





21..... Credits  
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01. Introduction

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Welcome to my Legend of Zelda: Majora's Mask FAQ/Walkthrough (has a nice ring to it, don't-cha think?) If you liked the previous Zelda game on the Nintendo 64, Zelda: Ocarina of Time, then you will adore this game. If you hated the previous Zelda game, then well, you'll most likely hate this game too. ;) But of course, miracles can happen, and you might enjoy this gem, but I doubt it. Anyways, I recommend this game to all adventure/RPG fans out there, especially those of you who own a Nintendo 64. This is one of the last, great games for the dying system...until Game Cube is released! Woo Hoo!

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| N O T I C E:                                     |
| If you have any questions about Zelda: MM™, PLEASE check the       |
| Walkthrough first (use Ctrl + F to help you...), and then please   |
| check the FAQ Section, because maybe your question can be answered |
| there. If then you STILL cannot find the answer to your question,  |
| then e-mail me. But a word of warning: If your question CAN be found|
| somewhere in this document, then I will NOT respond to you. Please |
| try to help yourself before you come to me. I get over 50 e-mails a |
| day, and I do not have time to respond to e-mails asking me       |
| questions that can be found in this FAQ. Thank you.                 |
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02. Legal Stuff

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This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <http://vgstrategies.about.com>
- GameShark.com <www.gameshark.com>
- The Resource <http://nemmysresource.cjb.net>
- Happy Puppy <http://www.happypuppy.com>

If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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### 03. Updates / Revision History

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Version: FINAL (06/28/01)  
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- After a very long time, I finally made this final update. I fixed a few errors that have remained, and shortened the Copyright information.

- 340 KB

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Version 1.00 (12/15/00)  
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- Added the "Mask Dealer Responses" semi-section in the Secrets/Easter Eggs section of the FAQ.

- 341 KB

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Version 0.95 (11/16/00)  
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- Updated the FAQ section (Please people, read this section first BEFORE sending me dumb questions that are already answered in this section...), and corrected a few things like some formatting errors, the Woodfall Temple Fairy Locations, and the Heart Piece locations section.

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Version 0.91 (11/09/00)  
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- Updated the Bestiary List, an added the "Gossip Stone Responses" section in the "Secrets and Easter Eggs" section

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Version 0.90 (11/06/00)

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- Updated the Credits and F.A.Q. sections of this document

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Version 0.851 (11/03/00)

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- Just fixed a formatting problem with the FAQ

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Version 0.85 (11/03/00)

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- Added the new "Filling out your Bombers' Notebook" part in the "Mini-Games/Side-Quests" section in the FAQ

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Version 0.80 (11/03/00)

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- Added the new "Secrets and Easter Eggs" section to the FAQ
- Added the Bestiary (aka: enemy) List to the FAQ
- Added some more Heart Piece Locations, and I added some new semi-sections to the "Mini-Games/Side-Quests" section, like "Gossip Stone Locations", and other stuff too
- Added the "Characters" semi-section to the "Game Basics" section of the FAQ

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Version 0.72 (11/02/00)

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- Just fixed a formatting problem with the FAQ
- Coming soon: Enemy List...

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Version 0.71 (11/02/00)

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- Completed the "Reunion" semi-section in the "Side-Quests/Mini-Games" section of this FAQ

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Version 0.70 (11/02/00)

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- Finished the walkthrough for this game. Yup, this walkthrough is COMPLETE!
- Updated various sections like Heart Piece Locations, Underground Holes, Stray Fairy Locations, as well as other sections within the document

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Version 0.61 (11/02/00)

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- Just fixed a formatting problem with the FAQ

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Version 0.60 (11/01/00)

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- Updated the walkthrough section up through the Stone Tower Temple
- Updated various sections like Heart Piece Locations, Underground Holes, Stray Fairy Locations, as well as other sections within the document
- Changed my e-mail address from "thebeefycow@hotmail.com" to "nemesis@flipmode.com". It just sounds better, plus it's a kick ass e-mail host. ^\_^

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Version 0.50 (10/31/00)

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- Updated the walkthrough section up through the Stone Tower, and right before the Stone Tower Temple
- Updated various sections like Heart Piece Locations, Underground Holes, Stray Fairy Locations, as well as other sections within the document

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Version 0.45 (10/30/00)

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- Updated the walkthrough some more.
- Updated various sections like Heart Piece Locations, Underground Holes, Stray Fairy Locations, as well as other sections within the document.
- I added the "Southern Swamp Spider House" mini-section to the "Side-Quests/Mini-Games" section in this FAQ.

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Version 0.40 (10/29/00)

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- Updated the walkthrough section up through the Great Bay Temple
- Updated various sections like Heart Piece Locations, Underground Holes, Stray Fairy Locations, as well as other sections within the document

- I added the "Oceanside Skulltula House" to the Side-Quests/Mini-Games section

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Version 0.35 (10/28/00)

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- Updated the walkthrough up to the Pirates area in Great Bay Coast
- Updated some of the sections, like Masks, Heart Piece Locations, Underground Holes, Items, Weapons, etc...
- Changed some of the formatting of the guide

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Version 0.30 (10/27/00)

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- Updated the walkthrough for up through the Snowhead Temple
- Updated various sections like Heart Piece Locations, Underground Holes, Stray Fairy Locations, as well as other sections within the document

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Version 0.03 (10/26/00)

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- Updated the walkthrough some more through the Woodfall Dungeon, and updated the various lists.
- Replaced the "Bestiary List" with the "Empty Bottle Locations" section, because I'm not going to compile the Bestiary List until the walkthrough is complete.
- Added some sections, like the "Empty Bottle Locations" section, and the "Shops Price Listing" section, which shows the prices for items in the various shops in Clock Town, as well as other areas too.
- Bumped the walkthrough up higher, and before all of the lists and such.
- Replaced my former Legal Information with the Legal Information found in Kao Megura's FAQs. Proper credit has been given to Kao (I e-mailed him asking for permission, but I still haven't recieved a reply, so I assume it is alright for me to use it. If I receive anything from Kao himself about me using his Legal Disclaimer being not-kosher, then I will remove it.)

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Version 0.02 (10/25/00)

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- Updated the walkthrough for right up to the Woodfall Dungeon. More of this walkthrough to come...
- Updated the various lists and other sections, all except for the Bestiary

Listing, which I will compile when the walkthrough is finished.

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Version 0.014 (10/24/00)  
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- Got ahold of a copy of the game today. I began some of the sections, but most importantly, the Walkthrough. I'll probably be focused on the walk-through at first, then concentrate on the rest of the sections, sorta like I did with my Chrono Cross FAQ. But of course, I will add stuff to the other sections if I come across it, but those sections won't hold all of my attention until I get the walkthrough complete.

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Version 0.012 (09/26/00)  
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- Began this FAQ in beta-version. Made up the basic format for the document.

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#### 04. Prologue

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In the land of Hyrule, there  
echoes a legend. A legend held  
dearly by the Royal Family that  
tells of a boy...

A boy who,  
after battling evil and saving  
Hyrule, crept away from that land  
that had made him a legend...

Done with the battles he once  
waged across time, he embarked  
on a journey. A secret and  
personal journey...

A journey in search of a  
beloved and invaluable friend...

A friend with whom he parted  
ways when he finally fulfilled his  
heroic destiny and took his place  
among legends...



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## 05. Game Basics

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**Control Stick:** The control stick controls Link, and the direction that you want him to move. Since it's an analog stick, the speed that he moves depends on the amount of pressure you put on the stick itself. It also controls what direction you wish to aim something, or the direction you wish to look in the First-Person view.

**Jumping:** This can be done by simply pressing forward on the control stick, and by having Link running at full speed. When Link reaches the end of a ledge or edge, he will automatically jump. The longer you run, and the faster you run, the farther Link will jump.

**Swimming:** This too can be controlled with the control stick, and you can also control the speed in which you swim. To dive, you must hold down the A button, and to swim even faster, press the B button.

**A button:** This is the action button. This is the blue icon at the top of your screen, and controls what actions you can do. The text appearing on the icon changes depending on what Link is doing, and where he is standing, and it tells what Link can do at a certain time. Some of the actions include:

Grab: Up/Down + A

Drop: A while hanging from a ledge.

Throw/Place: Up + A, after grabbing with the A button.

Open: Press A in front of a door/gate.

Speak: Press the A button near someone, or while somebody is highlighted with Z-Targeting.

Check: Press the A button in front of a sign, or after you have targeted it with Z-Targeting.

The A button also does some battle actions, like:

Jump Attack: Z + A after drawing your sword

Back Flip: Z + Down + A

Side Jump: Z + Left/Right + A

Roll Attack: Up + A

**B button:** This is the attack button. You can perform various attacks with this button. Some of the attacks include:

Vertical Swing: Z or Up + B

Horizontal Swing: B, or Z + Left/Right + B

Stab: Z + Up + B

Spin Attack: 360 degrees with Control Stick + B, or hold B, then release it.

R Trigger: This is the defend button. Pressing it will raise Link's shield.

Z-Trigger: This is the all-important Z-Targeting feature. This allows Link to lock onto any target, and NEVER lose sight of this target. This is great for battles, and fast moving enemies. While in Z-Targeting mode, Link will attack/check/speak to whatever is targeted.

C-Buttons: These buttons are able to hold any three items/weapons during gameplay. You may assign an item to one of the 3 C-Buttons (all except C-Up, which is the First-Person view) by accessing the item-select screen.

C-Up Button: First-Person view. This allows Link to look anywhere in First-Person view, but he cannot attack while in this mode, nor can he move or walk.

Saving your Game: There are two ways to save your game in Majora's Mask. One way is to play the Song of Time, which will save your game for you, but will also return Link to the First Day of the 3-day sequence, meaning that all of your not-so-special items (Rupees, Deku Nuts, etc...) will be lost. The other way to save your game is to use an Owl Statue. This is the same way as you saved your game in Z:OoT, in that when you use a Owl Statue to save, everything, including your position in the game, will be saved. The downside? Well, if you save your game, quit, then boot it back up again and forget to save your game again after that, your game will NOT be saved, and you cannot start your game again from the Owl Statue; you will have to start your game from the last time you used the Song of Time. So basically, the Owl Statue is a short but sweet way to save your game, but it's just a one-time deal, that is, until you use another Owl Statue later on to save your game. ;)

=====  
000: Characters  
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Link:

The main character in Zelda: Majora's Mask. He's been the childhood hero for the past 4 Zelda games on all of the Nintendo systems, and has always conquered the evil forces, and this game is no different. He is the main protagonist in the game, and you will play as him for the entire game (well, 99% of it...).

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Skull Kid:

One of the other main characters in Zelda: Majora's Mask, the Skull Kid has

stolen the Majora's Mask from the Happy Mask Dealer, and has become very evil. Not much is known about the Skull Kid, except that he's been almost "hypnotized" by Majora's Mask, and can't control himself...

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Happy Mask Dealer:

Returning from *Zelda: Ocarina of Time*, the Happy Mask dealer is the guy who owns the Majora's Mask, and has asked you to get it back for him before the 3 days end, and the moon comes crashing down to Termina. He has all kinds of masks, including a Mario look-alike mask. Too bad you can't get this mask...

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Anju:

She's the owner of the Stock Pot Inn, and is very forgetting, and is quick to apologize. She's not too bright, but she has good intentions. She was supposed to marry Kafei, but something has stopped her from doing so.

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Kafei:

He hides out in the back entrance of the Curiosity Shop, and always wears the Keaton Mask to hide his childhood form that the Skull Kid has cursed him with. He was supposed to marry Anju on the day after the Final Day, but this blockade has delayed the wedding indefinitely. You must find a way to help him out of this predicament...

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Gorman:

He's the youngest sibling of the Gorman Brothers who run the Gorman Race Track, and he's a very sad man. He's jealous of his older brother, and can't find anything to cheer him up...

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Dampe:

He's the gravedigger underneath the Ikana Graveyard, and he returns from *Ocarina of Time*, but this time, he's SLOWER than ever. You must help him find the secret buried treasure underground, and help him find where he should dig.

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Koume:

One of the witches returning from *Ocarina of Time* (half of Twinrova, a boss in *Ocarina of Time*), Koume is stuck inside of the Woods of Mystery. If you help her, she'll give you a free ride on her Swamp Boat Cruise. She runs the cruise, so talk to her to get a ride whenever you want to.

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Weaknesses:

- Because Zora link is a water being, he is susceptible to fire and ice.

Attacks:

A Button (in water): Swim. This allows Zora Link to swim through the water.

Use the control stick to move him while swimming.

B Button (surface of water): Dives into the water, and then allows Link to walk on the bottom of the sea floor.

B Button: Attacks kung-fu style, and can perform up to 3 consecutive attacks.

Hold B Button: Boomerang. Allows Link to throw a boomerang (his fin), but he cannot attack while his fins are airborne.

B + R: Protective shield which creates an electric current around your body, which uses up Magic Power too.

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07. Walkthrough

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Here is the walkthrough for Zelda: Majora's Mask. If you need to find something fast without searching through this entire section, just head up to the Table of Contents, find the semi-section in the walkthrough, find what number it is, then hit "Ctrl + F" on your keyboard, and enter the number of the section you are looking for, and ka-ching! You've found your section.

EXAMPLE: Let's say you want to find "The Third Guardian Mask" section in the walkthrough. The number for this section is "005", as seen in the Table of Contents at the top of this document. So, all you have to do is press "Ctrl + F", then enter "005" into the box on what to find, and there ya go!

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001. The Beginning

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• Mysterious Forest/Dungeon •

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You begin the game in an abandoned field, right after some moron stole Epona and your Ocarina of Time! Well, he's run into a tree, so you should give chase, but before doing so, chop up the bushes around here to go Rupee Hunting! Yeah, try to collect as many Rupees as you can, then enter the hole in the tree that the Skull Kid rode into.

You'll come into another forest area, but this time there are some tree stumps conveniently placed so you can hop from stump-to-stump and into

the tree ahead of you. Before doing so, however, slash one of the plants on the ground here, and you will find that these plants are...alive! Yes, when you slash at one of them, the others will spring to life, and start moving around in circles. You can slash them for some Rupees, but if you get too close, they will just sink into the ground. When you are ready, hop from stump to stump, and into the green hole in the tree.

On the other side, Link will automatically fall into an abyss, and land on top of a Deku Plant of some sort, and will meet the Skull Kid. After the cinema, you will have turned into Deku Link, and will be stuck with one of the Skull Kid's fairies. Now you have to find a way through that door. Oh wait, it's already unlocked! Okay, now head through the door, and into the hallway, and into the next room to activate a cut-scene. The fairy introduces itself to you, and its name is Tatl. She (or he) says that she will join you until they find that Skull Kid. Step onto the Deku Flower to learn a good lesson from Tatl. Now you can either use the Deku Flower in front of you to fly across the gorge and to the next door, or you can just hop down and collect some more Rupees from the plants, then use a Deku Flower to get back to the top, then glide to the other door.

On the other side, use the Deku Flower to glide to the platform in front of you, then use this Deku Flower here to glide up to the next platform, the one with the small chest on it. Open the chest here to get some Deku Nuts. Now fly back to the original Deku Flower near the door. At this Deku Flower, turn to the right of the door to see a ledge in the distance. This is your goal for where to land next. Use the Deku Flower here, and glide all the way to this ledge. You should be able to make it with ease. Check out what Tatl has to say, then glide over to the next ledge, the one with the tree. Check out the tree and what Tatl has to say, then enter the next doorway.

Inside this next factory place, head up the ramp and past the turning wheel, and at the top, you will meet the Happy Mask Dealer. He'll tell you that he will return you to your normal state if you get back his stolen mask, the one that the Skull Kid stole from him, as well as your Ocarina. He says you only have 3 days to get it back to him, before he leaves this area. So, head through the doors to enter South Clock Town.

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002. Hey! That's my Ocarina!

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§§

• Clock Town •

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In Clock Town, there are different regions, like North, South, East, and West Clock Town. You want to head to North Clock Town, because you must find the Great Fairy (that's what Tatl tells you to do anyways),

so from the start, turn right, and head up the ramps to the doorway at the top, and head into North Clock Town to find a kid shooting at a balloon with his Blow Gun, and Tingle, another forest person who draws maps for a living. He'll get all excited to see your Fairy, and would like to become your friend, so buy a map from him. Buy the Clock Town Map for 5 Rupees, and if you have the cash, the Woodfall Map for 40 Rupees.

Okay, now run past the kid shooting at the balloon, and go up the ramps, past the Deku Flower and into the next doorway to find the Great Fairy. You will see that the Skull Kid has broken her into many pieces, so you'll have to find the single lost Fairy in town somewhere. Use your map, and head back into South Clock Town, then head to the south-west area on your map, and enter Laundry Pool. Check out the Fairy above the water, and grab it, then return it to the Great Fairy in North Clock Town.

She'll turn back into normal form and, hot damn! She's hotter than ever! Whew. Anyways, she'll grant you some Magic Power, and tell you to speak to the man in the observatory outside of town. Exit the Fairy Fountain, and use your bubbles to blow up the balloon where the kid is. He'll ask you if you want to pass his test to get the password for the Observatory, so agree. You have to find him and his 4 friends before the next day. There are two of them here already. One is behind the tree near the mailbox, and the other is up the hill, behind a wall. Chase them both when they run away, then capture them.

The other two are to the east of here, through the doorway near the mailbox. One is on the roof with a chicken, so when he flies off, follow him and chase him to capture him. The other one is on the straw roof, so find the Deku Flower, and glide up to him and capture him. Now head to the west side of Clock Town, to West Clock Town. He's just standing there, so grab him, and he'll give you the code which is random. There is a random code for their hideout in East Clock Town. Return to the area of town to the right of the mailbox (East Clock Town), and tell the small kid the password, and he'll let you in.

Go into the hideout, down the stone ramp, and hop into the water. Kill the Big Skulltula towards the end of the area, then in the next room, shoot the balloon with a bubble, then climb the ladder, and enter the colorful room with the Scarecrow. Climb the colorful stairs and speak with the old guy.

Look through his telescope, and zoom in on the Skull Kid just ahead of you, and watch the cinema. After it ends, exit the observatory, and take the Moon's Tear from outside the door. Return to the East Clock Town, then to South Clock Town. Now run down the ramp, and approach the gold Deku Flower to meet a Deku Scrub who wants the Moon's Tear. Set it to a C Button, then give it to him in exchange for the Land Title Deed. Now after he flies off, use the golden Deku Flower, and aim for the giant clock-thing behind you. There is a Heart Piece here, so fly on the ledge and take it.

Now go back to North Clock Town, and find the slide. Climb up the



slide, and turn to your left to spot a Heart Piece on top of the tree. Use the platforms to make your way to the tree, and take the Heart Piece. \*NOTE: You can only get this Heart Piece by using the Bunny Hood, which can be accessed later on in the game. Remember to come back here with the Bunny Hood.

Now just wait until Midnight of the 3rd day for the Clock Tower door to open in South Clock Town. Fly up to the Clock Tower ledge, and wait for Midnight of the Final day to come. When it does, a cinema will occur, and a fireworks show will dazzle you...or not. Either way, when the stairs on the Clock Tower emerge, climb them to meet the Skull Kid on top of the Clock Tower.

When he's done talking, shoot him once with a bubble, and he'll drop the Ocarina. Take it, and watch the flashbacks of Princess Zelda. Learn the song, the Song of Time, then when you return to your fight with the Skull Kid, set the Ocarina to a C button, and play the Song of Time, and save and return to the 1st day.

Enter the Clock Tower through the doors at the bottom, and meet the Happy Mask Dealer. Talk to him, and he'll teach you the Song of Healing. This will cause the mask to fall off of Link. The Happy Mask Dealer will now give you the Deku Mask as a memento! Okay, now head to the bomber's hideout in East Clock Town, enter it and make the scarecrow turn time ahead, then exit the hideout. On the way out, the bomber kid will hand you the Bomber's Notebook! Cool. Wait around here until midnight, then run to North Clock Town to spot an old lady walking around. A robber will come running by and steal her purse, so hit him before he can run away, and the lady will be so happy with you helping her, that she will give you the Blast Mask for your effort! Take this, then head south to the Laundry Pool area (where you found the single fairy earlier), and you will find the song-man with his instrument, sitting on a log. Talk to him, and eventually you will get the Bremen Mask from him! Okay, now let time pass until it becomes morning again, and when it is 10AM, head to East Clock Town, and enter the Mayor's Residence. Go through the door on the right, and talk to the fish lady, then to the human lady. Agree to help her (answer "yes"), and you will get Kafei's Mask from the lady.

When you are all ready to go, wait until midnight of the Final Day, then head south of South Clock Town, and exit into Termina Field. Can you hear that? In the background, it's...it's.....CLASSIC ZELDA TUNES!!!!!!!!!!!! Woo Hoo!!! Yeah baby, there are now classic Zelda songs playing in the background of Termina Field. Ahh, the memories. ;) Well, anyways, continue to the south at around midnight, and run forward until you reach the tree with a drawing on it. This will activate a cut-scene about the two Fairies and the Skull Kid, and it shows how he got ahold of the Majora's Mask in the first place...

