

navigate your what to what you're looking for from there.

Guide Layout

You'll notice that I keep things somewhat bare in comparison to some other people's guides, which happen to be filled to the brim with cluttered ASCII art and a bunch of annoying trailing spaces. I keep things simple. I will mark the start of a new section with a Triforce symbol (like the one at the top of the document,) as well as the Find Code for that Section.

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[0100] Table of Contents

Note: The Sections in this guide are divided into smaller, more specific sections known as "Subsections." All of the Subsections will be listed at the top of their parent Sections.

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Note that I have enabled Find Codes at the start of each Section. Hit Ctrl (Apple, if on a Mac) + F, then copy and paste the corresponding Find Code into the Search Bar to be taken to the start of a Section quickly. Any additional Sections within that Section will be listed there.

- [0000] - Introduction
- [0100] - Table of Contents
- [0200] - Version Information
- [0300] - The Basics of Majora's Mask
- [0400] - Walkthrough & Sidequests
- [0500] - Miniboss/Boss Strategies
- [0600] - Minigame Appendix
- [0700] - Inventory, Equipment, and Items
- [0800] - Ocarina Songs
- [0900] - Piece of Heart Locations
- [1000] - Stray Fairy Locations & Rewards
- [1100] - The Masks
- [1200] - The Bombers' Notebook
- [1300] - Frequently Asked Questions
- [1400] - More from the Author
- [1500] - Copyright Stuff
- [1600] - Special Thanks, Contact, & Conclusion

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[0200]
Version Information

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Version 0.1 - June 4th, 2009

The guide is started!

Version 0.25 - June 6th-19th, 2009

Main Walkthrough and Sidequests Section is finished! Work on remaining Sections will begin over the weekend.

Version 0.75 - June 20th-30th, 2009

I'm a lazy bastard. After I finished the Walkthroughs, I left the guide alone for a few days, just to take a break. I wrote up the remaining Sections on the 29th and today (the 30th.)

Version 1.00 - June 30th, 2009

This version of the guide is complete and contains the following Sections; Table of Contents, Version Information, Game Basics, Walkthrough/Sidequests, Minibosses/Boss Strategies, Minigame Appendix, Inventory, Equipment, and Quest Items, Songs, Piece of Heart Locations, Stray Fairy Locations, Masks, The Bombers' Notebook, Frequently Asked Questions, More from Wheels77, Legal Crapola, and In Conclusion. More Sections will most likely be added should I feel the need to do so.

Guide ran through a Spellchecker. Final formatting corrections have been made. I also decided at the last minute to add a Find Code system for Heart Pieces, Stray Fairies, and Masks. It took me the better part of an hour to finish it.

Guide submitted to GameFAQs and Neoseeker, both of which are now in my list of authorized websites, which can be found in the Legal Crapola section of the guide.

Version 1.10 - July 13th, 2009

Fixed various typos and inconsistencies throughout the guide. I also added a new Subsection to the "Walkthrough/Sidequests" Section, called "The Don Gero Frogs." As it turns out, I was missing a Find Code in the Main Walkthrough for a Great Bay Heart Piece, even though its Code was listed in the Heart Piece Section. This has been fixed as well.

Version 1.12 - July 22th, 2009

Fixed a few minor typos throughout the guide. I switched all of the references I made of GameFAQs to Neoseeker, since I like Neoseeker better.

Version 1.24 - August 1st, 2009

I know, I just can't stop dicking around with the guide.

I've re-done the Find Codes within the Main Walkthrough, so that you can actually use them to access Walkthrough Chapters quicker. I've also made some slight formatting corrections.

Version 1.24 - August 3rd, 2009

Apparently, some fuck-knuckle thought it would be a good idea to hack into my email. As a result, I've had to go in and change my email, and change my passwords for just about everything. FUN!

If anyone wants to email me, take a look at my new address. If you emailed me before yesterday (August 2nd) and didn't get a response, this is why. Try sending your email to me again at my new address. Thanks.

Version 1.26 - August 12th, 2009

I got a correction sent in to me regarding my inventory checklists. See kids, this is why you shouldn't ingest substantial quantities of crack before writing a guide. I'm also hoping to neaten the guide up a bit within the next few weeks, so that it's a bit easier to read and navigate. For startets, I'm going to start double-spacing after sentences, since it appears I'm the only person on earth to not do that with their guides. This will probably happen next week some time.

Version 2.00 - August 14th, 2009

I did a HUGE re-format of the guide. Now, nothing really has changed, I've just spiffied it up a bit. None of the actual gameplay information has changed. I've switched to different Find Codes (four digits now instead of the

clusterfuck six-digit ones I've been working with.) I've re-done the Checklists in the beginning of the Walkthrough Chapters to look nicer, and have added a new Section at the top of the guide (Introduction, [0000]).

Expect a Lottery section in the near future, too.

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[0300]
The Basics of Majora's Mask

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Subsections

- [0301] - Prior Events & Majora's Mask
- [0302] - The Terminan Overworld
- [0303] - The Terminan Underworld
- [0304] - Use of Masks
- [0305] - The Ever-So-Musical Majora's Mask
- [0306] - The Flow of Time
- [0307] - Pieces of Heart
- [0308] - Stray Fairies
- [0309] - The Painstaking Save Process

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[0301]
Prior Events & Majora's Mask

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"The Legend of Zelda; Majora's Mask," takes place immediately after the events of its predecessor, "The Legend of Zelda; Ocarina of Time."

Ocarina of Time, which was the first 3D game in the Zelda series, saw the series' signature protagonist, Link, team up with fairy companion Navi in order to open the Door of Time and travel ahead seven years in the future to awaken Hyrule's Sages. When the Sages were successfully awakened, Link defeated Ganondorf and returned peace to Hyrule, sealing the Evil King away for eons.

After his journey, however, Navi left him behind. In Majora's opening scene, it is implied that Link left Hyrule in search of Navi. While riding his trusty horse, Epona, through the deepest part of the Lost Woods, Link is attacked by a masked Skull Kid and two of his friends, sibling fairies Tatl and Tael. The Skull Kid steals both Epona and the Ocarina of Time from Link, and a chase scene through the woods follows. At the very end of the woods, the chase brings both Skull Kid, Tatl and Tael, and Link to the bottom of a deep pit in a log.

Skull Kid uses the evil power of the mask he is wearing, which is known as Majora's Mask, to turn Link into a Deku Scrub. As Skull Kid and Tael make their escape, Tatl decides to stay around and push Link about for a very brief time. This decision turns out to be a poor one on Tatl's part, as Skull Kid and Tael leave without her. Link and Tatl then agree to team up and catch the Skull Kid.

Making his way to the end of the pit area in which he has fallen, Link finds himself underneath a giant Clock Tower, in the new land of Termina. Here, Link meets the Happy Mask Salesman, who travels far and wide in search of rare masks. The Salesman tells Link that he can return him to his former self, if he gets back the precious item that was stolen from him.

With this, Link takes his first steps out into this new land. Eventually, Link learns of this land's dark fate. The Moon, is pulled out of orbit by Majora's Mask, and will crash into Termina in Three Days if the mask is not recovered and safely returned to the Happy Mask Salesman. Can our hero awaken and call upon Termina's guardian Deities in time to save Termina?

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Majora's Mask is a very unique Zelda game, as it is only the second in the series to NOT take place in the fictional kingdom of Hyrule, and the first on a major console. Now, Termina is very odd and cartoon-like when compared with Ocarina's Hyrule. The land is a lot more varied and surreal. It also has a very cozy atmosphere to it as well. It is also safe to say that the races of Termina seem to be far more technologically advanced than their Hyrule counterparts, and this can be verified by structures such as Stone Tower and complexities like the Great Bay Temple.

In the geographic center of Termina is the de facto capital, Clock Town. Clock Town is named after the large Clock Tower that sits in the middle of the town. Clock Town is divided into four areas; South Clock Town, North Clock Town, East Clock Town, and West Clock Town. South Clock Town is the center of the town, and also is where the Clock Tower is located. West Clock Town contains a good portion of the town's shops, and the Clock Town Bank. North Clock Town is park-like area where the Great Fairy's Fountain is located, along with the Deku Scrub playground. East Clock Town has most of the town's shops and is the location of the vast majority of the town's services and tourist attractions.

Between Clock Town and all of the outlying areas there is Termina Field. Similar to Ocarina's Hyrule Field, most regions in the game are accessed through here.

To the south of Clock Town is the Woodfall region. The biggest area of Woodfall, geographically, is the Southern Swamp. The Southern Swamp connects everything in Woodfall together. At the far south end of the Swamp is the Deku Palace, where the Deku Royal Family reside and rule. At the top of the oddly-colored volcano (which is visible from Termina Field) is Woodfall, a water-filled crater in which the Woodfall Temple is submerged.

To the north of Clock Town is the Snowhead region. This is basically a cluster of minute settlements located along a mountain range. Here, there is the Mountain Village. Mountain Village connects all of the areas in Snowhead together, and is the home of a Smithy and his assistant. To the northeast of Mountain Village is Goron Village/Shrine. This is the primary place of residence of the Goron race in Termina. To the north of Mountain Village is Snowhead itself, a giant canyon between two peaks. At the very top of the far peak, which is a huge spire of ice, lies the Snowhead Temple.

West of Clock Town is Great Bay. Great Bay is home to the Zora race. The Great Bay Coast dominates the majority of this region, and runs alongside every other area. At the end of the coast is a small stream draining out into the ocean. This stream is fed by a large waterfall, at the top of which is a fair-sized pond that is home to a couple of beavers. Off Great Bay Coast is the Zora Hall. Zora Hall is the main place of residence for the Zoras. On the very opposite end of the coast is the Pirates' Fortress, and far out into the ocean is the Great Bay Temple.

In the southwest is Milk Road. This is an intersection that connects Gorman Track and Romani Ranch. Romani Ranch is a hamlet built around Romani Ranch itself, and Gorman Track is a race track run by the shady Gorman brothers.

In the east of Termina is the Stone Tower region. This area is dominated by Ikana Canyon. Alongside the Canyon is the Ikana Graveyard. The Canyon itself

towers high above a river that flows through its center, and in the extreme east of this area is Stone Tower. Stone Tower is a massive tower that rises from the top of Ikana Canyon. Factoring everything in, the top of Stone Tower is the highest point in Termina outside of the Snowhead region. The Tower's interior is a vertical shaft with hookshot targets placed every few floors. Players must also hit switches in proper order to align blocks that allow them to jump across the chasm and continue the hike up. At the very top lies the Stone Tower Temple.

All in all, Termina is a very complex and interesting land. The variety here definitely makes for a very intriguing, enjoyable, and overall rewarding gaming experience.

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[0303]
 The Terminan Underworld

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Along with having a fairly large, colourful, and diverse overworld, Majora's Mask also has some of the series' most baffling dungeons to date. Seriously. Some of the puzzles in Majora's Mask surpass even Ocarina's toughest puzzles in difficulty.

