td>
<td>Tower of the Gods (E4)</td>
</tr>
<tr>
<td>Mirror Shield</td>
<td>Earth Temple dungeon (C7)</td>
</tr>
<tr>
<td>Nayru's Pearl</td>
<td>Outset Island (B7)</td>
</tr>
</tbody>
</table>
Minigames

The Legend of Zelda: The Wind Waker has several minigames available. Use the following table to check off each one as you complete it. The table lists only those minigames that you can play as many times as you want. One-time-only minigames (such as playing Hide-and-Seek with the school-children at Windfall Island) are not included.

<table>
<thead>
<tr>
<th>Minigames</th>
<th>Description</th>
<th>Cost</th>
<th>Reward(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spectacle Island (C2)</td>
<td>Cannon Minigame</td>
<td>Destroy five barrels using only 10 shots.</td>
<td>50 Rupees</td>
</tr>
<tr>
<td>Windfall Island (D2)</td>
<td>Squid-Hunt</td>
<td>Think electronic talking</td>
<td>10 Rupees</td>
</tr>
<tr>
<td>Windfall Island (D2)</td>
<td>Piggy-Sitting</td>
<td>Collect all three of Dampy’s pigs before time expires.</td>
<td>3 Skull Necklaces</td>
</tr>
<tr>
<td>Dragon Roost Island (D2)</td>
<td>Mail Center</td>
<td>Speed-sort the mail.</td>
<td>Free</td>
</tr>
<tr>
<td>Flight Control Platform (G2)</td>
<td>Bird-Man Contest</td>
<td>Use the Delu Leaf to fly, you’re judged on distance.</td>
<td>10 Rupees</td>
</tr>
<tr>
<td>Private Oasis</td>
<td>Sliding Picture Puzzle</td>
<td>Move pieces around to create the picture shown on the opposite wall.</td>
<td>Free</td>
</tr>
<tr>
<td>Outset Island</td>
<td>Combat Training</td>
<td>Fight against Oora using only your sword and shield.</td>
<td>Free</td>
</tr>
<tr>
<td>Boating Course (F7)</td>
<td>Boating Course</td>
<td>Sail around a course and collect Rupees before time expires.</td>
<td>30 Rupees</td>
</tr>
<tr>
<td>Any Island</td>
<td>Target Practice</td>
<td>Shoot the Windman with Arrows.</td>
<td>Free</td>
</tr>
</tbody>
</table>

Nintendo Gallery

When you get your hands on the Deluxe Picto Box, a whole new world of adventure and excitement is available to you: The Nintendo Gallery!

The Nintendo Gallery, on the Forest Haven’s northern isle (F6), is where you take your color pictographs to have them made into beautiful, lifelike figurines.
First, open the hatch that leads to the Nintendo Gallery. Do this by flying a seagull into the switch on Forest Haven's side, way off in the distance. Talk to Manny, who's standing nearby, for a hint. Check out the cool design on his shoulder bag.

To become a Nintendo Gallery member, bring Carolov (the man behind the counter) a well-taken, full-color pictograph of any person or enemy on the list below. Carolov then makes you an honorary member of the Nintendo Gallery, and makes a figure of the pictograph you gave him.

It takes Carolov one full day to create a figure, so learn the Song of Passing.

When the new day dawns, enter the Nintendo Gallery again and talk to Carolov, who informs you that he's completed his work. Follow his instructions as to which door to enter, then check out your new figure. Press Q to read about each one.

Now that you're a sworn-in member of the Nintendo Gallery, it's time to see how devoted to the cause you are. The daunting table below lists every figure you can have Carolov make for you, grouped according to the seven figure rooms inside the Nintendo Gallery.

If you fill each room of the Nintendo Gallery with figures, you've earned yourself a nap. What are you waiting for? Those pictographs won't take themselves!

### Dragon Roost Island Room

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bito</td>
<td>—</td>
</tr>
<tr>
<td>Bash and Bash</td>
<td>Two-figure set. Take a pictograph of either one.</td>
</tr>
<tr>
<td>Chieltain</td>
<td>—</td>
</tr>
<tr>
<td>Hoksit</td>
<td>—</td>
</tr>
<tr>
<td>Heli</td>
<td>—</td>
</tr>
<tr>
<td>Kogli</td>
<td>—</td>
</tr>
<tr>
<td>Komali</td>
<td>—</td>
</tr>
<tr>
<td>Laruto</td>
<td>Purchase Laruto's Legendary Pictograph from Lenzo at Windfall Island (D2).</td>
</tr>
<tr>
<td>Medli</td>
<td>—</td>
</tr>
<tr>
<td>Namali</td>
<td>—</td>
</tr>
</tbody>
</table>

**Dragon Roost Island Room continued**

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gulli</td>
<td>—</td>
</tr>
<tr>
<td>Fushii</td>
<td>—</td>
</tr>
<tr>
<td>Guilt</td>
<td>The only way to get Guilt's figure is to take the Rito chieftain's pictograph (you get them both by taking a pictograph of the chieftain).</td>
</tr>
<tr>
<td>Kelt and Askel</td>
<td>Two-figure set. Take a pictograph of either one.</td>
</tr>
<tr>
<td>Velito</td>
<td>—</td>
</tr>
<tr>
<td>Willi</td>
<td>—</td>
</tr>
<tr>
<td>Zephos and Cyclos</td>
<td>Two-figure set. To get this figure, you must take Cyclos's pictograph as you're being sucked into his cyclone and before you defeat him with the Hero's Bow.</td>
</tr>
</tbody>
</table>

### Dungeon Room

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armos</td>
<td>—</td>
</tr>
<tr>
<td>Armos Knight</td>
<td>—</td>
</tr>
<tr>
<td>Boko Baba</td>
<td>—</td>
</tr>
<tr>
<td>Bokoblin</td>
<td>Three-figure set. Take a pictograph of any type of Bokoblin.</td>
</tr>
<tr>
<td>ChuChu</td>
<td>Five-figure set. Take a pictograph of any type of ChuChu.</td>
</tr>
<tr>
<td>Floor Master</td>
<td>—</td>
</tr>
<tr>
<td>Gervy</td>
<td>—</td>
</tr>
<tr>
<td>Kangaroo</td>
<td>—</td>
</tr>
<tr>
<td>Kees and Fire Kees</td>
<td>Two-figure set. Take a pictograph of any type of Kees.</td>
</tr>
<tr>
<td>Magtail</td>
<td>—</td>
</tr>
<tr>
<td>Miniblith</td>
<td>Four-figure set. Take a pictograph of any type of Miniblith.</td>
</tr>
<tr>
<td>North</td>
<td>—</td>
</tr>
<tr>
<td>Octokok</td>
<td>Two-figure set. Take a pictograph of any type of Octokok.</td>
</tr>
<tr>
<td>Peahat</td>
<td>—</td>
</tr>
<tr>
<td>Poe</td>
<td>Four-figure set. Take a pictograph of any type of Poe.</td>
</tr>
<tr>
<td>Rat</td>
<td>Two-figure set. Take a pictograph of any type of Rat.</td>
</tr>
<tr>
<td>Red Bubble and Blue Bubble</td>
<td>Two-figure set. Take a pictograph of either Bubble.</td>
</tr>
<tr>
<td>RedDead</td>
<td>—</td>
</tr>
<tr>
<td>Sealth</td>
<td>—</td>
</tr>
</tbody>
</table>

### Forest Haven Room

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aldo</td>
<td>Appears at Cliff Plateau Isles (G6) after Forbidden Woods dungeon is clear.</td>
</tr>
<tr>
<td>Carolov the Sculptor</td>
<td>—</td>
</tr>
<tr>
<td>Deku Tree</td>
<td>—</td>
</tr>
<tr>
<td>Droma</td>
<td>Appears at Private Oasis (E5) after Forbidden Woods dungeon is clear.</td>
</tr>
<tr>
<td>Elma</td>
<td>Appears at Needle Rock Isle (A5) after Forbidden Woods dungeon is clear.</td>
</tr>
<tr>
<td>Fado</td>
<td>Purchase Fado's Legendary Pictograph from Lenzo at Windfall Island (D2).</td>
</tr>
<tr>
<td>Hollo</td>
<td>—</td>
</tr>
<tr>
<td>Insh</td>
<td>Appears at Shark Island (C6) after Forbidden Woods dungeon is clear.</td>
</tr>
<tr>
<td>Lindor</td>
<td>Appears at Greatfish Isle (B4) after Forbidden Woods dungeon is clear.</td>
</tr>
<tr>
<td>Makar</td>
<td>—</td>
</tr>
<tr>
<td>Manny</td>
<td>—</td>
</tr>
<tr>
<td>Dalin</td>
<td>Appears at Star Island (B1) after Forbidden Woods dungeon is clear.</td>
</tr>
</tbody>
</table>

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**The Legendary Checklists**

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**Prima Games**

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### Forest Haven Room continued

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Olivio</td>
<td>Appears at Eastern Fairy Island (E3) after Forbidden Woods dungeon is clear.</td>
</tr>
<tr>
<td>Rown</td>
<td>Appears at Mother &amp; Child Isles (S2) after Forbidden Woods dungeon is clear.</td>
</tr>
</tbody>
</table>