Okay, now be sure to have the Bremen Mask equipped to one of the C-Buttons, then check out the sign near the tree, which points to Romani Ranch. Follow the sign, and enter Milk Road. Run forward, and follow Milk Road all the way to Romani Ranch. If you wish, you can go there on the first day, then stand near the guy who is trying to unblock the path to the ranch, then play the Song of Double Time until







attracted using the Great Fairy Mask). Now go back into Deku Link, and use the Deku Flower here to fly to the next platform with the second Deku Flower on it, then face eastward, and fly to the lone platform with the chest on it. Open the chest to find Stray Fairy #2 in this temple.

Now make your way across the platforms to the north, and head through the door at the end. Kill the Deku Plant to your left, run down the ramp to the bottom, then kill the next Deku Plant down here to reveal the 3rd Stray Fairy here. Hop across the venus fly traps in the water, and go across to the other side of you, until you reach a door that is unlocked. Now turn right, and head to the lone platform with a lot of jars on it. Inside one of the jars is another stray fairy, so take it, then return to the door, and head through it.

Hop on the fly traps again in this room, and to the center Deku Flower. Use it to fly off to the right ledge that has the chest on it. Open the chest to find a Small Key! Now head through the next door. After the doors lock on you, you will have to kill the 3 razor-turtles in here. To do this, dive inside of the Deku Flowers, and wait for them to come running across the top of you, then launch yourself in the air to kill them. Now that they are gone, a chest will appear, containing the Dungeon Map, and the doors will become unlocked. Remember where you got Fairy #2 in the first room, the one near the locked door? Good. Head back there, and unlock the door with your key, and enter it.

Run forward, and push the block out of your way, and go right to find a Big Skulltula. Kill it, and get the next stray fairy #5. Continue along the path, and push the block out of your way, back towards the entrance to this room, then take the right path to find a un-lit torch near a locked door. Turn into normal Link, and put on the Bunny Hood, light a Deku Stick on the torch near Fairy #5 was, then run it back to this torch and light it to open the next door. Now enter the door after it unlocks for you.

Inside here, kill the Dragonflies the same way you did with the razor-turtles in the Dungeon Map room, and then take the Compass from the chest. Leave the room. Turn back to normal Link, put on the Bunny Hood, and light a Deku Stick, and run up the stairs here. Light the torch here, then light your Deku Stick again with this torch, and hop across the platforms to the spiderwebs, and burn them away. Head up the stairs here, and kill all of the little invisible creatures on the ground, enter the next room, and kill them all until a chest appears. Take the fairy from the chest, then light a Deku Stick with the center torch, and run around the outside of this room to light the 3 un-lit torches and open the next door. Enter it.

In here, use the Deku Flowers to get across the gaps, and to the other side of the room. You can either kill or ignore the Dragonflies, but either way, be sure to get to the other side safely. Enter the doorway on the other side, go down the stairs, and enter the large room as normal Link. Step on the floor switch in front of you, and watch as 2 ladders appear. Head through the door near the switch first, then go right and enter the door at the end to fight a boss (well, sorta).





#### 004. The Second Guardian Mask

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Now return to Clock Town (just warp there by using the Song of Soaring to save time and effort!). Once back in Clock Town, head to East Clock Town, and locate the Shooting Gallery in this area. Head in there, and pay 20 Rupees to play. Your goal is to hit as many Red Octoroks as possible, and not to hit any Blue ones while you're at it. Hitting a blue one results in a loss of a point, and the record that you will have to beat the first time is 39 points. It shouldn't be too hard, but you only have 1 minute and 15 seconds to do so, so be quick about your shots, and don't hit any Blue ones! If you beat the record, you will receive the Large Quiver, which can hold up to 40 arrows! Woo Hoo! Now, if you still haven't done so, be sure to get the Heart Piece from the Mailman in the Post Office by playing his training game. If you are done with the Clock Town, play the Song of Time to return to the First Day (but remember to deposit any Rupees you have into the bank first, so that you don't lose any precious Rupees!!!!)

You'll need some more items for your next dungeon, like bombs, so go to East Clock Town, and locate the Bomb Shop. In here, talk with the Goron to learn about a big bomb that he has that this store doesn't even carry...hmmm. Anyways, talk to the Shopkeeper, and purchase a Bomb Bag for 50 Rupees (it also comes with 20 Bombs! A steal!).

On the first day, waste some time and play some more games in the Clock Town, and at midnight of the First Day, leave Clock Town through the northern exit, then run left, following the fence. Eventually, you will reach a man on top of a large rock, and he's....dancing. o\_o Anywho, talk to him, then play the Song of Healing, and you will receive the Kamaro Mask! Now return East Clock Town. Find the two brothers (or sisters) who are dancing together, and put the mask on. Now talk to them, and press B to teach them a new dance! They will be so happy that you have done this, that they will give you a Heart Piece!

Okay, now before you continue on your journey, make your way to Milk Road, just outside of Termina, and head off to Romain Ranch (be sure it's after 1AM and around 2AM on the First Day, and speak to Romani, the ranch girl, then follow her into the barn. Now, leave the barn, and wait for the UFOs to come from the sky, and shoot them down with your Hero's Bow until Dawn of the Second Day, and she'll give you some Chateau Romani inside of a bottle! Okay, now Exit out of the southern exit of Clock Town, and run towards the Swamp area. On the way, run underneath the rounded tree, and you should feel your Rumble Pak shake (if you have one). Stand underneath it, and place a bomb on the ground to reveal this hole. Inside, there are TONS of plants which yield Rupees, Bombs, Arrows, etc., as well as 2, count 'em, 2 cows! Yikes! Use this area to stock up on any items you are low on, and to fill up your empty bottles with nice, healthy milk.

If you still need some more Heart Pieces, you can find one inside of a hole outside of the northern exit of Clock Town, in the snowy area, just past the ramp you run down, and it's near one of those mushroom shaped rocks (like where you got Kamaro's Mask). Inside, there are two



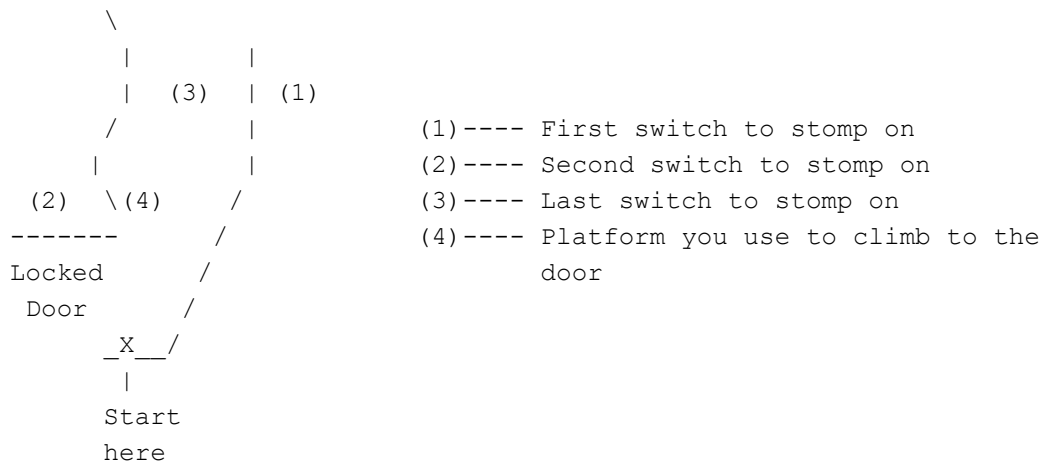






platforms. Now hop onto the lowest platform as normal link, and hop to the platform with the large snowball on it. As Goron Link, crush it to reveal a chest with a small key in it. Now, using your new small key, enter the locked door.

In here, run to the right, and Goron Stomp the first switch, take off the mask, go over the platform and to the other side, stomp the switch that just came up, then go back to the platform that you just used to get over here to, stomp that, then take off the mask, and climb up the platform near the door, and enter the door before the timer runs out. Here's a quick map:



Or if that ASCII map didn't help you much, go here to see my GIF image for this puzzle:

[http://www.gamefaqs.com/console/n64/file/zelda\\_majoras\\_mask\\_goron\\_switch.gif](http://www.gamefaqs.com/console/n64/file/zelda_majoras_mask_goron_switch.gif)

With that over with, enter the door, and curl up as Goron Link. Launch yourself over the gap, then turn right ASAP, and over the snow. Once you are out of the snow, stop rolling, and face the next gap to the right. Curl up once more, and get some speed, and launch yourself over the next gap, and to the door on the other side. In here, you will fight Wizrobe. He'll randomly appear at one of the four outer areas, and when he starts to rotate around, attack him with your sword or arrows. After enough damage, he'll make copies of himself, so just look around until you see the rotating one again, and attack. Do this until he dies off, and a chest will appear. The Fire Arrows are inside, so take 'em. Leave the room.

Go back downstairs to the first bridge-gap room with the freezards, and melt them all with your Fire Arrows. One of them will reveal a small chest containing a small key. Take it, then return to the previous room, the one with the large platform in the center of it. In here, use your Fire Arrows to melt the other 2 doors with ice on them. Now enter the green door right across from you to the north. Melt the Freezards in here to get a chest with Stray Fairy #4, then light all 3 torches with your Fire Arrows to open the door across the room. Head through the door, and turn into Goron Link, and Goron Stomp the switch here.

Exit this small area, then return to the large main room with the center platform that just rose. Now go right, and through the red door,



the race, and win the race to get some Gold Dust, which comes in a Bottle! Now as normal Link, take this Gold Dust, then head back to the Biggoron where you got your Powder Keg from to get another one. Take this, and head to Romani Ranch on Milk Road, and use it to blow up the giant boulder blocking the entrance to Romani Ranch on the First Day.

Enter the Ranch, and speak to Romani, the girl outside. She'll tell you about "them", who come every year before the carnival, and tell you that they steal her cows. Now, she'll ask if you would like to try your hand at being her assistant, so agree, then play her training game. Shoot all 10 of the balloons around the ranch while on Epona in under 1 minute, and she'll teach you a new song, Epona's Song! Now play it, and you will get Epona back!

While you're here, wait until 2AM to wait for the UFOs that come for her cows. Fend them off with your arrows all night long, until around 5:30AM to 6AM, when the sun comes up, and if you defended the Ranch well enough, Romani will give you a bottle filled with Chateau Romani milk! Woohoo! Another bottle! Good stuff man. Stay here some more, and talk to Romani and her sister outside of the barn. Now you'll have to guide Romani and her milk shipment back to Clock Town, so hop on with her, and get going! Along the way, there will be thieves who will try to steal the milk, so fend them off with your Hero's Bow and Arrows, and eventually, you will get to Clock Town safely, and you will receive the Romani Mask! Okay, time to get one more mask before we move on in the game: The Circus Leader's Mask (you can only get this mask after you have the Romani Mask). After getting the Romani Mask, head to the Milk Bar in Clock Town around 10PM on either Day 1 or Day 2, and talk to the fish near the stage. Agree to help him with his performance, and he'll have you play your instrument on a certain spot on the stage. Talk to him as each form of Link (normal, Goron, Deku, Zora), and you'll end up playing the Ballad of the Windfish, which will make Gorman cry, and give you the Circus Leader's Mask!

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005. The Third Guardian Mask  
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If you still have time, return to Mountain Village, and bring the Gold Dust with you. Now enter the log cabin here, and be sure you have 100 Rupees too. Now have them reforge your sword, but this time, since you have the Gold Dust, they can make your sword stronger forever. If you need quick-cash, just go to East Clock Town, and enter the Bomber's Hideout, and run down the ramp. Now instead of heading into the water and straight to head to the Observatory, swim to the left down the corridor to a seemingly dead-end. Avoid the Skulltula, and to the left at the end is a ledge. Climb up it, and you will see a bombable wall with a crack in it. Take out a bomb, and bomb the wall open to reveal a chest. Inside this chest is the legendary Silver Rupee, worth a whopping 100 Rupees! Now use this 100 Rupees to reforge your sword to get the Razor Sword! Now speak to them again, and he'll ask for the Gold Dust, and when it says press a C-button to pull out an item, press the C-Button that has your Gold Dust on it, and he'll do it for free.















the platform above you, the one with the palm tree on it, and use the palm tree as a target for your hookshot. Now continue to do this for all of the palm tree platforms in this area, until you reach a hole in the wall near a waterfall. Enter it to be in Waterfall Rapids. Once here, dive into the water as Zora Link, and talk to the beaver at the floor of the water. He'll ask you if you want to race for a Empty Bottle, so agree. Now you only have 2 minutes to swim through 20 rings underwater (swim through the ones that are spinning, and stay close behind the beaver), and if you do this in under 2 minutes, the other beaver will then challenge you. Now you have to swim through 25 rings in under 2 minutes. This is a bit more challenging, but nothing you can't do. After doing this, the beavers will give up, and give you an Empty Bottle.

There's nothing much to do here right now, so exit this area, and return to Termina Field. A good idea would be to return to the First Day, and then come back to Great Bay Coast, and enter the Skulltula House, and collect every Skulltula Token from the house, and to do so, check out the "Oceanside Skulltula House" mini-section in the "Side-Quests/Mini-Games" section of this FAQ to find out where every Skulltula Token is. If you do this on the First Day, you will get the Giant's Wallet, which allows you to hold up to 500 Rupees! Now that you have the capacity, let's go get a mask, shall we?

Get ahold of 500 Rupees (use the Unlimited Rupee trick in the "Side-Quests/Mini-Games" section of this FAQ to get some easy Rupees), and then head back to North Clock Town on Day 1, and stop the thief from stealing the old woman's bag, then head to the Curiosity Shop, and purchase the All-Night Mask from the owner for 500 Rupees! Want another mask? You got it. Okay, head out to Termina Field, and head to Milk Road with Epona, and hang a left before entering Romani Ranch, and be sure to bring along some Rupees (at least 20-40). Enter Gorman Track with Epona, and talk to the Gormans here to race them for something special. Race for 10 Rupees, and begin the race. During the race, it's a good idea to save your Carrots for the last leg of the race to pull ahead of the Gormans, but be sure to use at least 1-2 Carrots during the entire race to keep up with them. Use a Carrot or two, wait for it to recharge, then keep doing what you've been doing. This strategy should win you the race easily. After the race, you will receive the Garo's Mask from the losers!

When you are ready, head off to Ikana Graveyard in Termina Field. Once inside the graveyard (you'll have to ride Epona over the fences leading to it), run north and approach the large skeleton-guy lying down, and play the Sonata of Awakening to wake him up. He'll stand up, and begin to run away. Right away, begin to chase him.

Start your pursuit, and when the walls of fire rise up, kill the enemies that come out to lower the fire walls, and when you have the skeleton in your sites, shoot arrows at him to slow his ass down. Once you finally catch up to Keeta, you'll begin a small fight. Slash at him with your sword really quick, then fire some Ice Arrows at him to freeze him temporarily. Use this time to get some shot in, and eventually, he'll jump into the air. Watch out for his shadow, and dodge his dropping attack, then continue fighting him the way you were earlier, and after enough damage, he'll give up.



















then clone yourself. Now run to the chest that has been de-flamed, and take the small key. Go back to the room with the spikes and the Deku Flower, but take a right instead of flying over to the ledge near the spikes, and head out the door.

Across from you is a large Armos, so shoot it with a Light Arrow, hop over to it as Zora Link or normal Link with the Bunny Hood, defeat the Armos, and step on the switch to reveal a chest way above your head. Hookshot that new chest above you, and enter the locked door to fight a large Eyegore. This fight is really easy. Simply run at him while defending yourself (come at him at an angle), and get so close to him that he smashes the ground with his arms, and his eye turns yellow. Now shoot his eye with either some Arrows or the Hookshot, and repeat this until he dies. Now a chest will appear, and it contains the Giant's Mask, which you will need for the Temple Boss ahead.

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A WORD OF ADVICE: YOU WILL NEED TONS OF MAGIC, SO IT'S A VERY GOOD IDEA TO WARP BACK TO CLOCK TOWN, USE YOUR ROMANI MASK AT THE MILK BAR, AND BUY SOME CHATEAU ROMANI MILK FOR 200 RUPEES. WHY? BECAUSE IT GIVES YOU UNLIMITED MAGIC POWER UNTIL YOU WARP BACK IN TIME, AND YOU WILL NEED IT FOR THE TEMPLE BOSS. ALSO BE SURE TO GRAB SOME FAIRIES IN BOTTLES AS WELL. WHEN YOU ARE READY, GO BACK TO THE STONE TEMPLE (YOU MAY NEED TO TURN IT UPSIDE-DOWN AGAIN).  
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Run past where you fought the Eyegore for the Giant's Mask, and enter the room with the spike logs. Hit the crystal switch in front of you to reveal a chest, then use the chest as a Hookshot target to get onto the cage, then use the Hookshot target ahead of you to fly over the next spike log. Drop down to the ledge, and enter the boss door.

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GIANT MASKED INSECT: TWINMOLD  
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Wow. This boss battle is INCREDIBLY easy if you drink some Chateau Romani Milk before-hand. Put on your Giant's Mask, and as Giant Link, you will need to fight off the Giant Masked Insects. Their weak spots are their tails, and the tip of their heads/faces. Just run around slashing them as they fly past you, and as they enter or come out of the ground. If you do not have and Chateau Romani, then hit the pillars around the area to get some Magic for you. Don't run too far out of the perimeter, or else you will fall into the abyss, and have to start the fight over.

After you have killed both insects, shrink back down to normal Link, take the Heart Piece, and enter the portal and take Twinmold's Remains!

Now after the cinemas, it's time to meet Skull Kid once and for all...or something. To do this, you'll have to wait until 12AM on the Final Day for the carnival to occur and the Clock Tower in Clock Town to open, and play the Oath to Order song at the top to activate something. But before you do this, go back in the game and collect as

many Heart Pieces as you can, Stray Fairies from past temples, and collect all 20 masks in the game (or the ones you don't have yet. Refer to the "Masks" section in this FAQ to find out how to get each mask). Also, be sure to take this time to stock up on Rupees, and collect plenty of Bottles, and get some Fairies in each one, and some Chateau Romani Milk in one too. Be sure to get as many Bombchus as you can.

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 THIS IS VERY IMPORTANT. IF YOU DO NOT HAVE THE ROMANI MASK, GET IT NOW! YOU WILL NEED IT TO BUY SOME CHATEAU ROMANI MILK AT THE MILK BAR IN CLOCK TOWN AFTER 10PM. YOU NEED THE CHEATEU ROMANI MILK FOR THE FINAL BOSS FIGHT, AND SO YOU WILL BE ALMOST INVINCIBLE!!!!!!!!!!!!!!!  
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Now at midnight on Day 3, when the Clock Tower opens up, head up to it, watch the cut-scene, and play the Ode to Order song on your Ocarina.

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007: The Final Frontier

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Welcome to the final area that you will have to defeat before facing the final boss in Z:MM. The last area isn't that hard, but if you waste Bombchus or arrows, you'll regret it later...BTW, be sure you have your bottle of CHEATEU ROMANI MILK before entering this area...you'll thank me later.

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• The Moon •

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As you enter the grassy area on the moon, you will find 4 kids running around. 3 of them are wearing the Guardian Masks, and the last one is sitting near the tree, wearing the Majora's Mask. If you want to go directly to the final boss, then by all means, speak to him. But if you want 4 more Heart Pieces and an extra all-powerful mask, then begin by speaking to the kid wearing the mask of Odolwa, and give him one mask to play his game of hide-and-seek.

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Deku Dungeon

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Start off in this dungeon by turning into Deku Link, then using the Deku flower to fly onto the first spinning Deku Flower platform, then onto the next. Now fly off to the right-hand ledge to find a Deku Flower, then return to the previous spinning Deku Flower, land on the Gold one, and launch yourself to the left-hand ledge instead (the one with the door), enter the door, and give the kid one mask to exit back into the grassy area.







## 08. Heart Piece Locations

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Just like in *Zelda: Ocarina of Time (Z:OoT)*, there are several Heart Pieces (or Pieces of Heart, as the game likes to call them), scattered around the world of Termina. These are ESSENTIAL to your success in the game, because they will heal Link, and will add to his health meter (number of hearts at the top of the screen) over time. One Heart Piece is equal to 1/4th of a Full Heart Container (once again, those hearts at the top of your screen), and four Heart Pieces will form to make a Full Heart Container, thus adding to your health bar, and increasing your chances of not dying by a margin.

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• Clock Town •  
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#1: This one is just above the entrance to South Clock Town, and north of the Gold Deku Flower, on a ledge with a colorful clock. Use the Gold Deku Flower to launch yourself to it on the high ledge.

#2: In North Clock Town, on top of the tree to the right of the slide that is near the East Clock Town entrance. Climb up the slide, then hop from platform to platform to get to it. You need the Bunny Hood to get to this Heart Piece.

#3: After getting the Bunny Hood, follow the mailman around Clock Town until he stops in the Post Office, and starts to train. Talk to him to play his game, in which you have to stop the timer on exactly 10 seconds. If you do this, he will reward you with a Heart Piece.

#4: Go to the Mailbox in South Clock Town, and if you have the Postman's Hat, then wear it, and search the mailbox, and you should find a Heart Piece inside of it! If not, then you'll just find some Rupees, so check another Mailbox.