The game's first dungeon, the Woodfall Temple, lies at the top of the waterfall running into the Southern Swamp. This area is actually a caldera of a dormant volcano. The Woodfall Temple is submerged in the water that floods the caldera. The main idea of the dungeon is to find the main item, the Hero's Bow, and find a way to activate a giant, spinning flower platform that lies in the dungeon's main chamber. Upon activating the platform, players can access the boss's lair.

The Snowhead Temple is the second dungeon in Majora's Mask. The Temple is much longer, and more complicated than the previous dungeon. This Temple is built into a giant spire of ice. There are several floors along the spire, and a bridge in the Main Chamber that can be used to reach them. In order to progress, players must break and build up the bridge in several key spots. Making it all the way through the dungeon and getting to the top of the spire allows access to the boss.

The Great Bay Temple, the third dungeon, makes Ocarina's infamously difficult and confusing Water Temple look like a wading pool. There is a giant mechanical

different forms that Link can take with the Transformation Masks. And yes, I will get the boss-specific ones as well. Shut up about it.

The first Transformation Mask, and first Mask in the game overall, is the Deku Mask. This allows Link to transform into a Deku Scrub. You actually start your game off as a Deku Scrub, thanks to the Skull Kid. Deku Link is very small and weak, but he is fairly quick and agile. Deku Link has a special Spin Attack which is great for cutting bushes and getting rupees/supplies earlier on in the game. Deku Link also has a Bubble Blast ability that consumes a slight amount of Magic Power when used. He can also dive into Deku Flowers, and blast out of them again and use the flower pedals helicopter blades. Deku Link can hop across water for short periods of time, but is vulnerable to fire. His instrument is the Deku Pipes.

Goron Link is easily the biggest and strongest of the three race Transformation Masks. He can roll at extreme speeds and press down larger than usual switches. Goron Link is also immune to fire and lava, and can walk through, around, and in both without taking any damage. However, he has no swimming ability whatsoever. Goron Link is very strong, but is quite slow in combat. His instrument is a set of Bongo Drums.

The Zora Mask is the last of the three race Transformation Masks. While inhabiting the body of a Zora, Link can breathe underwater, and walk along the bottom of bodies of water. Zora Link is mostly used for swimming and defeating underwater enemies and solving underwater puzzles. His fins can be used as both boomerangs, and a shield. He also has an electric-shield that can be used when swimming. His instrument is the Fishone Guitar.

The Giant's Mask is acquired right before the ending of the Stone Tower Temple. The only place in the entire game you can use this mask is in the Twinmold fight. With this mask on, you become a giant. No kidding. This makes life much easier, but it sucks Magic Power pretty badly.

The Fierce Deity's Mask is a Transformation Mask used against the final boss battle of the game. This is acquired from the Spirit of Majora after collecting every one of the game's masks. With the FD's mask on, Link is much taller and more powerful. He can also shoot sword beams, like in the original Zelda title.

The Transformation Masks here make the game that much more enjoyable to play. They add more depth to the story, as you learn more about each race's background and culutre. Now, the masks in general; are they ALL required to beat the game? Absolutely not. In fact, the VAST majority of the masks are only used for sidequest things, so you can go through the game with only a few masks. Which masks are necessary for beating the game? I'll cover it in the FAQ. No worries. Getting all the Masks is definitely reccomended, though, or the ending will suck. Badly.

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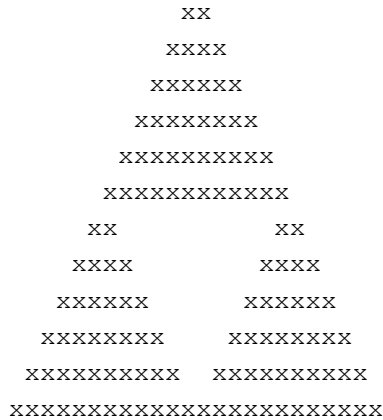
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The gameplay in Majora's Mask revolves around a Three-Day Cycle which is repeated over and over throughout the course of the game. The days are twenty-four in game hours long (about half an hour in real-life time.) The flow of time can be warped or the Cycle reset by playing the Ocarina or hearing stories at the Stock Pot Inn in East Clock Town.

The day (at any given time, 1st, 2nd, or Final) will be displayed at the bottom of your screen. The number that slides along the outside of the diamond in the center of the widget is the hour, and the sun/moon icons that slide along with the number indicate whether it is night or day.

The Three-Day Cycle can be replayed as many times as the player wishes, however, most progress in dungeons and in the game's sidequests will be erased. Acquisition of major items, such as Dungeon Maps, Compasses, Quest Items, Inventory Items, and Masks, will be left alone. You can also deposit your rupees in the Bank to avoid losing them when you reset the Cycle.

So, long story short, just make sure you've done everything you need to do before you go about resetting the Cycle, or else you'll have to do it all over again, which isn't cool.



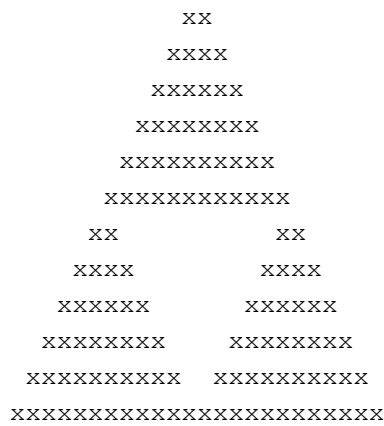
[0307]
Pieces of Heart

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Like all Zelda games, Majora's Mask contains a ton of optional upgrades for the player to obtain. One of these happens to be Pieces of Heart. In the original Legend of Zelda, there were Container Hearts, which were full new Heart Containers, which meant more health, and more chicks!

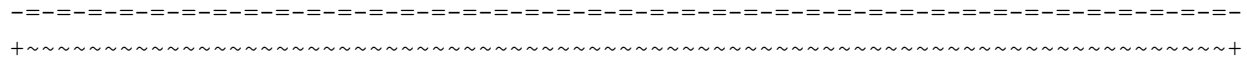
Since A Link to the Past, they've been Pieces of Heart, which are several pieces of a full Heart Container. In Majora's Mask, there are four Heart Pieces to a Container. The only instances in the game you'll run across a full Heart Container is after boss battles. And guess what? There's only four of those.

However, Majora's Mask is filled to the brim with these things. Especially compared with it's predecessor. Ocarina of Time had thirty-six Heart Pieces, and Majora's Mask fifty-two. You'd probably guess that, too. With Majora's Mask being more of a sidequest-oriented game. You start the game off with three Heart Containers, and there are a maximum of twenty you can get. The rest is merely simple arithmetic.

3 Heart Containers (Default) +
4 Heart Containers (Bosses) +
13 Heart Containers (Pieces of Heart) = 20 Heart Containers.

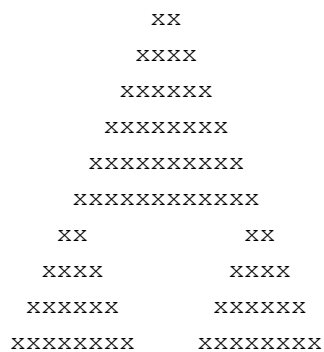


[0308]
Stray Fairies



As part of the storyline in Majora's Mask, each of the five Great Fairies in Termina have been shattered into fragments by the Skull Kid through the evil power of Majora's Mask. These fragments are called "Stray Fairies." In order to restore the Great Fairies, players must collect all of the fragments and return them to their respective Fountains. When one of the Great Fairies is restored, Link will receive a nifty upgrade.

In Clock Town, there is one Stray Fairy. The Fairy's Fountain here is in North Clock Town. The remaining Great Fairies, one in each compass direction, are restored by collecting all of the Stray Fairies in each of Termina's dungeons. Each dungeon has fifteen Stray Fairies.



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[0309]

The Painstaking Save Process

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Now, even though I am a HUGE fan of Majora's Mask, the save system pretty much blows. I guess the folks over at Nintendo didn't like the idea of simple, convenient save system. In Ocarina of Time, you paused the game and saved it. There are two ways to save in Majora's Mask;

1) Play the Song of Time. This also resets the Cycle, and most of your progress in dungeons and things are gone.

2) Save at an Owl Statue which you have activated. This save is erased after you load the file back up, though.

Both of these save methods require you to play into the game a bit, too. As to play the Song of Time, you need to get the Ocarina of Time back. And to activate an Owl Statue, you kinda need your sword. You don't have either of these things until about an hour of playing.

Pretty shitty? Yes. Will you get used to it? Yes. Is it a bad idea to play Majora's Mask when you're in a position where the power has a good chance of going out? Also yes. Just stick it out, it isn't too bad once you get into the swing of things.

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[0400]

Walkthrough & Sidequests

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Subsections

- [0401] - Walkthrough Appendix
- [0402] - Sidequests Appendix
- [0403] - Main Walkthrough
- [0404] - The Sidequests

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[0401]

Walkthrough Appendix

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- [W-01] - Introduction
 - [W-02] - Clock Town, First Visit
 - [W-03] - Clock Town, Second Visit
 - [W-04] - Clock Town, Third Visit
 - [W-05] - Woodfall, First Visit
 - [W-06] - Dungeon I: Woodfall Temple
 - [W-07] - Woodfall, Second Visit
 - [W-08] - Clock Town, Fourth Visit
 - [W-09] - Snowhead, First Visit
 - [W-10] - Dungeon II: Snowhead Temple
 - [W-11] - Snowhead, Second Visit
 - [W-12] - Snowhead, Third Visit
 - [W-13] - Swamp Spiderhouse (Optional)
 - [W-14] - Romani Ranch
 - [W-15] - Ikana, First Visit
 - [W-16] - Great Bay, First Visit (I)
 - [W-17] - Minidungeon - Pirates' Fortress
 - [W-18] - Great Bay, First Visit (II)
 - [W-19] - Dungeon III: Great Bay Temple
 - [W-20] - Great Bay, Second Visit
 - [W-21] - Oceanside Spiderhouse (Optional)
 - [W-22] - Anju & Kafei's Marriage (Optional)
 - [W-23] - Random Post-Sidequest Collection of Awesome Stuff
 - [W-24] - Ikana, Second Visit
 - [W-25] - Minidungeon - Bottom of the Well
 - [W-26] - Minidungeon - Ancient Castle of Ikana
 - [W-27] - Climbing Stone Tower
 - [W-28] - Dungeon IV: Stone Tower Temple
 - [W-29] - Finishing Up
 - [W-30] - The Moon
 - [W-31] - The Final Showdown
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- [W-32] - Spoiler-Free Walkthrough

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[0402]
Sidequests Appendix

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- [SQ-01] - Anju & Kafei's Marriage
- [SQ-02] - Swamp Spiderhouse
- [SQ-03] - Oceanside Spiderhouse
- [SQ-04] - Keaton's Questions & Answers
- [SQ-05] - The Don Gero Frogs

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[0403]
Main Walkthrough

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This is a Walkthrough for the entire game, from beginning to end. Strategies are given for defeating enemies and bosses, and all of the Upgrades, Stray Fairies, Inventory Items, and Pieces of Heart are obtained. Following this guide to the letter, you'll have gotten everything in the game, 100%.

