

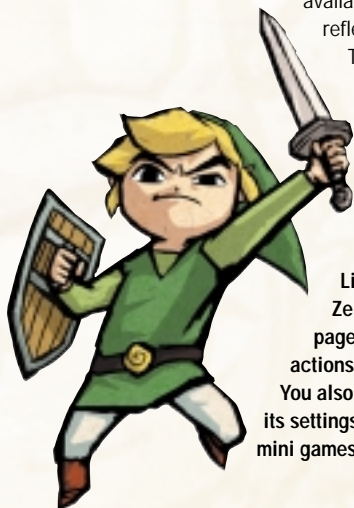
Five Months

Five months: that's how much game playing each piggyback writer has put into The Legend of Zelda – The Wind Waker Official Strategy Guide. This Mini Guide is a prequel to that book, which as you read these pages, is still in development. The official guide will offer minimum 180 pages in perfect piggyback quality. More than one quarter of these will be dedicated to secrets alone. The full guide will be available at release of the game with an R.R.P. of £9.99.

Five months equates to 1,500 hours games playing. Four writers have been working on the guide since December 2002. Add to this piggyback's quality control steps and you can appreciate the level of detail and information that will be

available on release. This work is a modest reflection of the game it presents.

The Legend of Zelda – The Wind Waker was worth the wait. It is a magnificent and vast universe offering an unprecedented gaming experience.



This exclusive official Mini Guide, available only in GAME retail outlets will give you the most precise overview on Link's imminent adventure The Legend of Zelda – The Wind Waker. The following pages give an overview of Link's diverse actions as well as those of his friends and foes. You also get a pre-taste of the impending adventure, its settings, characters, secrets, sub-quests and mini games – all just waiting to be uncovered.

Credits

The Official Legend of Zelda – The Wind Waker Mini Guide is a production of piggyback interactive limited. © piggyback interactive limited. The Legend of Zelda – The Wind Waker © 2002 Nintendo. Project Management: Michael Martin, Vincent Pargney Editorial Staff: Klaus-Dieter Hartwig, Adila-Maria Marengo, Louie Beatty Layout: Martin Schneider, Michael Martin



For news, updates, forums and free downloads from the Official Strategy Guide to The Legend of Zelda – The Wind Waker see www.authorisedcollection.com.

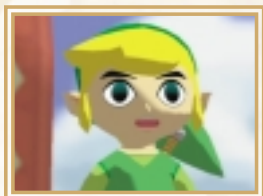
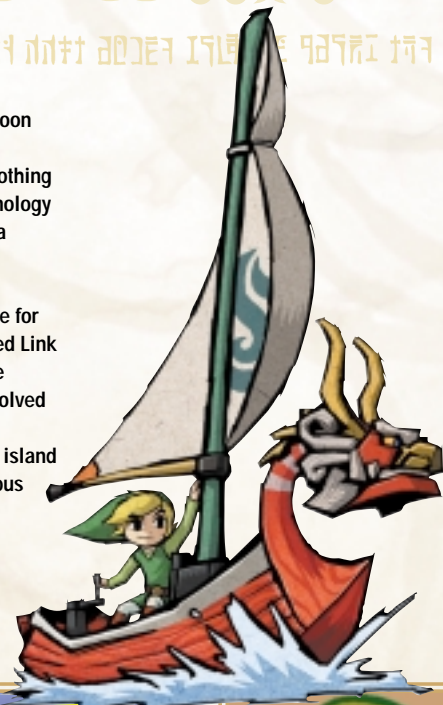
GOOD THINGS COME TO THOSE WHO WAIT

אולי האנשים האלה יזכו לראות את הסיפור של לינק ופרייטל

Nintendo's green-clad wanderer will soon celebrate his debut appearance on NINTENDO GAMECUBE and it is like nothing you have ever experienced. New technology mixes with a new style of graphics in a whole new adventure to bring you that episode worth the three years wait.

At piggyback, we have played the game for over five months. We have accompanied Link throughout his travels, experienced the complete exhilarating adventure and solved all staggeringly inventive puzzles.

We have been to every corner of every island and we can assure you that a momentous universe awaits.



Water, Water Everywhere

This new adventure opens on young Link's twelfth birthday, in the remote Prolo island, where the preteen lad lives. The idyllic life is rudely disrupted when a giant bird (hotly pursued by a bona-fide pirate ship) accidentally drops the pirate bride Tetra to the island. Equipped with his Hero's Sword and characteristic, green Hero's Clothes, the young protagonist rushes to the fair maiden's rescue.