#5: Use the Kamoro Mask, and enter East Clock Town. Find the two sisters who are dancing together, and put the mask on. Now talk to them, and press B to teach them a new dance! They will be so happy that you have done this, that they will give you a Heart Piece!

#6: This heart piece is inside of the Mighty Training Center in West Clock Town. To get it, you will have to enter the Expert Course, and pay the guy 10 Rupees. If you get a perfect score, then you will be rewarded with a Heart Piece.

#7: Head to the Stock Pot Inn in East Clock Town, and head upstairs to the bathroom area at 12AM (midnight), and you will see a hand coming out of the toilet (or the small hole). Talk to it, and it will ask for some paper, so give it the Land Title Deed, and you will get a Heart Piece.

#8: Head to the Town Shooting Gallery in East Clock Town, and play the game for 20 Rupees. Remember the rules: Hit as many Red Octoroks as you can, and don't hit any Blue Octoroks, or you will lose points. To get your Heart Piece, get a score of 50 points, and the guy will hand you a Heart Piece as your prize.

#9: To get this Heart Piece, go to Honey & Darling's Shop, and play each game on each different day. If you can beat the high score for each of the three games for all three days, you will be rewarded with a Heart Piece!

#10: As Deku Link, go to the Deku Scrub Playground in North Clock Town by using the Deku Flower near the Great Fairy Fountain to launch over to the hole in the ground, which leads to this Playground. Go here anytime between 6 and 12AM to play the game. Your goal here is to nab all of the Rupees from the platforms, all while NOT hitting the ground. Use the Deku Flowers to do this with success. If you play this game, and get the fastest time for three days in a row, you will get a Heart Piece.

#11: Go to the Observatory, and search to the left of the Clock Tower, and you should see a Deku Scrub flying around. He'll eventually land inside of a underground hole near the Observatory, so exit the Observatory, and make your way to this hole in Termina Field. Inside, you can buy a Heart Piece for 150 Rupees! Or, if you do not want to buy it for that much, just say no, and he'll try to sell it to you for 100 Rupees!

#12: As Goron Link, go to Clock Town, and enter the Treasure Chest Shop, and play the game by going through the maze, and make your way through the maze, and to the chest at the end before the time limit ends. If you do this as Goron Link, you will get a Heart Piece!

#13: When you wear the Keaton Mask around some of the "alive" bushes in North Clock Town (and other areas), then attack them all before they dissappear, a Keaton will come out, and ask you some questions...a quiz containing of 5 random questions. If you answer them correctly, you will get a Piece of Heart!

#14: To get this Heart Piece, you'll need the Couple's Mask. Once you have this mask, head to the Mayor's Residence, and speak with the Mayor while wearing the mask, and you will break up his meeting. As a reward for doing this, he'll give you a Heart Piece.

#15: This Heart Piece is really easy to get. Just put on the All-Night Mask, and head into the Stock Pot Inn, and listen to the Grandmother tell you the "Carnival of Time" story. At the end of the stort, answer: "On the Eve of the Festival", and she'll give you a Heart Piece

#16: Now for this Heart Piece, do the same thing as the above Heart Piece, but this time, listen to "The Four Giant's" story, and at the end when she asks you the question, answer: "I dunno". She'll give you a Heart Piece for listening so hard! </Grandmother>

#17: Simply collect 5,000 Rupees total, and store them all in the Clock Town bank in East Clock Town. Once you have collected 5,000 or more Rupees, the banker will be so proud of you, he'll give you a Heart Piece as interest for sticking with him after all those Rupees.

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• Termina Field •  
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#18: This one is in Termina Field, right outside of the Romain Ranch entrance, and before the Milk Road Entrance. It's hidden in the tall grass, but

you can find it by walking around the area surrounded by butterflies. Once you fall in (it must be during the day-time), and kill the flying Pea Pod. Once this is over, a chest will be revealed, and a Heart Piece is inside it.

#19: This Piece is inside a hole outside of the northern exit of Clock Town, in the snowy area, just past the ramp you run down, and it's near one of those mushroom shaped rocks (like where you got Kamaro's Mask). Inside, there are two Dodongos. Concentrate on one of them first, then the other. To defeat them, just wait for them to shoot fire at you, then circle around them to their tales, attack with a jumping slash, defend with your shield right away, because they'll spin around and hit you with their tale, then repeat. After both of them are defeated, you will get a chest containing a Heart Piece!

#20: This Heart Piece lies inside a hole, which is beneath a giant rock by the Ocean. Blow it up with a bomb, then hop into the hole. Inside you will find some Deku Plants that are underwater. Kill them with some arrows, then shoot down all 3 of the bee-hives hanging way above them on the roof and you will get a Heart Piece, but this can only be accessed as Zora Link, because the Heart Piece is so deep under the water.

#21: To get this heart piece, you must first locate the four hidden underground holes in Termina Field that feature 4 Gossip Stones, 1 of them being larger than normal. Now just play your specific character's "special" song to the large Gossip Stones (Deku Link's would be the Sonata of Awakening, and so on...) in each of the four holes, and you will get this Piece of Heart. The hole locations are:

- One hole is to the right of the entrance to the snowy area in Termina Field, right outside of North Clock Town. Easy to find
- One hole is beneath a rock near the Beach area, just outside of East Clock Town
- One hole is near the entrance to Southern Swamp, just past the large spherical tree with a hidden hole under it. This hole is right on the edge of the high grass
- This hole is to the left of the Observatory, right near the fence.

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• Woodfall Swamp •  
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#22: This one is on top of a large black tree near the hole in the ground on the path that leads to Southern Swamp. Kill the bat on the vines before climbing up to the top of the tree.

#23: This Heart Piece is in Southern Swamp, and on top of the roof of the house. Give the Land Title Deed to the Deku Scrub here to gain access to the Deku Flower here, then glide to the roof and nab the Heart Piece.

#24: This one can be gotten from the Tourist guy in the Tourist Info. Center in the Swamp. Just take a pic of the King Deku, and take the photo back to him to receive your Heart Piece.

#25: This one can be obtained after defeating the Woodfall Temple. After doing

so, return back to the Tourist Information Center in the Southern Swamp area, and speak with Kotake in there. Take the boat ride, and on the way, you will be allowed to play her mini-game. There is a target on the back of the boat (Kotake actually has the target on her broom and she's following the boat), and your goal is to hit the targets at least 20 times. If you hit Kotake more than 10 times, you lose. Hit the targets 20 times or more, and Kotake will give you a Heart Piece! The game is 10 Rupees to play if you lose the first time, so be ready...

#26: This Heart Piece is on a platform to the left of the entrance to Woodfall Swamp. First, head over to the Owl Statue that is near the entrance to the Woodfall Temple, then use the Deku Flower here and fly to the north, and to the next Deku Flower. Be sure to kill the Deku Scrubs as you go too. Continue to fly from platform to platform, until you reach a platform with a large chest on top (the platform should be near the entrance). Open the chest, and you will find a Heart Piece!

#27: To get this Heart Piece, simply go to the Swamp Shooting Gallery in Southern Swamp, and play the game of shooting the Deku Scrubs. To get the highest score (over 2,000 points), you'll need to shoot every Deku Scrub, and if you do it one time, you'll get a Quiver Upgrade, but do it a second time to get a Heart Piece.

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• Deku's Palace •  
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#28: This Heart Piece is hidden within the maze to the left/right of the Royal Chamber. Make your way through the maze, and you will find this Heart Piece eventually.

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• Pirates' Fortress •  
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#29: This heart piece is inside of the Pirates' Fortress, just near the first crystal switch. You must first plow out the barrels blocking a floor switch, then step on the switch to reveal a cage with the Heart Piece. Roll down to it before the cage's gate closes, and nab the Heart Piece.

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• Pinnacle Rock •  
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#30: To get this Heart Piece, simply enter Pinnacle Rock, and locate the missing Seahorse inside one of the holes within the area. Look for a gold light near one of the holes to find which hole has the seahorse in it. Do this, and speak to the 2 seahorses to get a Heart Piece!

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• Great Bay Coast •  
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#31: To get this Heart Piece, get the Captain's Mask first, then head to the

Oceanside Spider House, and speak to each of the Stalchildren while wearing the mask, and you will hear in what order you should shoot the masks in the last room with Skulltula Tokens #27-30. Shoot the masks on the wall in the correct order that they told you to, and a gate will open. Run through it to find a chest containing a Heart Piece.

- #32: To get this Piece of Heart, head to Zora Hall in Great Bay Coast, and enter the first room to the left behind the music band to find a Deku Scrub. As Goron Link, give the Deku Scrub the Mountain Title Deed, then use the Deku Flower to fly up to the Heart Piece on the upper ledge.
- #33: On the way to the Beaver's race area in Great Bay Coast, there is a waterfall you pass by near the ledges you Hookshot to. From the ledge nearest to the waterfall, peek over the ledge and you will see a Like-Like underwater. Kill it with some arrows, then dive into the water as Zora Link to nab the Heart Piece here.
- #34: Go inside of Zora Hall, and enter Mikau's dressing room. Hookshot your way to the upper level, and read his diary to learn part of a new song. Now head into Japas' dressing room, and play the part of the song you just learned, then listen to Japas play the rest of the song. Now play the whole song to Evan as normal Link to get a Heart Piece!
- #35: Go to the Marine Research Lab near the Owl Statue, and stand on the aquarium near the door, and feed the fish some fish you've caught in some bottles. Feed one fish 4-5 times to make him grow very large, and he'll eat the other fish, and give you a Heart Piece!
- #36: Find the Scarecrow here by the coast where you play the Great Bay Jumping game, then hop onto the ledge using your hookshot on the ledge. Now use Magic Beans in the soft-soil here, then water it, and ride the leaf to the next ledge. Play your Scarecrow's Song to reveal the scarecrow here. Use your hookshot on him to get to him, and play your song to him to get a Heart Piece.
- #37: After beating the Great Bay Temple, take the boat on the coast past the Marine Research Lab to find an island, so hookshot onto it. Now play his Jumping Game by jumping from torch-to-torch on each island, and if you win, you will get a Heart Piece.
- #38: Return to the Beaver's Race after winning a Bottle from them, and play them again. Now finish the race in under 1:30 seconds, and they'll reward you with a Heart Piece.

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• Ikana Canyon •  
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- #39: For this Heart Piece, head into Ikana Canyon, and find the bridge with the two Octoroks, and head right of them, and into the hole in the mountain, and eventually you will see a Deku Scrub. Now if you have the Ocean Title Deed, give it to him as Zora Link to get his Deku Flower, then as Deku Link, fly over to the ledge to nab a Heart Piece.
- #40: Enter the Spirit House behind the Music House and near the dried-up lake in Ikana Canyon, and pay the man 30 Rupees to fight the Poes.

You will have to fight 4 Poes within the allotted time, and not lose under 3 Hearts during the fight. If you do this in the allotted time, you will win a Heart Piece.

#41: This Heart Piece can be found inside of Ikana Castle. Get to the roof of the castle, and look to the right to find a crystal switch. Shoot it with an arrow to lower some flames around a Heart Piece, then as Deku Link, fly from Flower to Flower on the platforms to reach the Heart Piece.

#42: This Heart Piece can be found inside of the Secret Shrine near the Octorok bridge leading to Ikana Canyon. Hop into the water, and swim to the left of the Octoroks and into a cave to find the Secret Shrine. There are 4 rooms, each containing one mini-boss (Dinofols, Wizrobe, Wart, and Garo Master). You will get a Silver Rupee for each boss you defeat, plus a Heart Piece if you defeat them all!

=====  
• Mountain Village •  
=====

#43: First of all, to get this Heart Piece, you must have defeated Goht and the Snowhead Temple to make it springtime. Now find the single frog here with Don Gero's Mask on, and speak to him. He'll tell you to locate the other Frogs in Termina to form a Frog Choir. If you assemble all 5 Frogs, they'll give you a Heart Piece. Their locations are:

- One frog is in the Laundry Pool in Clock Town
- One frog appears after you've beaten Wart in the Great Bay Temple
- One frog appears after you defeat Gekko in the Woodfall Temple
- One frog is on a platform near the Deku Palace in Southern Swamp

#44: This Heart Piece can be found by giving the Deku Scrub in Goron Village the Swamp Title Deed, then using his Deku Flower to fly to a Heart Piece on a nearby ledge.

#45: This Heart Piece is under the water in Mountain Village inside of a chest, but can only be accessed as Zora Link, and after beating the Snowhead Temple.

#46: Find the Scarecrow in Mountain Village by using your Lens of Truth, and teach him the song you taught the Scarecrow in the Observatory to get a Heart Piece.

=====  
• Romani Ranch •  
=====

#47: Head into Romani Ranch on any day between 6AM and 6PM, and enter the Doggy Racetrack near the barn. Pay the lady 10 Rupees to bet on a dog, then with the Mask of Truth on, find a dog that says "Ruff" at the beginning of his thoughts, then use that dog to bet on. If you win over 150 Rupees in a race, the lady will triple your winnings, plus give you a Heart Piece as a reward.

=====  
• Ikana Graveyard •  
=====

=====  
#48: Head into the Graveyard sometime after dark on the second day, and with the Captain's Hat on, tell the Stalchildren to open the grave they are dancing around. Now inside the grave, use your Lens of Truth to see a hidden door, so enter it, then look to the left to find a bombable wall. Blow it up, then enter the room, kill the invisible enemies, then enter the next door to fight an Iron Knuckle. Kill him, and get a Heart Piece from a new chest.  
=====

=====  
• The Moon •  
=====

#49: This Heart Piece is inside of the Deku Dungeon on the Moon, and can be found on the last left-hand ledge. Use the Deku Flower on the spinning ledges to reach it.

#50: This Heart Piece can be found inside of the Goron Dungeon on the Moon. Use the long paths and the open chests to roll your way to the ledge in the northwest corner of the room with the Heart Piece in it.

#51: This Heart Piece is inside of the Zora Dungeon on the Moon. Inside of the waterway, take these directions to get to it: First left, right, left, then straight.

#52: This Heart Piece is inside of Link's Dungeon on the Moon, and is in the 6th room, just past the Iron Knuckle room.

.....  
09. Weapons List  
.....

Quick List:  
=====

| WEAPON NAME   | PRICE       | LOCATION  |
|---------------|-------------|---|
| Kokiri Sword  | N/A         | Link's default weapon.                                      |
| Hero's Shield | N/A         | Link's default Shield.                                      |
| Kokiri Tunic  | N/A         | Link has this at the start of the game.                     |
| Bomb          | 0-40 Rupees | Clock Town.   |
| Bombchu       | 0-40 Rupees | Clock Town.   |
| Hero's Bow    | N/A         | Inside of the Woodfall Temple, after defeating the Dinalfo. |
| Fire Arrows   | N/A         | Snowhead Dungeon.   |



|                     |            |   |
|---------------------|------------|---|
| Hookshot            | N/A        | Pirates' Fortress.  |
| Razor Sword         | 100 Rupees | Mountain Smithy in Mountain Village.                                |
| Gilded Sword        | Gold Dust  | Mountain Smithy in Mountain Village.                                |
| Mirror Shield       | N/A        | Beneath the Well (Ikana Canyon).                                    |
| Great Fairy's Sword | 15 Fairies | Get this from the Great Fairy of Kindness after Stone Tower Temple. |

=====  
 Descriptions:  
 =====

-----  
 Kokiri Sword

-----  
 Default Sword for Link.

-----  
 Hero's Shield

-----  
 Default Shield for Link in the game.

-----  
 Kokiri Tunic

-----  
 Default tunic for Link.

-----  
 Bomb

-----  
 Explodes after a few-second delay in time.

-----  
 Bombchu

-----  
 Bombs that explode after a delay, or on impact with an object. Motorized to allow it to speed away from Link. Mouse-shaped bombs which are practical, sleek and self-propelled.

-----  
 Fire Arrows

-----  
 Lights normal arrows on fire.

-----  
Hero's Bow  
-----

Shoots arrows. Can only be used with normal Link, and without a transformation mask on.

-----  
Hookshot  
-----

Grappling hook that allows Link to access far away areas, but only works on wood.

-----  
Razor Sword  
-----

An upgraded version of Link's Kokiri Sword. It's stronger, but will return to it's normal state after 100 uses. If only there was a way to make it permanent...hmmm...

-----  
Gilded Sword  
-----

Woohoo! If you bring the Gold Dust to the Mountain Smithy, you will get this sword, which is the strongest of all swords, and will never become dull!

-----  
Mirror Shield  
-----

Normal Link's shield that reflects magic and beams of light. Very useful in some dungeons and temples...

-----  
Great Fairy's Sword  
-----

This Sword you will get from the Great Fairy of Kindness, and is almost EXACTLY like the Gilded Sword, and both strength and appearance.

.....

10. Items List

.....

Quick List:

=====

| ITEM NAME | PRICE (If bought) | LOCATION |
|-----------|-------------------|----------|
|           |                   |          |

|                      |                 |  |
|----------------------|-----------------|--|
| Moon's Tear          | N/A             | On top of the Observatory,<br>in the secret hideout of the<br>Bomber's club in East Clock<br>Town.   |
| Clock Town Map       | 5 Rupees        | From Tingle in North Clock<br>Town.  |
| Woodfall Map         | 40 Rupees       | Also can be bought from<br>Tingle in North Clock Town.   |
| Land Title Deed      | N/A             | You get this from the Gold<br>Deku Scrub in South Clock<br>Town after giving him the<br>Moon's Tear item.  |
| Bomber's Notebook    | N/A             | You get this item from the<br>Bomber Kid outside of their<br>secret hideout as normal<br>Link in East Clock Town.<br>First enter the hideout,<br>then as you leave, he will<br>give it to you. |
| Deku Nuts            | 15 Rupees for 5 | Anywhere, really.  |
| Deku Sticks          | 20 Rupees       | " "  |
| Ocarina of Time      | N/A             | Get it back from the Skull<br>Kid on the Clock Tower in<br>South Clock Town.   |
| Bottle of Red Potion | N/A             | Get it from Koume in the<br>Woods of Mystery.  |
| Bomb                 | 0-40 Rupees     | Clock Town.  |
| Bombchu              | 0-40 Rupees     | Clock Town.  |
| Bomb Bag             | 40 Rupees       | Clock Town.  |
| Hero's Bow           | N/A             | Inside of the Woodfall<br>Temple, after defeating the<br>Dinalfo.  |
| Fire Arrows          | N/A             | Snowhead Dungeon.  |
| Hookshot             | N/A             | Pirates' Fortress.   |
| Lens of Truth        | N/A             | Goron Village.   |
| Magic Bean(s)        | 0-20 Rupees     | From the Bean Dealer.  |
| Arrows               | N/A             | Anywhere, really.  |
| Adult Wallet         | 200 Rupees.     | From the banker in West Clock<br>Town.   |
| Photograph Box       | N/A             | Save Kotake in the Woods of<br>Mystery in Woodfall, then   |

|                     |               |   |
|---------------------|---------------|---|
|                     |               | <p> speak with her in the Tourist<br/> Information Center in<br/> Southern Swamp to receive<br/> this Camera. Use it to take<br/> cool pictures. </p> |
| Large Quiver        | N/A           | <p> Prize in in the Shooting<br/> Gallery in East Clock Town<br/> for beating the record for<br/> most points. </p>                                   |
| Red Potion          | 30 Rupees     | <p> Any potion shop or Trading<br/> Post in East Clock Town. </p>   |
| Green Potion        | 30 Rupees     | <p> Any potion shop or Trading<br/> Post in East Clock Town. </p>   |
| Fairy in a bottle   | 50 Rupees     | <p> Almost any shop, or the<br/> Trading Post in East Clock<br/> Town. </p>   |
| Giant's Wallet      | N/A           | <p> Complete the Oceanside Spider<br/> House in Great Bay Coast on<br/> the First Day to get this<br/> large wallet. </p>                             |
| Ice Arrows          | N/A           | <p> Found inside of the Great<br/> Bay Temple, after defeating<br/> Wart, a mini-boss. </p>   |
| Small Keys          | N/A           | <p> Inside of any temple/dungeon. </p>  |
| Boss Keys           | N/A           | <p> There is one Boss Key inside<br/> of every temple/dungeon. </p>   |
| Light Arrows        | N/A           | <p> Stone Tower Temple. </p>  |
| Powder Keg          | 50-100 Rupees | <p> Bomb Shop and Goron Village. </p>   |
| Chateau Romani Milk | 200 Rupees    | <p> Milk Bar in Clock Town. </p>  |
| Gold Dust           | N/A           | <p> Win the Goron Race in Goron<br/> Village. </p>  |

=====  
Descriptions:  
=====

-----  
Moon's Tear  
-----

Use this item to give to the Deku Scrub in South Clock Town, and to gain the Land Title Deed from him.

-----

Clock Town Map

---

A map of Clock Town.

---

Woodfall Map

---

A map of Woodfall Swamp.

---

Land Title Deed

---

This deed gives you the ownership of any gold Deku Flower in any area, but it's mainly used for the gold Deku Flower in South Clock Town.