Note

Find Codes are enabled on Pieces of Heart, Masks, and Stray Fairies for easier access to them between the Walkthrough and their respective sections. They are listed off by area, not by the order they are obtained in the Walkthrough. Therefore, if you're following along with the Walkthrough, you can ignore them.

[POH00] = Piece of Heart Find Code

[MSK00] = Mask Find Code
[SF00] = Stray Fairy Find Code

Note

Throughout the Walkthrough, I divide everything into zones in the overworld, and rooms while in dungeons. Zone changes will be marked by a change in your map while playing, and rooms the same. In any case, a new area will be marked in the guide with the name of the area/room, and a line of hyphens underneath. Any Upgrades, Inventory Items, Pieces of Heart, Stray Fairies, Masks Songs, or Quest Items that are obtained within a zone or room will be pointed out in the header, as well.

Note

If you need to be somewhere at a certain time of day, I will place the times available for you to complete the task at hand in the area's header.

Note

I'll be keeping checklists for just about everything in the game. This will include your Equipment, Inventory, Upgrades, Songs, and Quest Items. Any of these marked in the checklists with an underscore (_) have not yet been obtained. Listings marked by an "x" have been obtained. The checklists will be available to check your progress with at the start of each new Chapter.

Note

After we've completed a dungeon, you may notice a few extra chests on your Map. Ignore them. It's usually rupees that we don't need or completely irrelevant items.

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Introduction

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~Current Progress~	~Things to Get~
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- Heart Pieces : 00/52	- Heart Pieces : 00
- Heart Containers : 03/20	- Heart Containers : 00
- Masks : 00/24	- Masks : 00

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Equip.+-----+
| Kokiri Sword x  Quiver (30)_ Bomb Bag (20)_ Hero's Shield x |
| Gilded Sword _ -Large (40)_ -Big (30)_ Mirror Shield _ |
| Razor Sword _ -Largest (50)_ -Biggest (40)_ |
| Adult Wallet _ Giant's Wallet_ Child'sWalletx |
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Ocarina of Time	_	Hero's Bow	_	Pictograph Box	_		
Bombs	_	Fire Arrows	_	Powder Keg	_		
Bombchu	_	Light Arrows	_	Great Fairy's Sword	_		
Deku Sticks	_	Ice Arrows	_	Lens of Truth	_		
Deku Nuts	_	Hookshot	_	Magic Beans	_		
Bottle #1	_	Bottle #2	_	Bottle #3	_		
Bottle #4	_	Bottle #5	_	Bottle #6	_		
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Quest	+-----+						
	The Bomber's Notebook					_	
Odolwa's Remains	_				Goh't's Remains	_	
Gyorg's Remains	_				Twinmold's Remains	_	
+-----+							
Songs	+-----+						
Song of Time	_	Song of Soaring	_	Goron Lullaby	_		
-Inverted	_	Song of Storms	_	New Wave Bossa Nova	_		
-Double	_	Epona's Song	_	Elegy of Emptiness	_		
Song of Healing	_	Sonata of Awakening	_	Oath to Order	_		
+-----+							
Upgra	+-----+						
Standard Magic Meter	_	Enhanced Defense	_	Powder Keg Certification	_		
Extended Magic Meter	_	Spin Attack	_				
Bubble Blast Attack	_	Super Spin Attack	_				
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Masks	+-----+						
Deku Mask	_	Goron Mask	_	Zora Mask	_		
Postman's Hat	_	All-Night Mask	_	Blast Mask	_		
Keaton's Mask	_	Bremen Mask	_	Bunny Hood	_		
Romani's Mask	_	C.Leader's Mask	_	Kafei's Mask	_		
Kamaro's Mask	_	Gibdo Mask	_	Garo's Mask	_		
F. Diety's M.	_	Mask of Truth	_	M. Of Scents	_		
+-----+							

Simply name a file and load it up to begin your game.

The Lost Woods

Watch the game's introductory cutscene. As you just saw, you got both your Ocarina and your horse stolen from you. Damn. When you get in control of Link, take some time to get familiar with the controls. When you think you are good to go, cut the bushes in this area for some rupees, then run through the hollowed out log, into the next clearing.

In this area, there are some tree stumps lined up, rising gradually in height. Go to the far end of the area and cut the bushes for rupees, then jump up along the tree stumps and go through the opening at the top. You will fall into a seemingly bottomless pit.

Bottom of the Pit

Here, the Skull Kid will taunt you a bit, then turn you into a Deku Scrub as a lame joke. One of his fairies, Tat'l, will stay behind to slap you around a bit, but she accidentally gets left behind by the Skull Kid. Oops. Tat'l will then nag at you to open the door for her. Use Deku Link's spin attack to do away with the bushes and get some rupees, then do as Tat'l says and go through

the door.

Bottom of the Pit: Deku Flower Room

Follow this hallway to its end, then drop down off the ledge, to the floor of the room. Use a spin attack on the bushes and get the rupees they drop. Then, on the opposite side of the room there is a Deku Flower. Deku Link can use these to glide around for short periods of time. Stand on top of the Deku Flower, then dive into it with A. Shoot out of the Deku Flower. Keep climbing the ledges with the Deku Flowers until you get up to the ledge we were originally on. Use the Deku Flower here to glide across the room to the opposite ledge. Go through the door there.

Bottom of the Pit: Root Pit Room

New Inventory Item - Deku Nuts

This room is a number of Deku Flower platforms above a bottomless pit, intertwined with giant tree roots. Use the Deku Flower in front of you to shoot out to the next ledge, then use the Deku Flower there to get up to the platform with a chest on it. Open this chest to get some Deku Nuts. Next, dive into the flower, and shoot out of it. Sail around the root here to get to the next platform. From there, you can see the next platform sticking out between a pair of roots. Shoot out of the Deku Flower and glide in between the two roots to get to the next platform. There, use the Flower to get over to the last platform, then go through the log located there.

Clock Tower Basement

Yeah, the hallway twists. Ocarina of Time's Forest Temple comes to mind.

Run forward as you enter, then go all the way up the wooden ramp. Attempt to go through the door at the top, and you will be confronted by the Happy Mask Salesman, who looks like he touches little boys. He will tell you a mask of his was stolen by an imp in the woods, and that he can return you to your former self if you get back the precious item that was stolen from you. He is, of course, talking about the Ocarina of Time. However, in return he will ask that you get back the mask that was stolen from him. Well, you don't really have a choice.

When he's done, go through the door. Congratulations, the game has officially started.

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Chapter 1
Clock Town, First Visit

[W-02]

~Current Progress~ ~Things to Get~
-----+ -----+
- Heart Pieces : 00/52 | - Heart Pieces : 01 |
- Heart Containers : 03/20 | - Heart Containers : 00 |
- Masks : 00/24 | - Masks : 00 |

Equip. +-----+
| Kokiri Sword x Quiver (30)_ Bomb Bag (20)_ Hero's Shield x |
| Gilded Sword _ -Large (40)_ -Big (30)_ Mirror Shield _ |
| Razor Sword _ -Largest (50)_ -Biggest (40)_ |
| Adult Wallet _ Giant's Wallet_ Child'sWalletx |
+-----+

Inven. +-----+
| Ocarina of Time _ Hero's Bow _ Pictograph Box _ |
| Bombs _ Fire Arrows _ Powder Keg _ |
| Bombchu _ Light Arrows _ Great Fairy's Sword _ |
| Deku Sticks _ Ice Arrows _ Lens of Truth _ |
| Deku Nuts x Hookshot _ Magic Beans _ |
| Bottle #1 _ Bottle #2 _ Bottle #3 _ |
| Bottle #4 _ Bottle #5 _ Bottle #6 _ |
+-----+

Quest +-----+
| The Bomber's Notebook _ |
| Odolwa's Remains _ Goht's Remains _ |
| Gyorg's Remains _ Twinmold's Remains _ |
+-----+

Songs +-----+
| Song of Time _ Song of Soaring _ Goron Lullaby _ |
| -Inverted _ Song of Storms _ New Wave Bossa Nova _ |
| -Double _ Epona's Song _ Elegy of Emptiness _ |
| Song of Healing _ Sonata of Awakening _ Oath to Order _ |
+-----+

Upgra +-----+
| Standard Magic Meter _ Enhanced Defense _ Powder Keg Certification_ |
| Extended Magic Meter _ Spin Attack _ |
| Bubble Blast Attack _ Super Spin Attack _ |
+-----+

Masks +-----+
| Deku Mask _ Goron Mask _ Zora Mask _ Stone Mask _ |
| Postman's Hat _ All-Night Mask _ Blast Mask _ Don Gero's Mask _ |
| Keaton's Mask _ Bremen Mask _ Bunny Hood _ Couple's Mask _ |
| Romani's Mask _ C.Leader's Mask _ Kafei's Mask _ Captain's Hat _ |
| Kamaro's Mask _ Gibdo Mask _ Garo's Mask _ G. Fairy Mask _ |
| F. Diety's M. _ Mask of Truth _ M. Of Scents _ Giant's Mask _ |
+-----+

As soon as you enter, Tat1 will tell you to go and see the Great Fairy near the North Gate. We'll be getting to that in just a second, we have to grab something first. While we're here, take note of the yellow Deku Flower along the right-hand wall here. The better part of this Three-Day Cycle will be spent getting access to this Flower. Why, you ask? You'll see when we get to it. Patience, young grasshopper. Head for the Laundry Pool, which is up the stairs on the opposite side of the area.

Clock Town: Laundry Pool

New Overworld Item - Stray Fairy x1 [SF01]

There is a small stream that flows through this area. Flying about above the stream is a Stray Fairy, which we need. Use Deku Link's water hopping ability to hop across the stream and get the Stray Fairy, then return to South Clock Town.

South Clock Town

Go down the stairs and run all the way over to the opposite end of this area, where the wooden ramp is. Go up the ramp. You should pass by a statue of an owl. These guys are important a bit later on, but there isn't much we can do with them right now. Go up the ramp to the left of the Owl Statue, then go through the opening there to go to North Clock Town.

North Clock Town

To your left, you will see a ramp leading up to a cave. Go up the ramp, and into the cave at the top.

Fairy's Fountain

New Upgrades - Standard Magic Meter, Bubble Blast Attack, Spin Attack

Run forward, into the Fountain. The Stray Fairy we caught in the Laundry Pool will join the others, and the Great Fairy will be restored. She will grant you the Standard Magic Meter and tell you about the Observatory outside of town. She will also tell you to return when you get back to your normal form.

Go back outside to North Clock Town.

North Clock Town

New Overworld Item - Map of Clock Town.

In this area there is a green-clothed man floating around with a red balloon. This is Tingle. He insists that he is a fairy (well...) He sells maps to help out his father. I think you'll agree with me when I say I want to shoot this little jerkoff. Shoot him down with your new Bubble Blast ability, then speak with him. Purchase his map of Clock Town for 5 Rupees. You should have plenty.