### Forsaken Fortress

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big Octo</td>
<td>To make their figurine, take a pictograph of a Big Octo before you defeat them all.</td>
</tr>
<tr>
<td>Darknut</td>
<td>Normal type.</td>
</tr>
<tr>
<td>Darknut</td>
<td>Carrying a shield.</td>
</tr>
<tr>
<td>Darknut</td>
<td>Wearing a cape. To get this figurine, take this Darknut's pictograph between your final visit to Ganon's Tower and the final boss fight with Ganon at the game's end.</td>
</tr>
<tr>
<td>Ganon</td>
<td>Either purchase Ganon's Legendary Pictograph from Lenzo at Windfall Island (D2) or take his pictograph during the final boss fight in Ganon's Tower. If you choose the latter, save your game after taking the pictograph, then reset to return to the tower's entrance.</td>
</tr>
<tr>
<td>Gohdan</td>
<td>Take Gohdan's pictograph while he's on the wall after you defeat him.</td>
</tr>
<tr>
<td>Kohma</td>
<td>You can only take Kohma's pictograph during the second fight against him in Ganon's Tower.</td>
</tr>
<tr>
<td>Helmaroc King</td>
<td>Take the Helmaroc King's pictograph before you defeat him.</td>
</tr>
<tr>
<td>Jaffala</td>
<td>You can only take Jaffala's pictograph during the second fight against him in Ganon's Tower.</td>
</tr>
<tr>
<td>Kaller Demos</td>
<td>You can only take Kaller Demos' pictograph during the second fight against him in Ganon's Tower.</td>
</tr>
<tr>
<td>Moblin</td>
<td>You can only take Moblin's pictograph during the second fight against him in Ganon's Tower.</td>
</tr>
<tr>
<td>Molgera</td>
<td>You can only take Molgera's pictograph during the second fight against him in Ganon's Tower.</td>
</tr>
<tr>
<td>Motula</td>
<td>You can only take Motula's pictograph during the second fight against him in Ganon's Tower.</td>
</tr>
<tr>
<td>Phantom Ganon</td>
<td>Take a pictograph of Phantom Ganon before you defeat him for the last time in Ganon's Tower.</td>
</tr>
<tr>
<td>Puppet Ganon</td>
<td>Take a pictograph of Ganon in human form (during the final boss fight in Ganon's Tower). After taking the pictograph, save your game and reset to return to the tower's entrance.</td>
</tr>
<tr>
<td>Stalfos</td>
<td>Two-figure set. Take a pictograph of any color of Stalfos.</td>
</tr>
<tr>
<td>Wizzrobe</td>
<td>The mini-boss inside of the Wind Temple dungeon who wears a mask. Take this pictograph before you defeat the Wizzrobe.</td>
</tr>
</tbody>
</table>

### Ocean Room

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>King of Hyrule</td>
<td>Purchase the King of Hyrule's Legendary Pictograph from Lenzo at Windfall Island (D2).</td>
</tr>
<tr>
<td>Knuckle</td>
<td>Requires the Game Boy Advance Link-up and the Tingle Tuner. If you complete the Nintendo Gallery before you take Knuckle's pictograph, you cannot get this figurine.</td>
</tr>
<tr>
<td>Loot</td>
<td>—</td>
</tr>
<tr>
<td>Mako</td>
<td>You get Mako's figurine by taking Tetra's pictograph on your first play through the game.</td>
</tr>
<tr>
<td>Merman</td>
<td>—</td>
</tr>
<tr>
<td>Niki</td>
<td>You get Niki's figurine by taking Tetra's pictograph on your first play through the game.</td>
</tr>
<tr>
<td>Nudge</td>
<td>You automatically get Nudge's figurine by taking Tetra's pictograph on your first play through the game.</td>
</tr>
<tr>
<td>Old Man Ho-Ho</td>
<td>—</td>
</tr>
<tr>
<td>Princess Zelda</td>
<td>You get Princess Zelda's figurine after you purchase the King of Hyrule's legendary pictograph from Lenzo at Windfall Island and take it to Ganon. You can also take her pictograph during the final boss fight in Ganon's Tower. If you choose the latter, save your game after you take Zelda's pictograph, then reset to return to the tower's entrance.</td>
</tr>
<tr>
<td>Senza</td>
<td>You get Senza's figurine by taking Tetra's pictograph on your first play through the game.</td>
</tr>
<tr>
<td>Tetra</td>
<td>Take Tetra's pictograph after the Helmaroc King boss fight at the Forsaken Fortress (A1), but before she realizes that she's Princess Zelda during the cutscene at the Tower of the Gods (E4).</td>
</tr>
<tr>
<td>Salvage Corp.</td>
<td>—</td>
</tr>
<tr>
<td>Salvatore</td>
<td>—</td>
</tr>
<tr>
<td>Tingle</td>
<td>—</td>
</tr>
<tr>
<td>Wandering Merchant</td>
<td>Three-figure set. Take a pictograph of any Wandering Merchant to get this figurine.</td>
</tr>
<tr>
<td>Zuko</td>
<td>You get Zuko's figurine by taking Tetra's pictograph on your first play through the game.</td>
</tr>
</tbody>
</table>

### Outset Island Room

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abe</td>
<td>You can only get Abe's figurine by taking a pictograph of Grandma on your first play through the game.</td>
</tr>
<tr>
<td>Anyll</td>
<td>—</td>
</tr>
<tr>
<td>Crab</td>
<td>—</td>
</tr>
<tr>
<td>Grandma</td>
<td>—</td>
</tr>
<tr>
<td>Jabun</td>
<td>Purchase Jabun's Legendary Pictograph from Lenzo at Windfall Island (D2).</td>
</tr>
<tr>
<td>Joel</td>
<td>—</td>
</tr>
<tr>
<td>Mesa</td>
<td>—</td>
</tr>
<tr>
<td>Orca</td>
<td>—</td>
</tr>
<tr>
<td>Rose</td>
<td>—</td>
</tr>
<tr>
<td>Seagull</td>
<td>—</td>
</tr>
<tr>
<td>Sturgeon</td>
<td>—</td>
</tr>
<tr>
<td>Sue-Belle</td>
<td>—</td>
</tr>
<tr>
<td>Wild Pig</td>
<td>—</td>
</tr>
<tr>
<td>Zill</td>
<td>—</td>
</tr>
</tbody>
</table>
Windfall Island Room

<table>
<thead>
<tr>
<th>Name</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anton</td>
<td>—</td>
</tr>
<tr>
<td>Gand</td>
<td>—</td>
</tr>
<tr>
<td>Cannon</td>
<td>Two-figure set. Take Cannon's pictograph any time during the game (whether he's good or bad) to get this figurine.</td>
</tr>
<tr>
<td>Dampa</td>
<td>—</td>
</tr>
<tr>
<td>Doc Bandam</td>
<td>—</td>
</tr>
<tr>
<td>Garrickson</td>
<td>—</td>
</tr>
<tr>
<td>Gillian</td>
<td>—</td>
</tr>
<tr>
<td>Gossack</td>
<td>—</td>
</tr>
<tr>
<td>Gumby</td>
<td>—</td>
</tr>
<tr>
<td>Kamo</td>
<td>—</td>
</tr>
<tr>
<td>Kane</td>
<td>—</td>
</tr>
<tr>
<td>Killer Bees</td>
<td>Four-figure set. Take a pictograph of any of the kids (Ivan, Jan, Jin, or Jun-Roberto) to get this figurine.</td>
</tr>
<tr>
<td>Kreeb</td>
<td>—</td>
</tr>
<tr>
<td>Lenze</td>
<td>—</td>
</tr>
<tr>
<td>Linda</td>
<td>—</td>
</tr>
</tbody>
</table>

Pieces of Heart

Pieces of Heart are found all over the place. Each equals one-fourth of a Heart Container; collecting four increases your Life Gauge by one Heart. You can collect 44 Pieces of Heart in all.