---

Bomber's Notebook

---

This nifty little item allows Link to keep track of other people's scheduals on each of the three days (1st, 2nd, and Final), and lets Link keep track of anything he needs to do, or any promises he needs to keep with certain amount of people. The maximum number of people that can be kept track of is 20 people.

---

Deku Nuts

---

Stuns enemies with a single toss.

---

Deku Stick

---

A wooden stick that can be used as a weak weapon, or to light a torch by lighting the end on fire.

---

Ocarina of Time

---

Plays songs, as well as it returns Link back to the First Day, and saves your game progress too.

---

Bomb

---

Explodes after a few-second delay in time.

---

Bomb Bag

---

Holds Bombs, and allows Link to actually carry Bombs around. It is made from a certain monster's stomach.

---

### Bombchu

---

Bombs that explode after a delay, or on impact with an object. Motorized to allow it to speed away from Link. Mouse-shaped bombs which are practical, sleek and self-propelled.

---

### Adult Wallet

---

Holds Rupees that Link collects along his journey. The Adult Wallet can hold up to a maximum of 200 Rupees at a time.

---

### Fire Arrows

---

Lights normal arrows on fire.

---

### Hero's Bow

---

Shoots arrows. Can only be used with normal Link, and without a transformation mask on.

---

### Hookshot

---

Grappling hook that allows Link to access far away areas, but only works on wood.

---

### Lens of Truth

---

Used to see invisible things/people/enemies.

---

### Magic Beans

---

Plant these in the magic bean spots hidden in the game as a child to access hidden areas after it has been watered, and grows out to a full grown leaf.

---

### Large Quiver

---

Holds more arrows than a normal Quiver holds. It can hold up to a maximum of 40 arrows.

---

### Red Potion

---

This does the trick when you need energy, but you need an empty bottle to keep

it in...

---

### Green Potion

---

Use this if your Magic Power is low. But first, you'll need an empty bottle.

---

### Fairy

---

This'll save you if your energy runs out! Keep it in an empty bottle.

---

### Giant's Wallet

---

A larger wallet than the Adult Wallet, the Giant's Wallet allows Link to carry up to 500 Rupees at a time. This is almost essential to the game, because you won't be able to collect all of the masks without it.

---

### Ice Arrows

---

Adds Ice to normal arrows.

---

### Small Keys

---

The small keys are always found within small treasure chests in any dungeon or temple, and are used to unlock any normally locked door. These DO NOT unlock Boss doors in the temples, however.

---

### Boss Keys

---

These special keys are usually found after fighting a mini-boss battle inside of a dungeon, and allow access to the Boss's Lair, which can only be unlocked with a Boss Key.

---

### Light Arrows

---

Adds Light to normal arrows, and the only way to defeat some enemies and bosses.

---

### Powder Keg

---

This extra-large bomb is able to blow up almost anything, including very large boulders that cannot be blown up by normal bombs. The Powder Keg can only be used as Goron Link.

---

Chateau Romani Milk

---

Extra-special milk, the Chateau Romani increases your health, and it also gives you unlimited Magic Power (your Magic Bar will turn blue) until you go back in time. This item is VERY useful for some areas in the game.

---

Gold Dust

---

This extra-rare (not to mention special) dust is made out of a rare gold from the Mountains, and can be used to create even the strongest metals. Use this at the Mountain Smithy to upgrade your sword to the Gilded Sword.

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11. Empty Bottle Locations

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#1: Defeat the Skull Kid on top of the Clock Tower in South Clock Town, then head to the Southern Swamp area near Woodfall, and enter the Woods of Mystery. Follow the monkey to Kotake the witch, who needs some red potion for energy. Leave the Woods of Mystery, and speak to Koume inside of her Potion Shop, and get the Red Potion in a bottle for Kotake. Give the Potion to Kotake in the Woods of Mystery, and you will be allowed to keep the empty bottle!

---

#2: To get this bottle, head to the Romani Ranch after 1AM and around 2AM on the First Day, and speak to Romani, the ranch girl, then follow her into the barn. Now, leave the barn, and wait for the UFOs to come from the sky, and shoot them down with your Hero's Bow until Dawn of the Second Day, and she'll give you some Chateau Romani inside of a bottle!

---

#3: To get this bottle, defeat Goht, and the entire Snowhead Temple. Afterwards, the entire Goron Village and Mountain Village will become normal again, and the snow will have melted. This will open up the path in Goron Village that leads to a Biggoron who sells Powder Kegs to Gorons, so enter there as Goron Link, and take the Powder Keg from him. Now take it to the entrance of Mountain Village, and up the hills and place it in front of the large boulder blocking the Goron Races, near the small Goron. It will blow up, allowing you to enter the Goron Races. Enter the race, and win the race to get some Gold Dust, which comes in a Bottle!

---

#4: To get this bottle, you must have beaten the Great Bay Temple, and have defeated Gyorg, the boss of this Temple. Once this is done with, head onto the shore with the Skulltula House and the Fisherman's Hut, and head to the right of these two houses, and through the hole in the



cave, and to the other side, onto the next beach. Continue along the beach, past the Zoras, and until you reach a large piece of wood that you can climb onto in the sand. Head onto it, and hookshot your way to the platform above you, the one with the palm tree on it, and use the palm tree as a target for your hookshot. Now continue to do this for all of the palm tree platforms in this area, until you reach a hole in the wall near a waterfall. Enter it to be in Waterfall Rapids. Once here, dive into the water as Zora Link, and talk to the beaver at the floor of the water. He'll ask you if you want to race for a Empty Bottle, so agree. Now you only have 2 minutes to swim through 20 rings underwater (swim through the ones that are spinning, and stay close behind the beaver), and if you do this in under 2 minutes, the other beaver will then challenge you. Now you have to swim through 25 rings in under 2 minutes. This is a bit more challenging, but nothing you can't do. After doing this, the beavers will give up, and give you an Empty Bottle.

-----

#5: To get this bottle, complete the massive trading sequence to reunite Anju and Kafei up to where you have to deliver Mama's Letter, then deliver the Letter to Mama in the Milk Bar while wearing Kafei's Mask, and she'll give you a Bottle with Chateau Romani!

-----

-----

#6: To get this final bottle, enter the Ikana Graveyard on the Final Day after 6PM, and enter with the Captain's Hat. Now tell the Stalchildren to open the grave they are dancing around, and enter the grave. Inside, you will find Dampe, and he's looking for the buried treasure. To get this treasure, you'll have to lead his SLOW ass to each of the 6 dirt patches down here. There are 5 on the ground, and the last one is on top of a pillar near a ladder. To lead Dampe up here, simply lead him onto the brown platform that moves, then climb up the ladder on the other side of the area to meet him up on the dirt patch. After he's dug up all 6 dirt patches (3 of them will reveal parts of a poe...), a Big Poe will come out, and you'll have to fight it. To beat it, simply block his spin attack, then when it stops, shoot it with an arrow, then do a 180 to spot the Poe again, and repeat until it dies. Now a chest will be revealed, and inside is an Empty Bottle!

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## 12. The Masks

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Locations:

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| MASK NAME | LOCATION OF MASK   |
|-----------|--|
| Deku Mask | Inside of the Clock Tower in South Clock Town, this mask is given to you by the Happy Mask Dealer after the mini-fight with the Skull Kid. |

|                  |   |
|------------------|---|
| Great Fairy Mask | After getting the Deku Mask, return the single<br>  lost fairy to the Great Fairy in the Great Fairy<br>  Fountain in North Clock Town, and she will give<br>  you this mask.   |
| Blast Mask       | Go to North Clock Town at 12AM while playing<br>  as normal Link to find an old lady walking. A<br>  robber will come by and steal her bag. Knock<br>  him over before he can run away, and the old<br>  lady will give you the Blast Mask as a reward.   |
| Bremen Mask      | Head to Laundry Pool area around 12AM in Clock<br>  Town to find the music-box man. Talk to him to<br>  get this mask.  |
| Kafei's Mask     | Enter the Mayor's Residence around 10AM in East<br>  Clock Town, and then enter the door to the right<br>  and speak with the human lady in here, then<br>  say "yes" to her to get his mask.   |
| Bunny Hood       | Go to Romani Ranch as normal Link around<br>  midnight on the Final Day, and enter the barn.<br>  Talk to the man there, then use the Bremen Mask<br>  and march around, collecting the 10 scattered<br>  chicks until they all mature. You will then get<br>  the Bunny Hood from the man near the tree!   |
| Odolwa's Remains | Defeat Odolwa, the dungeon boss of the Woodfall<br>  Temple to get this Guardian Mask (1 out of 4).   |
| Mask of Scents   | Keep up with the Deku inside of the Deku Shrine<br>  after beating the Woodfall Temple.   |
| Kamoro Mask      | At midnight of the First Day, leave Clock Town<br>  through the northern exit, then run left,<br>  following the fence. Eventually, you will reach<br>  a man on top of a large rock, and he's dancing.<br>  Talk to him, then play the Song of Healing, and<br>  you will receive the Kamoro Mask!   |
| Goron Mask       | Talk to the Owl in Goron Village, follow him to<br>  the secret shrine containing the Lens of Truth,<br>  take it, then return to where you met the owl.<br>  Here, you will find a Goron Ghost, so use the<br>  Lens of Truth, and follow him to the Goron<br>  Graveyard. Here, play the Song of Healing to<br>  him, and he'll rest in peace, thus giving you<br>  the Goron Mask! |
| Goht's Remains   | Defeat Goht, the dungeon boss of the Snowhead<br>  Temple to get this Guardian Mask (2 out of 4).   |
| Don Gero Mask    | Turn into normal Link with the Bunny Hood, and<br>  light a Deku Stick with one of those torches,<br>  and then run around the Goron Shrine, and light<br>  all of the torches here, until the large center<br>  chandelier starts to spin around. Now return to<br>  the top of the area, and face the burning<br>  chandelier as Goron Link, and do a Goron Spike                   |

|                 |  |  |  |
|-----------------|--|--|--|
|                 |  | roll from the red carpet and to the burning pots |  |
|                 |  | on the chandelier. Break each pot until a piece  |  |
|                 |  | of meat falls from one of them. Now pick this up |  |
|                 |  | as Goron Link, and carry it to that starving     |  |
|                 |  | Goron near the Owl Statue in Mountain Village.   |  |
|                 |  | Give him the rock sirloin, and he'll come down   |  |
|                 |  | to you, and hand you the Don Gero Mask!          |  |
|                 |  |  |  |
| Stone Mask      |  | Buy some Red Potion for 30 Rupees at the Trading |  |
|                 |  | Post, then exit out the Eastern Exit in East     |  |
|                 |  | Clock Town. Now run straight while riding        |  |
|                 |  | Epona, and hop over the first two fences, and    |  |
|                 |  | you will reach an area with group of rocks to    |  |
|                 |  | the right. Use your Lens of Truth to spot a      |  |
|                 |  | soldier sitting in the center of them, waving    |  |
|                 |  | his hands around. Speak to him to find out that  |  |
|                 |  | everyone ignores him, and he'll ask for          |  |
|                 |  | something to help him. Give him the Red Potion,  |  |
|                 |  | and he'll give you the Stone Mask as a reward!   |  |
|                 |  |  |  |
| Zora Mask       |  | To get this transformation mask, simply head to  |  |
|                 |  | Great Bay Coast with Epona after beating the     |  |
|                 |  | Snowhead Temple and Goht, then swim out to the   |  |
|                 |  | floating Zora in the water, drag him to the      |  |
|                 |  | shore, listen to his story, and then you will    |  |
|                 |  | get the Zora Mask!                               |  |
|                 |  |  |  |
| Gyorg's Remains |  | To get this Guardian Mask, you must beat the     |  |
|                 |  | Great Bay Temple, then defeat it's boss, Gyorg.  |  |
|                 |  | (3 out of 4).                                    |  |
|                 |  |  |  |
| All-Night Mask  |  | Save the old lady in North Clock Town on Day 1   |  |
|                 |  | from the burglar, then go to the Curiosity Shop  |  |
|                 |  | on Day 3 to buy this mask for 500 Rupees.        |  |
|                 |  |  |  |
| Keaton Mask     |  | Get this mask from the Shop Owner in the back    |  |
|                 |  | entrance of the Curiosity Shop after delivering  |  |
|                 |  | Anju's letter to him around 4PM on the second    |  |
|                 |  | day.   |  |
|                 |  |  |  |
| Postman's Hat   |  | After getting the Keaton's Mask from the shop    |  |
|                 |  | owner, deliver Mama's Letter to the Mailman to   |  |
|                 |  | relieve him of his duty, then get the Postman's  |  |
|                 |  | Hat.   |  |
|                 |  |  |  |
| Garo's Mask     |  | Enter Gorman Ranch sometime during the day, and  |  |
|                 |  | race the Gormans with Epona for 10 Rupees. Win   |  |
|                 |  | the race to get the Garo's Mask!                 |  |
|                 |  |  |  |
| Romani Mask     |  | After you've protected the Romani Barn from the  |  |
|                 |  | UFOs on the First Day in Romani Ranch, play the  |  |
|                 |  | next game with Romani, and protect her from      |  |
|                 |  | thieves as she heads to Clock Town. Do so with   |  |
|                 |  | success to receive the Romani Mask.              |  |
|                 |  |  |  |
| Mask of Truth   |  | Complete the Southern Swamp Spider House by      |  |
|                 |  | collecting all 30 Skulltula Tokens, and you      |  |
|                 |  | will the Mask of Truth from the Skulltula man    |  |
|                 |  | at the entrance of the Spider House!             |  |
|                 |  |  |  |

|                      |  |
|----------------------|--|
| Captain's Hat        | Defeat Skull Keena in the Ikano Graveyard to get this mask!  |
| Gibdo Mask           | Fill up the dried up lake in Ikano Canyon, then sneak into the Center Music House, run into the basement, and play the Song of Healing to the mummified father in the closet to get this mask.   |
| Circus Leader's Mask | After getting the Romani Mask, head to the Milk Bar in Clock Town around 10PM on either Day 1 or Day 2, and talk to the fish near the stage. Agree to help him with his performance, and he'll have you play your instrument on a certain spot on the stage. Talk to him as each form of Link (normal, Goron, Deku, Zora), and you'll end up playing the Ballad of the Windfish, which will make Gorman cry, and give you this mask! |
| Couple's Mask        | Complete the lengthy trading sequence with Kafei and Anju (see "Side-Quests/Mini-Games" section for more details) to get this mask.  |
| Giant's Mask         | Defeat the large Eyegore in the Upside-down Stone Tower Temple right before the temple boss to get this mask.  |
| Twinmold's Remains   | Defeat Twinmold, the temple boss in Stone Tower Temple to get this mask.   |
| Fierce Deity Mask    | Collect all 20 of the normal masks in the game, and the kid with Majora's Mask on the Moon will give you this mighty mask!   |

#### Explanations:

-----

| MASK NAME        | LOCATION OF MASK   |
|------------------|--|
| Deku Mask        | The Deku Mask is a transformation mask that you must earn as normal Link, and it transforms Link into Deku Link. A required mask.  |
| Great Fairy Mask | The Great Fairy Mask, when worn, attracts all kinds of Stray Fairies in all 4 Temples, and is required if you want to collect all 15 Stray Fairies in each temple in the game. |
| Blast Mask       | This mask, when worn, allows Link to blow things up without using bombs. You can blow up anything that a regular bomb can, but Link will take damage from the explosion.       |
| Bremen Mask      | This mask looks remarkably like a chicken, and   |

|                  |  |  |  |
|------------------|--|--|--|
|                  |  | is used to attract small chicks in the back of   |  |
|                  |  | the Romani Ranch, and to earn a Heart Piece.     |  |
|                  |  |  |  |
| Kafei's Mask     |  | Kafei's Mask looks a lot like Kafei himself,     |  |
|                  |  | and is used to talk to townspeople to find out   |  |
|                  |  | about Kafei's wearabouts, and to complete the    |  |
|                  |  | long trading sequence involving Kafei and Anju.  |  |
|                  |  |  |  |
| Bunny Hood       |  | The Bunny Hood has no real use in the game, and  |  |
|                  |  | is not really required, but you will need it to  |  |
|                  |  | make really long jumps, and to dodge enemy's     |  |
|                  |  | attacks. It makes Link run and jump further than |  |
|                  |  | normal. Reccommended.                            |  |
|                  |  |  |  |
| Odolwa's Remains |  | This mask has no use until the end of the game,  |  |
|                  |  | when you go to the Moon.                         |  |
|                  |  |  |  |
| Mask of Scents   |  | No real use, except to smell things very well.   |  |
|                  |  | It's used to find the stinky fungus in Clock     |  |
|                  |  | Town.  |  |
|                  |  |  |  |
| Kamaro Mask      |  | The Kamaro's Mask lets Link dance very well, and |  |
|                  |  | is used to teach others how to dance, and to     |  |
|                  |  | spread the "special" dance of the Kamaro.        |  |
|                  |  |  |  |
| Goron Mask       |  | This is a required transformation mask, and is   |  |
|                  |  | used for many Goron-only areas.                  |  |
|                  |  |  |  |
| Goh't's Remains  |  | This mask has no use until the end of the game,  |  |
|                  |  | when you go to the Moon.                         |  |
|                  |  |  |  |
| Don Gero Mask    |  | Don Gero's Mask is a mask of the great frog      |  |
|                  |  | conductor, Don Gero. This mask's use is to       |  |
|                  |  | attract fellow frogs, and to create the ultimate |  |
|                  |  | frog choir. Do this to get a Heart Piece.        |  |
|                  |  |  |  |
| Stone Mask       |  | The Stone Mask is used to avoid many enemies in  |  |
|                  |  | the game. Since it is made out of stone, you     |  |
|                  |  | can go by most enemies in the game un-noticed    |  |
|                  |  | while wearing this cool mask. Reccommended.      |  |
|                  |  |  |  |
| Zora Mask        |  | Another transformation mask, the Zora Mask       |  |
|                  |  | transforms Link into a Zora, and allows Link to  |  |
|                  |  | enter Zora-only areas, swim underwater without   |  |
|                  |  | air, and walk along the ocean floor.             |  |
|                  |  |  |  |
| Gyorg's Remains  |  | This mask has no use until the end of the game,  |  |
|                  |  | when you go to the Moon.                         |  |
|                  |  |  |  |
| All-Night Mask   |  | This special Mask is very cool, in that it       |  |
|                  |  | allows Link to stay awake all night, and it is   |  |
|                  |  | used to collect at least 2 Heart Pieces.         |  |
|                  |  |  |  |
| Keaton Mask      |  | The Keaton Mask is used to summon the great      |  |
|                  |  | Keaton near the "alive" bushes, and to play his  |  |
|                  |  | game of Quiz questions to win Rupees and a Heart |  |
|                  |  | Pieces.  |  |
|                  |  |  |  |
| Postman's Hat    |  | The Postman's Hat is cool, in that it allows     |  |
|                  |  | Link to go through the Mailboxes, and take       |  |

|                      |  |
|----------------------|--|
|                      | special stuff like Rupees.   |
| Garos's Mask         | The Garos's Mask is the mask of the ancient ninjas, and it allows you to enter Ikana Canyon. It also allows you to fight Garos, as well as pass by ReDead enemies without them seeing you.                                       |
| Romani Mask          | The Romani Mask is a special Mask that allows Link to enter the Milk Bar in East Clock Town after 10PM, and buy the special Chateau Romani Milk.   |
| Mask of Truth        | This mask lets Link peek into certain people's thoughts, as well as animals, and even into Gossip Stones to learn valuable advice.   |
| Captain's Hat        | The Captain's Hat lets Link talk to the Stal-Children, and even give them orders. It also lets Link avoid combat with the Stalchildren.  |
| Gibdo Mask           | The Gibdo Mask is a mask that, when worn, allows Link to pass by ReDeads and other dead enemies without them attacking you.  |
| Circus Leader's Mask | This mask has a small, but useful use in the game. When worn while riding with Cremia to deliver the Milk to Clock Town, the thieves following the cart will only follow you, and not attack the cart and try to steal the milk. |
| Couple's Mask        | This mask is almost useless, but it's one good use is that it allows you to get a Heart Piece from the Mayor of Clock Town when worn.  |
| Giant's Mask         | The only use for this mask is to make Link very large during the boss fight in Stone Tower Temple, and that's it. It is almost required to beat the temple's boss.   |
| Twinmold's Remains   | This mask has no use until the end of the game, when you go to the Moon.   |
| Fierce Deity Mask    | This special mask can be gotten after getting all 20 normal Masks, and lets Link take on the role of a mighty warrior, but can only be used during Boss battles. It's a very mighty mask indeed.                                 |

.....

13. The Ocarina Songs

.....

-----  
1. Song of Time:

-----  
How do I play this song?

- - - - -

C-Right, A, C-Down, C-Right, A, C-Down

Where do I get this song?

- - - - -

From Princess Zelda, on top of the Clock Tower in South Clock Town during the battle with the Skull Kid, and after you get the Ocarina of Time back from him.

What does this song do?

- - - - -

The Song of Time saves your game for you, and returns you to Dawn of the First Day in the game. It's a song from the previous Zelda game, *Zelda: Ocarina of Time*. This was given to you by Princess Zelda, and holds many memories of her from the past...