But the joy is short lived when the giant bird selects a new victim. Abducting Link's sister Aryll, the giant bird carries her off to a mysterious island inhabited by villains. Young Link however, does not delay – for the blood flowing through his veins is that of a hero. He sets off with the pirates on a quest to rescue Aryll.



The Wind Waker world is practically submerged by an ocean, speckled with numerous islands. Link's travels take him from island to island where he makes new friends, stumbles across mysterious creatures and is required to master elaborate puzzles in ominous

dungeons. Along the way he is accompanied and supported by his faithful companion, a talking dragon boat. And, to ensure that Link advances in his journey regardless of wind or rain, he possesses a Wind Waker with which he can alter the winds and much much more.



Full Of Eastern Promise

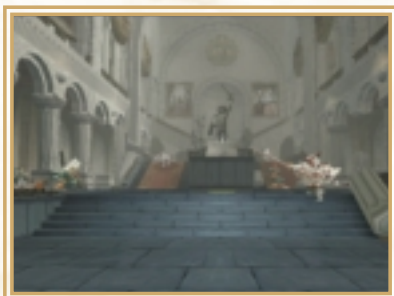


The limited edition of *The Legend of Zelda – The Wind Waker*, contains a free NINTENDO GAMECUBE copy of the celebrated N64 game, *The Legend of Zelda – Ocarina of Time*. As if this weren't enough, the limited edition also contains an exclusive free copy of *Ocarina of Time Master Quest*, a *Zelda* game developed for the 64 DD and never previously published.

The Wind Waker

The Wind Waker has powers other than its ability to alter the direction of the wind. In the game, you will learn the various melodies, which you can use to influence your surroundings. What's special about this device is that you can use it to lure other characters under your control. This new gameplay element invites an innovative approach to puzzle solving through your co-ordination of two different in-game characters.

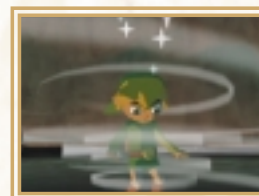
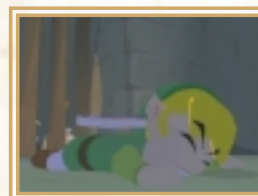
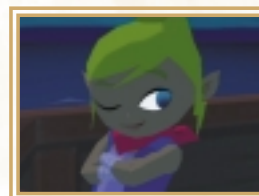
As an action adventure, The Wind Waker is a classic single player game. However, if you have a GAME BOY ADVANCE and a connection cable for your NINTENDO GAMECUBE, a second player can join in on the adventure (although a second player is not necessary here). For more information about this original feature see the info box below.



So What's This Then?

With a GAME BOY ADVANCE (GBA) and a connection cable for the NINTENDO GAMECUBE, a second player can join the adventure. No separate game cartridge is required for the GAME BOY ADVANCE.

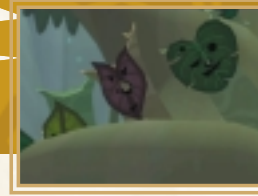
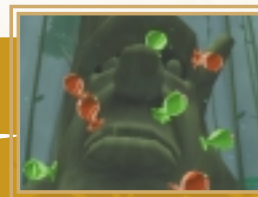
The second player plays as Tingle, a character Link helps out during the course of the adventure. As Tingle on the GBA, you can explore islands and dungeons, tread secret passages and use separate items. This cooperation provides an additional gameplay dimension.



Pure Genius

Despite many innovations, the new Zelda gameplay remains faithful to the elements, which have made the series so successful: The Wind Waker is a perfect mix of action, adventure and intriguing puzzles. The catchy gameplay enables novices a quick and easy entry – without under-challenging hard-core gamers. Experienced Zelda fans will also recognise many reliable features and Link still makes use of classic aids such as the Boomerang or the versatile Hookshot.

However, you can fully enjoy The Wind Waker, even without background knowledge of the series. Whether a beginner or a solid Zelda veteran, you'll intuitively pick-up the new gameplay elements, such as gliding with a Deku Leaf or using a Grappling Hook to swing over an open abyss. It must be said, however, that the most innovative feature of this new adventure is use of pioneering graphics.