<table>
<thead>
<tr>
<th>Piece #</th>
<th>Location</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Forsaken Fortress (A1)</td>
<td>It's in a chest inside the Forsaken Fortress.</td>
</tr>
<tr>
<td>2</td>
<td>Windfall Island (B2)</td>
<td>You get it the first time you win the Battleship minigame; no high score.</td>
</tr>
<tr>
<td>3</td>
<td>Any postbox</td>
<td>It's attached to a letter from the Rito Chief in Tarang for helping his son Komali.</td>
</tr>
<tr>
<td>4</td>
<td>Crescent Moon Island (C1)</td>
<td>From Treasure Chart #11</td>
</tr>
<tr>
<td>5</td>
<td>Spectacle Isle (C2)</td>
<td>You get it the first time you win the Cannon minigame.</td>
</tr>
<tr>
<td>6</td>
<td>Pawprint Isle (C2)</td>
<td>It's in the island's secret cavern that you enter by crawling into the dome.</td>
</tr>
<tr>
<td>7</td>
<td>Dragon Roost Island (C2)</td>
<td>It's attached to a letter from Bizko's mother after you complete the Mail Center minigame.</td>
</tr>
<tr>
<td>8</td>
<td>Dragon Roost Island (C2)</td>
<td>It's attached to a letter from a mysterious writer who offers you Holy Water.</td>
</tr>
<tr>
<td>9</td>
<td>Six-Eye Reef (D4)</td>
<td>Get this from the submarine found in this quadrant.</td>
</tr>
<tr>
<td>10</td>
<td>Needle Rock Isle (A5)</td>
<td>Get this from the chest sitting on the island; a seagull is required.</td>
</tr>
<tr>
<td>11</td>
<td>Diamond Steppe Island (A6)</td>
<td>From Treasure Chart #23</td>
</tr>
<tr>
<td>12</td>
<td>Headstone Island (C7)</td>
<td>It's sitting on the island's highest peak; a seagull is required.</td>
</tr>
<tr>
<td>13</td>
<td>Angular Isles (E7)</td>
<td>It's in the chest at the top of the movable blocks of the larger island.</td>
</tr>
<tr>
<td>14</td>
<td>Five-Star Isles (E7)</td>
<td>Get it from the submarine found in this quadrant.</td>
</tr>
<tr>
<td>15</td>
<td>Seven-Star Isles (F1)</td>
<td>Get it from the Big Octo found in this sector.</td>
</tr>
<tr>
<td>16</td>
<td>Flight Control Platform (G2)</td>
<td>Get it the first time you win the Birdman Contest minigame.</td>
</tr>
<tr>
<td>17</td>
<td>Tingle Island (C3)</td>
<td>Get it from the Big Octo found in this quadrant.</td>
</tr>
<tr>
<td>18</td>
<td>Greatfish Isle (B4)</td>
<td>It's in a chest sitting in a shallow cave; the Dela Leaf is required to reach the chest.</td>
</tr>
<tr>
<td>19</td>
<td>Stone Watcher Island (C5)</td>
<td>Get it from the platform found in this quadrant (destroy the platform's cannon).</td>
</tr>
<tr>
<td>20</td>
<td>Angular Isles (E7)</td>
<td>From Treasure Chart #15</td>
</tr>
<tr>
<td>21</td>
<td>Star Island (B1)</td>
<td>Get it from the island's secret cavern (bomb the western boulder to enter).</td>
</tr>
<tr>
<td>22</td>
<td>Rock Spire Isle (B3)</td>
<td>It's sold at Beedle's Shop Ship for 950 Rupees (Beedle's Chart and Rupee Purse upgrade required).</td>
</tr>
</tbody>
</table>

Pieces of Heart can be found in many ways. Some are earned by competing certain tasks, minigames, and sidequests. Others are found in hard-to-reach places or by using Treasure Charts. The following table lists each Piece of Heart and its location. Each is numbered according to when it's available (for example, you can collect Piece of Heart #1 long before you can get #44). For more information on how to collect each Piece of Heart, see the "Islands of the Great Sea" section.
Pieces of Heart continued

<table>
<thead>
<tr>
<th>Piece #</th>
<th>Location</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>Rock Spire Isle (B3)</td>
<td>Get this from the ring of light left by one of the two nearby Cannon Boats found in this quadrant (bomb the Cannon Boats).</td>
</tr>
<tr>
<td>24</td>
<td>Bomb Island (F5)</td>
<td>It's in the island's secret cavern (bomb the boulder at the top of the island).</td>
</tr>
<tr>
<td>25</td>
<td>Southern Fairy Island (D6)</td>
<td>From Treasure Chart #4</td>
</tr>
<tr>
<td>26</td>
<td>Varies</td>
<td>Get this by completing the Withered Deku Tree sidequest. It's given to you by the last Deku Tree you water.</td>
</tr>
<tr>
<td>27</td>
<td>Windfall Island (D2)</td>
<td>Get this at the auction held on the mansion's ground floor at night.</td>
</tr>
<tr>
<td>28</td>
<td>Windfall Island (D2)</td>
<td>You get this from Maggie after you give her Woe's letter.</td>
</tr>
<tr>
<td>29</td>
<td>Windfall Island (D2)</td>
<td>You get this after completing Zamar's Trading Quest (give the Wandering Merchant at Greatfish Isle (D4) the Sharp Guru statue).</td>
</tr>
<tr>
<td>30</td>
<td>Windfall Island (D2)</td>
<td>Get this by catching all four Killer Bees (beating them at hide-and-seek).</td>
</tr>
<tr>
<td>31</td>
<td>Windfall Island (D2)</td>
<td>Get this after helping Anton and Linda go out on a date (Deluxe Peto Box required).</td>
</tr>
<tr>
<td>32</td>
<td>Windfall Island (D2)</td>
<td>Get it from Sam after you decorate the town with Trading Quest items purchased from Zamar's Stall.</td>
</tr>
<tr>
<td>33</td>
<td>Pewaint Isle (E2)</td>
<td>From Treasure Chart #30</td>
</tr>
<tr>
<td>34</td>
<td>Rock Spire Isle (B3)</td>
<td>From Treasure Chart #2</td>
</tr>
<tr>
<td>35</td>
<td>Three-Eye Reef</td>
<td>From Treasure Chart #38</td>
</tr>
<tr>
<td>36</td>
<td>Forest Haven (H6)</td>
<td>From Treasure Chart #31</td>
</tr>
<tr>
<td>37</td>
<td>Fire Star Isles (G7)</td>
<td>From Treasure Chart #33</td>
</tr>
<tr>
<td>38</td>
<td>Windfall Island (D2)</td>
<td>Get this kleeve after the windmill is working and the lighthouse is lit up.</td>
</tr>
<tr>
<td>39</td>
<td>Windfall Island (D2)</td>
<td>It's in the translucent chest sitting on the tiny isle next to Windfall. The lighthouse must be illuminated to reveal the chest.</td>
</tr>
<tr>
<td>40</td>
<td>Thorned Fairy Island (C4)</td>
<td>From Treasure Chart #5</td>
</tr>
<tr>
<td>41</td>
<td>Bomb Island (F5)</td>
<td>From Treasure Chart #20</td>
</tr>
<tr>
<td>42</td>
<td>Outset Island (B7)</td>
<td>Get this from the dark gray soil near the tall grass where Masa is working. Use All-Purpose Bait to get the fat gray Wild Pig to dig for you.</td>
</tr>
<tr>
<td>43</td>
<td>Outset Island (B7)</td>
<td>Get this by earning the rank of Master in training with Orta (hit him 300 times or more).</td>
</tr>
<tr>
<td>44</td>
<td>Outset Island (B7)</td>
<td>It's in the chest on the 50th floor of the Savage Labyrinth (Deku Leaf, Power Bracelets, and Mirror Shield are required).</td>
</tr>
</tbody>
</table>

Platforms

Platforms are the tall towers scattered about the Great Sea. Boboblins or Wizzrobes usually guard them, and some feature mounted cannons. Each platform holds a treasure, and one at quadrant C5 offers a Piece of Heart.

<table>
<thead>
<tr>
<th>Location</th>
<th># of Platforms</th>
<th>Conditions</th>
<th>Reward</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Island (B1)</td>
<td>One</td>
<td>None</td>
<td>Minor rewards</td>
<td>—</td>
</tr>
<tr>
<td>Seven-Star Isles (F1)</td>
<td>Three</td>
<td>Defeat Wizzrobes, defeat Wizzrobes</td>
<td>Treasure Chart #16</td>
<td>Wizzrobes attack in waves.</td>
</tr>
<tr>
<td>Pewaint Isle (E2)</td>
<td>One</td>
<td>Defeat Boboblins</td>
<td>Minor rewards</td>
<td>—</td>
</tr>
<tr>
<td>Western Fairy Island (A8)</td>
<td>One</td>
<td>Defeat Boboblins</td>
<td>Skull Necklace</td>
<td>—</td>
</tr>
<tr>
<td>Rock Spire Isle (B3)</td>
<td>Three</td>
<td>Defeat cannons, destroy cannons, none</td>
<td>Orange Rupees, minor rewards</td>
<td>Jump from the middle platform and use the Deku Leaf to reach the others. Use the updraft to reach the western platform.</td>
</tr>
<tr>
<td>Eastern Fairy Island (E3)</td>
<td>One</td>
<td>Defeat Boboblins</td>
<td>Minor rewards</td>
<td>—</td>
</tr>
<tr>
<td>Fire Mountain (F3)</td>
<td>One</td>
<td>Destroy cannons, none</td>
<td>Minor rewards</td>
<td>—</td>
</tr>
<tr>
<td>Star Reef Archipelago (G3)</td>
<td>One</td>
<td>None</td>
<td>Minor rewards</td>
<td>—</td>
</tr>
<tr>
<td>Cyclopes Reef (C4)</td>
<td>One</td>
<td>Defeat Boboblins</td>
<td>Minor rewards</td>
<td>—</td>
</tr>
</tbody>
</table>
Platforms continued