-----  
2. Song of Healing:  
-----

How do I play this song?

- - - - -

C-Left, C-Right, C-Down

Where do I get this song?

- - - - -

You get the Song of Healing from the Happy Mask Dealer, after the battle with the Skull Kid, and inside of the Clock Tower in South Clock Town.

What does this song do?

- - - - -

This healing mask removes any type of curse or spell that has overcome somebody with a mask, and will remove it for them. It also works on other people, as well as Link.

-----  
3. Song of Double Time:  
-----

How do I play this song?

- - - - -

C-Right, C-Right, A, A, C-Down, C-Down

Where do I get this song?

- - - - -

Link will automatically know this song after getting his Ocarina of Time back from the Skull Kid in Clock Town.

What does this song do?

- - - - -

This song is sort of like the Song of Time, in that it moves time forward, but instead, it doubles the amount of time which passes, and fast-forwards you to the night of whatever day you are on.

---

#### 4. Sonata of Awakening:

---

How do I play this song?

- - - - -  
C-Up, C-Left, C-Up, C-Left, A, C-Right, A

Where do I get this song?

- - - - -  
You will get this song from the caged monkey in the Royal Chamber, in the Deku Palace near Woodfall Swamp.

What does this song do?

- - - - -  
The Song of Awakening basically "awakens" the Woodfall dungeon when he plays it at the right time, and on the correct platform outside of the Deku Palace and the Royal Chamber, just after finding the caged up monkey.

---

#### 5. Song of Soaring:

---

How do I play this song?

- - - - -  
C-Down, C-Left, C-Up, C-Down, C-Left, C-Up

Where do I get this song?

- - - - -  
You will get this song from the Owl just outside of the Deku Palace, and outside of the Royal Chamber area. Talk to the owl who is on the high ledge with a blue stone, then read the blue stone to learn this song.

What does this song do?

- - - - -  
Playing this song allows Link to warp to any Owl Statue (save point) that he's already discovered (do this by hitting it with your sword, and it will become active).

---

#### 6. Oath to Order:

---

How do I play this song?

- - - - -  
C-Right, C-Down, A, C-Down, C-Right, C-Up



Where do I get this song?

- - - - -

You will receive this song after defeating Odolwa, the Dungeon boss of the Woodfall Temple.

What does this song do?

- - - - -

This song does nothing until you are towards the end of the game, and have rescued all 4 of the Guardians from their cursed masks.

-----  
7. Inverted Song of Time:  
-----

How do I play this song?

- - - - -

C-Down, A, C-Right, C-Down, A, C-Right

Where do I get this song?

- - - - -

Link automatically knows this song, but it can be "learned" from the scarecrow in either the Observatory or the Trading Post in Clock Town.

What does this song do?

- - - - -

The Inversed Song of Time actually SLOWS down the flow of time in the game, therefore giving you more time to complete tasks, and slow down the moon's fall to the planet. Playing the song again returns the flow of time back to normal.

-----  
8. Goron Lullaby:  
-----

How do I play this song?

- - - - -

A, C-Right, C-Left, A, C-Right, C-Left, C-Right, A

Where do I get this song?

- - - - -

First, unfreeze the frozen Goron near the entrance to the Goron Village, in Mountain Village, then enter the Goron Shrine in Goron Village by Do the Goron Stomp, which is A + B together, to open it. Enter Goron Shrine. Head to the north, and speak to the crying baby, then go back to the old Goron you un-froze. She's frozen again, so unfreeze her once more. Talk to her, and she'll teach you only the first part of the Goron's Lullaby, which is the Lullaby Intro! Now run back to the baby inside of the Goron Shrine, and play the Lullaby Intro to it. The baby will then teach you the second part, and learn the Goron Lullaby!

What does this song do?

- - - - -

This song basically puts Gorons to sleep and such, and it will be used to get to certain Heart Pieces, and enter dungeons, like Snowhead Dungeon, as well as other things.

---

9. Epona's Song:

---

How do I play this song?

- - - - -  
C-Up, C-Left, C-Right, C-Up, C-Left, C-Right

Where do I get this song?

- - - - -  
Play Romani's training game with Epona in the Romani Ranch on the First Day, and she'll teach you this song.

What does this song do?

- - - - -  
Just like in Z:OoT, playing Epona's Song makes Epona come to you whenever you want her to, and she'll come to you anywhere in Termina Field, even if you have lost her.

---

10. New Wave Bossa Nova:

---

How do I play this song?

- - - - -  
C-Left, C-Up, C-Left, C-Right, C-Down, C-Left, C-Right

Where do I get this song?

- - - - -  
After you've collected all 7 of the missing Zora Eggs in the Pirates' Fortress and Pinnacle Rock, the 7 hatchlings in the Marine Research Center will teach you this song.

What does this song do?

- - - - -  
This song allows you to hitch a ride on Lulu, a turtle, and she'll take you to the Great Bay Temple.

---

11. Song of Storms:

---

How do I play this song?

- - - - -  
A, C-Down, C-Up, A, C-Down, C-Up

Where do I get this song?

- - - - -

You get the Song of Storms from the composer Poe underneath the Graveyard in Ikano Graveyard, after defeating the Iron Knuckle on Day 1.

What does this song do?

- - - - -  
This song, when played, pours the entire area with rain, and will fill up anything that is in need of water (a well, a lake, soft-soil, etc...).

-----  
12. Elegy of Emptiness:  
-----

How do I play this song?

- - - - -  
C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left

Where do I get this song?

- - - - -  
Defeat the boss in the Ikana Castle, Igos Du Ikana, and he'll teach you this song.

What does this song do?

- - - - -  
This song is a very cool song which allows Link to create an exact statue replica of Link's form (one statue can be made for each form, therefore creating at least 4 different statues at once).

.....  
14. FAQ (Frequently Asked Questions)  
.....

=====

1. Q: How many different forms can Link take on?  
=====

Link can only take on 3 different forms that vary from the 'normal' Link:

- Deku Link
- Goron Link
- Zora Link
- Oni Link (with the Fierce Deity Mask)

=====

2. Q: Does this game REALLY need the Expansion Pak to play?  
=====

In a word, yes. You absolutely need the Expansion Pak to play Zelda: Majora's Mask. If you don't have one, GET ONE, or else you will not be able to play this gem.

=====  
3. Q: Does the Day timer that counts the time stop when you pause the game?  
=====

Yes it does. The game time stops when you pause the game, and it also stops during cut-scenes, and when you speak to people or check out something.

=====  
4. Q: Do you lose all of your items when you play the Song of Time, and return to the first day?  
=====

Well, sorta. You will lose some lesser items, like the Moon's Tear and other stuff like your Rupees, Deku Nuts, Magic Beans, etc. Things that you will not lose are more key items, like Heart Pieces, the Camera, Masks, etc...

=====  
5. Q: How many total masks are there to collect?  
=====

There are 24 total masks; 4 masks that actually transform Link into something different than human (like a Deku, or a Goron), and there are 20 'normal' masks that do not transform Link into anything (like the Bunny Hood, which just makes Link run faster and jump further). Also, there are 4 more Guardian Masks that you get as you defeat each dungeon, and a "special" mask that you can get towards the end of the game.

=====  
6. Q: How many fairies are hidden within each dungeon/temple?  
=====

There are exactly 15 hidden fairies within each dungeon/temple in the game. When you find them all, you will be rewarded by the Great Fairy of Magic.

=====  
7. Q: How do I catch these Fairies?  
=====

Simple. Just put on the Great Fairy Mask whenever you get near one of these fairies (they're pink), and they will come to you. Just be sure that you are close enough to them so they will notice your mask.

=====  
8. Q: If I beat a Dungeon, will I have to return to it later on?  
=====

Technically, no you don't. But if you are like me, and want to get EVERYTHING in the game, then yes, you will have to return to some (or all) of the Dungeons in the game later on in the game when you have more masks, and therefore more power to enter areas previously inaccessible. Why? Simple. So you can get the Stray Fairies that you might have missed last time you were in the Dungeon/Temple. ^\_^

=====  
9. Q: What's the Inverted Song of Time?  
=====

The Inverted Song of Time is just like the normal Song of Time, but as the name implies, it's use is inverted, so instead of returning you to the First

Day and speeding time up to return you back in time, it actually SLOWS down the flow of time.

=====  
10. Q: When/where/why can I use the Inverted Song of Time?  
=====

So far, from my experience, I have found that you can play the Inverted Song of Time on any day. I found out (after experimenting a bit), that you can play the Song of Time almost anywhere for it to take effect. Some areas that it will not work in is inside some shops, or anything indoors (well, almost anything indoors).

=====  
11. Q: Does the appearance of a Dungeon return to the way it used to be after I play the Song of Time and return to the First Day, even AFTER I beat the dungeon?  
=====

Yes, it does. But don't worry about it. If you wish to return to an area, and want that area to return to it's state that it was AFTER you beat the dungeon, simply re-enter the temple/dungeon, and fight the boss over. If you do this, and beat the boss again, everything will return to it's "good" state once more.

=====  
12. Q: How do I get the Giant's Wallet, and carry up to 500 Rupees?  
=====

Simply get the hookshot, then enter the Oceanside Spider House in Great Bay Coast, and collect all 30 Skulltula Tokens to release the curse on the house, and earn a Giant's Wallet (NOTE: One catch though: You can only release the curse on the First Day to get the Giant's Wallet. The other days, you will only get some Rupees.)

=====  
13. Q: Where can I get <insert item here>?  
=====

Read the walkthrough to find that item, or if you are too lazy to check there, why don't you just check out the Item List in this FAQ? Yeah? Good.

=====  
14. Q: Are there any "secret" dungeons?  
=====

Technically, yes, there are a few. What are they you ask? Well, these "secret" dungeons are the two Spider Houses in the game (one of them is inside of the Southern Swamp, and the other one is inside of Great Bay Coast...they're easy to find). They area considered to be "secret", because they are not needed to complete the game, but they are rather side-quests, and not full-fledged dungeons. But one thing: These Spider Houses are pretty small, so don't be suprised if you can get through them in 10-20 minutes.

=====  
15. Q: Are there limitations to what every item, in the amount that I can hold at once?  
=====

Yes. And here is the maximum number of each item that you can carry at once

as Link:

|                  |    |
|------------------|----|
| Limits           |    |
| Deku Nuts.....   | 30 |
| Arrows.....      | 50 |
| Bombs.....       | 40 |
| Deku Sticks..... | 20 |

=====  
16. Q: Can I only perform certain Side-Quests and/or Mini-Games on certain days?  
=====

Sometimes, yes. There are some certain Side-Quests that require you to do certain actions on a certain day and/or time in order to complete these Side-Quests, as well as some parts of the main game (the parts that you need to complete to beat the game itself.)

=====  
17. Q: Do I need to collect every mask to beat the game?  
=====

No, you do not need to collect every single mask to complete the game...however, if you want to view the "perfect" or "good" ending to the game, then yes, you must collect all 24 Masks in the game. Also, you'll need all 20 normal masks to get the last special Mask, as well as 4 more Heart Pieces at the end of the game. Good luck!

=====  
18. Q: How many different endings are there in the game?  
=====

There is only one ending. Trust me, I've beaten the game two ways:

- Once by NOT getting all of the masks, and beating the final boss the HARD way
- And once by getting all of the masks, getting the Fiery Deity Mask, and beating the final boss the EASY way

There is only one ending, and there is no way to change that.

=====  
19. Q: What do I lose/keep when I play the Song of Time and return to the Dawn of Day 1?  
=====

What you keep: Heart Pieces, Masks, Songs on your Ocarina, Special Items (Quiver, Giant's Wallet, Gilded Sword, etc.), Compasses and Dungeon Maps

What you lose: Non-special items (Rupees, Magic Beans, Arrows, Deku Sticks/Nuts, Bombs, etc.), Keys (both boss and small), and stray fairies

=====  
20. Q: When I'm on the moon, do I get to keep whatever I get there, even after I beat the game?  
=====

Yes, you get to keep most of what you collect there. You'll get to keep whatever Heart Pieces you have collected, as well as the Fierce Deity Mask. By "keeping", I mean that after you have beaten the game, and you shut off the power on the system (there's no way to go back; you have to shut off the power), and you boot up your game again, you will still have your Heart Pieces from the Moon, as well as the Fierce Deity Mask.

=====  
21. Q: Where can I use the Fierce Deity Mask?  
=====

You can only use the Fierce Deity Mask in Boss Arenas and during Boss Fights. You can't use it anywhere else, but there is a glitch that allows you to wear it in Clock Town. It's in KyleShi's Zelda: MM FAQ, I believe...

=====  
22. Q: I know this sounds like a dumb question, but how do I put the Zora Eggs inside of the Aquarium in the Marine Research Center?  
=====

Simple. Just stand on the aquarium, and hold down on the control stick, then press the C-Button that has your bottle with the Zora Egg on it, and Link should dump it into the tank.

=====  
23. Q: I have talked to the kid wearing the Majora's Mask near the tree on The Moon, but he won't give me the Fierce Deity Mask. Why?  
=====

Did you speak to the other 4 kids wearing the Guardian Masks? Did you collect all 20 of the normal masks? Did you give away all of your masks by defeating all of the 4 small-dungeons on the Moon? If you answered "no" to any of the above questions, then that is why you did not get the Fierce Deity Mask.

=====  
24. Q: Can I use this FAQ on my site?  
=====

Yes. You DO NOT have to ask (unless you are [www.megagames.com](http://www.megagames.com)) if you can use it. Just e-mail me saying that you are using it, and give me the URL of the site.

=====  
25. Q: How do I get into Romani Ranch on any day other than Day 3? It's always blocked by a large boulder...  
=====

Just beat the Snowhead Temple, and then go to the Bomb Shop in Clock Town as Goron Link, and purchase a Powder Keg from the Goron there for 50 Rupees, and use this Powder Keg on the boulder, and open the path to Romani Ranch.

=====  
26. Q: Can I HTML-ize your FAQ?  
=====

No. Read the Legal Stuff section for more info about this specific topic.

=====  
26. Q: In the Deku Palace, when I try to save the monkey, and I try to use my Ocarina of Time to play his song like he tells me to, he says it's too small. What do I need to use?  
=====

Switch to Deku Link, and use your Deku-instrument (horns or whatever they are). This will allow you to learn his song (Song of Awakening).

=====  
27. Q: You know that bird that flies around Termina Field? Well, it stole my <insert hilarious item name here>. Is there anyway I can get it back?  
=====

Well, the only way that I know how to get it back is to find that damn bird, and kill it. If you do this, then you'll get your item that it stole from you, plus a Gold Rupee, worth 200 Rupees. Or, if you can't kill it, simply either go buy your item(s) back at the Curiosity Shop right after it steals it from you, or just warp back to Day 1 to regain any lost items.

=====  
28. Q: Okay, it's about that bird again. What stuff does it take from you?  
=====

From my experience (and from some e-mail that I've received), here are some of the items that the bird enjoys stealing:

- Small items (bombs, arrows, etc...)
- Your sword
- Bottles
- Your Ocarina

.....  
15. Mini-Games / Side-Quests  
.....

Here are all of the little Side-Quests and Mini-Games that you can delve into in Z:MM, and although not all of them are required to beat the game, it is recommended that you DO complete them. ^\_^;

=====  
0001: Hide and Seek (Clock Town)  
=====

For this mini-game, you must locate and find all 5 hidden boys who are hiding all throughout Clock Town. Do so, and they will give you the password to their secret hideout. Start off by heading to North Clock Town to start the game.

There are two of them here already. One is behind the tree near the



mailbox, and the other is up the hill, behind a wall. Chase them both when they run away, then capture them. The other two are to the east of here, through the doorway near the mailbox. One is on the roof with a chicken, so when he flies off, follow him and chase him to capture him. The other one is on the straw roof, so find the Deku Flower, and glide up to him and capture him. Now head to the west side of Clock Town, to West Clock Town. He's just standing there, so grab him, and he'll give you the code for thier hideout.

=====  
0002: The Gilded Sword  
=====

To get this awesome sword, you must first have beaten the Snowhead Temple near Snowhead, then as Goron Link, head to the Biggoron selling Powder Keg, and use it to unblock the large boulder near the baby Goron in Mountian Village, then enter the hole and enter the Goron Race. Now race your fellow Gorons as Goron Link, and if you win, you will get some Gold Dust in a bottle. Be sure you have least 100 Rupees with your then take it to Mountain Village, and to the Mountain Smithy log cabin here. Have the Rupees ready...now use this 100 Rupees to reforge your sword to get the Razor Sword! Wait until morning for them to finish the job, then re-enter the cabin. Now speak to them again, and he'll ask for the Gold Dust, and when it says press a C-button to pull out an item, press the C-Button that has your Gold Dust on it, and he'll do it for free. Come back the next morning to get the Gilded Sword!

=====  
0003: The Keaton Quiz  
=====

When you wear the Keaton Mask around some of the "alive" bushes in North Clock Town (and other areas), then attack them all before they dissappear, a Keaton will come out, and ask you some questions...a quiz containing of 5 random questions. If you answer them correctly, you will get a Piece of Heart!

1. Question: What is the name of the mayor of Clock Town?  
Answer: Dotour
2. Question: How old is Tingle, the map salesman?  
Answer: 35
3. Question: Who is the leader of the Bombers gang?  
Answer: Jim
4. Question: What is the name of Clock Town's inn?  
Answer: Stock Pot Inn
5. Question: What is the name of the vintage milk sold at the Milk Bar?  
Answer: Chateau Romani
6. Question: What is the name of the song that Romani, the girl at the ranch, teaches you?  
Answer: Epona's Song
7. Question: What time does Romani, the girl at the ranch, go to bed?

Answer: Eight

8. Question: What is the name of the festival that is to be held in Clock Town?

Answer: Carnival of Time

9. Question: What is the name given to you by Romani, the girl at the ranch?

Answer: Grasshopper

10. Question: Once it's completed, how tall will the festival tower at the carnival be?

Answer: Four stories

11. Question: What instrument does the Skull Kid play?

Answer: Flute

12. Question: How many tiny cow figurines are there in Clock Town?

Answer: Ten

13. Question: What bad habit does Anju, the innkeeper, have?

Answer: She's quick to apologize

14. Question: What color of trunks does Tingle the map maker wear?

Answer: Red

15. Question: What are the magic words that Tingle created? Tingle, Tingle...what?

Answer: Kooloo-Limpah!

16. Question: How many balloons does Romani, the girl at the ranch, use during practice?

Answer: One

17. Question: What is the name of the singer in the Zora band, The Indigo-Go's?

Answer: Lulu

18. Question: At what time does Romani, the ranch girl, wake up?

Answer: Six

19. Question: How many mailboxes are there in Clock Town?

Answer: Five

20. Question: What weapon does Romani, the girl at the ranch, use in practice?

Answer: Bow

21. Question: Where does Cremia, manager of Romani Ranch, try to deliver her milk?

Answer: Milk Bar

22. Question: What does the owner of the Bomb Shop call his mother?

Answer: Mommy

23. Question: Mikau is of which race?

Answer: Zora

24. Question: Darmani is of which race?

Answer: Goron

25. Question: How many cows are there at Romani Ranch?

Answer: Three

26. Question: How many members are there in the Zora band, The Indigo-Go's?  
Answer: Five
27. Question: Is Tingle the map maker left-handed or right-handed?  
Answer: Right-handed
28. Question: How many cuccos are there in the barn at Romani Ranch?  
Answer: One
29. Question: What is Anju, the innkeeper, bad at doing?  
Answer: Cooking
30. Question: What is the name of Anju's father?  
Answer: Tortus

(Thanks to Devin Morgan for most of these answers!)

=====  
0004: Clock Town Bank  
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There is a man in West Clock Town who runs a bank. What he does is reward you with certain items each time you deposit a certain amount of Rupees into his bank. There are certain rewards you get for a certain amount of Rupees, which are:

200 Rupees.....Adult Wallet  
Every 1,000 Rupees.....Blue Rupee (worth 5 Rupees)  
5,000 Rupees.....Heart Piece

I suggest taking the time to collect at least 200 Total Rupees from outer Termina, so you can get the Adult Wallet, because you will need it to advance in the game.

=====  
0005: Underground Holes  
=====

Remember those underground holes you found in Zelda: Ocarina of Time? Well, they're back in Majora's Mask, and they too are scattered around the entire kingdom of Termina! Sometimes holes are just right out in the open, and sometimes they are hidden (concealed by rocks, tall grass, etc...). Sometimes the holes can have a useless quality, or sometimes they can contain great and valuable items, like Rupees or even Heart Pieces! Remember, when searching for hidden holes, look for butterflies flying around grassy areas, or just flying around period; this is usually a give-away for a hidden hole. Or, if you have a Rumble Pak, you can still feel hidden holes when the Rumble Pak shakes (I guess Link still has the Stone of Agony...). Good hunting!

#1: This one is in Termina Field, right outside of the Romani Ranch entrance, and before the Milk Road Entrance. It's hidden in the tall grass, but you can find it by walking around the area surrounded by butterflies. Once you fall in (it must be during the day-time), and kill the flying Pea Pod. Once this is over, a chest will be revealed, and a Heart Piece is inside it.