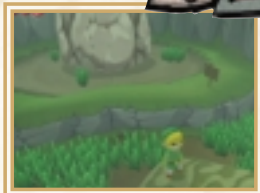


Expanding Possibilities

“Toon Rendering” is the phrase coined by the game developers to describe the particular visual effect, which has been causing a stir ever since The Wind Waker’s debut in Japan. Under the leadership of Nintendo’s legendary developer, Shigeru Miyamoto (who first brought us the Mario character), a more original look has been pioneered. The diverse techniques of Link’s animation and those of his opponents create an unusual graphic style. A visual contrast is created through the sharpness of characters in the foreground with blurring of background elements.

This adds greater weight to Link’s highly expressive gestures, which were fashioned with both humour and intense devotion to detail. Whether Link is cheerful, sad, positively surprised or absolutely furious – you can read these different reactions through his facial communication and naturally, all other characters in the scenes support these expressions.

The entire game world adopts a real-life emotional feel despite or perhaps even due to the original use of art. This is further developed through detailed animation: clothing that flutters in the wind, a hanging bridge that groans threateningly under Link’s weight or small crabs, which take refuge under the sand as soon as Link approaches.



Discover Islands

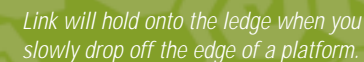
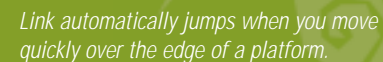
The sheer genius expressed by the game’s developers surprises and inspires. Link encounters dragons, wise old men, the magical Deku Tree, noble Bird People, peculiar merchants, a tight-lipped monarch and numerous other personalities. Particularly noteworthy are the many secrets and mini-adventures that you can discover during Link’s vast travels. As a goal orientated adventurer, you won’t need to cover more than half of the islands and need only uncover

a small part of the secrets. There are infinite things to unearth off the beaten track, as well as entertaining mini games to win, tests to pass and hidden extras to snatch up.

You can deliver letters, snap some photos, run boat errands for a merchant, meet Princess Zelda and what about that arch enemy Ganon? Surprise yourself with the secrets – and you will be surprised as you wander deeper and deeper into the adventure.



Link masters a multitude of moves and actions, available at the touch of few buttons (A Button and R Button). You won't need to master any complicated button combinations, since the A Button can be used in most situations, like when opening treasure chests and speaking to people, as well as when lifting objects. The following pages will present you with a mini-selection of the actions which Link can perform in *The Wind Waker*.



As a native islander, Link is an adept swimmer, but he would never make it from one island to the next on his own steam alone. With so much travelling required

throughout the adventure, a boat is a necessary mode of transport and in particular when you can have a tail wind with the Wind Waker.



When you use Bombs while on the dragon boat, you are equipped with a powerful onboard Canon. In the same way, the Grappling Hook will become a crane with which to haul up treasures from the sea bed – provided of course, that you possess one of the many maps hidden throughout the game. All of these and countless further secrets are disclosed in piggyback's Official Strategy Guide.



L-Targeting

By simply touching the **L** Button, you will lock on to your opponents. In this way, you can circle your adversaries to identify a vulnerable spot. This brilliantly simple system called L-Targeting was first adopted in *The Legend of Zelda – Ocarina of Time* and has since been copied by countless other games.

Attack and Defence

Link can execute various attack techniques in battle. Apart from the variations listed in the table, Link uses extremely effective combos and in emergencies, lightning-speed dodge manoeuvres. What's more, his Hero's Shield is not a mere poseur accessory but, at the touch of a button, can block enemy attacks. During the course of the game you will discover a host of other items, which will serve as weapons.



Attack is the best defence.



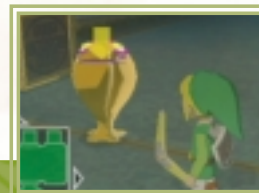
The wide spinning attack is a secret variation of the normal spinning attack, which Link learns once he has proven himself to his experienced master. The necessary conditions to be fulfilled are all outlined in piggyback's Official Strategy Guide.

Sword Techniques

- Vertical attack
- Horizontal attack
- Frontal blow
- Spinning attack
- Jumping blow
- Wide spinning attack
- Special attack

Tool Time

You will win numerous weapons and other useful objects on your journey. You can assign these items to the **X**, **Y** and **Z** Buttons and then use them at will. Some objects are extremely versatile: the Boomerang for example can be used to activate switches, collect items and naturally, to attack opponents. Up to five targets per throw can be locked onto. On the following pages, you will find a small preview of the equipment at our disposal.