<table>
<thead>
<tr>
<th>Location</th>
<th># of Platforms</th>
<th>Conditions</th>
<th>Reward</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Six-Eye Reef (D4)</td>
<td>One</td>
<td>Destroy cannons</td>
<td>Minor rewards</td>
<td>Use the Deku Leaf to reach the western platform.</td>
</tr>
<tr>
<td>Thorneed Fairy Island (D4)</td>
<td>Two</td>
<td>Destroy cannons, defeat Bokoblins</td>
<td>Minor rewards</td>
<td></td>
</tr>
<tr>
<td>Isle of Steel (BS)</td>
<td>One</td>
<td>Defeat enemies</td>
<td>Minor rewards</td>
<td></td>
</tr>
<tr>
<td>Stone Watcher Island (C5)</td>
<td>One</td>
<td>Destroy cannons, none</td>
<td>Piece of Heart #19, minor rewards</td>
<td>Lots of cannons!</td>
</tr>
<tr>
<td>Bomb Island (F5)</td>
<td>One</td>
<td>Defeat Bokoblins</td>
<td>Minor rewards</td>
<td></td>
</tr>
<tr>
<td>Six-Eye Reef (B6)</td>
<td>One</td>
<td>None</td>
<td>Minor rewards</td>
<td></td>
</tr>
<tr>
<td>Southern Fairy Island (E6)</td>
<td>Three</td>
<td>Destroy cannons, destroy cannons</td>
<td>Treasure Chart #180, minor rewards</td>
<td>Destroy the cannons on the two platforms that have ladders, then jump and use the Deku Leaf to reach the middle platform and its chest.</td>
</tr>
<tr>
<td>Cliff Plateau Isles (F6)</td>
<td>One</td>
<td>None</td>
<td>Minor rewards</td>
<td></td>
</tr>
<tr>
<td>Horsehoe Island (A7)</td>
<td>Two</td>
<td>Step on both switches</td>
<td>Minor rewards</td>
<td>Each platform’s switch reveals a chest on the opposite platform.</td>
</tr>
<tr>
<td>Two-Eye Reef (D7)</td>
<td>One</td>
<td>None</td>
<td>Minor rewards</td>
<td></td>
</tr>
<tr>
<td>Five Star Isles (G7)</td>
<td>One</td>
<td>Destroy cannons</td>
<td>Minor rewards</td>
<td></td>
</tr>
</tbody>
</table>

Rings of Light

According to the Light Ring Chart, certain rings of light only appear during a full moon. While these special rings of light don’t earn you anything special, we’ve listed them all in the following table. Note that these singular rings of light are all found around the islands of each quadrant below. Learn the Song of Passing from Tott at Windfall Island (D2).

Rings of Light (Full Moon Only)

<table>
<thead>
<tr>
<th>Location</th>
<th># of rings</th>
<th>Rewards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seven-Star Isles (F1)</td>
<td>Three</td>
<td>Red Rupees</td>
</tr>
<tr>
<td>Northern Triangle Island (E3)</td>
<td>Four</td>
<td>Red Rupees</td>
</tr>
<tr>
<td>Star Belt Archipelago (G3)</td>
<td>Two</td>
<td>Red Rupees, Purple Rupee</td>
</tr>
<tr>
<td>Greatfish Isle (BS)</td>
<td>Four</td>
<td>Red Rupees</td>
</tr>
<tr>
<td>Five Star Isles (C7)</td>
<td>Three</td>
<td>Red Rupees</td>
</tr>
</tbody>
</table>

Secret Caverns

Secret caverns are on many of the islands across the Great Sea. You fall into small, dark holes to enter them, and usually find a valuable treasure inside. Often you need a certain item to enter a secret cavern. For example, you may need to set a Bomb and blast a large boulder away to reveal the hole that leads to a secret cavern.

Be ready for anything when you enter a secret cavern. Some of the game’s most trying battles are fought inside them. You must defeat all enemies to reveal the secret cavern’s hidden chest. To exit a secret cavern, return to the spot where you dropped in, and a shaft of light transports you back outside. If you’ve fallen into a situation for which you’re not prepared, there’s no shame in performing a hasty retreat. The table below can help you keep track of the secret caverns you’ve already cleared.
### Secret Caverns

<table>
<thead>
<tr>
<th>Location</th>
<th>Entry Requirements</th>
<th>Objective</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Island (B1)</td>
<td>Bomb the western boulder.</td>
<td>Defeat enemies.</td>
<td>Piece of Heart #21</td>
</tr>
<tr>
<td>Overlook Island</td>
<td>Hookshot up the palm trees.</td>
<td>Defeat enemies.</td>
<td>Triforce Chart #8</td>
</tr>
<tr>
<td>Pawprint Isle (E2)</td>
<td>Crawl into the large dome.</td>
<td>Proceed through the short cavern and bomb the two boulders inside.</td>
<td>Piece of Heart #6, Joy Pendant, Purple Rupee</td>
</tr>
<tr>
<td>Pawprint Isle (E2)</td>
<td>Hookshot up to the wooden statue on the island’s “middle toe.”</td>
<td>Defeat enemies.</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>Dragon Roost Island</td>
<td>Bomb the boulder near the Wind Shrine.</td>
<td>Light the torches and defeat the Keese.</td>
<td>Purple Rupee</td>
</tr>
<tr>
<td>Rock Spire Isle (B3)</td>
<td>Bomb the higher boulders.</td>
<td>Light the torches and defeat the Keese.</td>
<td>Treasure Chart: #37</td>
</tr>
<tr>
<td>Fire Mountain (F3)</td>
<td>Shoot the fire column with an Ice Arrow and climb to the top.</td>
<td>Open chest.</td>
<td>Power Bracelets</td>
</tr>
<tr>
<td>Needle Rock Isle (A5)</td>
<td>Melt the ice block with a Fire Arrow.</td>
<td>Light the six torches with Fire Arrows.</td>
<td>Orange Rupee</td>
</tr>
<tr>
<td>Stone Watcher Island (C5)</td>
<td>Lift the large stone face (Power Bracelets required).</td>
<td>Clear each room of enemies, play the Wind’s Requiem at the Wind Crest.</td>
<td>Triforce Chart #7</td>
</tr>
<tr>
<td>Private Oasis (E5)</td>
<td>Use the Clapping Hook on the pole inside the cabana to enter the fireplace.</td>
<td>Proceed through the short cavern.</td>
<td>Triforce Chart #2</td>
</tr>
<tr>
<td>Bomb Island (F5)</td>
<td>Bomb the boulder on top of the island.</td>
<td>Proceed through the two rooms.</td>
<td>Piece of Heart #24</td>
</tr>
<tr>
<td>Bird’s Peak Rock (C5)</td>
<td>Activate each switch on the peaks with a seagull.</td>
<td>Play the Wind’s Requiem at the Wind Crest.</td>
<td>Triforce Chart #3</td>
</tr>
<tr>
<td>Diamond Steppe Island (A6)</td>
<td>Hookshot up the palm trees.</td>
<td>Proceed through the short Warp jar maze.</td>
<td>Joy Pendant, Ghost Ship Chart</td>
</tr>
<tr>
<td>Shark Island (C6)</td>
<td>Activate all four switches (Shulk Hammer and Iron Boots required).</td>
<td>Defeat enemies.</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>Ice Ring Isle (E6)</td>
<td>Shoot the large stone dragon’s mouth with a Fire Arrow and enter the dragon’s mouth.</td>
<td>Proceed through the short cavern.</td>
<td>Iron Boots</td>
</tr>
<tr>
<td>Ice Ring Isle (E6)</td>
<td>After you get the Iron Boots from the first secret cavern, walk into the wind, and drop down the hole.</td>
<td>Melt and defeat the enemies inside this “secret-secret” cavern.</td>
<td>Orange Rupee</td>
</tr>
<tr>
<td>Cliff Plateau Isles (C6)</td>
<td>Proceed across the smaller islands and drop down the hole at the last one.</td>
<td>Navigate through the short cavern, use the exit found at the other side (Deku Leaf and Fire Arrows required).</td>
<td>Joy Pendant, Treasure Chart #25 on larger isle, use the secret cavern’s other exit to reach it</td>
</tr>
<tr>
<td>Horseshoe Island (A7)</td>
<td>Use the Deku Leaf to push the Deku Nuts into the holes.</td>
<td>Defeat enemies.</td>
<td>Treasure Chart #8</td>
</tr>
<tr>
<td>Outset Island (B7)</td>
<td>Use the Deku Leaf to reach the Forest of Fairyies and bomb the boulder inside the forest.</td>
<td>Talk to Great Fairy.</td>
<td>Rupee Purse upgrade</td>
</tr>
<tr>
<td>Outset Island (B7)</td>
<td>Use the Deku Leaf to reach the large stone face and lift the stone face (Power Bracelets required).</td>
<td>Clear every floor of enemies. Use the Mirror Shield on the large statue found on the 30th floor to go down to the 5th floor.</td>
<td>Triforce Chart #6, Piece of Heart #44</td>
</tr>
<tr>
<td>Angular Isles (E7)</td>
<td>Use the Deku Leaf (or Hookshot) from the larger island to reach the smaller isle.</td>
<td>Solve the block puzzle and use the Mirror Shield from the top of the block stack to reveal the translucent chest.</td>
<td>Silver Rupee</td>
</tr>
<tr>
<td>Boating Course (F7)</td>
<td>Use the Deku Leaf to glide from the main island to the smaller northern island.</td>
<td>Use the Boomerang to activate the three switches.</td>
<td>Submariner Chart</td>
</tr>
</tbody>
</table>

### Shops and Vendors

Besides Beedle's Shop, several other shops and vendors sell their goods at various islands. Use the checklist below to make sure you visit each one, or to determine which shop has the best prices for the items you require. The shops listed here are organized by the quadrants in which they're found (according to the Sea Chart).