- #2: This one is also located in Termina Field, and is just outside the north exit of Clock Town, and is in North Termina Field. It contains 4 Gossip Stones, as well as some bugs running around.
- #3: This hole is near a tree on the path in Woodfall Swamp. Inside, you can find some Deku Babas who yield some Deku Sticks, as well as a chest containing a Red Rupee worth 20 Rupees!
- #4: This hole is in the first part of the Woods of Mystery, the first part to the right. Inside it is a chest containing a Purple Rupee, worth a whopping 50 Rupees!
- #5: This hole is hidden at the end of the maze to the left/right of the Royal Chamber inside the Deku Palace. It contains a Magic Bean seller, and a soft-soil spot.
- #6: This hole is outside of the Royal Chamber, and it's on an island to the right of the Royal Chamber, inside the Deku Palace. It contains a chest with a Red Rupee, worth 20 Rupees.
- #7: This hole is sorta like hole #1, in that it only contains some Gossip Stones and some bugs, as well as some plants which can be slashed at for some easy items and Rupees. It is located on the outer perimeter of the Observatory, but on the outside of the Observatory fence. It can only be accessed from Termina Field, and NOT the Observatory itself.
- #8: This is a hole that can only be accessed with a bomb and a Rumble Pak (well, you need a Rumble Pak to detect it). Exit out of the southern exit of Clock Town, and run towards the Swamp area. On the way, run underneath the rounded tree, and you should feel your Rumble Pak shake. Stand underneath it, and place a bomb on the ground to reveal this hole. Inside, there are TONS of plants which yield Rupees, Bombs, Arrows, etc., as well as 2, count 'em, 2 cows! Yikes! Use this area to stock up on any items you are low on, and to fill up your empty bottles with nice, healthy milk.
- #9: This hole is outside of the northern exit of Clock Town, in the snowy area, just past the ramp you run down, and it's near one of those mushroom shaped rocks (like where you got Kamaro's Mask). Inside, there are two Dodongos. Concentrate on one of them first, then the other. To defeat them, just wait for them to shoot fire at you, then circle around them to their tails, attack with a jumping slash, defend with your shield right away, because they'll spin around and hit you with their tail, then repeat. After both of them are defeated, you will get a chest containing a Heart Piece!
- #10: This hole is hidden beneath a giant rock, in Termina Field, just north of the Eastern Exit of Clock Town (in east Termina Field). Bomb the rock with a bomb, and the hole will be revealed. Hop inside, and you will find that this hidden hole contains some Gossip Stones and some bugs, as well as some plants which can be slashed at for some easy items and Rupees.
- #11: This hole is inside of the Mountain Village, and near the Goron Village. It's just past Tingle on the bridge, and is on a small, snowy platform near the entrance to Goron Village. It's frozen over with ice, so use some hot, steam water to un-freeze it, then hop in. Inside, you will find some large rocks which can be blown up to get some easy Rupees, as well as a pond of Hot Steam Water at your disposal. This is a great

time-saver, because now you don't have to go ALL the way back to the Goron Graveyard to get some hot water if you need it!

#12: This hole is rather easy to find. It's in North Clock Town, and you need to use the nearby Deku Flower to reach it, because it is inside of a fenced off area near the Great Fairy Fountain. Inside, you will find the Deku Scrub Playground, where you can play for a Heart Piece!

#13: This hole is in Mountain Village, but can only be accessed after defeating Goht in the Snowhead Temple, and as Goron Link. When all of the snow has melted away, a new path will open up next to the invisible ladder, so take that tunnel with Goron Link. After a while of climbing the ramps, you will find a hole in the ground. Hop in, and inside there is a chest containing a Red Rupee, worth 20 Rupees!

#14: This hole lies beneath a giant rock by the Ocean. Blow it up with a bomb, then hop into the hole. Inside you will find some Deku Plants that are underwater. Kill them with some arrows, and you will get a Heart Piece, but this can only be accessed as Zora Link, because the Heart Piece is so deep under the water...

#15: This hole is hidden within the circle of rocks in Ikano Graveyard. Place a bomb in the center of this circle to reveal a hidden hole. It contains a chest with some Bombchus (5 of them).

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0006: Getting Epona Back!  
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To get Epona back, you must first complete the Snowhead Temple, and return Goron Village and Mountain Village back to normal. Now, enter the Goron Races, win, then buy a Powder Keg from the Biggoron in Goron Village, and take it to Milk Road on the First Day, and blow up the boulder blocking the path to Romani Ranch. Enter the Ranch, and speak to Romani, the girl outside. She'll tell you about "them", who come every year before the carnival, and tell you that they steal her cows. Now, she'll ask if you would like to try your hand at being her assistant, so agree, then play her training game. Shoot all 10 of the balloons around the ranch while on Epona in under 1 minute, and she'll teach you a new song, Epona's Song! Now play it, and you will get Epona back!

=====  
0007: Great Fairy Fountain Rewards  
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You know all of those Stray Fairies that you've been collecting in each of the dungeons/temples? Well, you're not collecting them for no reason. It's a good thing that you've been collecting them too, because you can get some great rewards for collecting them. Here is what I've come up with what you get for each Temple...

Woodfall Temple Fairies: You'll get an increase of magic power (not your Magic Bar, mind you), which will increase the power of your attacks and magic attacks too.

Snowhead Temple Fairies: You'll get an increase in your Magic Bar, which

doubles the amount of Magic Power you can hold throughout the game.

Great Bay Coast Fairies: You'll get double the defensive power as Link, which will make all of your hearts have white outlines, and it will double the amount of damage you can take from enemies.

Stone Tower Temple Fairies: You'll get a Great Fairy's Sword from the Great Fairy, which is just as strong as the Gilded Sword (actually, it doesn't look remarkably like the Gilded Sword)

=====  
0008: Great Fairy Fountain Locations  
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Woodfall Temple: This Great Fairy Fountain is inside of the cave behind the Owl Statue near the Temple.

Snowhead Temple: This Fountain is at the bottom of the Temple itself, before you have to climb the circular ramp.

Great Bay Temple: On an island with a lone palm tree, use your Hookshot to reach it, then bomb the large rocks blocking the entrance to this Great Fairy Fountain.

Stone Tower Temple: You'll find this Fountain after getting all 15 Stray Fairies in this Temple.

=====  
0009: Southern Swamp Spider House  
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This Spider House is located in the Southern Swamp, to the left of the Deku Palace, on a small island. Use a Deku Stick to light a torch, and then use that flaming Deku Stick to burn away the cobwebs blocking the entrance to this Spider House.

\*NOTE: You need the Hookshot to complete this Spider House, and to collect every Skulltula token, and you also need at least 2-3 Magic Beans, some bugs in a bottle, and a few bottles of spring water!

#1: This Skulltula is directly to your right as you enter the main area, just jump off the platform, and break one of the pots to find this Skulltula.

#2: This Skulltula is in the water near the end of the first ramp, so just kill it to get it.

#3: This Skulltula is also near the ramp, and near Skulltula #2, but it's on the pillar near it.

#4: This Skulltula is inside one of the soft-soil patches on the west wall near the ramp. Release some bugs near the hole in the wall to reveal this Skulltula, then kill it.

- #5: Just like Skulltula #4, this one is inside of the soft-soil on the east side of the room.
- #6: Enter the room to the west of the main room, and hit the Skulltula on the wall with your Hookshot, and use the Hookshot to retrieve it. If you don't have a Hookshot, then just plant a Magic Bean inside of the soft-soil in here (it's underneath the rock, so blow it up first with a bomb).
- #7: Turn into Goron Link, and crush the large crates to find a Skulltula inside. Kill it to get the token. Inside of the same room as Skulltula #6.
- #8: See Skulltula #7, and check another crate as Goron Link to find this Skulltula.
- #9: Now go into the eastern room that is to the east of the main room. In here, hit the large vase as Goron Link to reveal a Skulltula.
- #10: See Skulltula #9. This Skulltula is also inside of a different vase.
- #11: This Skulltula is inside of one of the pots to the right of the door. Inside the same room as Skulltula #9-10.
- #12: This Skulltula is hiding inside of a small alcove near the sleeping Deku Scrub. Slash away the green vines to reveal the alcove containing the Skulltula.
- #13: Dash back to the western room, and ride up the Magic Bean Leaf once more, and ride up to the roof, and shoot one of the bee-hives with an arrow to reveal a hiding Skulltula inside.
- #14: Head up to the second floor in the room with Skulltula #13, and use the Magic Bean Leaf to reach it. Now run around to the other side to find a Skulltula behind a torch near the door.
- #15: On the second floor, in the center main room, this Skulltula is to the left of the Deku Flower, and on the pillar.
- #16: This Skulltula is near Skulltula #15, on the wall. Kill it to get the token.
- #17: Use the Deku Flowers in the center room to reach the other side, and enter the door. Shoot the bee-hives up here to find a hiding Skulltula.
- #18: See Skulltula #17, because this Skulltula is also within one of the bee-hives.
- #19: In the same room as Skulltula #17, but on the other side of the room, so use the Deku Flower to reach the ledge, and kill the Skulltula to get it's token.
- #20: Head through the next door where Skulltula #17 is, and start off by hitting the crystal switch to lower a ladder. Kill the Skulltula that is on the pillar near the switch.
- #21: Also in the same room as Skulltula #20, this little guy is on

the far wall. Use your Hookshot to hit it, then use it again to reach it and pull it to you. If you do not have the Hookshot, then use a Magic Bean Leaf on the soft-soil spot in here.

#22: Use the ladder that has been created, and climb up it, and locate the Skulltula here.

#23: In the same room as Skulltula #21, this one is hiding inside of a bee-hive on the roof.

#24: This Skulltula is in the same room as Skulltula #21, on the second floor, above the doorway that leads to a red door. Use the Magic Bean Leaf to reach it, then hop into the ledge, and head into the door.

#25: This Skulltula is running around inside of the tall grass surrounding the room, so you might lose some health, but you'll find him.

#26: This Skulltula is in the same area as Skulltula #26, also in the tall grass.

#27: This Skulltula is hiding inside of the center tree in the center of the room. Turn into Goron Link, and punch the tree with your mighty power, and watch this Skulltula, and two others fall down to the ground. Kill him to get his token.

#28: See Skulltula #27.

#29: See Skulltula #27, also.

#30: In the same room as Skulltula #27-29, this Skulltula is hiding inside one of the bee-hives on the ceiling of the room. Shoot it down with an arrow, then kill the Skulltula to get the last token in this Spider House.

Now just run back to the entrance of this Spider House, and talk with the guy with the mask. He'll be so relieved that you saved him and his house, that he'll give you the Mask of Truth!

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0010: Oceanside Spider House  
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This Spider House is located in Great Bay Coast, to the left of the Fisherman's Hut on the beach.

\*NOTE: You need the Hookshot to complete this Spider House, and to collect every Skulltula token. Also, if you complete this side-quest on the First Day, you will get the Giant's Wallet, which lets Link carry up to 500 Rupees at a time. :)

#1: This Skulltula is in the first tunnel as you enter the house itself, and is on the wall. Use the Hookshot to take the token.

#2: See Skulltula #1, above.



- #3: This Skulltula is behind the first cobweb in the first room beyond Skulltula #1-2. Use a Fire Arrow to burn it, then kill the Skulltula to get the coin.
- #4: In the second room, the large one. It's inside of the large barrel towards the northeast part of the room. Turn into Goron Link, and punch the barrel to open it, and capture this Skulltula token.
- #5: Also in the same room with Skulltula #4, this one is also inside of a large barrel, but the barrel is behind some cobwebs near Skulltula #4.
- #6: This Skulltula is inside of the same room with Skulltula #4-5, on the west wall. Climb the crate here to see it, then use your Hookshot to get it.
- #7: This Skulltula is also in the same room as Skulltula tokens #4-6, but this little guy is on the ceiling. Use your hookshot to get it down.
- #8: This Skulltula token is inside the west room to the west of the room containing Skulltula tokens #4-7. This guy is behind the painting to the west part of the room, across from the doorway you enter in from.
- #9: This Skulltula token is on top of the bookshelf near the entrance to the room (it's in the same room as Skulltula #8). Climb the bookshelf to reach it.
- #10: This Skulltula token is behind the bookshelf in the same room as Skulltula #9, and behind the shelf is a hole containing the Skulltula token. Use your Hookshot to reach it.
- #11: Inside the same room as Skulltula #9-10, search the south-west portion of the room to locate a large bookshelf. Move it out of the way to find this Skulltula token, along with Skulltula token #12.
- #12: See Skulltula token #11.
- #13: This Skulltula token is to the south of the room with Skulltula tokens #8-12, behind yet another painting. Use your Hookshot to reach it.
- #14: This Skulltula token is in the south-east corner of the room with the Skulltula tokens #8-13, on the top bookshelf.
- #15: In the basement area of the Spider House, this Skulltula token is inside the stairway that leads down to the basement.
- #16: Also in the first room in the basement, this Skulltula token is hidden within a pot on a crate.
- #17: Towards the north wall of the room with Skulltula #16, there is a cobweb. Burn it away with a Fire Arrow to see the Skulltula. Now just use your Hookshot to reach it in the hole.
- #18: This Skulltula is inside of the large mask in the same room as Skulltula #17, so hit it when it comes out of it.
- #19: This Skulltula token is inside a large barrel to the east of the room with Skulltula token #18. Use Goron Link to smash it, and kill the Skulltula to get it's token.
- #20: Now enter the room that is to the northwest of the room with Skulltula

tokens #16-19, and check out the large crate to the right of the door to find the Skulltula token.

#21: Shoot the wooden beam above the canoes in the same room that has Skulltula #20, with a Fire Arrow to reveal this Skulltula.

#22: Check out the area behind the canoes here to find another Skulltula token.

#23: Check out the southern crate in this room, and smash it with Goron Link, then use normal Link to crawl through the hole, and then use your Hookshot to reach the Skulltula on the ceiling in this room.

#24: Also in the same room as Skulltula #23, this one is on a rafter near Skulltula #22. Head up the crate and hookshot your way by using the hookshot target to reach the rafter. Smash the pot containing the Skulltula to find it and take it's token.

#25: Now go back to the center basement room, then enter the room to the east now. In this next room, check out the large barrel to the north of the entrance, and smash the barrel as Goron Link to reveal a Skulltula.

#26: Run to the center of the room as Goron Link, and do a Goron Stomp on the table here, and three Skulltulas will come falling down from the chandelier above the table.

#27: See Skulltula token #26.

#28: See Skulltula token #26.

#29: Find the painting near Skulltula #25, and knock it down with your Hookshot to reveal a hiding Skulltula.

#30: This Skulltula is lurking behind some cobwebs on the ceiling to the west part of this room, to the left of the door where you entered this room from (left if you are walking into the room, but it's to your right if you are facing the door).

If you manage to collect all 30 Skulltula tokens from this house, you will receive the Giant's Wallet!

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0011: The Reunion  
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This long trading sequence will allow you to fill out your Bomber's Notebook nicely, as well as collect at least 3 different masks along the way! Well, let's get started, shall we?

- Start off by heading to the Mayor's Residence on Day 1, and entering the right-hand door, then speaking to Madame Aroma (Kafei's mother), then receiving Kafei's Mask from her, as well as adding her to your notebook. Now head to the Stock Pot Inn sometime between 1PM and 4PM on Day 1 still, and talk to the Inn-keeper to get a room key. Now wait inside of the Inn until the Mailman delivers a letter to the Inn-keeper, and when he leaves, speak to her with Kafei's Mask on. Now with your Key, go into the Inn after 11PM (around 11:30 is more like it), and enter

the kitchen area on the main floor of the Inn to meet the Inn-keeper.

- After your conversation with her ends, she'll give you a letter to deliver for her, so immediately deposit the letter into a mailbox before the Mailman gets there, so he can deliver the letter. Now on Day 2, go to the Mailman in the Post Office around 3PM, and play his Training game to get a Piece of Heart. Now wait until around 9AM the next day, and the mailman will deliver the letter, and the event will be entered into your Notebook. Now head to the Laundry Pool after this event occurs, and wait until about 4PM, and the back door in the Laundry Pool will become unlocked, so enter it.
- Inside, talk to Kafei, and promise to keep his secret. Eventually, he'll give you the Pendant of Memories to deliver to Anju at the Stock Pot Inn, so take it to her sometime around 5PM on Day 2. Deliver this item, then wait until after 1PM on Day 3, and enter the back door in the Laundry Pool, and enter the Curiosity Shop. Talk to the owner here, and he'll give you the Keaton Mask! He'll also give you a letter that you will need to give to the Mailman in the post office, so dash there after 6PM, and give it to the Mailman. After the letter has been delivered to Mama, then speak to him to get the Postman's Hat! Now be sure you have Garo's Mask, because if you do not, then you cannot proceed until you get it. To find how to get it, look in the "Masks" section of this FAQ. Once you have it, make your way towards the Ikana Canyon, and talk to the old man, and show him your Garo's Mask to enter. Now enter the Ikana Canyon...
- Once here in Ikana Canyon (it should be a little past 6PM), and run forward to where the two Octoroks are in the water near the bridge, and head right of them to find a secret cave entrance. Walk into it to find Sakon the thief entering his hideout. At 7PM, he'll run inside, and so will Kafei. Follow them, and watch the cutscene. After it ends, you will play as Kafei. Immediately push the left-hand block onto the blue switch, then as Link, enter the next room and kill the Deku Plant. Now as Kafii, enter the next door, and into another room with some switches. Run AROUND the red switches (if you step on them, the conveyor belt with the Sun's Mask will go faster. To slow the belt down, step on the yellow switches instead). Step on the blue switch at the lower corner, then enter the next room as Link, kill the Deku Plants, then enter the next room as Kafei.
- Your goal here is to push the center block downward and onto the blue switch. To do this, first push the first clock below you down, then step on the yellow switch and pull the block onto it. Now run around, and push the center block down and onto the blue switch. As Link, enter the next room and kill the Wolfo. Now enter the next room as Kafei, and step on the blue switch. Now as Link, run into the next room and step on the blue switch here as well. Kafei will get his Sun's Mask back.
- After Kafei runs off, go back (warp with the Song of Soaring) to Clock Town, and into the Stock Pot Inn, and enter the room at the top of the stairs (across from the stairs). Wait there with Anju until the game clock counts down to about 1:33:00 and Kafei will enter, and they will reunite, and give you the Couple's Mask!

(Thanks to Wroth for helping me start this trading sequence out!)

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0012: Learning the Scarecrow's Song

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To learn the Scarecrow's Song, simply find the Scarecrow in the Observatory or inside of the Trading Post in Clock Town, and play a made-up song that was made up by yourself. Teach him this, then remember the song for later. Now whenever you find a Scarecrow, play this song to awaken him, and to get special things like Heart Pieces from them!

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0013: Filling out your Bombers' Notebook

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Basic example:

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<WHO YOU ARE HELPING>

<WHAT THEY DO, OR WHAT THEY ARE LIKE>

<DAY(S) THAT YOU HAVE HELPED THAT PERSON ON:> <YOUR PRIZE OR WHAT YOU RECEIVED>  
<WHAT IT IS/WHY YOU GOT THAT PRIZE>

Bombers' Notebook:

-----

Bombers, Secret Society of Justice:

Helping people 24 hours a day

Day 1, 2, and 3: (!) Secret Code <your code here> North of Town  
Code for entering Bombers' Hideout

-----

Anju, Stock Pot Inn's innkeeper:

A courteous woman.

Day 1: Received Room Key Inn Lobby  
Got it by mistake. Enter at night.

(!)Secret Night Meeting Inn Lobby  
Promised to meet in kitchen at 11:30

(!)Promised to Meet Kafai Inn Lobby  
Promised to meet Anju's boyfriend

Received Letter to Kafai Inn Kitchen

Day 2: Delivered Pendant Inn  
Conveyed Kafai's intentions to Anju

Day 3: Couple's Mask Inn Employee Room

Sign of Anju and Kafei's happiness

---

Kafei:

Strange youth seen near Laundry Pool

Day 2: Pendant of Memories    Backroom  
Promised to deliver it to Anju

Day 3: (!)Escaped from Sakon's Hideout    Ikana  
Helped Kafei recover stolen mask

Couple's Mask    Inn Employee Room  
Sign of Anju and Kafei's happiness

---

Man from Curiosity Shop:

Buys and sells stolen goods. Open at night only.

Day 3: Keaton Mask    Backroom  
Kafei and Curiosity Shop's Mask

Letter to Mama    Backroom  
Letter to Kafei's mom: High Priority

All-Night Masl    Curiosity Shop  
Strange mask at a bargain. Valuable.

---

Old Lady from Bomb Shop:

Runs town Bomb Shop. Always open.

Day 1: Blast Mask    North of Town  
Thanks for guarding bag from thief.

---

Romani:

Young girl living at ranch with sister.

Day 1: (!)Became Ranch hand    Romani Ranch  
Help get rid of ghosts at 2:30 a.m.

(!)Saved cows from "them"    Romani Ranch  
Protected cows and Romani 'til morn

Milk Bottle    Romani Ranch  
Thanks for saving cows from ghosts

---

Cremia, manager of Romani Ranch:

Milk is her specialty.