Now, there is a child here trying to pop a balloon with Majora's Mask on it. This is Jim, the leader of the Bombers'. Pop the balloon with a fully-charged

Bubble Blast, then speak with Jim. He'll be so impressed with your popping the balloon he'll tell you about his secret hideout at the Observatory. Yes, this is the Observatory that the Great Fairy was talking about. Jim won't give you the code that easily, though, he'll tell you there's a test to get the code. Accept.

Ok, so the test is really just glorified hide-and-go-seek. Actually, saying "glorified" is pushing it, but whatever. You have to find all the Bombers' by morning. So, let's get finding these little buggers. The first one is in the southwest of the area, hiding behind a tree. Just run into him and he'll be out. The second Bomber, Jim himself, is in the opposite corner. When you have both of these guys found, go back to South Clock Town the way we came in.

South Clock Town

Go left, down the ramp, then go through the opening here to get to East Clock Town.

East Clock Town

There is a Bomber on the awning right above you as you enter. Run around under the awning, and he'll fall off. Get him, then go up the stairs to the north end of the area. You'll see another Bomber in front of a passage. Ignore him, he only guards the hideout. On the eastern side of this area, there are some more stairs. Go up them. At the top there is a Bomber with a chicken. Chase him off the edge, and he will glide down. When he lands, get him, then head back to South Clock Town the way we came in at.

South Clock Town

Go right, back up the ramp, then go left at the top. On the other side of the Clock Tower, go down the ramp, then go up the stairs directly across from the Owl Statue we passed a few minutes ago to get to West Clock Town.

West Clock Town

There is a Bomber walking around in this area. Get him. He should be the last one, so you will be warped back to North Clock Town.

North Clock Town

The Bombers' will decide that while you are pretty rad, it's probably not a good idea to let non-humans join the group. Dang. However, they will give you the code, as promised, which is all we need right now. Remember this code. Write it down somewhere if you have to. When you have it, head for East Clock Town. You can get there quickly by using the opening in the southeast of this area.

East Clock Town

Run directly across the area and speak with the Bomber who is standing in front of a narrow passageway. Punch in your code, and he will let you pass into the hideout. Enter.

Bombers' Hideout

Go straight down into the hideout. Here, just go straight down the hall, hopping along the water and using the small islands along the way as rest stops. At the end of the hall, turn left and hop out to the shallow water. Look out for the Skulltula here. When you get to the end, turn right. Go into the passage and go down the stairs. In here there is a ladder that is blocked off by another one of those Majora's Mask balloons. Pop it with a Bubble Blast, then smash the pots on either side of the ladder for some magic jars and rupees. Climb up the ladder and go through the passage at the top.

Astral Observatory

Smash the pots and then go up the spiraling staircase. Speak with the Old Man here, and he will ask you to look in the telescope, after he goes on about that evil Skull Kid for a bit. Agree to look into the telescope.

In control of the telescope, pan up to the very top of the Clock Tower and then zoom in on it with A. A short cutscene will take place involving the Skull Kid and a Moon's Tear. When it's done, quit the telescope, then go through the door here to get outside.

Termina Field

New Item - Moon's Tear

Pick up the Moon's Tear, then head back through the Observatory and the Bombers' Hideout. When back in Clock Town, head for South Clock Town.

South Clock Town

New Item - Land Title Deed

Now, it's time to do something with that yellow Deku Flower along the western wall here. If you've gotten too close to it already, the Akindo Nut who owns it has come down and given you hell. When he comes to yell at you, speak with him again, and he'll go on about how he wants a souvenir for his wife. Show him the Moon's Tear. He'll ask you for it, and in exchange, give you the Land Title Deed and his Deku Flower. Excellent.

When you have the Deed, go through the opening just beside the Deku Flower to get to West Clock Town.

West Clock Town

Along the right hand wall there is a crazy guy sitting atop a counter. This is

the Clock Town Bank, where you can deposit rupees and save them for when we reset time. Deposit all of your rupees here, then go to the Trading Post, which is the door opposite the Bank.

Trading Post

To your left as you enter, there is a Scarecrow. Speak with him, and he will tell you that when you dance with him, time will pass in the blink of an eye, which is great, unless you want to wait around for about an hour. Keep dancing with him until it's the Night of the Final Day. He will flee town. Head back to South Clock Town.

South Clock Town

New Upgrade - Piece of Heart x1 [POH01]

Use the Deku Flower we obtained a few minutes ago to reach the Deck of the Clock Tower. Get the Piece of Heart here, and then just wait around. At 12:00 AM, the Clock Tower will open up, allowing you to climb up to the top. Do so.

Top of the Clock Tower

Time - 12:00 AM, Final Day

New Inventory Item - Ocarina of Time

New Songs - Song of Time, Inverted Song of Time, Song of Double Time

The Skull Kid is up here. After a short cutscene, Skull Kid will screech like a "b" and the moon will start coming down even faster. He will just stay in place like a pansy, though, so charge up a Bubble Blast Attack and hit him. He will drop the Ocarina of Time. Run over and get it quickly, and a flashback will take place, during which you learn the Song of Time.

When Tat1 snaps you out of Dreamland, whip out the Ocarina. Only it won't be the Ocarina, it will be a set of Deku Pipes. Awesome. Play the Song of Time, and you will be taken back to the Dawn of the First Day.

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~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 01/52	- Heart Pieces	: 07
- Heart Containers	: 03/20	- Heart Containers	: 02
- Masks	: 00/24	- Masks	: 04
Equip. +-----+			
Kokiri Sword x	Quiver (30)_	Bomb Bag (20)_	Hero's Shield x
Gilded Sword _	-Large (40)_	-Big (30)_	Mirror Shield _
Razor Sword _	-Largest (50)_	-Biggest (40)_	
Adult Wallet _	Giant's Wallet_	Child'sWalletx	
+-----+			
Inven. +-----+			
Ocarina of Time x	Hero's Bow _	Pictograph Box	_
Bombs _	Fire Arrows _	Powder Keg	_
Bombchu _	Light Arrows_	Great Fairy's Sword	_
Deku Sticks _	Ice Arrows _	Lens of Truth	_
Deku Nuts x	Hookshot _	Magic Beans	_
Bottle #1 _	Bottle #2 _	Bottle #3	_
Bottle #4 _	Bottle #5 _	Bottle #6	_
+-----+			
Quest +-----+			
	The Bomber's Notebook _		
Odolwa's Remains _		Goht's Remains	_
Gyorg's Remains _		Twinmold's Remains_	
+-----+			
Songs +-----+			
Song of Time x	Song of Soaring _	Goron Lullaby	_
-Inverted x	Song of Storms _	New Wave Bossa Nova	_
-Double x	Epona's Song _	Elegy of Emptiness	_
Song of Healing _	Sonata of Awakening _	Oath to Order	_
+-----+			
Upgra +-----+			
Standard Magic Meter x	Enhanced Defense _	Powder Keg Certification_	
Extended Magic Meter _	Spin Attack x		
Bubble Blast Attack x	Super Spin Attack_		
+-----+			
Masks +-----+			
Deku Mask _	Goron Mask _	Zora Mask _	Stone Mask _
Postman's Hat _	All-Night Mask _	Blast Mask _	Don Gero's Mask_
Keaton's Mask _	Bremen Mask _	Bunny Hood _	Couple's Mask _
Romani's Mask _	C.Leader's Mask_	Kafei's Mask _	Captain's Hat _
Kamaro's Mask _	Gibdo Mask _	Garo's Mask _	G. Fairy Mask _
F. Diety's M. _	Mask of Truth _	M. Of Scents _	Giant's Mask _
+-----+			

South Clock Town

Hooray! You've just reset the Cycle. Get used to doing this. You'll be doing it MANY more times before the game is through. Anyhow, we have a TON of crap to do now, but before anything play the Inverted Song of Time to slow time down. It's the Song of Time backwards, just like the name suggests. It's a bit confusing at first but you'll have it down in no-time!

Ok, and since we have the Ocarina back, we can get the Mask Salesman to help us

return to Hylia form. Remember? Go through the door at the bottom of the Clock Tower.

Clock Tower Basement

New Song - Song of Healing
New Mask - Deku Mask [MSK06]

Run forward and speak with the Happy Mask Salesman. Firstly, he will teach you the Song of Healing, which heals troubled souls and nets you a few masks. After you learn the song, you'll be transformed back to Hylia Link, and the curse that turned you into a Deku Scrub will be sealed inside the new Deku Mask. You will turn into a Deku whenever you put it on. Nifty, huh?

He will then ask you for his mask. Which we do not have. Oh shiz. He'll shake you around a bit, and throw a fit. He'll then tell you more about Majora's Mask. When he's done, go back out the door to South Clock Town.

South Clock Town

Go up the ramp beside the Clock Tower and slash the Owl Statue with your sword. Then, head over to the Laundry Pool.

Clock Town: Laundry Pool

New Overworld Item - Stray Fairy x1 [SF01]

Grab the Stray Fairy we got here last time, then return to the Fairy's Fountain in North Clock Town. Remember? The Great Fairy told you to come back when you returned to normal!

Fairy's Fountain

New Mask - Great Fairy Mask [MSK005]

Return the Stray Fairy to the Fountain with the others, and the Great Fairy will once again restore. This time though, she will give you the Great Fairy Mask, which makes you look like a pansy, AND helps you attract Stray Fairies in dungeons. Bonus. When you have it, head back outside.

North Clock Town

New Upgrade - Piece of Heart x1 [POH02]

In the northeast corner of the area there are a few pillars leading up to a tree, in which there is a Piece of Heart. Climb up along the pillars to reach the tree and get the Heart Piece. When you have it, head for East Clock Town.

East Clock Town

New Quest Item - The Bombers' Notebook
New Item - Moon's Tear

Repeat the process of getting the Moon's Tear. If you've forgotten your code, you'll have to go back to North Clock Town and play hide-and-go-seek with the Bombers' again. Now, Just use Deku Link through the hideout to make things easier. When you have the Tear, MAKE SURE YOU TAKE OFF THE DEKU MASK BEFORE EXITING THE HIDEOUT. As you exit the hideout as Hylian Link, Jim will come running over to you. He will be so impressed that you "guessed" his code, that he'll kick the Skull Kid out and make you a member of the Bombers' instead. Along with membership comes the Bombers' Notebook, which allows you to track people's schedules and see what times they're available for interaction.

When you have both the Moon's Tear and Bombers' Notebook in hand, go to South Clock Town.

South Clock Town

New Item - Land Title Deed

Trade the Akindo Nut the Moon's Tear for the Land Title Deed, then go to West Clock Town.

West Clock Town

Empty out your bank, then head over to the Swordsman's School. It's the westernmost door in the north end of the area.

Swordsman's School

Any Time/Day Before 12:00 AM of the Final Day

New Upgrade - Piece of Heart x1 [POH04]

Speak with the shopkeeper, and select the 10-Rupee Expert Course. Don't let the name freak you out, it's really quite easy. A minigame will begin here where logs will pop out of the floor, two at a time. If you can do a jump attack on every log, you will get a Heart Piece. This is ridiculously easy. Simply Z-Target a log as it pops out of the the floor, then press A to do a jump attack on it.

