



## The Sea Map

After having acquired the Boat (see page 35) you can call up the Sea Map while at sea or when near the shore by pressing + Control Pad upward. You can also access Treasure Charts which you will find during the course of the adventure.

- 1 **The Boat's Position and Direction:** This shows you where your character is located in the game world. The direction of the arrow indicates the current direction in which the Boat is moving.
- 2 **Cursor**
- 3 **Treasure Chart:** Indicates the numbers of Treasure Charts you have collected.
- 4 **Number of Treasure Chests Discovered:** More information is available in the Secrets chapter on page 181.
- 5 **Current Wind Direction:** More detailed information is available under the paragraph heading, "Determining the Direction of the Wind" on page 23.
- 6 **Island Name:** The name of the Island selected using the Cursor.

**A, B and Y button:** Additional information is displayed when you press the **A** or **Y** button. To return to the game screen, press the **B** button.

Press the **A** button to enlarge the Sea Map for a detailed map of the stretch of water in which you are travelling. To locate and feed the fish in that area read page 137 of the Secrets chapter.

Press the **Y** button to view the selected island on your Treasure Chart. The island will be visible on the right hand side whilst the Treasure Chart is displayed on the left of the screen. You can change screen halves with the **L** and **R** buttons.



## The Dungeon Map

If you find yourself in a system of caves and tunnels, a so-called Dungeon, access the Dungeon Map by pressing the + Control Pad upward.

- 1 **Dungeon Name**
- 2 **Cursor:** Use Control Stick to select the floor level or Map, Big Key and Compass.
- 3 **Your current location (flashing)**
- 4 **Area that has already been visited (dark green)**
- 5 **Area yet to be visited (black)**
- 6 **Door**
- 7 **Chests**
- 8 **Dungeon Levels:** Link's portrait indicates the floor level you are on.
- 9 **Skull:** This is the level on which you will encounter your Dungeon opponent.
- 10 **Dungeon Map:** As soon as you acquire the Map of the current Dungeon you will obtain a complete overview of the area. Usually, only those areas already visited are shown on the Map.
- 11 **Big Key:** This key is needed to reach your opponent's lair. Once you have found this key it will be displayed here.
- 12 **Compass:** Provided that you possess the current Dungeon Compass, locations of all chests and opponents will be displayed on the Map.

## Actions and Movements

### Standard

Walking	(gently)	To move forward slowly, gently tilt the Control Stick in the corresponding direction.	
Running	(firmly)	When you tilt the Control Stick further forward and keep it tilted, you will start running.	
Jumping	(firmly)	When you direct Link to the edge of a platform or ledge, he will automatically jump off, without you having to press any specific button.	



# WALKTHROUGH

## Howto Use the Walkthrough

These pages provide a brief introduction to the various elements of the Walkthrough chapter. Before embarking on your grand adventure, take a few moments to find out how the information

is presented in this chapter- doing so will help you maximise your enjoyment of Legend of Zelda – The Wind Waker and will ensure that you do not miss out on anything.

### 1 Location Details

The location names, for example Prolo Island or Dragon Shrine enable you to orientate yourself. The boat route taken by Link from one location to the next is summarised under the heading “A Sea Voyage”.

### 2 Overview Maps

Take a look at the overview maps: they will help you find your way around and keep you on course to your destination.

Each Dungeon area has been numbered in a logical sequence. There is usually a set order in which these labyrinths must be crossed. The ascending numbers of the chambers will help you to gauge your progress.

### 3 Symbols and Legends

The maps show the precise locations of all items and each item has been assigned a particular symbol. The meaning of each symbol is explained on the practical back cover fold-out page and covers all maps in this strategy guide. Particularly important locations, e.g. Link's cabin on Prolo Island, are written directly onto the maps.

### 4 To do List

The most important tasks in an area are listed under this heading. The Walkthrough explains these parts of the adventure in detail.

### 5 Can do List

Here all additional opportunities in an area are presented, such as where to obtain secret extras, which will make your character's life much easier. Voluntary tasks, for your added enjoyment of the game, are also listed here. The page references indicate where you can find more detailed information.

### 6 Grid Map

In every new section you will find a Grid Map on which the grid square relating to the actual section will be marked out. In the “A Sea Voyage” section, those islands, which you can visit along the route will be marked with ● while your goal destination will be marked with ●. The starting point of each voyage is indicated by ●.



### 7 Info Boxes

Here you will find practical information such as: the functions of a new item, tips on how to defeat a particular opponent and certain actions, which will only become available at that point in your adventure.

### 8 Walkthrough

The Walkthrough leads you through The Legend of Zelda – The Wind Waker, step by step. The To do lists inform you about which tasks must be completed for you to progress further in the game – however, our authors have made a concerted effort not to give away too much here.