Day 2: (!)Protected milk delivery    Romani Ranch  
Saved milk from bandits

Romani's Mask Romani Ranch  
Shows Cremia considers you an adult

---

Mr. Dotour:

Mayor of Clock Town. V.I.P.

Day 1, 2, and 3: Dotour's Thanks Mayor's Residence  
Thanks for ending a looong meeting

---

Madame Aroma, the Mayor's Wife:

In charge of town performances.

Day 1 & 2: Kafei's Mask Mayor's Drawing Room  
Show it to help with the search

Day 3: Chateau Romani Milk Bar  
Thanks for delivering letter to mom.

---

Toto:

Famed manager of The Indigo-Go's.

Day 1 & 2: Circus Leader's Mask Milk Bar  
Thanks for moving Gorman with song

---

Gorman, leader of a traveling troupe:  
Has fine clothes, but a frightful face.

Day 1 & 2: Circus Leader's Mask Milk Bar  
Thanks for moving Gorman with song

---

Postman, town's postal carrier:

A very serious public servant.

Day 1 & 2: Training Award Post Office  
Prize for getting time exactly right

Deposit Letter to Kafei Postbox  
Deposited letter for delivery

---

Rosa Sisters, twin dancers:

Members of the Gorman Troupe.

Day 1 & 2: Rosa sisters' thanks West of Town  
Thans for teaching the dance

-----  
??? (Person Living in the inn's restroom):

Details are unknown.

Day 1, 2, and 3: Thanks for the paper Inn Restroom  
Thanks for helping person in toilet

-----  
Anju's Grandmother:

Storyteller and grandmother at Inn.

Day 1 & 2: Reading Prize 1 Inn Study  
Prize for not sleeping through story

Reading Prize 2 Inn Study  
Prize for not sleeping through story

-----  
Kamaro, ghost of charismatic dancer:

Enjoys moonlight.

Day 1, 2, and 3: Kamaro's Mask Termina Field  
Sign of taking over for ghost dancer

-----  
Grog, Cucco Shack's breeder:

His crest is frightful.

Day 1, 2, and 3: Bunny Hood Cucco Shack  
Thanks for turning chicks into cuccos

-----  
Gorman Brothers:

Horse trainers. Suspicious...

Day 1, 2, and 3: Garo's Mask Gorman Mask  
Prize for winning Gorman horserace

-----  
Shiro, the inconspicuous soldier:

He really doesn't stand out.

Day 1, 2, and 3: Stone Mask Road to Ikana  
Thanks for giving strength to a soldier

-----  
Guru-Guru:

Musician in the Gorman Troupe.

Day 1 & 2: Bremen Mask Town Laundry Pool  
Thanks for hearing confession

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## 16. Owl Statue Locations

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#1: This one is located in South Clock Town, right near the entrance to West Clock Town.

#2: This Owl Statue is located on Milk Road, which leads to the Romain Ranch.

#3: This Owl Statue is located on the main platform in Woodfall, just before the entrance to the Woodfall Temple.

#4: This Owl Statue is located near the entrance to Mountain Village, right near the starving Goron, stuck on a ledge, and near the large cabin.

#5: This Owl Statue lies in Snowhead, right before the Snowhead Temple.

#6: This Owl Statue lies inside of Great Bay Coast, on the platform in the water.

#7: This Owl Statue is also in Great Bay Coast, but is just outside of Zora Hall, near Princess Ruto. It's listed as "Zora Cape".

#8: This Owl Statue is at the top of Ikana Canyon, right at the entrance of Ikana Canyon, near a tree where you used the Hookshot to reach this area.

#9: This Owl Statue is located inside of Stone Tower, at the very top of the Tower, right before the entrance to the Stone Tower Temple.

#10: This Owl Statue is located in Southern Swamp, and is to the right of the Tourist Information Center, near the right-hand wall, on the edge of the water.

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## 17. Stray Fairy Locations

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• Woodfall Temple •  
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#1: This fairy is right in front of you, floating above the gap at the entrance of the Temple.

#2: This fairy is on a lone platform to the right of the temple entrance, and is contained within the chest on the platform. Use the Deku Flowers to reach it.

#3: This fairy is in the second room in the temple, to the left of the entrance and of the venus fly trap, near the locked door. Kill the Deku Plant to reveal the hidden fairy.



- #4: This stray fairy is to the right of the first unlocked door in the second room with Fairy #3, and is inside one of the 4 jars on a lone platform to the right of the door.
- #5: This fairy is inside the room to the west of the first main room, the one with the giant stone inside it. Kill the Big Skulltula on the right-hand path to get it.
- #6: There is one under the water, but get it after poison has been cleared.
- #7: On the center path of the intersection look above you and find two of the simliar brown sacks from the previous room and shoot them down. One of them should contain a fairy
- #8: This fairy is inside of a hidden chest, in the shadow creature room in the temple. Kill all of the many shadow creatures to find this chest, and open it to get the fairy.
- #9: In the room with 4 oversized venus fly traps and a Deku launch pod in the middle there is a brown sack on the left side of the golden eye. It is in the mouth of the block. Shoot it down with an arrow with the Great Fairy Mask equipped of course.
- #10: This fairy is inside a bubble, in the Spinning Flower room, just outside of the boss-door room.
- #11: This fairy with Stray Fairy #10, so fly over to the switch behind the torch you had to light with an arrow, step on it, then drop down to the new chest to find this stray fairy.
- #12: This fairy is inside of the boss-door room, on the upper level to the left of the main ladder (if you are facing the ladder).
- #13: This fairy is also inside of the boss-door room, on the upper level to the left of the main ladder (if you are facing the ladder).
- #14: This fairy is inside of the boss-door room, only this time, this fairy is to the right of the main ladder (if you are facing the ladder), and on a ledge.
- #15: This Fairy is inside of the room containing Fairy #3, and can only be accessed as Deku Link. Find the outer-platform with a switch on it, fly to it and step on it to activate it, and a chest will be revealed. Now go back to where the chest is (near the entrance to this room), and open the chest to find a Fairy.

=====  
• Snowhead Temple •  
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- #1: This one is inside of the first bridge-gap room. It is inside of a bubble below the bridge, near the lava rocks.
- #2: This fairy is also in the same room as Fairy #1, but this time, this one is hidden inside a bubble underneath the ledge at the end of the bridge.
- #3: This fairy is inside of a crate in a lava room in the basement level of

the temple. It can be found after stepping on the floor switch in here.

- #4: This fairy can be found by heading outside of the boss door, using the Deku Flower, then gliding down to the left, and into the hidden ledge that can only be seen with the Lens of Truth.
- #5: This fairy is inside the room where you get the Dungeon Map, just inside of a bubble, and out in the open.
- #6: This fairy is also inside of the Dungeon Map room, but is at the top of the invisible stairs that can only be seen with your Lens of Truth.
- #7: This Fairy is inside the room with the 3 Goron Switches (check the walkthrough to see a map of this room), and is in a bubble towards the ceiling.
- #8: Go into the room where you melted the Freezards and got the small key on the 2nd Floor, and use the Lens of Truth to find a hidden alcove in the wall where a fairy inside a chest hides.
- #9: This Fairy is inside of the room on the 3rd floor where you have to fight the 2 Eenos. Use the Lens of Truth to spot a hidden fairy bubble on the wall, shoot it with an arrow, then use the Great Fairy Mask to catch it.
- #10: This Fairy is in the room on the 4th Floor where you have to fight the two Dinofols. This one you get when you kill one of them.
- #11: This Fairy is also in the room on the 4th Floor where you have to fight the two Dinofols. This one you get when you kill one of them.
- #12: This Fairy is inside of the room where you found a bombable wall on the far end of the room, and it contains 2 Wolfos inside. This Fairy is on top of the right-pillar near the bombable wall, inside of a crate. Climb up there as normal Link by jumping from the left pillar (use the pushable block to reach it), then do a Goron Stomp as Goron Link to get the Fairy.
- #13: This Fairy is also in the same room as Fairy #12. First, melt the ice around the floor switch to reveal a chest with the Fairy in it. Now just push the move-able block over to the ledge with the chest on it, and climb up to get it from the chest.
- #14: This Fairy is inside of the room where you found your first Small Key by pulling the double-stacked blocks out from the wall. This Fairy is inside of a chest on the northern ledge of the room, and can only be accessed from the room with Fairies #12-13 in it. Use the double-stacked block to reach the ledge (you'll have to push it.)
- #15: This Fairy is found on the second floor of the temple, in the main center area. Look to the right of the Wizrobe room with your Lens of Truth to find a hidden alcove with a Fairy inside. From the Deku Flower near the boss door, glide down to this alcove as Deku Link to reach the Fairy.

=====  
• Great Bay Temple •  
=====

- #1: Right after you get off Lulu the turtle, just light all of the torches here to get the first stray fairy.

- #2: In the first main room with the elevators on each side of the entrance, this Fairy is on the ledge that can be accessed by the left elevator near the door (it's to your left when you first enter this room). Kill the Skulltula on this ledge to get the fairy.
- #3: Also in the same room as Fairy #2, this Fairy is inside of a bubble that is underwater, underneath the ledge where the entrance is.
- #4: Inside of the second large room with the spinning blades in the center of the room, this Fairy is inside of the barrel to the west of the room, on a ledge.
- #5: Inside the room just to the north of where you can find Fairy #4, this Fairy can be found inside of a treasure chest above the gate on the ceiling. Use the hookshot target in the hole(s) here to reach it.
- #6: This Fairy is inside the room where you get your Dungeon Map. It's inside of a pot on one of the ledges.
- #7: This Fairy is inside the room with the other spinning blades towards the end of the temple, inside of a chest near the blades. This can only be accessed after stopping the blades.
- #8: This Fairy is also inside the room with Fairy #7, but is on the ledge with the torch. Use your Hookshot to reach it, and aim for the torch.
- #9: This Fairy is inside of the see-saw room, in a barrel near the first see-saw.
- #10: This Fairy is inside of a pot at the bottom of the room containing Fairy #4, but at the bottom of this area, underwater.
- #11: This Fairy is also inside of the see-saw room with Fairy #9, but is near the green ledge with the switch on it.
- #12: This Fairy is inside of the see-saw room too, but near the large green pipe. To find it, walk on the green pipe until you reach the end, and look down to see a golden fence with a chest near it. Go down there to find a Fairy inside of the chest.
- #13: This Fairy is in the room where you got the Compass, underwater, and inside of a pot near the Grab-Hands in the water.
- #14: This Fairy is inside of the boss-door room, inside of a bubble, underwater.
- #15: This Fairy is inside of the waterway tunnel in the boss room (not the green tube one, but the one to the left of it). Stand near the tunnel, do not go into the tunnel, but rather shoot at it with your boomerang to retrieve it.

=====  
• Stone Tower Temple •  
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- #1: This Fairy is inside of a hidden chest in the very first room when you enter the temple. Shoot the eye switch to reveal this chest with the Fairy.

- #2: Inside of the 2 sun crest room (the one with the shadow creatures). Shine sunlight onto a mirror and then onto the sun crest on the east side of the room to reveal a chest with this Fairy.
- #3: This Fairy is also in the same room as Fairy #2, but all you have to do is shine light onto one of the smaller sun emblems on the wall to reveal a hidden chest.
- #4: Inside of the first lava-air vent room, this Fairy is inside of a chest on the ledge to the left of the first Deku Flower.
- #5: In the same room as Fairy #4, this one can only be accessed as Goron Link. Hop into the lava as Goron Link, hit the switch, then roll around to the other side of the room to the next switch to lower the flames around the chest near the next door. The chest has the Fairy.
- #6: On the first Hiploop enemy bridge, fall off of it and onto the ledge below it to find a switch below you. Use a bomb to activate this switch, and a chest will appear with a Fairy inside.
- #7: This Fairy is on the ledge where the Grab-Hand enemy tossed you out of the water near a chest with the small key. Bomb the fence with a crystal switch on the other side, then swim into the next pool and locate the sun block. Make it dissappear with your Mirror Shield or Light Arrows, then kill the Beamos to get this Fairy.
- #8: In the room where you get the Dungeon Map, this Fairy is on the ceiling near the hole where light is entering. Use the Hookshot target above the two Armos statues to get it.
- #9: To get this Fairy, simply defeat the first Eyegore enemy on the first-floor bridge to reveal a chest with this Fairy inside.
- #10: In the first pool as Zora Link where the switch is near the spikes, step on the switch that is underwater, turn the temple around, then clone yourself onto the same switch to access the chest (use the Deku Flower and Deku Link to get to the chest).
- #11: Right before you enter the hall with the second Eyegore (where you got the Giant's Mask), there is a chest on the ceiling where you hookshotted onto. Turn the temple back around, and open this chest to get this Fairy.
- #12: This Fairy is inside of the chest that appears after you have defeated Wizrobe.
- #13: Turn the temple right-side up, and enter the pool of water where you got Fairy #10, and sink to the bottom of the water to find a chest with a Stray Fairy.
- #14: Turn the temple upside-down, and enter the first large room to the east of the main-room, and shoot the sun symbol above the doorway with a Fire Arrow when you enter the room to reveal a chest with this Fairy.
- #15: Turn the temple upside-down, and enter the main room in the temple. Look above you to see a sun symbol. Shoot it with a Fire Arrow to get this Fairy.

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18. Shops Price Listing



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|                              |
|------------------------------|
| Bomb Shop (Clock Town )      |
| Bombs (10).....30 Rupees     |
| Bombchu (10).....40 Rupees   |
| Bomb Bag.....50 Rupees       |
| Powder Keg (G.L)...50 Rupees |

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<---- Can only be bought from the Goron  
inside as Goron Link (G.L)

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|                             |
|-----------------------------|
| Trading Post (Clock Town)   |
| Red Potion.....30 Rupees    |
| Green Potion.....30 Rupees  |
| Fairy.....50 Rupees         |
| Hero's Shield.....80 Rupees |
| Deku Nuts (10)....30 Rupees |
| Arrows (50).....40 Rupees   |
| Arrows (30).....30 Rupees   |
| Deku Stick.....10 Rupees    |

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|                              |
|------------------------------|
| Town Shooting Gallery        |
| 1 game to play.....20 Rupees |

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|                        |
|------------------------|
| Honey & Darling's Shop |
|------------------------|

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| Bombchu Gallery (1st Day)...10 Rupees |  
| | |  
| Basket Bomb (2nd Day).....10 Rupees |  
| | |  
| Target Shootin (3rd Day)....10 Rupees |  
| | |  
| | |  
| | |

| | |  
| Curiosity Shop (Opens at 10PM) |  
| | |  
| | |  
| Actually, you can't buy much |  
| here, 'cause he buys stuff |  
| from you instead... |  
| | |  
| | |

| | |  
| Lottery Shop |  
| | |  
| | |  
| One lottery chance.....10 Rupees |  
| | |  
| | |

| | |  
| Magic Hag's Shop (Swamp) |  
| | |  
| | |  
| Red Potion.....20 Rupees |  
| | |  
| Blue Potion.....60 Rupees |  
| | |  
| Green Potion.....10 Rupees |  
| | |  
| | |

| | |  
| Goron Shop (Goron Shrine) |  
| | |  
| | |  
| Arrows (10).....40 Rupees |  
| | |  
| Arrows (10).....20 Rupees | <-----  
| | |  
| Bombs (10).....40 Rupees | |  
| | |  
| Bombs (10).....10 Rupees | <-----  
| | |  
| Red Potion.....80 Rupees | |

Springtime Prices (After you  
beat the  
Snowhead

|                          |        |  |
|--------------------------|--------|--|
|                          |        |  |
| Red Potion.....50 Rupees | <----- |  |
|                          |        |  |
|                          |        |  |

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19. Bestiary List

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Armos

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The Armos are the huge ass statues that stay still until you either attack it or you just touch it. The only real way to defeat them without taking too much damage is to NOT hit them to activate them, and just toss a bomb at them or lay one down in front of it. Run away when it turns red, before it blows up and damages you.

=====

Bad Bat

=====

AKA the Keese. See the Keese strategy in this section for more information on how to beat this bat.

=====

Beamos

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The Beamos are the spinning robots with a single eye that, when it spots you, shoots a powerful laser at you until it hits you, or loses track of you. To combat this, toss a bomb at it before it sees you, or if it already has seen you, then just toss a Deku Nut at it to stun it, then bomb it.

=====

Big Poe

=====

This can be found Beneath the Well in Ikana Canyon, and to kill it, simply wait for it to spin at you, block it's attack with your sword, then shoot an arrow at it when it stops moving, or if you are close enough, to just attack it with your sword.

=====

Black Boes

=====

These are the "shadow" creatures found in dark temples, and in darker areas. They're hard to see, but are easy to kill. But the one downside of them is that they like to travel in packs of 5 or more (usually), so this can make it harder to kill them without taking damage.

=====

Blue Bubble

=====

The Blue Bubbles are the skulls with the blue gas surrounding it, and they

are annoying, to say the least. To defeat it, simply hit it with your shield, then when the gas disappears, slash at it with your sword. Now if you let them touch you with their blue gas, you will become jinxed, and will not be able to sheath your sword temporarily.

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#### Blue Tektite

---

It's a blue spider enemy that doesn't cause much damage, but can become irritating at times because it hops up and down all over you, and it can dodge your sword attacks. It's mainly found in the Mountain Village region of the game.

---

#### Blue Chucu

---

These are those blue blobs (this is only one of many different colored versions), and can be killed with a single strike of your Gilded or Fairy's Sword. They have different items in their stomachs, but what comes out is totally random.

---

#### Deku Baba (Tall)

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The tall Deku Babas are incredibly easy to kill, since they just stand there, and basically let Link kill them. But they do make some noises that could strike fear into your heart </sarcasm>. Kill them to get Deku Nuts or Deku Sticks.

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#### Deku Baba (Short)

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For some reason, the smaller version of the Deku Babas are actually more dangerous than the bigger versions, since they can attack you. Just wait for them to attack, then strike when they recoil away from you.

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#### Dexihands

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Dexihands are those things in the underwater parts of the game that block your path into some underwater tunnels, and if not killed, will grab you and toss you around like a rag-doll. It's always best to kill them with your Fin Boomerangs from afar before trying to swim past them.

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#### Dinofols

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These guys usually are mini-bosses, and come as armored as they come. You can't attack them right off the bat, because they'll just block you, so dodge their fire breath attack, then attack them while they are vulnerable. Do this a few times to kill them off.

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Dodongo

These guys, although large, can be killed rather easily if you have the Gilded Sword or Fairy's Sword. Just dodge their fire-breath, then circle around them and slash at their tail, the immediately block, because they will spin around and hit you with their tail. You can also bomb their tails if you wish, but this is harder to do.

Dragonfly

The Dragonflies are mostly around the areas where you must play as Deku Link (the Stone Tower Temple courtyard is one exception to this), and will hover around until provoked, or when it sees you. Kill it from afar, or use the Deku Flowers to launch into them, and to kill them easily.

Eeno

These can only be found in one room in the Snowhead Temple, and will chuck snowballs at you from afar. To kill them, just shoot a few arrows into them, and they should die off quickly.

Eyegore

This cycloptic enemy is pretty easy to beat. Just get close enough for him to attack, then dodge his attack, and when his eye turns yellow, hit it with your Hookshot or arrows. Repeat this until he dies. Or, you can just strike his eye with your sword, but this doesn't usually work all that well.

Fire Keese

Just like regular keese (bats), these Keese are just on fire, and when they touch Link, will catch Link on fire as well. Shoot them from afar with some arrows, or slash at them with your sword as they get near you.

Floormaster

I hate these guys, but they're not as bad as the Wallmasters. The Floormasters are usually only found in the Stone Tower Temple, and to defeat them, either shine light onto them with your Mirror Shield, or just slash at them with your sword, then kill the 3 mini-Floormasters that emerge.

Freezard

These guys don't really move at all, but can do some harm if you get in the way of their freeze-breath. To kill them, simply shoot them from afar with a Fire Arrow to melt them away.

=====  
Garos  
=====

These un-dead ninjas only come out in Ikana Canyon while Link is wearing the Garo Mask. They'll surround you with fire, so just wait until it dies down, then attack them. If they attack you first, block their attack, then slash at them when they are vulnerable.

=====  
Gekko  
=====

This is a mini-boss type of character, and can be killed by slashing at him with arrows to stun him, then attack with your sword to do some damage to Gekko. Repeat this process to defeat most forms of Gekko.

=====  
Green Chucu  
=====

Just like the Blue Chucu, only this time, this guy is Green. Kill it the same way as you do the other Chucus. By the way, they are great as platforms when you shoot an Ice Arrow at them to freeze them...

=====  
Gold Skulltulla  
=====

Not really an enemy, but they can cause damage to Link. They are found inside of the 2 Spider Houses, 30 in each. They don't really move much, so just hit them with an arrow or your sword to kill 'em fast.

=====  
Hiploop  
=====

This is a rather easy to beat enemy, and can be found near and inside of the Woodfall Temple, and in the Stone Tower Temple, but those ones have steel masks on. To kill them, just shoot it with a bubble from Deku Link, or an arrow or sword slash from normal Link before they charge at you.