When you have it, head for North Clock Town.

North Clock Town

Halfway up the ramp to the Fairy's Fountain, there is a Deku Flower. Use it get over the fence in the southwest of the area, then drop down into the pit located there.

Deku Scrub Playground

6:00 AM - 5:59 AM, First Day

The Deku Scrub Playground is one of two Clock Town Minigames that you must complete on each day of the Cycle to earn a Piece of Heart. Anyway, the game is set up like this;

There are platforms that float around the room, each one with a rupee and a Deku Flower on it. You use a Deku Flower from your starting point to glide out to a platform in the room, then use the Deku Flowers on the platforms to get all of the rupees. On the 1st Day of the Cycle, the platforms will move vertically. On the 2nd Day, they will move horizontally. On the Final Day, they will move both vertically and horizontally.

Anyhow, since it is the First Day, the platforms will be moving vertically. Talk to either one of the Akindo Nuts to play. Dive into the Deku Flower they give you, and shoot out of it. This is when the clock starts. What you wanna do here is just float out to the closest platform. From there, dive into the Deku Flower. When the platform reaches it's highest point, shoot out of it and glide out to the next one. Continue until all the rupees are collected and you've set the new record. They'll give you 50 Rupees. Step into the light to get back outside. Play the Song of Double Time (the first three notes to the Song of Time twice) to skip ahead to the Night of the First Day.

Head to West Clock Town.

West Clock Town

Enter the Post Office. It's the eastern door in the northern end of the area.

Post Office

6:00 PM - 12:00 AM, 1st or 2nd Day
New Upgrades - Piece of Heart x1 [POH03], Heart Container (04/20)

Speak with the Postman. He's on his bed. He'll yell at you for disrupting his training, and then offer you a try. What he's doing is actually trying to count exactly to ten without looking at a clock. And he's not joking when he says it's difficult. If you don't make it first try (which you probably won't) it'll cost you 2 Rupees for every attempt after. There's no way to really describe what to do, just count. When you think you've gotten exactly to ten, press A to stop. When you have the Heart Piece, head back outside to West Clock Town, then go to North Clock Town.

North Clock Town

12:30 AM, 1st Day
New Mask: Blast Mask [MSK03]

In the northeast of the area, near the tree where we got the Piece of Heart a bit earlier, there is a bald man. This is Sakon, a thief from Ikana Village. Anyway, at around 12:30 AM (First Day) he will attempt to rob an elderly lady who strolls through the area. If it took you so long to do the Minigames that its past that time, you're gonna have to wait until the next Cycle to do this.

If you don't completely suck and got through everything else so far in a timely manner, just wait around until then. You can play the Inverted Song of Time to speed time back up if you don't want to wait for very long. Anyway, at the aforementioned time, the elderly lady (who actually runs the Bomb Shop in West Clock Town) will walk through the area, and Sakon will take her luggage. Back in control of Link, chase after him and nail him with your sword. He'll drop the luggage and run away like a pansy.

Afterward, the Bomb Shop lady will give you the Blast Mask as thanks. The Blast Mask basically has the same effect as Bombs do, except you take damage from it. Simply use your shield with R to absorb the damage. And also, she was carrying Big Bomb Bags, and since Sakon did not take off with them, she can stock them at the store. Excellent news, as we'll be needing one very soon.

If you returned the flow of time to normal, slow it back down and then head for West Clock Town.

West Clock Town

Leave town through the gate here. The soldier will not let you pass at first, but he'll see your sword and let you go.

Termina Field

Time - 12:00 AM to 6:00 AM, Any Day
New Mask - Kamaro's Mask [MSK19]

Assuming you made good enough time to do the bit with Sakon and the Bomb Shop lady, there will be the spirit of a dancer, Kamaro, here in the field. To get to him, go north from the West Gate and you'll see a boulder, and a Gossip Stone along the ledge. Just to the north of the Gossip Stone, climb up onto the ledge and you will see Kamaro on top of a mushroom-shaped rock. Jump out to the rock and speak with Kamaro. He's basically sad because he died and never got to teach his new dance to anyone. Play him the Song of Healing, and his spirit will be turned into a Mask. When you have it, go back to Clock Town through the West Gate.

West Clock Town

Time - 6:00 PM - 6:00 AM, 1st or 2nd Day
New Upgrade - Piece of Heart x1 [POH05]

In the north of this area are the Rosa Sisters, twin dancers. Now, if you've spoken with them before now, they've made it quite clear it's their time of the month, and told you basically to piss off.

Equip Kamaro's Mask, and stand in front of them. Press B to dance. They'll love the dance so much, they'll give you a Piece of Heart for it. Isn't this Mask awesome? It's like the LSD of Masks. Along with getting you a Heart Piece from a pair of crabby dancers, it mindfucks you even harder by being a small head on your head.

When you have the Piece of Heart, go to East Clock Town.

East Clock Town

Beside the giant treasure chest-shaped building in the south of the area, there is a small ledge with a Deku Flower on it. Use the Deku Flower to shoot up to the awning with a giant bell on it, then go through the door there.

Stock Pot Inn

Time - 12:00 AM - 6:00 AM, Any Day

New Upgrade - Piece of Heart x1 [POH09]

Go down the stairs and hang a left. Go to the end of this hallway, and go around left around the corner at the end to get into the Stock Pot Inn's toilet. A hand (wtf...) will pop out of the toilet and ask for paper. Give him the Land Title Deed, and he'll give you a Piece of Heart that fell into the toilet. Please, just do not ask. When you have the Heart Piece, go back outside to East Clock Town.

East Clock Town

Ok, we're pretty much done for the 1st Day of this cycle. Use the Song of Double Time to skip ahead to Dawn of the 2nd Day.

East Clock Town

Go to West Clock Town.

West Clock Town

Enter the Bomb Shop (it's the northernmost door along the wall opposite the Bank.)

Bomb Shop

New Equipment - Bomb Bag (Holds 20), Big Bomb Bag (Holds 30)

Purchase the Big Bomb Bag, which is 90 Rupees. If you do not have the cash, you can go out and cut the grass in Termina Field to get it. Actually, we'd normally have to get the standard Bomb Bag first, but going straight to the Big Bomb Bag saves both time AND money. When you have it, go to East Clock Town and go into the Bombers' Hideout.

Bombers' Hideout

Run down into the hideout. Instead of going straight through the hideout, take a left and jump into the water. Swim all the way down, hugging the left wall the whole time to avoid the Big Skulltula. When you reach it, climb up into the alcove and use the Blast Mask to blow open a crack in the wall. Remember to hold R when using the Blast Mask so you do not take any damage. Open the chest that is revealed to get yourself a silver rupee, which is worth 100 Rupees. But, since we only have the normal Wallet, we'll only get 99 of them.

Return to the Deku Scrub Playground in North Clock Town.

Deku Scrub Playground

Time - 6:00 AM - 5:59 AM, 2nd Day

Alright, this is hardest day for this game, so if you get through it ok, you are in good standing. There's not so much of a rush this time either, we don't really have anything else to do afterward. If you run out of rupees, go into the Field to get more.

The platforms will be moving horizontally today. The only advice I can really give you for this is to study how the platforms move before you shoot of of the Deku Flower. It also helps a LOT to start with the outside platforms and work your way inward. As soon as you break the record and get your 50 Rupees, exit the Playground and skip ahead to the Dawn of the Final Day. Enter the Playground again.

Deku Scrub Playground

Time - 6:00 AM - 5:59 AM, Final Day

New Upgrade: Piece of Heart x1 [POH10]

Today, the platforms will be moving both horizontally and vertically. The technique hasn't really changed from yesterday, start with the outside and work your way in towards the middle. When you've broken the record, the Akindo Nuts will give you a Piece of Heart and tell you not to come back. They go into hiding if you do. Haha!

When you have the Piece of Heart, go back outside and go to West Clock Town.

West Clock Town

If you didn't take too many tries on the Deku Scrub Playground, you should be pretty close to having a full Wallet. If you don't, go into the Field and keep cutting down the grass until you have 99 Rupees. Deposit the 99 rupees in the Bank, then go North Clock Town. Leave Clock Town through the gate there.

Termina Field

Run north, and head down the ramp into a snowy area. From the bottom of the ramp, start running west. Keep heading west until you reach a pit in the ground. Go into this pit.

Termina Field: Dodongo Pit

New Upgrades - Piece of Heart x1 [POH21], Heart Container (05/20)

In this pit there are two Dodongos. Kill both of them, either by chucking Bombs at them or using the Blast Mask. Each one of them drops 50 Rupees when they die, so be sure to pick them up, this is very important. When they are both dead, a chest will appear. Open it up to get a Piece of Heart. When you have the 99 Rupees and the Heart Piece, step into the light to exit the pit, then head back for West Clock Town.

West Clock Town

New Upgrade - Adult's Wallet

Deposit the 99 Rupees from the Dodongo Pit into the Bank. You should now have at least 200 Rupees in the Bank. If you don't, you'll only be off by 2 or 3 rupees. If the latter is the case, you can go to North Clock Town and destroy the bushes here for a few green rupees. When you have the 200 Rupees deposited, the crazy guy will give you the Adult's Wallet, which holds up to 200 Rupees. Great news too, we need it for the next task at hand.

Go back over the chapter and make sure you haven't missed anything. You should have gotten seven Pieces of Heart (for Two Heart Containers,) and four Masks.

When you're sure you have everything, you're done for this Cycle. Play the Song of Time to save your work and reset time.

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Chapter 3
Clock Town, Third Visit

[W-04]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 01/52	- Heart Pieces : 01
- Heart Containers : 03/20	- Heart Containers : 00
- Masks : 00/24	- Masks : 01

Equip. +-----+

Kokiri Sword x	Quiver (30)_	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword _	-Large (40)_	-Big (30)x	Mirror Shield _	
Razor Sword _	-Largest (50)_	-Biggest (40)_		
Adult Wallet x	Giant's Wallet_	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow _	Pictograph Box	_	
Bombs x	Fire Arrows _	Powder Keg	_	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks _	Ice Arrows _	Lens of Truth	_	
Deku Nuts x	Hookshot _	Magic Beans	_	
Bottle #1 _	Bottle #2 _	Bottle #3	_	
Bottle #4 _	Bottle #5 _	Bottle #6	_	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains _		Goht's Remains _

+-----+

	Gyorg's Remains			Twinmold's Remains	
Songs	Song of Time	x	Song of Soaring	_	Goron Lullaby
	-Inverted	x	Song of Storms	_	New Wave Bossa Nova
	-Double	x	Epona's Song	_	Elegy of Emptiness
	Song of Healing	x	Sonata of Awakening	_	Oath to Order
Upgra	Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification
	Extended Magic Meter	_	Spin Attack	x	
	Bubble Blast Attack	x	Super Spin Attack	_	
Masks	Deku Mask	x	Goron Mask	_	Zora Mask
	Postman's Hat	_	All-Night Mask	_	Blast Mask
	Keaton's Mask	_	Bremen Mask	_	Bunny Hood
	Romani's Mask	_	C.Leader's Mask	_	Kafei's Mask
	Kamaro's Mask	x	Gibdo Mask	_	Garo's Mask
	F. Diety's M.	_	Mask of Truth	_	M. Of Scents
					Stone Mask
					Don Gero's Mask
					Couple's Mask
					Captain's Hat
					G. Fairy Mask
					Giant's Mask

South Clock Town

Just warning you now - it's going to be a while before we move onto anything new in the guide. We have some damn repetitive business to conduct before moving on.