<table>
<thead>
<tr>
<th>Location</th>
<th>Shop Name</th>
<th>Items (Cost)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windfall Island</td>
<td>Bomb Shop</td>
<td>10 Bombs (20 Rupees), 20 Bombs (35 Rupees), 30 Bombs (50 Rupees)</td>
</tr>
<tr>
<td>Windfall Island</td>
<td>Chu jelly Juice Shop</td>
<td>Red Potion (20 Rupees), Green Potion (10 Rupees), Blue Potion (60 Rupees)</td>
</tr>
<tr>
<td>Windfall Island</td>
<td>Photography Shop</td>
<td>Legendary Photos (50 Rupees each)</td>
</tr>
<tr>
<td>Windfall Island</td>
<td>Zunari's Stall</td>
<td>Sail (80 Rupees), Trading Quest items (varies)</td>
</tr>
<tr>
<td>Forest Haven (E6)</td>
<td>Helios Forest Potion Shop</td>
<td>Blue Potion (four Boko Boko Seeds)</td>
</tr>
<tr>
<td>Outset Island (B7)</td>
<td>Grandma's House</td>
<td>Elixir Soup (free)</td>
</tr>
</tbody>
</table>
**Songs**

After you acquire the Wind Waker, you can conduct magical songs to aid you in your quest. You must learn a song before you can use it. You can learn six songs, one of which (the Song of Passing) is optional. As you learn each song, check it off on the following table, which lists them in alphabetical order.

<table>
<thead>
<tr>
<th>Name</th>
<th>Commands</th>
<th>Effect</th>
<th>Where It's Learned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ballad of Gales</td>
<td>Hold + for 4/4 tempo, then play + + +</td>
<td>Warping song</td>
<td>Learn it from Ciclos (god of winds) after hitting him with three arrows; location varies.</td>
</tr>
<tr>
<td>Command Melody</td>
<td>Hold + for 4/4 tempo, then play + + +</td>
<td>Control song</td>
<td>Learn it in the Tower of the Gods dungeon (E4).</td>
</tr>
<tr>
<td>Earth God's Lyric</td>
<td>Hold + for 6/4 tempo, then play + + + +</td>
<td>Used inside the Earth Temple dungeon (C7)</td>
<td>Learn it from the stone tablet in the cave at Headstone Island (C7).</td>
</tr>
<tr>
<td>Song of Passing</td>
<td>+ + +</td>
<td>Turns day to night and night to day</td>
<td>Learn it from Tott at Windfall Island (D2).</td>
</tr>
<tr>
<td>Wind God's Aria</td>
<td>+ + + +</td>
<td>Used inside the Wind Temple dungeon (D1)</td>
<td>Learn it from the stone tablet in the cave at Gale Isle (D1).</td>
</tr>
<tr>
<td>Wind's Requiem</td>
<td>+ + + +</td>
<td>Changes the direction of the wind</td>
<td>Learn it at the Wind Shrine off Dragon Roost Island (F2).</td>
</tr>
</tbody>
</table>

**Submarines**

Seven quadrants of the Great Sea feature submarines—small, wooden vessels complete with periscopes. Each has a dark doorway leading inside. When you see one, sail up to it, hop off your boat, and swim onto the sub's wooden frame.

- Entering a submarine is dangerous. You're always met with a fight inside. Some subs are easy to clear, while others are tougher.
- A ladder drops in after you defeat all the enemies lurking inside a submarine, allowing you access to a treasure chest. Climb up the ladder and claim your hard-earned reward, then exit the sub the same way you came in. Refer to the “Islands of the Great Sea” section for more information on the submarines found in each quadrant.

**Withered Deku Trees**

Following the celebration that ensues after you clear the Forbidden Woods dungeon and rescue the Korok named Makar, eight Withered Deku Trees appear on eight islands across the Great Sea. These are supposed to be the Deku Trees of the future, but they can’t grow.

- Fill an Empty Bottle with Forest Water, which is found inside the Forest Haven. Travel to each Withered Deku Tree and water it. You must hurry. Outside air transforms the Forest Water into ordinary water in 20 minutes. Your bottle of Forest Water can be used multiple times—it never runs out!

**Submarines**

- **Location**
  - Northern Fairy Island (C1)
  - Crescent Moon Island (E1)
  - Flight Control Platform (C2)
  - Six-Eye Reef (C4)
  - Bomb Island (F5)
  - Headstone Island (C7)
  - Five Star Isles (C7)

- **Treasure**
  - Treasure Chart #22
  - Treasure Chart #3
  - Platform Chart
  - Piece of Heart #9
  - Empty bottle
  - Treasure Chart #14
  - Piece of Heart #14

Because the Forest Water changes to ordinary water in 20 minutes, move fast as you travel from tree to tree. All eight Withered Deku Trees must be watered within the 20-minute limit. Unless you have the Ballad of Gales warping song, you won’t have much chance to reach all eight trees before time runs out.
We've figured out the best route to take as you travel to each Withered Deku Tree. Use the list below as your guide in completing this sidequest, and check off each Deku Tree as you go. With our method, you'll have ample time to complete this task as long as you're quick (we finished with more than 5 minutes to spare).

Successfully complete this sidequest to receive Piece of Heart #26 from the last Withered Deku Tree you water (which is found at Star Island (B1) according to our method).

<table>
<thead>
<tr>
<th>Location</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cliff Plateau Isles (C6)</td>
<td>Sail east from Forest Haven; travel through</td>
</tr>
<tr>
<td></td>
<td>secret cavern to reach Deku Tree.</td>
</tr>
<tr>
<td>Shark Island (C6)</td>
<td>Warp to Southern Fairy Island (D6); sail west.</td>
</tr>
<tr>
<td>Greatfish Isle (B4)</td>
<td>Warp here. The Deku Tree is on the southeastern isle (follow the corkscrew path).</td>
</tr>
<tr>
<td>Needle Rock Isle (A5)</td>
<td>Sail southwest from Greatfish Isle (B4).</td>
</tr>
<tr>
<td>Private Oasis (E5)</td>
<td>Warp to Tower of the Gods (E4); sail south.</td>
</tr>
<tr>
<td>Eastern Fairy Island (E3)</td>
<td>Warp back to Tower of the Gods (E4); sail north.</td>
</tr>
<tr>
<td>Mother &amp; Child Isles (B2)</td>
<td>Warp to Tingle Isle (C3); sail northwest to Child Isle.</td>
</tr>
<tr>
<td>Star Island (B1)</td>
<td>Sail north from Mother &amp; Child Isles.</td>
</tr>
</tbody>
</table>
In The Legend of Zelda: Ocarina of Time, you travel through time across a vast world to fulfill your destiny as the Hero of Time.
Kokiri Forest

Legend
1. Link’s House
2. Mido’s House
3. The Know-it-All
4. Brether’s House
5. Forest Training Center
6. Saria’s House
7. The House of Twins
8. The Kokiri Shop
9. The Great Deku Tree

Objectives

- Find the Kokiri Sword.
- Buy a shield from the Kokiri Shop.
- Talk to the Great Deku Tree.

Enter the Hole of Z in the mountainside. Walk through the maze to a chest and claim your Kokiri Sword. Explore Kokiri Forest and collect 40 Rupees to purchase a Deku Shield. Once equipped with a sword and shield, talk to Mido, then head down the road to the Great Deku Tree.

The Great Deku Tree

1F

2F

3F
Legend
1. Climb the "rough" walls
2. Acquire the Dungeon Map
3. Acquire the Slingshot
4. Knock the ladder loose with the Slingshot
5. Climb the walls to 3F
6. Acquire the Compass
7. Light the torch with a Deku Stick
8. Jump down and break the web on 1F
9. Use a Deku Stick torch to burn away the cobwebs
10. Shoot the Eye Switch to open the door
11. Dive down and press the switch to lower the water level
12. Light the torches to open the door
13. Bomb this wall later
14. Crawl through this hole
15. Burn away the cobwebs
16. Defeat the three Deku Scrub Brothers

Objectives
- Find the Fairy Slingshot
- Defeat Queen Gohma

To destroy the spider web, climb up, dispatching enemies and collecting items along the way. When you reach the top, walk to the platform's edge and drop off.

Boss Battle: Queen Gohma
To defeat Queen Gohma, wait for her eye to shine red before stunning her with a Deku Seed. Move in and attack with your sword before she recovers. Defeat Queen Gohma's eggs as she drops them. Repeat the sequence until you destroy her. Your reward for defeating Queen Gohma is a Heart Container. Talk to the Deku Tree to receive the Spiritual Stone of the Forest—Kokiri's Emerald.

Hyrule Field

Legend
1. Hyrule Castle
2. Lon Lon Ranch
3. Kokiri Forest
4. Gerudo Valley
5. Lake Hylia
6. Kakariko Village
7. Zora's River
**Objectives**

**Lon Lon Ranch**

**Legend**
1. Talon’s House
2. The Stables
3. The Coral
4. The Storage Shed

Talk to Malon in the market about her missing father. Look for him in Hyrule Castle. Talk to Malon again near the vine at the castle path and get the Weird Egg. Sneak into the castle by climbing the vine on the path’s right side. When you find Talon, wake him.

At sunrise, the egg hatches and produces a Cucco that awakens Talon. Push both crates into the water to build a tower high enough to allow you to jump onto the castle wall. Enter the water conduit.

Watch the guard’s pattern and cross the courtyard. When you reach the princess, agree to do her bidding. Impa leads you through the castle to Hyrule Field and teaches you Zelda’s Lullaby.

**Objectives**

**Lon Lon Milk**

- Win a bottle of Lon Lon Milk from Talon.
- Learn Epona’s Song from Malon.

To win a bottle of Lon Lon Milk from Talon, find the three Super Cuccos. Pay the 10 Rupees, which gives you 30 seconds to find the Super Cuccos that Talon puts in the room. Before accepting this challenge, pen up the regular Cuccos in the niche between the stairs and the table Talon is resting against.