=====  
Ice Keese  
=====

Yet another variation of the normal Keese (bats), this type of Keese is blue, surrounded by Ice, and when it touches Link, it will freeze Link momentarily, and will do damage to him.

=====  
Iron Knuckle  
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To defeat this monstrosity, simply strike before he strikes you. Hit him once to start the fight, then hit him a few more times before he swings his axe at you, dodge those attacks, then hit him some more. Wait for him to get his axe stuck in the ground, then hit him a lot for some serious damage, until his firstlayer of armor comes off. Now continue this strategy to kill him for good.

=====  
Keese  
=====

The original type of Keese, these guys are just like bats, in that they fly around the room until they see you, then they'll dive-bomb you. Kill them from afar with a well-placed arrow to keep the danger factor out of the fight.

=====  
Leever  
=====

These guys are sorta like the Chucu's, but they come out of the sandy beaches in Great Bay Coast, and will spin at you until they hit you (or something else). Dodge their attacks, then slash at them before they can come back at you.

=====  
Like Like  
=====

Like-Likes return from the last Zelda game, and are still annoying, but aren't as big of a hassle as the ones in the last game. They are mostly found in the Great Bay area, both on the surface and underwater. Avoid doing close-combat with them, because if sucked up, they can steal items from you, and even weapons or armor! It's best to just avoid them or kill them from far away with an arrow or two.

=====  
Mad Scrub  
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A variation of the Deku Scrub, the Mad Scrub shoots at you from afar from his redish Deku Flower. Kill them from afar too, with some arrows or bubbles from Deku Link.

=====  
Mini Baba  
=====

Once again, here is a newer variation of the Deku Baba, these guys do almost no damage, because they are buried beneath the ground. Slash at them without getting too close to kill them without taking damage.

=====  
Nejiron  
=====

These guys come out of the ground near Ikana Canyon, and replace where the Blue Bubbles once were (sometimes). They sorta look like Gorons, because they roll around, but they make odd noises, and will blow up if you slash at them with your sword. It's best to either shoot them from afar with either an arrow or your Hookshot, or bomb it. When it dies, it usually gives up some bombs. They come out of the ground in packs, and roll right at you, which doesn't leave much time for defense. Be aware of these guys...

=====

Octorok

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These are back from the last Zelda game, and lurk underwater, and on the water's surface. They are pretty big, and will shoot rocks at you from afar. Shoot them with arrows to avoid them, or block their rocks back at them with your shield. Also, they can become great ice-bergs if shot with an Ice Arrow...

=====

Poe

=====

A smaller version of the Big Poe, this one is a little bit easier to beat, but it takes longer. Just wait for them to stop spinning and reappear, then attack it when it materializes near you. They are only found in the Stone Tower Temple.

=====

Real Bombchu

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These guys look like little rabid animals with bombs for tails. They'll commit suicide to damage you, and when they get close, watch out for their bombs. Just block them with your shield to cause them to explode, and kill them without taking any damage.

=====

Red Chucu

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Another variation of the Chucu, you should kill them the same way as you do with the other variations of Chucus, and beware that these guys are scattered everywhere in the Termina World, and will give out anything from a heart to a Rupee to some arrows. Once again, what comes out of their stomach is completely random.

=====

ReDead

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These walking mummies are scattered in Ikana Canyon, and Beneath the Well. If they see you, they'll hop onto your back, and suck your health until they are done. Their icy-stare will freeze you, so try not to get very close to them at all. If you wear the Gibdo or Garo's Mask, you can walk past the ReDeads without them even noticing you.

=====

Skulltulla

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The papa-version of the Gold Skulltulas, these ones are a lot larger than them, and do more damage too. When they drop down in front of you, simply wait for them to turn around to reveal their bellies, then strike when you see it. That, or you can simply shoot an arrow at them to kill them faster.

=====

Snapper

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Snappers are almost EXACTLY like the Skulltulas, but if you get too close,

they'll spin around, and damage you seriously. Shoot them with an arrow from afar to ensure an easy fight, but you can always attempt to kill them with your sword...

=====  
Stalchild  
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This is a mini-skeleton, and is a soldier of the great Captain Keeta. They don't harm you much, and can be killed easily with your sword. But if you wear the Captain's Hat, you can actually talk to them, and give them orders! After they have taken your orders, they'll collapse into a pile of bones.

=====  
Stalfos  
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Returning from Ocarina of Time, the Stalfos are some armored skeletons, and attack almost like the Wolfos, and should be treated the same, too. Just wait for them to attack, block it, then slash at them when they are vulnerable.

=====  
Takkuri  
=====

I hate these guys. They look like giant birds in Termina Field, but they are different, in that they'll dive bomb you, and steal items from you, including your sword! I strongly suggest that you just avoid them, but if you can kill them, you will get a Gold Rupee worth 200 Rupees!

=====  
White Boes  
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Just like the Black Boes, these are the "lighter" version of the shadow creatures found in most dungeons, and in darker and lighter areas of the game. They come in packs of 5-6 Boes, so they can be tough to defeat, but once you get rid of most of the pack, it gets way easier to defeat them all.

=====  
Wolfos  
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These armored wolves come in two flavors: Normal and Ice Wolfos. If you try to attack them normally, they'll just block you, so wait for them to attack and either dodge or block them, then when they turn their backs to you, slash at them with your sword. Do this a few times to defeat them.

.....  
20. Secrets and Easter Eggs  
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00001: Unlimited Rupees  
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This secret basically gives you unlimited Rupees, or as much as you want. To do this, head into the Bomber's Hideout, and run down the ramp. Now instead of heading into the water and straight to head to the Observatory, swim to the left down the corridor to a seemingly dead-end. Avoid the Skulltula, and to the left at the end is a ledge. Climb up it, and you will see a bombable wall with a crack in it. Take out a bomb, and bomb the wall open to reveal a chest. Inside this chest is the legendary Silver Rupee, worth a whopping 100 Rupees! How is this unlimited you ask? Simple. Just take your new 100 Rupees to the banker in West Clock Town, then go back to the First Day, locate the bombable wall, and take yet another Silver Rupee. Now just keep on repeating this, and eventually, you will get as many Rupees as you want!

Other Silver Rupee locations:

- This Silver Rupee can be found in the Stock Pot Inn on the First Day. To get it, simply enter the Inn sometime in the afternoon after 2PM, and check yourself in. Take the room key, and enter your room. Inside you will find another Silver Rupee.
- This Silver Rupee is located on the roof of the Town Shooting Gallery, inside of a small chest. To get to it, first use Zora Link to get to the Milk Bar roof, then hop from this roof to the next ledge that leads to the Town Shooting Gallery roof, then return to normal Link, and make your way across the signs, and onto the roof where you will find this chest containing the Silver Rupee.

=====  
00002: Rocket Gossip Stones  
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For this cool, little Easter Egg, just locate any Gossip Stone in Termina. Now once you have found one, place a bomb in front of it, and back away before it blows up. When it blows up in front of the Gossip Stone, the Gossip Stone will go into a countdown mode, and then rocket off into the air, and into space. Pretty cool, eh?

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00003: Gossip Stone Locations  
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Termina Field Locations:  
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- #1: In Termina Field, this one is inside of a underground hole, along with three other Gossip Stones near the entrance to Mountain Village.
- #2: This Gossip Stone is in Termina Field near the ramps leading up to Mountain Village.
- #3: This Gossip Stone is in Termina Field too, to the right of the giant rock near the entrance to the Great Bay area.
- #4: This Gossip Stone is underneath the rock mentioned in Gossip Stone #3, along with three other Gossip Stones in west Termina Field.

- #5: This Gossip Stone is underneath the circular tree in south Termina Field, near the entrance to Southern Swamp, in a hidden underground hole that you must bomb to reveal.
- #6: This Gossip Stone is near the outside perimeter of east Clock Town and east Termina Field, in a underground hole near Ikana Canyon and Graveyard.
- #7: This Gossip Stone is near a tree in southern Termina Field, near Gossip Stone #5.
- #8: This Gossip Stone is underneath a hole to the left of the Observatory in east Termina Field, along with three other Gossip Stones.
- #9: This Gossip Stone is near Gossip Stone #8, but is behind the Observatory instead.
- #10: This Gossip Stone is near Gossip Stone #5, but is inside of a hole near some tall grass, along with 3 other Gossip Stones.

Southern Swamp Locations:

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- #11: This one is just outside of the entrance to the Woods of Mystery.
- #12: This Gossip Stone is on the path leading to the Swamp Shooting Gallery in Southern Swamp.
- #13: This Gossip Stone is inside of the Swamp Spider House, in the last room containing Skulltulas #27-30 (check the Southern Swamp Spider House section for more details).

Mountain Village Locations:

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- #14: This Gossip Stone is near the entrance to Mountain Village, in a corner of snow.
- #15: This Gossip Stone is near a tree where the starving Goron was (on a ledge) but can only be seen and accessed after the snow melts away.
- #16: This Gossip Stone can be accessed in the secret cave entrance that leads to the Goron Graveyard after the snow has melted away.

Milk Road Locations:

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- #17: This Gossip Stone is directly across from the Owl Statue here.

Romani Ranch Locations:

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- #18: This Gossip Stone is inside of the cucco shack in the back of Romani Ranch.
- #19: This Gossip Stone is directly to the left of the Romani Ranch entrance.

#20: This Gossip Stone is right behind the Romani Ranch barn (the one with the cows).

#21: This Gossip Stone is in the western field of Romani Ranch, near the outer wall.

Ikana Graveyard Locations:

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#22: This Gossip Stone is directly near the large rock, near the ledge that allows you to enter the Graveyard itself.

Great Bay Coast Locations:

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#23: This Gossip Stone is on the beach that leads to Waterfall Rapids in southern Great Bay Coast.

Ikana Canyon Locations:

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#24: This Gossip Stone is near a Heart Piece on a ledge across from Sakon's Hideout to the right of the Octorok bridge.

#25: This Gossip Stone is on the Octorok bridge.

#26: This Gossip Stone is to the left of the Spirit House.

The Moon Locations:

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#27: This Gossip Stone is inside of the Deku Link Dungeon.

#28: See Gossip Stone #27.

#29: See Gossip Stone #27.

#30: See Gossip Stone #27.

#31: See Gossip Stone #27.

#32: This Gossip Stone is inside of the Goron Link Dungeon.

#33: See Gossip Stone #32.

#34: See Gossip Stone #32.

#35: See Gossip Stone #32.

#36: See Gossip Stone #32.

#37: This Gossip Stone is inside of the Zora Link Dungeon.

#38: See Gossip Stone #37.



#39: See Gossip Stone #37.

#40: See Gossip Stone #37.

#41: See Gossip Stone #37.

#42: This Gossip Stone is inside of the normal Link Dungeon.

#43: See Gossip Stone #42.

#44: See Gossip Stone #42.

#45: See Gossip Stone #42.

#46: See Gossip Stone #42.

=====  
00004: Healing Signs  
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To heal any sign that you've chopped up with your sword, simply stand near the sign, and play the Song of Healing to it, and watch it go back together and "heal" itself.

=====  
00005: Gossip Stone Responses (Hints)  
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By popular request (yes, I've actually had people request these, just out of sheer curiosity and laziness...), here are some of the responses (basically hints and tips) that you get from the Gossip Stones scattered around Termina when you check them while wearing the Mask of Truth. Try to speak to the Gossip Stones while wearing any other mask only results in Tatl saying:

"It's like my heart is being peered right into. That's a disturbing eye!"

Blah.

"The Mystical Stone responds to the mask and speaks to you."

"...But it's words are heard in secret..."

"It seems the face of the slightly larger, strange stone changes when the guitar of waves is played..."

"It seems the face of the slightly larger, strange stone changes when the pipes of awakening is played..."

"It seems all the strange stones that are arranged in a row wish to be the same color."

"It seems the face of the slightly larger, strange stone changes when the drums of sleep are played..."

"The symbol of marriage, the Couple's Mask seems to have the power to calm and silence arguments."

"Anju, the woman at the inn, is known to be careless and frequently mixes up guests..."

"It seems the hideout of Sakon, the thief, is tucked away at the edge of Ikana Canyon..."

"It seems the crows that fly near the town walls are fond of musical instruments..."

"The Postman puts his delivery schedule before everything else, but priority mail is of even greater importance."

"It seems the veranda door of the town's Stock Pot Inn has carelessly been left unlocked..."

"The Swamp Tourist Center will not accept photographs taken outside the swamp. But if you bring a photograph of the guide's son, he'll give you something nice..."

"The mask that can see into people's hearts and minds also seems to work well on animals as well..."

"The Gold Dust won as a prize in the Goron Races in spring can be used by the smithy to forge a sword. Or it can be sold to the smithy for 40 Rupees, but the Curiosity Shop will buy it for 200 Rupees..."

"A small, lost horse seems to have been taken in by Romani Ranch, south of town..."

"The frogs that are supposed to gather in the mountains where spring arrives elsewhere. You need Don Gero's Mask to bring them together. The frogs in Clock Town, the swamp, Woodfall Temple and Great Bay Temple make four..."

"The spirit of the charasmitic dancer who died in Termina Field dances there night after night."

"It seems Keaton, the ghost fox, plays tricks in the grass..."

"The animal bandleader's mask seems to have strange power of making young animals mature."

"A torture device of insomnia called the All-Night Mask seems to be available at the Curiosity Shop..."

"It seems that Kafai, whose wearabouts are unknown, is awaiting a letter from Anju..."

"To get Evan to listen to Mikau and Japass's song from their music session, you should not try demonstrating it as Mikau. It seems if you pose as someone unrelated to the band and begin playing it, you just might get him to lend an ear."

"Pamela, who lives in the music box house, comes out every two minutes when the music box is playing. But it seems she will also come out if she hears a bomb explode..."

"It seems the ReDeads that appear in Ikana Castle start dancing when the Captain's Hat, Gibdo's Mask or Garo's Mask are worn. But that does not change things much..."

"If you use the Lens of Truth near here and speak to the main you find...you may earn a mask that can enable you to blend into backgrounds and move about without being noticed."

"It seems Shiro, the unseen stone soldier, had the Stone Mask..."

"It seems Guru-Guru, the traveling musician, had the Bremen Mask..."

"It seems the old woman with the Bomb Bag had the Blast Mask..."

"It seems the Deku Scrub butler had the Mask of Scents..."

"It seems the Giant's Mask was dormant in the Stone Tower Temple..."

"It seems Kamaro, the spirit dancer, had Kamaro's Mask..."

"It seems Skull Keeta, Captain of the Skull Knights, had the Captain's Hat..."

"It seems the hungry Goron was wearing Don Gero's Mask..."

"It seems the Gibdo Mask could fall from Pamela's father's cursed face..."

"It seems the Gorman Brothers were using Garo's Mask for ill..."

"It seems Cremia, the owner of Romani Ranch, had Romani's Mask..."

"It seems the leader of the Gorman Troupe had the Circus Leader's Mask..."

"It seems the Postman had the Postman's Hat..."

"It seems Kafei and Anju had the Couple's Mask..."

"It seems the one cursed by the strange, sparkling gold spiders had the Mask of Truth..."

"It seems his mother, Madame Aroma, had Kafei's Mask..."

"It seems Grog of the Cucco Shack had the Bunny Hood..."

"It seems the All-Night Mask was being sold at the Curiosity Shop..."

"It seems the owner of the Curiosity Shop was keeping the Keaton Mask..."

=====  
00006: Mask Dealer Responses  
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Postman's Hat: "That mask...That's the Postman's Hat isn't it?"

"That is a fine thing. It is filled with the joy of freedom."

"You have done some good work..."

"Keep up that pace. I am counting on you to get my mask..."

All-Night Mask: "That mask...That's the All-Night Mask isn't it?"

"That looks like an expensive mask. Unfortunatley, that is not the mask I am looking for."

"Keep up that pace. I am counting on you to get my mask..."

Blast Mask: "That mask...That's the Blast Mask isn't it?"

"That is a fine mask. It is filled with feelings of gratitude."

"Keep up that pace. I am counting on you to get my mask..."

Stone Mask: "That mask...That's the Stone Mask: isn't it?"

"That is a fine mask. It is filled with an appreciation for things that go unnoticed."

"You have done some good work."

"Keep up that pace. I am counting on you to get my mask..."

Great Fairy Mask: "That mask...That's the Great Fairy Mask isn't it?"

"That is quite rare. Normally, I wouldn't be able to get one of those."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Mask of Scents: "That mask...That's the Mask of Scents isn't it?"

"You've done well to get that mask. Looking at it's condition, I can tell that it's previous owner was neat and tidy."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Don Gero Mask: "That mask...That's the Don Gero Mask isn't it?"

"That mask has a very operatic feel about it."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Bunny Hood: "That mask...That's the Bunny Hood isn't it?"

"That is a fine thing. It is fulfilled with kindness towards animals."

"You have done some good work..."

"Keep up that pace. I am counting on you to get my mask..."

Bremen Mask: "That mask...That's the Bremen Mask isn't it?"

"If you have that, then it would appear that you have the qualities of a leader."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Keaton Mask: "That mask...That's the Keaton Mask isn't it?"

"It carries a lot of nostalgia. It was popular with children long ago."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Romani's Mask: "That mask...That's the Romani's Mask isn't it?"

"That is a nice mask. It is sentimental item that exudes a lot of maturity."

"You have done some good work..."

"Keep up that pace. I am counting on you to get my mask..."

Circus Leader Mask: "That mask...That's the Circus Leader Mask isn't it?"

"That is a fine mask. It is filled with the feelings of tenderness left behind in the back of one's heart."

"You have done some good work..."

"Keep up that pace. I am counting on you to get my mask..."

Kafei's Mask: "That mask...That's the Kafei's Mask isn't it?"

"The worry of a concerned mother is expressed quite well in that mask."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Couple's Mask: "That mask...That's the Couple's Mask isn't it?"

"That is truly a very fine mask. It is overflowing with powerful feelings of love and gratitude."

"You have done some good work..."

"You went to a great deal of trouble, didn't you?"

"Keep up that pace. I am counting on you to get my mask..."

Mask of Truth: "That mask...That's the Mask of Truth isn't it?"

"You have a frightful mask. But being able to see into people's hearts and minds seems useful..."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Captain's Hat: "That mask...That's the isn't it?"

"That is a splended thing. It earns the respect and sworn alligiance of legions of soldiers."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Garos Mask: "That mask...That's the Captain's Hat isn't it?"

"If you have that mask, you must be one with quite a bit of courage."

"Unfortunately, that is not the mask I am looking for..."

"Keep up that pace. I am counting on you to get my mask..."

Gibdo Mask: "That mask...That's the Gibdo Mask isn't it?"

"That is a fine mask. It is filled with the love of a father and child."

"You have done some good work..."

"Keep up that pace. I am counting on you to get my mask..."

Kamaros Mask: "That mask...That's the Kamaros Mask isn't it?"

"That is a fine mask. It is filled with the joy of a teacher has in finding a good student."

"You have done some good work..."

"Keep up that pace. I am counting on you to get my mask..."

Goron's Mask: "Oh yes, you..."

"You have the spirit of the Goron who could not be healed..."

"So then...have you recovered Majora's Mask?"

"You still haven't done it?"

"I keep telling you that if you don't get it back soon, terrible things will happen!!!"

"Only [enter time here] remain."

"But please make the most of your time."

"Surely you must be able to do something."

"Believe in your strengths."

"Believe..."

Zora Mask: "Oh, that shape..."

"You have the spirit of the Zora who could not be healed..."

"So then...have you recovered Majora's Mask?"

"You still haven't done it?"

"I keep telling you that if you don't get it back soon, terrible things will happen!!!"

"Only [enter time here] remain."

"But please make the most of your time."

"Surely you must be able to do something."

"Believe in your strengths."

"Believe..."

Deku Mask: "Oh, you?"

"So then...have you recovered Majora's Mask?"

"You still haven't done it?"

"I keep telling you that if you don't get it back soon, terrible things will happen!!!"

"Only [enter time here] remain."

"But please make the most of your time."

"Surely you must be able to do something."

"Believe in your strengths."

"Believe..."

.....

## 21. CREDITS

.....

CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Me- For making this FAQ! :p

Nintendo of America- For releasing this great game, and for employing the

great Shigeru Miyamoto to make this game.

Zelda: Majora's Mask Instruction Booklet: For the Different Links info.

Kao Megura- For his kick-ass Copyright notice, which I used from one of his FAQs (his Marvel vs. Capcom 2 FAQ I believe)

Dallas Scott- I refered to his bad-ass FAQ for Zelda: MM whenever I got stuck in the game. I suggest that you take a gander at his FAQ as well.

Devin Morgan- He gave me permission to use his Keaton Quiz information.

S.Lee (Adrenaline)- He gave me some Stray Fairy Locations that I needed. Thanks.

Mark64 (<http://mark64.cjb.net>)- He gave me some corrections for the FAQ.

Batman2944@aol.com- He was the first person to request the "Gossip Stone Responses" section. Thanks.

"Seth Meyer"- He gave me Owl Statue Location #10, since I missed it. Thanks.

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22. CONTACT INFO

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Brett

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Franklin

One final word:

"Don't Do Drugs!"



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