Head for East Clock Town. Once there, go into the Bombers' Hideout.

Bombers' Hideout

Get the 100 Rupees we got in here last time, then exit the hideout.

East Clock Town

To your left as you exit the Bombers' Hideout, there are some stairs. Go up these stairs. At the top, there is a fairly large gap separating this ledge and another. Roll your way across the gap. Then, jump out to the circular signs hanging off the building, and jump south until you reach a ledge in the corner of the area. There is a chest here containing 100 Rupees. Open this chest and claim the Rupees, then go to West Clock Town.

West Clock Town

New Upgrade - Piece of Heart x1 [POH14]

Deposit your 200 Rupees in the bank. Then, reset the Cycle with the Song of Time and repeat the process. Then repeat it again, then again, then again, then again...well, I think you get the idea. Keep filling up your wallet with rupees and returning to the Bank to deposit them. When you get to 5000 Rupees

in deposits, you'll have earned a very well-deserved Piece of Heart for your patience.

You can do this later, but it's best to do it now. Unlike in Ocarina of Time, you'll actually NEED rupees throughout the course of the game. If you just suck it up and get down to it, you'll be done and have it over with, and you'll have lots of rupees if you need them. Which you will. So yeah. This is exactly why I do not like most people's guides saying to do it later on when you have the Giant's Wallet. By then, rupees are nearly irrelevant.

When you have the Heart Piece, play the Song of Double Time and proceed to the Night of the First Day, then head over to the Laundry Pool.

Laundry Pool

New Mask - Bremen Mask [MSK08]

Speak with the man sitting on the bench here, playing the music box. This is Guru-Guru, a travelling musician. He'll tell you about his days with the Animal Troupe, and then give you the Bremen Mask. This is used a bit later on (after the second dungeon) to get another Mask. If you missed the Blast and Kamaro's Masks you can get them now, too.

When you've gotten the Heart Piece and the Bremen Mask, play the Song of Time to reset the Cycle (for about the umpteenth time this chapter!)

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Chapter 4 Woodfall, First Visit

[W-05]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 09/52	- Heart Pieces	: 05
- Heart Containers	: 05/20	- Heart Containers	: 01
- Masks	: 05/24	- Masks	: 00

Equip. +-----+			
Kokiri Sword x	Quiver (30)_	Bomb Bag (20)x	Hero's Shield x
Gilded Sword _	-Large (40)_	-Big (30)x	Mirror Shield _
Razor Sword _	-Largest (50)_	-Biggest (40)_	
Adult Wallet x	Giant's Wallet_	Child'sWalletx	
+-----+			
Inven. +-----+			

Ocarina of Time	x	Hero's Bow	_	Pictograph Box	_			
Bombs	x	Fire Arrows	_	Powder Keg	_			
Bombchu	_	Light Arrows	_	Great Fairy's Sword	_			
Deku Sticks	_	Ice Arrows	_	Lens of Truth	_			
Deku Nuts	x	Hookshot	_	Magic Beans	_			
Bottle #1	_	Bottle #2	_	Bottle #3	_			
Bottle #4	_	Bottle #5	_	Bottle #6	_			
+-----+								
Quest	+-----+							
	The Bomber's Notebook					x		
Odolwa's Remains	_				Goh't's Remains	_		
Gyorg's Remains	_				Twinmold's Remains	_		
+-----+								
Songs	+-----+							
Song of Time	x	Song of Soaring	_	Goron Lullaby	_			
-Inverted	x	Song of Storms	_	New Wave Bossa Nova	_			
-Double	x	Epona's Song	_	Elegy of Emptiness	_			
Song of Healing	x	Sonata of Awakening	_	Oath to Order	_			
+-----+								
Upgra	+-----+							
Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification	_			
Extended Magic Meter	_	Spin Attack	x					
Bubble Blast Attack	x	Super Spin Attack	_					
+-----+								
Masks	+-----+							
Deku Mask	x	Goron Mask	_	Zora Mask	_	Stone Mask	_	
Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Mask	_	
Keaton's Mask	_	Bremen Mask	x	Bunny Hood	_	Couple's Mask	_	
Romani's Mask	_	C.Leader's Mask	_	Kafei's Mask	_	Captain's Hat	_	
Kamaro's Mask	x	Gibdo Mask	_	Garo's Mask	_	G. Fairy Mask	x	
F. Diety's M.	_	Mask of Truth	_	M. Of Scents	_	Giant's Mask	_	
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South Clock Town

New Items - Moon's Tear, Land Title Deed

Thank God that's over with, huh? I bet you're quite eager to get out of Clock Town now and actually progress in your quest. Fair enough, we will be on our way shortly. Slow down time, then go to West Clock Town and fill up your wallet w/ rupees from the Bank. Then, repeat the process of getting the Land Title Deed from the Akindo Nut in South Clock Town. ALSO, before going outside to get the Moon's Tear, pan the telescope just to the left of the Clock Tower. You will see an Akindo Nut flying out of town. Follow him with the telescope until he goes down into a pit in front of the Observatory.

Back in town, Land Title Deed in hand, exit Clock Town through the East Gate.

Termina Field

We have a couple of Heart Pieces to snatch really quick before moving on to Woodfall. We will be getting the first Piece of Heart from that Akindo Nut we tracked down back at the Observatory. The Observatory you should see right when you exit Clock Town, so run over to it and the pit will be along the west side of the fence that surrounds it. Drop down into it.

Termina Field: Akindo Nut Pit

New Upgrade - Piece of Heart x1 [POH17]

The Akindo Nut is hiding in the grass here. Run forward and he will pop out, and start yelling at you for being in his "secret storage unit." He'll then offer you a Piece of Heart for 150 Rupees if you just keep the place a secret. Decline his offer. He will then offer the Heart Piece for 100 Rupees. He won't go any lower than that, so accept it. When you have the Heart Piece, go back out into the field.

Termina Field

Run southwest from the Observatory until you reach a wooden arch in the very south of the field. Run west from this arch, and you will come across a fairly large patch of tall grass. In the northeastern portion of this grass patch, there are butterflies flying around. These guys are actually signifying where there is a pit. Run aimlessly around in proximity to the butterflies until you fall into said pit.

Termina Field: Peahat Pit

New Upgrade - Piece of Heart x1 [POH19]

In this pit you will encounter a new enemy - the Peahat. These guys are really quite easy. What you want to do is run forward to bring it out of its rest, then hit its underside with basic sword attacks. When the Peahat leans your way, move quickly, or it will hit you with its blades. Just keep hitting its underside until it is dead. A treasure chest will then appear. Open it up to get a Heart Piece, then go back out into Termina Field.

Termina Field

Run southeast, until you hit the wooden arch. From there, run south. When you reach the entrance to Woodfall (the Field's southernmost exit) a brief cutscene will take place. When it's done, go south, through the passage into the next area.

Termina Field: Swamp Passage

New Upgrades - Piece of Heart x1 [POH23], Heart Container (06/20)
New Overworld Item - Map of Woodfall

In the center of this area is a dead tree with Bad Bat enemies hanging around it. Take out all of the Bad Bats with Bubble Blasts, then climb up the ivy-covered trunk of the tree. At the top is a Piece of Heart. Take it, then jump back down. Oh, and that should count for your sixth Heart Container. Good job, there are only fourteen more to go!

Tingle is floating around with his balloon in the south of the area. Shoot him down with a Bubble Blast, then speak with him and buy his map of Woodfall. Head south, passing through into the next area.

Woodfall; Southern Swamp

New Upgrade - Piece of Heart x1 [POH24]
New Item - Swamp Title Deed

You'll notice a building on stilts as you enter, with a ladder leading up to it. Slash the Owl Statue in the southwest of the area with your sword, then climb up the ladder to the side of the building. This is actually the Swamp Tourist Information Center, we will have a few things to do here in a little while. But for right now, speak with the Akindo Nut as Hylia Link. He'll ramble on about how he wants to do business in a livelier place. You betcha. Present the Land Title Deed to him, and he will trade you it for the Swamp Title Deed.

As Deku Link, dive into the newly acquired Deku Flower here, then shoot out of it to reach the roof of the Tourist Info Center. Grab the Piece of Heart up there, then jump back down. Now, in the water here (which is poisoned due to a curse put about by the Skull Kid. Hmm) there are lily pads, each a couple of meters apart. Use Deku Link's water-hopping ability to hop from pad to pad, heading east. When you reach the wooden dock in the northeast of the area, hop out to it and go through the passage there, ignoring the Deku Baba on the way.

Here, you'll see a building on even taller stilts than the last. Run to the north of the area and go through the passage into the next area.

Woodfall: Woods of Mystery

The Woods of Mystery are quite similar to Ocarina's Lost Woods, just much more colorful and vibrant. Anyway;

Speak with the monkey here. He will tell you to follow him. Comply. He will take you all the way through to the end of the Woods. Koume, a witch, who works at the Swamp Tourist Info Center, is here. Koume and her sister Kotake made up the Twinrova boss in Ocarina's Spirit Temple, but in Majora's Mask they are completely harmless. Anyhow, just speak with her as Hylia Link, then exit the Woods of Mystery by going into any one of the passages marked by a sign.

Woodfall: Southern Swamp

Head over to the stilted building in the center of the area. Climb up its ladder, and enter it.

Magic Hags' Potion Shop

New Inventory Items - Bottle #1, Red Potion

Speak with the hag here. This is Kotake, Koume's sister. She will give you a bottled Red Potion to take to Koume. You even get to keep the bottle. Bonus! Head back outside, then go back to the Woods of Mystery.

Woodfall; Woods of Mystery

Follow the monkey through to the end of the Woods again, then give Koume the Red Potion. She will drink it and be re-energized. She'll then go back to the Tourist Information Center, and tell you to go there if you want a free ride, which you do. So yeah. Exit the Woods through any of the marked passages.

Woodfall: Southern Swamp

You'll be surrounded by monkeys as you exit the Woods. Speak with them, and they will tell you some pretty important stuff, like how the swamp water has been poisoned and their brother has been imprisoned by Dekus. Nice.

Hop west across the lilly pads to get back to the Swamp Tourist Information Center, then enter it.

Swamp Tourist Information Center

New Inventory Item - Pictograph Box

Speak with Koume. She's in a hole in the wall in the corner of the room. As part of a promotion, she will give you a free Pictograph Box, then you will be warped back out to the Swamp for your free cruise.

Woodfall; Southern Swamp

Just ride the boat out til you reach the Deku Palace. When Koume asks if you are disembarking, say yes. Jump out to the platform, and run forward and follow the monkey into the Palace.