An individually adaptable Boomerang.



Bombs.



A precise Hero's Bow.

Additional Equipment

- Hookshot
- Heavy Boots
- Mirror Shield
- Telescope
- Power Bracelets
- Fire and Ice Arrows



A magical Deku Leaf.



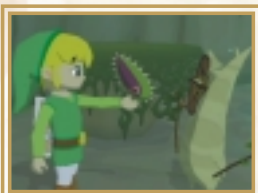
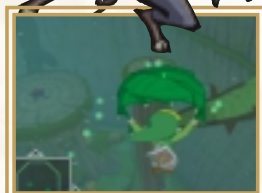
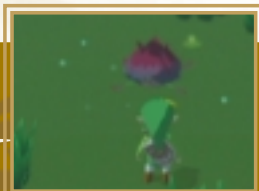
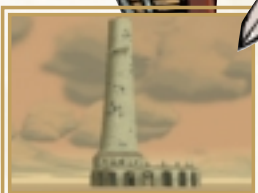
A practical Grappling Hook.



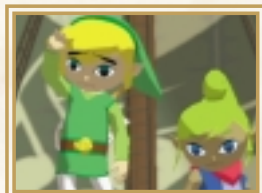
The powerful Skull Hammer.



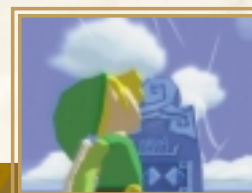
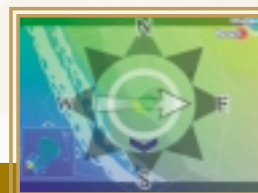
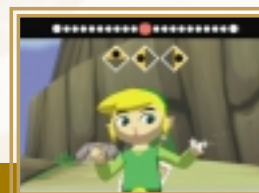
A mysterious fruit enables you to explore your surroundings with a bird's-eye view. Steer a seagull and have a look around – you can even collect a few items in the process.



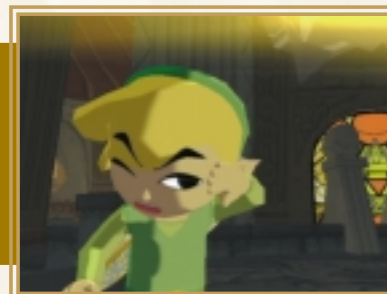
If height is your fancy: the Baba Bud will spit you into the air. Luckily you can fall from astounding heights without causing yourself any serious injury.



What is the man with the Telescope looking at? If you use your own Telescope to look in the same direction, you will discover an enigmatic submarine. It might pay to take a closer look.



Use the Wind Waker to play the Wind's Requiem. A wind compass will appear on screen – an enormously useful instrument for the aspiring sea traveller.



CATACOMBS AND LABYRINTHS

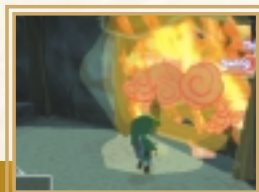
ALIE 9d9k7 t77 t79t7 t784 t7t7 d7c77 79L7 ALIE 9d9k7 t77

If the islands are too peaceful for you, then the Dungeons will appeal to your true heroic inner man. Just about each chamber holds an intriguing riddle or puzzle – and frequently unleashes a devious, dangerous opponent just out to get you.



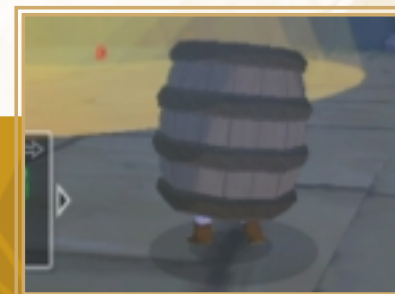
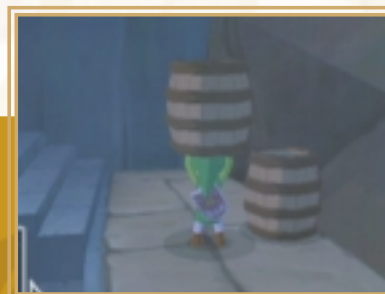
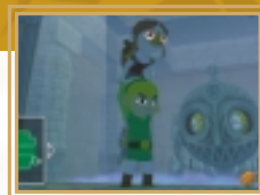
The List Of Dungeons

- Forsaken Fortress
- Dragon Shrine
- Forbidden Woods
- Tower of the Gods
- Earth Temple
- Wind Temple
- Secret Dungeons



Someone lost a stick? Pick up this piece of wood and hold it in the flames. Then use this torch to bring light into darkness or to burn down bothersome wooden walls or even to battle against villains.