Talk to Malon in the corral. When she asks if you want to sing a song with her, play your Ocarina. Learn Epona’s Song and the little pony Epona comes to your side. Leave Lon Lon Ranch and return to Kokiri Forest.
The Lost Woods

Legend
1. The Skull Kid
2. The Business Scrub
3. Hit the Target
4. The Skull Kids
5. Doorway to Goron City
6. Doorway to Zora's River
7. The Business Scrubs
8. Forest Stage under the Hidden Hole
9. Passage to the Sacred Forest Meadow
10. Business Scrub under the Hidden Hole

Objectives
- Find Saria
- Learn Saria's Song
- Defeat the two Mad Scrubs blocking the passage to the Forest Temple. When you find Saria, she teaches you Saria's Song.

Kakariko Village

Legend
1. House of Skulltula
2. Impa's House
3. Unfinished House
4. The Windmill
5. Graveyard Entrance
6. Granny's Potion Shop
7. The Little Boy's House
8. Gate to Death Mountain

Objectives
- Find the gate to Death Mountain.
- Show the guard Zelda's letter.

You can do many things in Kakariko Village. Talk to the villagers to see if you can help them. When you're done, head up the long staircase, left of the city's entrance. It takes you to the gate that marks the Death Mountain entrance. Show the guard your letter from Zelda, and he opens the gates.
Death Mountain Trail

Legend:
1. Boulder Room
2. Giant Goron's Shop
3. Medigoron's Shop
4. Darunia's Room

Objectives:
- Travel to Goron City
- Talk to any Gorons you meet
- Return to the trail when you have bombs
- Eliminate the Dodongos from the Cave
- Receive Darunia's Bracelet
- Talk to the Goron chief, Darunia
- Eliminate the Dodongos from Dodongo's Cavern
- Darunia gives you the Spiritual Stone if you eliminate the Dodongos from Dodongo's Cavern

Goron City

Legend:
1. Darunia's Room
2. Medigoron's Shop
3. Giant Goron's Shop
4. Boulder Room

Objectives:
- Darunia's entrance sits a lone Goron shading a Bomb Flower. Pick up the Bomb Flower and throw it from its caged area to a boulder blocking the Dodongo's Cavern entrance.
- Near Goron City's entrance
- When you enter Goron City, follow the path to Darunia's room.
- To gain access, play Zelda's Lullaby while standing on the rug in front of Darunia's room. Enter the room and talk to Darunia. Play Saria's Song to get Darunia in a better mood so he'll talk to you.
Objectives

- Get the Bomb Bag.
- Go to King Dodongo's Chamber.
- Defeat King Dodongo.

Follow the steps above to go around this dungeon. Use bombs to blast open doors and reach the treasures within. If your Bomb Flower fails to open a blocked pathway, wait until another Bomb Flower grows in its place and try again.

Get the Bomb Bag from the treasure chest. Bomb Bags allow you to carry up to 20 normal Bombs at a time.

Boss Battle: The Infernal Dinosaur, King Dodongo

Toss bombs into King Dodongo's mouth before he breathes fire. While he's stunned, run forward and attack with your sword. Repeat this process four times to finish him.

Run toward King Dodongo to throw a bomb into his open mouth. Leave King Dodongo's Chamber by entering the warp. King Darunia is overjoyed with your success and awards you the Goron's Ruby.

To enter the lair of this dungeon's boss, drop a bomb off the edge of each hole in the bridge over the main room into the ancient Dodongo skull's eye sockets. When both eyes light up, the Dodongo's mouth opens.

Legend
1. Bomb the door open
2. Acquire the Dungeon Map
3. Move the door to the southwest
4. Move the statue onto the floor switch
5. Defeat two Lizalfos
6. Light the three torches
7. Step on the floor switch to open the northwest door
8. Bomb the wall
9. Defeat the Armos to get the Compass
10. Use a Bomb Flower to set off the other Bomb Flowers and lower the staircase
11. Move the statue and activate the floor switch
12. Bomb the wall to the right of the ladder
13. Shoot the Eye Switch
14. Defeat two Lizalfos
15. Shoot the two Eye Switches
16. Acquire the Bomb Bag
17. Step on the floor switch to raise the platform
18. Bomb the wall for the Deku Shield
19. Drop bombs into the Dodongo skull's eye sockets
20. Push the crescent block from the north passage onto the floor switch
21. Blast the floor to enter King Dodongo's Chamber
Zora's River

Legend
1. Magic Bean Salesman
2. Frog Chorus
3. Hidden Fairy's Mountain
4. Seal of the Triforce

Objectives
1. Speak to Saria about where to go next.
2. Travel to Zora's River.
3. Stand on the Triforce and play Zelda's Lullaby.

Stand in front of the waterfall and play Zelda's Lullaby. The waterfall then transport you to the tunnel behind it and enter Zora's Domain.

Zora's Domain

Legend
1. The Zora Shop
2. Fishing Hole
3. King Zora's Throne
4. Gate to Zora's Fountain
5. Diving Game
6. Portal to Lake Hylia

Objectives
1. Enter Zora's Domain.
2. Play the diving game to win the Silver Scale.
3. Dive into the water and enter Lake Hylia.
5. Catch a fish.

To save Princess Ruto, you must first win the diving game. Go from the king's room to the tunnel's end, where the stream of water becomes a waterfall. A Zora challenges you to the diving game.

Dive into the water. If you complete the task in the time allotted, the Zora calls you back and presents you the Silver Scale. With it, you can dive down six feet. Dive into the lake and head toward an underwater door. This portal takes you to Lake Hylia.
**Lake Hylia**

- Hyrule Field
  - 1. Lakeside Laboratory
  - 2. The Scarecrows
  - 3. Fishing Pond
  - 4. Water Temple

**Zora's Fountain**

- Objectives
  - Find the bottle with Princess Ruto's note.
  - Catch a 10-pound Lunker.
  - Catch a fish in a bottle.

- Feed Jabu-Jabu.

- The tunnel behind King Zora's Throne leads you to the spring and Lord Jabu-Jabu. Open your bottle and shake the fish to the floor in front of his mouth. Jabu-Jabu opens wide and sucks you in!

**Jabu-Jabu's Belly**

- Objectives
  - Hit the uvula to open the door
  - Meet with Princess Ruto
  - Pick up Ruto and carry her with you
  - Throw Ruto to the other bank and step on the switch
  - Hit the switch to open the door
  - Take the platform to 1F
  - Use the weight of two people to depress the switch
  - Defeat four Stingers for the Boomerang
  - Leave Ruto on the switch
  - Destroy the Red Tentacle for the Dungeon Map
  - Destroy all the Shaboms in the room in 30 seconds for the Compass
  - Destroy the Blue Tentacle
  - Destroy the Tentacle
  - Fall down the Tentacle-less hole
  - Enter Big Octo's Room
  - Take the platform piece to 1F
  - Use the box to depress the switch
  - Use the Boomerang to hit the switch behind the transparent membrane to the boss arena

**NOTE**

Before leaving Zora's Domain, catch a fish in an empty bottle at the Zora Store.
**Objectives**

- Follow the steps to get through Jabu-Jabu's belly.
- Get the Boomerang.
- Defeat the tentacles.
- Defeat Big Octo.
- Recover Ruto's Spiritual Stone of Water.
- Defeat the bio-electric anemone, Barinade.

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**Hyrule Castle**

Legend

1. Hyrule Castle
2. Lon Lon Ranch
3. Kokiri Forest
4. Gerudo Valley
5. Lake Hylia
6. Kakariko Village
7. Zora's River

**Objectives**

- Obtain the Ocarina of Time.
- Learn the Song of Time.
- Get the Master Sword.

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**Boss Battle: The Bio-Electric Anemone, Barinade**

Go through Jabu-Jabu's belly to find Princess Ruto. Sometimes you have to hold the Princess to activate a switch, and sometimes you have to leave her on one.

After finding Princess Ruto's Spiritual Stone of Water and defeating Big Octo, return to the main floor, searching for Princess Ruto.

Destroy the Big Octo and hit the jelly-like blocks to form a bridge to the door. Exit.

After the platform slides down, it forms a connection from the first room in the dungeon to the hallway on the east side. Use one of the boxes along the west wall to depress the switch to open the door, then enter the door.

Avoid Barinade's electrical bolts. While it sprays you with electricity, lock onto one of its three tentacles and throw your Boomerang. Repeat this for each tentacle to free Barinade from the ceiling.

When it is free, sum it, then attack its jellyfish plates with your sword. Stripped of its armor, Barinade begins to spin around the room, shooting electrical bolts. Hit it with your Boomerang to stun it, then attack with your sword. When you defeat Barinade, the warp point and a Heart Container appear.

Accompany Princess Ruto home and she offers you the Zora's Sapphire for saving her. Return to Hyrule Castle.

As you arrive at Hyrule Castle, the drawbridge drops and you see Zelda and Impa. Ride on horseback.

Follow the moat after Ganondorf's ride by to find Zelda's Ocarina of Time.
The Temple of Time and the Search for the Forest Medallion

Rauru hands over his Light Medallion, adding its power to yours, and returns you to Hyrule and the Temple of Time.

At the temple, Sheik explains your quest and relates the prophecy that detailed the location of the Sages' Medallions. Temples can be found in the forest, in a mountain, under the water, in the house of the dead, and in the desert.