Items, which you can obtain are highlighted in red, which is useful if you are looking for a particular object. Although there is not a set order in which you must visit the islands, the path in the Walkthrough chapter will take you through them in order of increasing difficulty. This order can be easily read from the index tab on the extreme right of each double page spread



### 9 Can do Texts

Can do texts are easily recognisable by their green coloured headings. These texts deal with tasks that do not need to be fulfilled in order to progress with the adventure. In some cases they must be fulfilled at a later stage of the game. If you do, however, complete such tasks as and when you come across them, it will make things a lot easier for you.



### 10 Screenshots

The Walkthrough documents the game using numerous screenshots for your orientation. The numbers above the screenshots refer to the relevant point in the text. For clarity, each new section in the Walkthrough starts with a screenshot numbered 1.

### 11 Bosses

This section explains the fastest and safest way of defeating boss opponents. Tried and tested tactics are described here and you are warned of any special attacks your opponent may use.



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- Hyrule (2)
- Earth Temple
- Wind Temple
- The Triforce Quest
- Canon Palace



# Equipment

Equipment / Location	Description / Use:
<b>Telescope</b> Prolo Island (page 28)	To look around and to view distant objects – for a detailed description see page 20
<b>Sail</b> Taura Island (page 35)	Is necessary to sail the Boat – for a detailed description see page 20
<b>Wind Waker</b> Dragon Roost Island (page 39)	Utilized to conduct Melodies - for a detailed description see page 20
<b>Grappling Hook</b> Dragon Roost Island (page 46)	A handy rope with a hook at the end, which turns into a Crane when used aboard the Boat – for a detailed description see page 21
<b>Tingle Tuner</b> Taura Island (page 37)	Deployed for use of GAME BOY ADVANCE – for a detailed description see page 22
<b>Picto Box</b> Taura Island (page 37)	Operated to take black and white photographs
<b>Deluxe Picto Box</b> Taura Island (page 154)	Operated to take colour photographs
<b>Heavy Boots</b> Ice Ring Isle (page 93)	Deployed by Link to move on particular surfaces or against strong winds – for a detailed description see page 22
<b>Magic Armor</b> Taura Island (page 177)	Provides magical shelter, depletes Magic
<b>Pirate's Charm</b> Forsaken Fortress (page 33)	Enables you to maintain contact with Tetra (is a help function)
<b>Hero's Charm</b> Taura Island (page 183)	Shows the life energy of an opponent
<b>Power Bracelets</b> Fire Mountain (page 82)	Enables your character to pick up heavy objects

# Bag Contents



## Bags

The three types of Bag enable your character to store various items and carry them around. To use an item contained in one of the Bags, you must assign the chosen item to the **X**, **Y** or **Z** controller button.

Bag / Location	Used to:
<b>Spoils Bag</b> Pirate Ship (page 31)	store Spoils
<b>Bait Bag</b> Beedle (page 29)	store All-Purpose Bait
<b>Delivery Bag</b> Dragon Roost Island (page 40)	store Delivery Items



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# VILLAINS

[illegible]

Link will come across many strange and peculiar opponents given to hostility. The following pages present all villains that you will encounter in alphabetical order. You will also find the following information next to the accompanying illustration of each opponent.

- 1 **Name:** The name of the opponent.
- 2 **Where:** This entry lists examples of where you will encounter this opponent.
- 3 **Spoils:** Link can store up to eight different items in his Spoils Bag. If a defeated opponent leaves behind a Spoil, it is displayed here. But there is no certainty that the opponent will leave behind an item. (In some instances, Link can also get Spoils from an opponent with his Grappling Hook).
- 4 **Page:** The page number refers to the Walkthrough chapter and indicates where you will encounter that opponent for the first time.
- 5 **Info:** The villain's behaviour and battle tips are listed here.



# Bokoblin

**Where:** Dragon Roost Cavern,  
Watchtowers

Spoils: Joy Pendant

Page: 33 ກົດໝາຍ ທີ່ 7 ຄຳເຫັນ

This opponent is encountered frequently and it may carry weapons and shields in battle. L-Targeting and a simple follow-up attack will defeat it. Use your Boomerang to stun it from a distance prior to attacking.



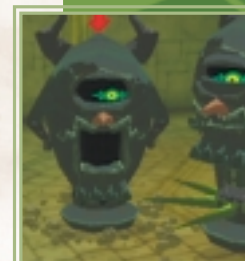
## Armos

**Where:** Tower of the Gods, Wind Temple

### Spoils:

Page: 72 ሳቢኒ ዓይነቱን ተገቢ ለገጽቱ

This stone statue persistently hops towards its opponent, making it rather difficult for you to reach the weak spot on its back. If you shoot an arrow into the Armos' eye (use L-Targeting for an accurate strike), it will stand still for a short period.