It's normally not very polite to carry Medli around. But, sometimes it's necessary to get ahead in life.

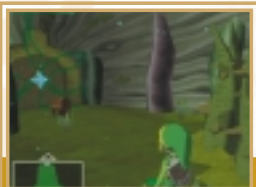


Link can hide under barrels in order to bypass the searchlights and guards. But be careful: a barrel with feet never fooled anyone.

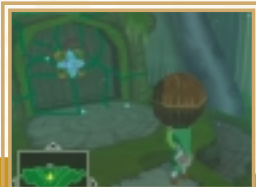
Take Control

You will expend your range of equipment piece by piece. At first you will use what your surroundings offer. Later, fruit will be replaced by Bombs and a giant nut by a Boomerang. Luckily there are no dead ends in the game. You won't reach the end of a Dungeon, unable to continue because you have overlooked a treasure chest in the previous chamber. The key to solving riddles can frequently be found nearby.





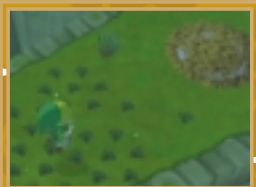
The door is overgrown with a creeper. You can clear the way by launching a giant nut missile.



Is there no path through the bubbling lava? Sometimes force is the answer: clear your path by using a Bomb to destroy the statue on the wall. Simple really.



Link must test his strength while battling different opponents in the sinister caves and Dungeons.



Wave the pile of vegetation aside with the Deku Leaf. A large teleporter vase will be revealed. It can carry you to the other end of the dungeon in the wave of a hand.



But what if there isn't a statue when you need it. Grab a jar filled with water and throw it in the lava pit. The surface will cool and harden for you to quickly hop over. Gets trickier.

Medli reflects a light beam onto the Dark Chuchu, thereby turning it to stone. Link can then lift it up and shatter it.



When you play the Command Melody it enables you to take control of a statue, which you can lead past deadly laser beams. The statue is unharmed and reaches the floor switch. You can then follow suit.



Link As Ground Control

Link is not restricted to steering lifeless figures with the Command Melody. In certain dungeons, he can use the melody to steer other characters. Some riddles can only be solved through the skilled cooperation between Link and his companion.



The cracks in the wall suggest that a Bomb could be needed here. With 56 pages dedicated to the Secrets chapter alone, piggyback's Official Strategy Guide will reveal all unknowns.

EVIL VILLAINS

ALIE 98987 123 4567 8901 2345 6789 1011 1213 1415 1617 1819 2021 2223 2425 2627 2829 3031 3233 3435 3637 3839 4041 4243 4445 4647 4849 5051 5253 5455 5657 5859 6061 6263 6465 6667 6869 7071 7273 7475 7677 7879 8081 8283 8485 8687 8889 9091 9293 9495 9697 9899 10000

You will come across villains at every turn in the dungeons. Anything with feathers, fins or feet seems to have an allergic reaction to Link's green costume. Luckily our hero didn't leave home without his Hero's Sword and Shield and fortunately there are useful items to be found along the way: a Boomerang, Hero's Bow and Bombs will see to it that no enemy gets an easy ride.



Like David and Goliath: The Darknut struts around confidently in its armour – perhaps a bit too secure. When Link nimbly slashes the cords on this opponent's back, it suddenly becomes weak and bewildered without its protective gear.



Sword blows won't do more than tickle an opponent made of stone. Fortunately, it has a sensitive stomach. As soon as the creature opens its mouth Link can hurl a bomb inside and the problem is reduced to a puff of smoke.



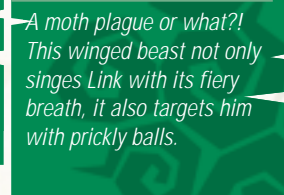
Hey, that's no way to behave! An octopus spits a pink slime ball at Link. But what to do when he does not yet have a long range weapon? Easy: raise the Hero's Shield and let the missile ricochet off! Good Riddance!