NOTE
Before you enter the Forest Temple, you must have the Hookshot. Travel to Kakariko Village, where the late Dampé has a present for you.

Kakariko Village—the Graveyard

Objectives

Accept Dampé’s challenge to race.
Keep up with Dampé to win the Hookshot.

Check out the graveyard to find a grave marked with flowers. Pull the tombstone aside to find a hole that leads to Dampé. Accept Dampé’s challenge to race. The object is not to beat him, but to keep up.

Dodge the bits of flame thrown by Dampé. If you get lost or delayed and fail to make it through the doors in time, the race ends and you must restart. Keep up with Dampé to receive the Hookshot.

Now you can travel to the Lost Woods where the Forest Temple awaits. Play the Song of Time to move the stone and exit Dampé’s grave.

Lon Lon Ranch

Objectives

Win Epona

Return to Lon Lon Ranch. Ingo, the stablehand, has taken over the ranch and forced out Talon. To keep you from spreading rumors, Ingo lets you ride one of his horses for a while. Select the brown mare and ride it until you are comfortable with the controls.

The second time you pay to ride a horse, you can challenge Ingo to a race. Call Epona over with Epona’s Song, then speak to Ingo. Ride Epona in the race. Beat Ingo in the first race and he challenges you again.

The Lost Woods

Race him again to win Epona. To leave Lon Lon Ranch, jump over the side wall to freedom.

Legend

1. The Skull Kid
2. The Business Scrub
3. Hit the Target
4. The Skull Kids
5. Doorway to Goron City
6. Doorway to Zora's River
7. The Business Scrubs
8. Forest Stage under the Hidden Hole
9. Passage to the Sacred Forest Meadow
10. Business Scrub under the Hidden Hole

Objectives

Defeat the Moblin
Talk to Sheik.
Learn the Minuet of Forest.

Battle past the enemies to reach Saria’s secret place. Sheik greets you and teaches you the Minuet of Forest, which always returns you to the Triforce symbol in this area. After you learn the Minuet of Forest, you’re ready to enter the Forest Temple. Use your Hookshot on the tree limb above the broken staircase and go in.
The Forest Temple

**Legend**
1. Climb the wall to the tree's top and pick up the Small Key in the chest across the way.
2. Defeat two Stallfoses for a Small Key.
3. Climb the wall to the room on 2F.
4. Defeat a Blue Bubble to get a Dungeon Map.
5. Hookshot to the switch.
6. Climb down the well to get the Small Key.
7. Enter the locked door to the west.
8. Solve the block puzzle.
9. Enter the twisted hallway.

10. Jump to the door on the right.
11. Defeat three Stallfoses for the Fairy Bow.
12. Defeat Joelle the Poe for the Small Key.
13. Defeat Beth the Poe for the Compass.
14. Shot the eye to untwist the hallway.
15. Get the Boss Key and drop down the hole into the room.
16. Defeat the Floor Master for the Small Key.
17. Shoot the ice-covered Eye Switch with the flaming arrow to twist the hallway.
18. Avoid the falling ceiling.
19. Defeat Any the Poe.
20. Defeat Meg the Poe.
21. Push the rotating walls in one complete circuit.
22. Unlock the door to the boss arena.

**Objectives**
- Collect the Small Keys.
- Get the Fairy Bow.
- Defeat Phantom Ganon.

**Death Mountain**

After speaking with the Deku Tree Sprout and learning of your true heritage, return to Death Mountain and retrieve the Fire Medallion. To reach the Fire Temple and get the Fire Medallion, you need a Goron Tunic to protect you from the heat.

To speak to the rolling Goron in Goron City, throw a bow in front of him. When he stops, speak to him and he gives you a Goron Tunic and directions to the Fire Temple.

In Darunia's Statue Room, pull the statue from the wall and walk through to enter the crater. Put on the Goron Tunic and use the Hookshot to reach the wooden beam over the impact section.

When Sheik appears, he teaches you the Bolero of Fire song. Continue into the cave and down the ladder to enter the Fire Temple.

Shoot the Phantom Ganon three times with an arrow as he tries to exit a painting. Look for the brightest painting. After the third shot, Phantom Ganon's horse disappears and you deal with him one-on-one.

Using your sword as a bat, smack Ganon's fireball attacks back at him. Target Ganon and hit him with one of his fireballs. He crashes to the ground. Attack him with your sword.

After the fourth attack, you destroy Phantom Ganon. Collect the Heart Container and hop into the warp, which takes you to the Chamber of Sages. There, you get the Forest Medallion from Saria.
The Fire Temple

Legend

1. Enter the left room at the top of the stairs
2. Talk to Darunia
3. Rescue Goron 1 and receive the Small Key
4. Rescue Goron 2 and receive the Small Key
5. Use the Time Block to climb to the LikeLike room
6. Blast the wall to rescue Goron 3, and receive the Small Key
7. Push the block onto the jet of flame and ride up
8. Use the Hookshot on the Crystal Switch
9. Blast the false wall to reveal the Gold Skulltula
10. Rescue Goron 4, and receive the Small Key
11. Rescue Goron 5, and receive the Small Key
12. Shoot the Eye Switch to enter the Map Room
13. Enter the room and run to point 14
14. Use the Scarecrow's Song or Zelda's Lullaby here
15. Bomb the crack in the stone
16. Rescue Goron 6 and receive the Small Key
17. Rescue Goron 7 and receive the Small Key
18. Make the Leap of Faith to the door
19. Avoid the flame walls to get the Compass
20. Travel through the maze and cross through the cell
21. Step on the switch to lower the flames
22. Defeat the Flare Dancer
23. Shoot the Crystal switch with the Hookshot
24. Step on the switch and run on the ledge to the Megaton Hammer
25. Pound the block
26. Break the statue in front of the door using the hammer
27. Pound the stone pillar with the hammer
28. Put the crate on the switch
29. Pound the block with the hammer
30. Rescue Goron 8 and receive the Small Key
31. Pound the column with the hammer and ride down
32. Break down the secret door with the hammer
33. Defeat the LikeLike
34. Defeat the Flare Dancer
35. Rescue Goron 9 and receive the Boss Key
36. Hop across the column to unlock the boss arena door
### Objectives

#### Boss Battle: Volvagia

When Volvagia erupts from the lava pit, rush up to it and hit its head with the hammer, then lob it with the Master Sword or pound it with the hammer again. Avoid Volvagia’s flame jets by staying to one side.

If it attacks with its claws, duck, and cover yourself with your shield. A well-aimed arrow to the head stops it.

Volvagia’s second attack rains rocks down on the arena. These are easy to dodge if you can figure out where the stream of boulders will land. After each attack, run to the arena’s edge. When Volvagia’s head hits you, run to it before it can breathe out fire at you or swipe you with its claws.

Keep up the attack-and-evasive cycle to defeat Volvagia. Collect the Heart Container and enter the warp to the Chamber of Sages, where Darunia gives you the Fire Medallion.

#### The Water Medallion

Returning to Zora’s Domain to investigate the arctic wind, you find King Zora’s domain encased in ice. Look for a cave entrance across the icy water in the fountain area. Swim through the icy waters to reach the entrance and enter the Ice Cavern.

Find the mysterious Blue Fire and capture it inside an empty bottle. Blue Fire melts red ice. Use it to get the Dungeon Map and clear blocked passages on the way to collect the Iron Boots from the Ice Wolfos. Blue Fire also thaws King Zora outside of the cavern.

#### Legend

1. Collect the five Silver Rupees
2. Acquire the Blue Fire
3. Acquire the Dungeon Map
4. Acquire the Compass
5. Solve the ice block puzzle
6. Defeat the Ice Wolfos to win the Iron Boots

### Ice Cavern

When you have the Iron Boots, Sheik appears and teaches you the Serenade of Water. This transports you to Lake Hylia and the Water Temple.
Water Temple

Legend
1. Find Princess Ruto
2. Lower the water level
3. Acquire the Dungeon Map
4. Push the crescent block
5. Raise the water level
6. Explore the east corridor
7. Acquire the Compass
8. Unlock and explore the west corridor
9. Raise the water level
10. Lower the water (lowest level)
11. Raise the water (middle level)
12. Raise the water (highest level)
13. Cross the cascading platforms
14. Hookshot through the drag on-head statue room
15. Defeat Dark Link
16. Navigate the serpentine river
17. Lower the water level (lowest level)
18. Explore the southern corridor
19. Defeat the Blue Bokkura
20. Cover the floor switch
21. Cross the water bridge

Objectives
Find Princess Ruto and follow her to the surface.
Defeat Dark Link to acquire the Longshot.
Defeat the giant aquatic amoeba, Morpha.

To get through the temple, use Zelda's Lullaby and the Song of Time to raise and lower the water. Your Iron Boots allow you to walk in deep water. Play these songs while standing near the Triforce symbols scattered throughout the temple.

Boss Battle: The Giant Aquatic Amoeba, Morpha
Avoid Morpha's watery tendrils and wait for the nucleus to venture outside the boss. Lock onto the nucleus and use the Longshot to draw it in where you can hack it with your sword. The center platforms are best to attack from, but they leave you vulnerable to attacks from behind. Hit the nucleus seven times to defeat it.
The Shadow Medallion

Returning to Kakariko Village, Link finds the town engulfed in flames. Sheik tells Link about the Shadow Temple entrance and teaches him the Nocturne of Shadow.