## Armos Knight

**Where:** Tower of the Gods, Wind Temple

### Spoils:

Page: 72      བླ་མིའི་གནས་པོར་བྱུང་།

This opponent will resolutely hop toward Link and can only be defeated if you throw a Bomb into its mouth. The Armos Knight will open its mouth after having hopped three times or if you shoot an arrow into its eye (L-Targeting will prove useful here).



# Battleship

**Where:** Cyclops Reef (Sea),  
Four-Eye Reef (Sea)

## Spoils:

Page: 101 ᐱᓚᑦ ᐃᐅᖁᔪᑦ ᕿᑦᑐ ᓂᒋᑲᑦ

This cannon-equipped vessel will persistently fire bombs at your Boat. If you position your Boat close to it, its missiles will fail to identify you. You can sink it by firing Bombs from the onboard Cannon.



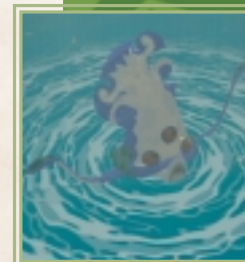
# Beamos

**Where:** Tower of the Gods

## Spoils:

Page: 70 ሳሊ፤ ዓይነቱን ተከትሎ የተዘጋጀው ነው።

This statue attacks with laser beams. There are two types of Beamos: the blue variant projects its laser beam in one direction, whilst the red kind actively aims at Link. A Beamos can be defeated with arrows or Bombs. You can also just run past them if you wish.



# Big Octo

**Where:** Tingle Island (Sea),  
Private Oasis (Sea)

## Spoils:

Page: 61 ሳቢይ ዓፄዳብ ተገን ሰዓቶቱ

The Big Octo is a giant octopus, which always guards valuable treasure. This species is characterised by four, eight or twelve eyes, which you must strike with the Boomerang within an assigned time limit.



## Western Fairy Island

	A	B	C	D	E	F	G
1							
2							
3	●						
4							
5							
6							
7							

### The Great Fairy and Obtaining More Arrows

Prerequisite: Skull Hammer

Activate the switch on this island with your Skull Hammer to extinguish the fire burning at the tower entrance (Fig. 13). One of eight Large Fairies inhabits this building. She will increase the limit of Arrows on your Hero's Bow. On your first visit to one of these Fairies, the maximum value will be raised from 30 to 60 Arrows. An ensuing visit to the Fairy on Thorned Fairy Island (coordinate G4) will raise the limit to 99 arrows – see page 168.



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You can use your Empty Bottle to catch the smaller type of Fairy - also see the Items chapter on page 121.

### Miscellaneous

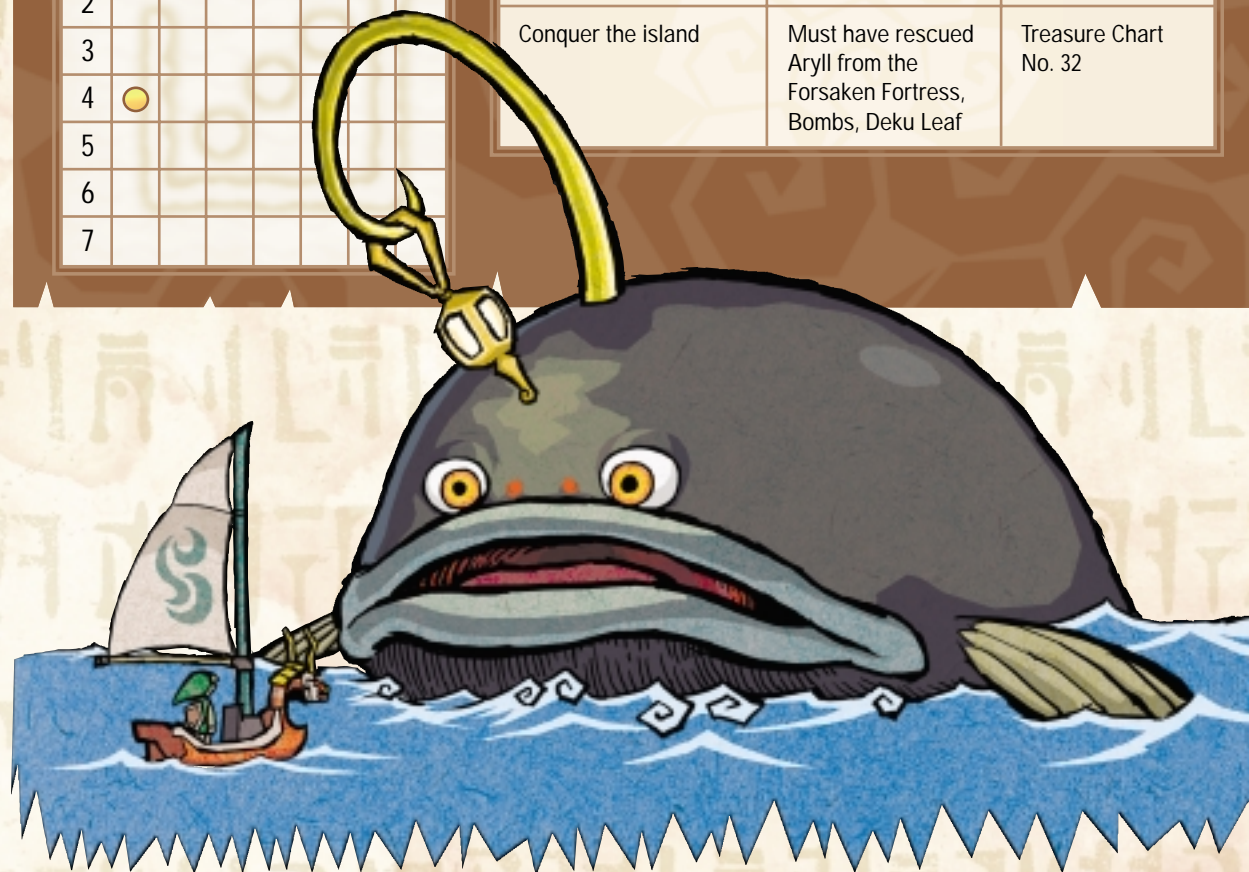
Action	Prerequisite	Item received / Comment
Defeat a Blue ChuChu	Boomerang	Will leave behind Blue Chu Jelly (once)
Overcome watchtower	-	Spoils: Skull Necklace
Encounter Salvage Corp	When you speak to the diver standing apart from the rest of the crew for the first time	Treasure Chart No. 34