This colourful Boko Baba's garish colours are especially enticing to small, green clothed heroes: If Link is careless here, he will be chewed up and spat out. Yuck!



Link in action, whacking one more eye closed or more precisely, both eyes of this sea menace – thanks to the Boomerang.



A moth plague or what?! This winged beast not only sings Link with its fiery breath, it also targets him with prickly balls.

BIG BOSSES

אליה גבגב תב תרתי ררתי תחת תכסח יגלי אליה גבגב תב

True to good old tradition, Link will face a powerful opponent at the end of each Dungeon. In addition to their starting form, these creatures will impress with polished battle techniques. Force alone will not help you to advance in these situations. The general rule is to survey all opponents and surroundings in order to establish a weak spot. Each opponent has an Achilles' heel, or does it?



Gohma is an old acquaintance, familiar to Zelda veterans. If you manage to get a limited edition of The Wind Waker with the bonus disc, this will be the first villain you will face in Ocarina of Time.

You won't succeed in cutting this large beast down to size with your Hero's Sword. The trick is to throw the Grappling Hook at the loop hanging from the ceiling. You will swing yourself over the opponent causing the ceiling to crash down onto the boss' head. You must repeat this action twice before the Hero's Sword has its desired effect.

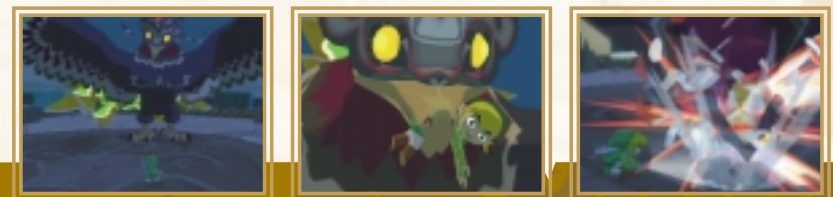


This phantom hurls energy spheres at Link from a safe distance. Unfortunately, Link's arrows and Bombs just seem to bounce off. What to do? Simple: give the opponent a taste of its own medicine. Through a carefully timed sword blow, whack the sphere right back. This will stun the fiend for you to follow-up with a mighty clout.

Yet another opponent with the belief that size means strength. This boss's vulnerable point is easy to identify: the eyes on the face and on both palms. It's a good thing that you have a Hero's Bow and Arrows...



This seemingly tranquil plant hangs around, with countless vines anchored in the ceiling, providing its stability... But Link has his Boomerang to hand. In the flick of a wrist all of this opponent's tendrils will be severed. The plant falls to the ground and you can set to work with the Hero's Sword. Is it as easy in practice, as it sounds in theory? You will find out at the beginning of May.



A bird with an iron mask?: this opponent's attacks on Link generally result in it getting its beak stuck in the ground. This is the precise moment when Link should take out his large Skull Hammer. The amount of gear that our small hero can carry around with him is astounding!

SUBQUESTS

There are few games that offer such a wide variety of tasks that can be taken on simultaneously. Off the beaten track, Link can collect a number of useful items, valuable Pieces of Heart, uncover treasures or simply complete tasks to pass the time. On the following pages you will find a small selection of mini games, which increase the depth and gameplay even after having played through The Wind Waker.

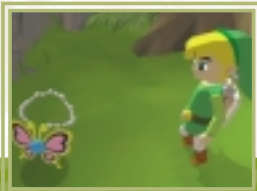
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During the course of his adventure, Link can encounter up to eight Great Fairies. Each of these magical beings holds a particular object for you, which can range from somewhat indispensable to just very useful. However, many of these Great Fairies are not that easy to locate...

A List Of Subquests

- Explore remote Islands
- Visit the Great Fairies
- Obtain additional Sea Maps
- Salvage treasure from the sea
- Collect photos and statuettes
- Learn secret Songs
- Run various errands
- Bid at an auction
- Barter new goods
- Track down additional Pieces of Heart
- Get rewards for opponents' objects
- Learn secret Hero's Sword techniques
- And much, much more ...



Joy Pendants are located in different places throughout the game. It's definitely worthwhile to collect these. In exchange, Mrs. Marie on Taura Island will reward Link financially and eventually hand him the Cabana Deed to a holiday house.

Cheese! Link can apply for the position of a photographic assistant on Taura Island. It will be necessary to take three specific snapshots, in order to earn the required respect. With some effort, you can win a Deluxe Picto Box, thus making it possible to take better pictures and also to put together the models for the Nintendo Gallery figurines.