To enter the well, you need the Song of Storms. Reveal your Ocarina to the MusicBox player, and he recalls a melody used to spin the windmill out of control. Learn the melody, then return to the past.

Revisit the windmill and play the Song of Storms for the MusicBox player. This drains the well, allowing you to explore the catacombs below.

The Bottom of the Well

Legend
1. Lower the water flooding the catacombs
2. Uncover the Lens of Truth
3. Retrieve the Dungeon Map
4. Retrieve the Compass

Objectives

Drain the well with the Song of Storms.
Collect the Lens of Truth.

NOTE
While exploring, you may fall through an illusory floor tile to the bottom floor. To exit, collect the five Silver Rupees in the area and the gate opens. Use this opportunity to collect the Dungeon Map, which is in a chest behind some destructible boulders. There's more to do in this area, but nothing else is required.
Shadow Temple

With the Lens of Truth in hand, return to the Temple of Time and retrieve the Master Sword so you have access to the Fairy Bow and Longshot while exploring the Shadow Temple.

Play the Nocturne of Shadow to warp to the graveyard behind Kakariko Village. A tunnel on the east wall leads to a circular chamber. Call down Din's Fire to light the circle of torches and reveal the temple's entrance.

Objectives

Use Din's Fire to enter the Shadow Temple.

Defeat the Dead Hand to retrieve the Hover Boots.

Defeat the phantom shadow beast, Bongo Bongo.

Navigating the Shadow Temple requires the Lens of Truth to sniff out secret passages and hidden platforms. The lens also reveals hidden specters and makes defeating the undead minions easier.

Boss Battle: The Phantom Shadow Beast, Bongo Bongo

This boss appears to be just a pair of floating hands. Use the Lens of Truth to reveal the beast behind the hands. Avoid being struck by the hands and use the Fairy Bow and Longshot to incapacitate both. A successful hit turns each hand blue and causes Bongo Bongo to writhe in pain.

When both hands are stunned, use the Lens of Truth to see Bongo, and shoot the eye portion of its body. Bongo Bongo falls to the ground, so move up and attack with your sword. Repeat these steps until you defeat the boss.

Legend

1. Retrieve the Dungeon Map
2. Obtain the Hover Boots
3. Position the Statue Beak
4. Brave the chasm
5. Retrieve the Compass
6. Blast open the hidden passage
7. Leap through the guillotines
8. Defeat the Stalfos
9. Collect the five Silver Rupees
10. Activate the floor switch to retrieve the key
11. Cross the moving bridge
12. Navigate the deadly room of fans
13. Blow across the chasm
14. Use Zelda's Lullaby to take a ferry ride
15. Survive the spiked walls of death to claim the Boss Key
16. Cross the gap by bombing the statue
The Spirit Medallion

As you leave, you're given the Gerudo's Membership Card, which allows you to enter this area without fear of imprisonment. You can also access the Gerudo's Training Grounds, where you can try to win various items for the low cost of 10 Rupees.
The carpenters also repair the bridge, and you can access the Haunted Wasteland by speaking with the thief at the watchtower's top.

Haunted Wasteland

Objectives

Cross the River of Sand.
Follow the flag.
Follow the Poe to the Desert Colossus.
Learn the Requiem of Spirit.

Cross the River of Sand by using the Hover Boots or your Longshot. Walking in the sand sends you back to the Haunted Wasteland entrance. Follow the flag sticks through the desert to the second challenge. Use the Lens of Truth to reveal a Poe that leads you through the desert to the Desert Colossus.

Once inside the fortress, escape your cell and free the four carpenters. Avoid the thieves on patrol while tracking down each carpenter. Each carpenter is guarded by a thief, which attacks when you speak with the prisoners. Defeat the thieves to get the keys to the cells. If you're caught, you're sent back to your cell and forced to start over.

Enter the Spirit Temple to discover you need to visit the Temple of Time before you can progress. Leave the Spirit Temple. You encounter Sheik and learn the Requiem of Spirit, which transports you to the Desert Colossus. Use the Prehade of Light to return to the Temple of Time, relinquish the Master Sword, then play the Requiem of Spirit to return to the Spirit Temple.

Legend

1. Defeat the Armos
2. Activate the Crystal Switch with the Boomerang
3. Collect the five Silver Rupees
4. Solve the sun-face puzzle
5. Acquire the Dungeon Map
6. Activate the floor switch
7. Solve three puzzles
8. Defeat the Iron Knuckle
9. Acquire the Silver Gauntlets
10. Push the crescent block
11. Activate the Crystal Switch
12. Acquire the Compass
13. Move the mirror
14. Defeat the Beamos
15. Lure an Armos into triggering the floor switch
16. Defeat the Iron Knuckle
17. Acquire the Mirror Shield
18. Scale the Wall of Death
19. Acquire the Boss Key
20. Deflect sunlight onto the sun plaque
As you enter the Spirit Temple, you encounter a Gerudo Thief blocking the entrance. Speak with her, saying, “Nothing, really,” and she asks you to retrieve the Silver Gauntlets from the temple. Agreeing gives you access to the tunnel.

Objectives

- Agree to find the Silver Gauntlets for the Gerudo Thief.
- Defeat the Iron Knuckle to earn the Silver Gauntlets.
- Return to the temple of time and recover the Master Sword.
- Play Rhythm of Spiritual Strut to return to the Desert Colossus.
- Defeat the second Iron Knuckle to earn the Mirror Shield.

The Iron Knuckle is powerful; one blow reduces your health, and its attack cuts through pillars and throne. Such attacks release Recovery Hearts. Grab them, but avoid the axe.

Outmaneuver the beast, and strike from the rear to win the battle. Pass through the door behind the throne when the battle is over, and you’re awarded the Silver Gauntlets.

You’ve done all you can as a child. Return to the Temple of Time and recover the Master Sword. Use the Silver Gauntlets to move the crescent block in the entrance. The same strategy works for the second Iron Knuckle found later in the dungeon, and the huge Iron Knuckle at the end.

Sorceress Sisters Twinrova

In the Sun Mirror Room, turn the mirror to reflect light on the four sun-face plaques. The first two drop chests. The third opens a door in the west wall. The fourth drops an invisible Floor Master into the room.

Koume spits fire and Kotake projects artistic blasts. Block the attacks with your shield to deflect them. Bounce each sister’s attack into the other sister four times to force the sister to combine for a Double Dynamite Attack.

They hurl fire and ice at fever pitch. Catch either three fire or three ice attacks by blocking them with your shield, then release the power back at Twinrova. You must catch three like attacks to unleash the power, or you’ll take damage.

After you knock down Twinrova, rush in and hit the sisters with your sword. Repeat this process until the sisters are banished.

Ganon’s Castle

Objectives

- Return to the Temple of Time with the six Sages’ Medallions.
- Travel to Ganon’s Castle.
- Conquer the six rooms to disrupt the protective barrier.
- Defeat the Dinollos.
- Beat the two Stallions to get the Boss Key.
- Eliminate the two Iron Knuckles.
- Defeat the Great King of Evil, Ganondorf.
- Escape the castle.
- Destroy Ganon.

To reach the Boss Key door, direct sunlight into the room with the sun plaque by aligning the mirrors in the nearest rooms. Use the Mirror Shield to direct the beam onto the sun plaque and from there onto the mask above it.

To remove the barriers, mentioned, conquer six puzzle-filled rooms. You can challenge them in any order, but counterclockwise from the Spirit Room works best. Use these tips to help you through each room.
**Spirit Room**
- Look above the Beamo to find a way to get the fifth Rupee.
- Use a charged spin attack on the first Crystal Switch and the Bombo on the second.
- Fire Arrows shed light in a dark room.
- Watch for floor Masters when a Sun burns up.

**Light Room**
- The entrance is hidden.
- Watch for a trapped chest.
- Play the Ocarina to reveal things.

**Boss Battle: The Great King of Evil, Ganondorf**
- His second attack draws the powers of darkness and shoots homing energy beams. Evade the beams by running from corner to corner, or by shooting Ganondorf with a Light Arrow as he casts the spell. Knock him down a few more times and deliver solid blows, and the battle is yours.

**Escape**
- Follow Zelda out of the castle. She must open all the gates for you, so running ahead is pointless. Stay with her or you'll waste time. You must fight two battles on the way out. Eliminate your foes quickly or you run out of time.

**Forest Room**
- Shoot above the door.
- Use your Hover Boots sparingly.
- Play the Song of Time.

**Water Room**
- Blue Fire melts ice.
- Choose the ice block farthest from the hole.
- Leaving the room resets the puzzle and the timer.

**Shadow Room**
- Torches are on either side of the room.
- Use the Lens of Truth to find the path.
- Get the Golden Gauntlets here.

**Fire Room**
- The main pathway sinks.
- Try lifting large objects.
- Longshot to the end.

**Boss Battle: Ganon**
- After escaping, you must fight one last battle. Use the Megaton Hammer or the Biggoron's Sword; the Master Sword is taken from you temporarily. Slip between Ganon's legs and smack his tail to cause damage. Strike the tail five or six times, then Ganon falls over and your Master Sword is recovered.

**For the second phase,** use your Light Arrows to stun Ganon by shooting him in the head, then smack his tail with the Master Sword. After nine hits, Ganon falters again. Zelda uses her magic to strengthen the Master Sword for a final attack. Slash at Ganon's limp body to finish him.