Woodfall: Deku Palace

New Upgrade - Piece of Heart x1 [POH25]

Put on your Deku Mask, then run north, across the bridge. Speak with the pair of Deku Scrubs on guard here, then do as they say and run straight through the hallway to the Royal Chamber.

The monkey that the other monkeys were talking about is in this room, in a cage. Go up to the cage and speak with him, then head back out to the main hallway. We have us a monkey to save. Sort of.

Here, you will be approached by one of the monkeys we met back at the Swamp. He'll ask if you his brother is Ok, then tell you of a secret route to the cage his brother is in, and mention you need a bean from a bean seller. Go through the west door here, into the next area.

This is the Inner Palace Garden, where the aforementioned bean seller lives. In order to get to him, we actually have to go the opposite way, but we are after a Piece of Heart right now. This place is filled with Deku Guards. Just make sure you aren't in their line of sight, then run past them. Head for the extreme northwest of the area, where there is a Piece of Heart. Grab it, then let one of the guards catch you to bring you back to the entrance. Speak with the pair of Deku Guards again, and they will let you back into the Inner Palace

Garden.

Back in the main hallway, go through the east door. Work your way past the Deku Guards to the northeast of the area, where there is a pit. Drop down into this pit.

Woodfall: Deku Palace - Magic Bean Pit

New Inventory Items - Magic Beans, Spring Water

As you enter, go left and run up the incline. Speak with the man here, and he will give you a Magic Bean for free. While we're down here, you'll want to get some Spring Water in your Empty Bottle. Just run into the water and press the C Button that your Bottle is equipped to. When you have both a bottle of Spring Water and the Magic Bean, exit the pit and let one of the Deku Guards catch you to get back to the entrance.

Woodfall: Deku Palace

New Song; Sonata of Awakening

Instead of entering the Inner Palace Garden again, use the lilly pads in the water to hop to the extreme northeast of the area. Here, there is a soft patch of earth where we can plant that Magic Bean. Plant it in the soil, then pour your bottle of Spring Water on it to make it grow. From here, step onto the Magic Leaf and jump off at the top to get into a secret passage. This is the route that the monkey was talking about a few minutes ago.

Run to the end and jump off the ledge to get onto a wooden platform with a Deku Flower on it. There is a platform moving back and forth between the far wall and the platform that we are currently on. Dive into the Deku Flower, and when the moving platform gets about halfway across, shoot out of the Deku Flower and glide over to it. From here, take out the Deku Scrub on the next platform with a Bubble Blast and then use the Deku Flower to glide over to that platform.

The next platform is another moving one, so to make things easier you can just glide out to it and hover, then drop when it passes under you. The next platform has a Deku Scrub on it, so use your Bubble Blast on him then glide over to his platform. Shoot out of the Deku Flower here and glide southwest, to a ledge with a couple of pots on it. Smash the pots for some magic, then go through the opening in the wall, and across the catwalk over the main hallway.

The next platform is to the northwest, and has another Deku Scrub on it. Kill him, then glide over to his platform. From there, glide over to the next moving platform, then take out the Deku Scrub and glide over to the next. There's another moving platform here, so glide over to it. Wait, and at the very end of its track it will take you up to a ledge even higher above the Garden. Shoot out of the Deku Flower to this ledge then go through the opening.

Jump down from the ledge and you'll be in the monkey's cage. Speak with him as Hylian Link. He will tell you to try to cut his rope and he can talk then. Go behind the post and do a jump attack or two on it. It will be unsuccessful. He will then tell you to get your instrument. Use your Deku Mask, then whip out your Pipes. He will teach you the Sonata of Awakening, which is needed to enter the Woodfall Temple.

You'll be escorted to the entrance of the Palace by Deku Guards. On your way

out, the monkey will tell you that you had better use the shortcut Deku people use to get to Woodfall Temple.

From the bridge, jump east across the lilly pads, but get up onto the platform with a sign and a Deku Flower on it. Use the Deku Flower here, then go into the cave at the top to get back to the Southern Swamp.

Woodfall: Southern Swamp

New Song - Song of Soaring

We're now high above the Southern Swamp, on top of giant flower platforms. Excellent.

There is a new enemy here for you to encounter - the Dragonfly. There are two of them here, so take them out with Bubble Blasts, then use the Deku Flower here to glide to the southwest, to the next platform.

From here, the next platform is to the east. Glide over to it. Then, glide over to the giant log, which is to the south. Walk over to the next platform, then glide northeast to a ledge with an owl on it. This is Kaepora Gaebora, (OOT) in his Terminan counterpart. Speak with him, and he will move out of the way so you can read the inscription in the block he was perched on. It is the Song of Soaring, which lets you warp between Owl Statues you have activated. Yes, this is why we've been slashing them.

Use the Deku Flower here to glide to the southeast, across the waterfall, to the final ledge. Go through the passage here to enter Woodfall proper.

Woodfall

A cool fact about this place; it's actually the crater of that volcano you can see from Termina Field and the Southern Swamp. Pretty neat, eh? Anyway, water-hop to the west, out to a lilly pad, then from that lilly pad to the partially-submerged log. Run up the wooden bridge here, where you will encounter a new enemy, Hiploops. Just hit 'em with a Bubble Blast to do away with them quickly. Keep going up the plank bridge, and kill the Deku Scrub at the top. Use his Deku Flower to glide southwest. Land on the next bridge. If you fall just let Deku Link use up his remaining hops, and you will be warped back to the last place you touched before you fell.

At the end of the bridge, kill the Deku Scrub. Use his Deku Flower to float to the northeast, toward a new platform. Drop off onto the platform, then slash the Owl Statue with your sword. Play the Song of Soaring to warp back to Clock Town. Once there, check back over the chapter to see if you missed anything, then deposit your rupees and reset the Cycle. It's time to kick the Woodfall Temple in the ass.

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Chapter 5
Dungeon I: Woodfall Temple

[W-06]

~Current Progress~	~Things to Get~
- Heart Pieces : 14/52	- Heart Pieces : 00
- Heart Containers : 06/20	- Heart Containers : 01
- Masks : 05/24	- Masks : 00

Equip. +-----+

Kokiri Sword x	Quiver (30)_	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword _	-Large (40)_	-Big (30)x	Mirror Shield _	
Razor Sword _	-Largest (50)_	-Biggest (40)_		
Adult Wallet x	Giant's Wallet_	Child's Walletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow _	Pictograph Box	x	
Bombs x	Fire Arrows _	Powder Keg	_	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks _	Ice Arrows _	Lens of Truth	_	
Deku Nuts x	Hookshot _	Magic Beans	x	
Bottle #1 x	Bottle #2 _	Bottle #3	_	
Bottle #4 _	Bottle #5 _	Bottle #6	_	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains _		Goht's Remains _
Gyorg's Remains _		Twinmold's Remains_

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	_	
-Inverted x	Song of Storms _	New Wave Bossa Nova	_	
-Double x	Epona's Song _	Elegy of Emptiness	_	
Song of Healing x	Sonata of Awakening x	Oath to Order	_	

+-----+

Upgra +-----+

Standard Magic Meter x	Enhanced Defense _	Powder Keg Certification_		
Extended Magic Meter _	Spin Attack x			
Bubble Blast Attack x	Super Spin Attack_			

+-----+

Masks +-----+

Deku Mask x	Goron Mask _	Zora Mask _	Stone Mask _	
Postman's Hat _	All-Night Mask _	Blast Mask x	Don Gero's Mask_	
Keaton's Mask _	Bremen Mask x	Bunny Hood _	Couple's Mask _	
Romani's Mask _	C.Leader's Mask_	Kafei's Mask _	Captain's Hat _	
Kamaro's Mask x	Gibdo Mask _	Garo's Mask _	G. Fairy Mask x	
F. Diety's M. _	Mask of Truth _	M. Of Scents _	Giant's Mask _	

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South Clock Town

New Inventory Item - Deku Sticks

Slow down time, then go to West Clock Town. Fill your wallet with rupees, then go to the Trading Post and purchase a few Deku Sticks. The things are recyclable, so only buy four or five. Also, you might want to fill up on Deku Nuts while we're here. When you have both of these items, play the Song of Soaring and soar to Woodfall.

Woodfall

Stand on top of the Deku Emblem on this platform, then play the Sonata of Awakening with Deku Link's pipes. The Woodfall Temple will rise out of the bog. Use the Deku Flower here to glide north, over to the Temple. Enter it. Congratulations, you've officially made it to the game's first dungeon!

Woodfall Temple: Lower Root Room

New Dungeon Items - Stray Fairy x2 [SF02, SF03]

As soon as you enter, run straight ahead, onto the inscription of Majora's Mask. You'll see a Stray Fairy hovering about around here. Put on the Great Fairy's Mask to attract it to you (#1). Use the Deku Flower on this ledge to glide out to the platform with another Deku Flower on it, then use that Deku Flower to get over to the platform with a chest on it. Open the chest to get another Stray Fairy (#2).

Use the Deku Flower here to glide over to the next platform, then use the Deku Flower there to reach the last ledge, with a door on it. Try to aim right in the middle of the ledge or else a couple of Skulltulas will knock you down to the floor, forcing you to climb back up to the first ledge and try again. Go through the door.

Woodfall Temple: Flower Platform Room

New Dungeon Item - Stray Fairy x2 [SF04, SF05]

Kill the Deku Baba to your left as you enter, then go down the ramp. At the bottom, kill another Deku Baba to get a Stray Fairy (#3). Then, you want to use the toothed leaves in the water to reach a ledge in the opposite corner of the room that has some pots on it. In one of these pots is a Stray Fairy. Destroy the pots until you get it (#4), then hop across the water to the ledge with a door on it. Go through that door.

Woodfall Temple: Elevator Room

New Dungeon Item - Small Key x1

As soon as you enter this room, water-hop across to center of the room, where there is a small island with a Deku Flower on it. Use that Deku Flower to get up to the ledge with a chest on it. Open the chest to get a Small Key, then water-hop back to the Deku Flower. Use it to get onto the ledge opposite the one you came in, then go through the door there.

Woodfall Temple: Snapper Room

New Dungeon Item - Dungeon Map

In this room, the door will lock behind you, preventing your escape. There is a trio of Snapper enemies in here. You've run into these things already, in the Woods of Mystery, but I haven't bothered telling you how to kill them yet.

What you want to do is make sure they see you, then dive into a Deku Flower. They will charge at you, so when they pass over the Deku Flower shoot out of it to nail them and kill them in one shot. When they are all dead, a chest will appear. Open it and get the Dungeon Map, then make your way back to the Flower Platform Room.

Woodfall Temple: Flower Platform Room

Water-hop back to the opposite side of the room. There is a locked door there. Use your Small Key and go through this door.

Woodfall Temple: Block Puzzle Room

New Dungeon Item - Stray Fairy x1 [SF06]

As Hylian Link, run forward and push the block with Majora's Mask on it until it won't go any further. Then, go right, and run all the way around the wooden bridge until you reach a ledge with a torch on it. There is a Skulltula hanging from the ceiling here, so kill him with a Bubble Blast, then take the Stray Fairy that he drops (#5).