The entrance to the Nintendo Gallery lies beneath this cover. Here Link can hand in photos developed on his travels to have statues made. Over 130 snapshots will be needed to decorate the exhibition halls with figurines of our hero's friends and opponents.

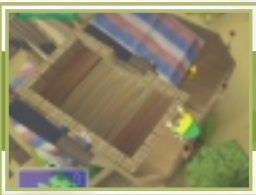


Four Pieces of Heart need to be collected to increase Link's energy by one Heart Container. There are a total of 44 Pieces of Heart scattered throughout the game.





The Salvage Corp scours the seabed for sunken treasure. If your hero has a Grappling Hook, you can 'fish' for riches. Light spheres on the sea indicate the location of chests, but the really valuable treasures can only be found with the help of one of many Treasure Charts.



A Ferris wheel – any way of getting it going?



The assortment of goods at the street vendor on Taura Island is somewhat meagre. Link will come across three further traders on his travels and provided that he offers them the right goods for barter, he will not only improve the first trader's range of goods, but also earn a valuable reward.



Elvis? This character will show you the moves to a new melody, which you can use to change the time of day. Switch between night and day at the wave of a hand... or rather, the swing of the Wind Waker



Unique battle techniques for a particular deed. The old master will teach Link special battle techniques, once certain tasks have been fulfilled.



A lighthouse, which doesn't glow? You can also put things right here and shine some light on the Treasure.



The goods bartered with the Wandering Merchants will help to decorate Taura Island. You will also get compensation for your troubles.

MANY mini GAMES

There are various mini-games lying off the beaten track in the The Wind Waker. These make a change to the routine and the winner of these mini quests can receive valuable prizes. As usual, it's not so easy to obtain these...

Full gaming pleasure

- Play Hide-and-Seek with the children
- Play Sinking Ships
- Compete in a flight competition
- Chase small pigs
- Identify the vases containing spoils
- Sort Letters
- Water trees
- Boat Racing and much, much more ...



Success in the Long Flight Contest depends on a full Magic Bar. You must also make dexterous use of the whirlwinds in order to reach far-off destinations.



This mini-game is based on the classic "Battlehips". You must track down and sink three ships within 24 tries. Many prizes await if you manage to do so. Incidentally, you will come across an artillery position on one of the islands, with which to play real round of "Battlehips"...



Collect treasure and reach your destinations as quickly as possible. Here distractions include a ticking clock as well as exploding barrels.



Pigeon postman: place as many letters as possible in the correct pigeonholes within the 30-second time limit.



Loot hidden in three of these eight vases. If you correctly identify which ones, you can keep the riches.

You can't be serious! Catch pigs in different places and receive the appropriate reward.



The little rascals on Taura Island have all day to fool around. This can prove a lucrative pastime.

2001 The Legend of Zelda: Oracle of Ages and The Legend of Zelda: Oracle of Seasons (GBC)

2001 saw the double-pack release of *Oracle of Ages* and *Oracle of Seasons*. At the end of either of the games, a new password feature appears. This enables the player to transfer the character's equipment and abilities to the other modul, thereby unlocking additional events and riddles.



2003 The Legend of Zelda: A Link to the Past (GBA)

This is in fact a remake of the SNES classic (see page 33) and offers an additional adventure entitled *Four Swords*. Here two to four friends can stand-by in Link-Mode to take up the challenge in the treacherous dungeons, all in a bid to obtain the Master Sword.



2003 The Legend of Zelda: The Wind Waker (GC)



In Link's latest adventure you will learn of how our hero acquires his green Hero's Clothes and his Hero's Sword. As with its predecessors, the *The Wind Waker* ties in familiar elements from the *Zelda* series with novel gameplay innovations.

The Legend of Zelda: Ocarina of Time Master Quest (GC)

Only available with the limited, separate edition of *The Wind Waker: A bonus disc with a NINTENDO GAMECUBE version of Ocarina of Time* (see page 33). Apart from a higher resolution this N64 classic remains the same.

But there's more: The exclusive bonus disc also contains an updated edition of *Master Quest* not released before. The course of events is exactly the same as in *Ocarina of Time*, but the Dungeons are completely different in terms of content rather than visuals. They therefore offer completely new riddles and puzzles. This is an adventure not to be missed by all who know and love *Ocarina of Time*.