## Three-Eye Reef

	A	B	C	D	E	F	G
1							
2							
3							
4	●						
5							
6							
7							

### Miscellaneous

Action	Prerequisite	Item received
Conquer the island	Must have rescued Aryll from the Forsaken Fortress, Bombs, Deku Leaf	Treasure Chart No. 32



## Needle Rock Isle

	A	B	C	D	E	F	G
1							
2							
3							
4							
5	●						
6							
7							

### Piece of Heart

Prerequisite: Hyou Pear, easier if you have the Hero's Bow

Extinguish the flames surrounding the treasure chest in order to retrieve the **Piece of Heart** inside. This can only be achieved by first activating the switch at the tip of the pointed rock (Fig. 15). Lure a seagull towards you with a Hyou Pear and steer the bird towards the peak. The bird will come under attack from Kargarocs – so eliminate these with your Hero's Bow.



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### 100 Rupees Inside the Dark Cave

Prerequisite: Hero's Bow and the Fire and Ice Arrow  
Melt the ice block on this island with a Fire Arrow shot from your Hero's Bow. You must deploy Fire Arrows to set alight six well concealed, unlit torches inside the cave (Fig. 14). Move around and use all of the slightly



14

raised surfaces in the cave to spot each of the torch locations. You can replenish your Magic supply by smashing the vases here. Your effort will be rewarded with a treasure chest containing **100 Rupees**.

### A Few Rupees More

Prerequisite: Hero's Bow, easier if you have the Boomerang

If you maintain a certain distance, two barrels will surface from the water surrounding the rock (Fig. 16). Destroy these using your Hero's Bow to earn a few Rupees. Collect these by swimming towards them or by using your Boomerang.



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### Miscellaneous

Action	Prerequisite	Comment
Defeat a Blue ChuChu	Find the cave leading to the inside of the island, Boomerang	Leaves behind a Blue Chu Jelly (once)

## Diamond Steppe Island

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6	●						
7							

### Defeat a Big Octo and Receive 100 Rupees

Prerequisite: Boomerang, Grappling Hook

You will notice seagulls circling close to Diamond Steppe Island. There is a Big Octo concealed in the sea directly below. Slowly sail to the area keeping your Boomerang handy: if you succeed in shutting all of this sea menace's eyes (Fig.17), a light sphere will appear on the water surface for you to use your Grappling Hook and haul up a treasure chest containing **100 Rupees**.



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### Miscellaneous

Action	Prerequisite	Comment
Defeat a Blue ChuChu	Pull yourself onto the island with the Hookshot, Boomerang	Leaves behind a Blue Chu Jelly (once)



# INDEX

This index has been prepared to help you find specific information fast. Data on weapons and Items can be found in the Items chapter (pages 114-123). Opponents are dealt with in the Villains chapter (pages 124-135) and an alphabetical list of all islands is set out on the World Map (pages 194-195)



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