Continue running along the wooden bridge until you reach the MM block again. As Hylian Link, push it until it can not go any further. This has given us access to a new ledge, with a brazier on it. Run back to the ledge with the torch, then light up a Deku Stick by running the tip of it through the flame from the torch. Run quickly to the brazier ledge, and run the flame from the Deku Stick into the top of the brazier to light it. Do this quickly, too, to avoid the venomous moths that live around the flame. When the brazier is lit, the door on this ledge will unseal. Quickly do a sword attack to save the Deku Stick, then go through the newly unsealed door.

Woodfall Temple: Dragonfly Room

New Dungeon Item - Compass

There are two Dragonfly enemies in here. Simply Z-Target them and use Deku Link's Bubble Blast attack to pick them off. Upon their demise, a chest will appear. Open it up to get the compass, then go back out to the Block Puzzle Room.

Woodfall Temple: Block Puzzle Room

Use the brazier to light up a Deku Stick, then run up the stairs in the west of the room. At the top of the stairs, light the torch with your Deku Stick, then use a sword attack to put it away. Take the Deku Stick out again, and light it

up with the torch. Jump east, out to the platform, then jump north to the next platform. From there, jump north again, where there is an opening covered by webbing. Run into it with your flaming Deku Stick to burn the webbing down, then go through it and go up the stairs at the end.

Woodfall Temple: Boe Hallway

New Dungeon Item - Stray Fairy x1 [SF07]

Turn into Deku Link and use his spin attack to kill all of the Black Boes in here. Make sure to check all the dark corners at the end of the hall, too. When they are all dead, a chest will appear. Open it to get a Stray Fairy (#6).

Use the torch in the middle of this area to light up a Deku Stick, then run around the entire south end of the room, hugging the wall. You'll light up three braziers, and the eastern door will unseal itself. Go through it.

Woodfall Temple: Upper Root Room

This room is high above the entrance to the dungeon, so don't fall down, or you will have to climb all the way back up. There are two horizontally-moving platforms in here, over a pit. There are also two Dragonflies. Use the Deku Flower on this ledge to float out to the first of the two platforms, then take out both of the Dragonflies in the room. Use the Deku Flower on the platform to float out to the next, then from there, shoot out of the Deku Flower to reach the ledge in the northeast of the room. Go down the stairs there.

Woodfall Temple: Flower Platform Room

New Dungeon Item - Stray Fairy x1 [SF08]

We are now on the ledge above the Flower Platform Room. Run to the west, and you will see a Stray Fairy trapped in a bubble. Slash the bubble with your sword, then get the Stray Fairy (#7). Run over to the east side of this ledge, where there is a switch. Step on it to make two ladders to the main floor appear, then go through the door right beside it.

Woodfall Temple: Elevator Room

Run over to the south side of the upper level, then go through the door there.

Woodfall Temple: Dinofols Room

New Inventory Item - Hero's Bow

New Upgrade - Quiver (Holds 30)

M I N I B O S S

Dinolfos

The Dinolfos only has one phase. He will try and attack you with his sword, then breathe fire at you. Just go completely mental on him. If he gets in a

few hits, it's not a big deal, he deals out nearly no damage.

When he's defeated, a chest will appear. Open it to get the Hero's Bow, then return to the Elevator Room.

Woodfall Temple: Elevator Room

You'll have your first encounter with an eye switch here. Whip out your brand-spankin' new Bow, and fire an arrow at the diamond-shaped eye thing on the north ledge. This will make the Deku Flower platform in the middle of the room rise and fall between the first and second floors. Use the Deku Flower on this ledge to glide out to the platform, then when it reaches its highest point, shoot out of the Flower and glide out to the north ledge. Go through the door there.

Woodfall Temple: Gekko Room

New Dungeon Item - Boss Key

M I N I B O S S

Gekko (Woodfall)

You will fight a Gekko Miniboss in here. Run into the middle of the room to start the fight. The Gekko has three phases;

PHASE 1: The Gekko will run around the room randomly. Shoot him with arrows. After some damage has been dealt to the Gekko, it will enter PHASE 2.

PHASE 2: The Gekko calls in a Snapper to aid him in battle. Let the Gekko and Snapper see you, then dive into a Deku Flower. When it runs after you and passes over the Deku Flower, shoot out of it to make the Snapper flip backwards, launching the Gekko into the air. It will go into PHASE 3.

PHASE 3: The Gekko will run around the walls. Hit it with arrows, and it will return to PHASE 2. Repeat this process until the Gekko is dead.

When he dies, the doors will unseal themselves. Go through the door in the north of the room and open the chest here to get the Boss Key. Return to the Elevator Room.

Woodfall Temple: Elevator Room

New Dungeon Item - Stray Fairy x1 [SF09]

Look down the wall to your right as you enter, and you should see a hornet nest. Shoot the nest down with an arrow, and a Stray Fairy will appear. Use the Great Fairy's Mask to guide it up to you (#8). Use the Deku Flower here to get over to the western door of the upper level, then go through it to get back to the Flower Platform Room.

Woodfall Temple: Flower Platform Room

New Dungeon Item - Stray Fairy x1 [SF10]

We have a few more Stray Fairies to grab before moving on towards the boss. Just below the ledge right in front of you as you enter the room, there is a torch. Take out your Bow, and line it up with the unlit torch in the middle of the giant flower. Shoot the arrow through the lit torch to hit/light the one in the flower. The flower will activate, spreading its pedals and spinning. This will also purify the water in the temple.

Run over to the north side of the upper level, then jump out to one of the pedals on the giant flower. Line up a shot through the torch in the middle of the flower to a brazier in the northwest of the room. Fire the arrow through the torch to hit the brazier and light it. This will unlock the northern door of the upper level.

Get back over to the north side of the upper level, then use the Deku Flower there to reach the piece of wood that the brazier you just lit is on. Step onto the switch here as Hylian Link, and a chest will appear in the south of the room. Go over to it and open it up to get a Stray Fairy (#9).

Return to the Block Puzzle Room (east door of the lower level.)

Woodfall Temple: Block Puzzle Room

New Dungeon Items - Stray Fairy x2 [SF11, SF12]

On the underside of the platforms in this room, there are two more hornet nests. In one of them is a Stray Fairy. Shoot down the hornet nests and use the Great Fairy's Mask to lure the Stray to you (#10). The next is underneath the wooden bridge. With the water now purified, you can just swim under and pop its bubble and get it (#11).

Return to the Flower Platform Room.

Woodfall Temple: Flower Platform Room

Go to the north end of the upper level and go through the door located there.

Woodfall Temple: Fire Pillar Room

New Dungeon Items - Stray Fairy x4 [SF13, SF14, SF15, SF16]

Drop down from the ledge to land on a platform with a Deku Flower on it. Use the Deku Flower to glide east, up into an alcove. There is a Stray Fairy in a bubble here. Run into the bubble to pop it and get the Stray (#12).

Use the Deku Flower in this alcove to get into the next alcove up, then the next one. Get the Stray Fairy here in the same way you got the last (#13). Then, drop back down to the original Deku Flower platform.

Blast out of the Deku Flower, but this time, glide west instead east. Land in the alcove, then use the Deku Flower there to get up to the next one, then the next one from there. Get the Stray Fairy here like you did the last two (#14).

From this alcove, look to the east. You should see a crystal-like thing on one of the room's platforms. Shoot it with an arrow, and the fire on top of the pillars will temporarily extinguish. One of the pillars is a Stray Fairy in a bubble. Shoot the bubble with an arrow, then use the Great Fairy's Mask to attract the Fairy (#15).

Use the Deku Flower in this alcove to glide over to the westernmost of the two pillars. From there, revert back to Hylian Link and jump west, onto the sheltered platform with a Deku Flower on it. Use the Deku Flower here to glide to the east pillar, then use the Deku Flower there to get up to the top of the east sheltered platform, where there is a Deku Flower. Take out the Dragonfly enemy with arrows, then use the Deku Flower to glide over to the northern ledge. Use your Boss Key here and enter the door to get to Odolwa's chamber.

B O S S

Masked Jungle Warrior, ODOLWA

+-----+
New Upgrade - Heart Container x1 (07/20)
New Quest Item - Odolwa's Remains
New Song - Oath to Order

Ok, so you're now in the very first Boss fight of the game. No need to worry, Odolwa isn't very challenging, and he will get you warmed up for the more difficult bosses later in the game, like Gyorg. (Shivers)

Anyway, he has three phases;

PHASE 1: Odolwa will try to attack you with basic sword strikes. There will also be times when he tries to jump on you. Just move out of his way. To attack Odolwa, run in and hit him with Arrows to stun him. When he is stunned, start whacking the piss out of him with your sword. The phase repeats itself from here. After you have inflicted enough damage, a brief cutscene will take place and Odolwa will go into his second phase.

PHASE 2: During his second phase, Odolwa will call in various creatures to help him. These are relatively weak, so kill them with basic sword attacks. Perhaps the most threatening part of the boss fight is when Odolwa calls in a cloud of venomous moths. Simply charge up a Spin Attack and release it to kill them off. After a while, Odolwa will go into PHASE 3.

PHASE 3: Odolwa will cast walls of fire around you. Odolwa himself has not changed, however, keep hitting him with either basic sword attacks or with arrows.

When Odolwa is dead, take the Heart Container he leaves behind, then step into the portal to get his remains. Watch the cutscene, during which you learn Oath to Order. You can literally completely forget about this song until the VERY end of the game. Oh yeah, and the South Giant is now free. This is one of the "four who are there," that Tael was talking about at the start of the game. To top it all off, the water in the swamp is now completely purified!

DO NOT PLAY THE SONG OF TIME HERE, unless of course, you want to do the whole dungeon all over again.

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Chapter 6
Woodfall, Second Visit

[W-07]

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~Current Progress~           ~Things to Get~
-----+                     -----+
- Heart Pieces      : 14/52 | - Heart Pieces      : 03 |
- Heart Containers : 07/20 | - Heart Containers : 01 |
- Masks            : 05/24 | - Masks            : 01 |

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Equip. +-----+
| Kokiri Sword x  Quiver (30)x  Bomb Bag (20)x  Hero's Shield x |
| Gilded Sword _ -Large (40)_ -Big (30)x  Mirror Shield _ |
| Razor Sword _  -Largest (50)_ -Biggest (40)_ |
| Adult Wallet x  Giant's Wallet_  Child'sWalletx |
+-----+

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Inven. +-----+
| Ocarina of Time x      Hero's Bow x      Pictograph Box x |
| Bombs x                Fire Arrows _     Powder Keg _      |
| Bombchu _             Light Arrows_     Great Fairy's Sword _ |
| Deku Sticks x         Ice Arrows _     Lens of Truth _   |
| Deku Nuts x           Hookshot _       Magic Beans x     |
| Bottle #1 x           Bottle #2 _      Bottle #3 _       |
| Bottle #4 _          Bottle #5 _      Bottle #6 _       |
+-----+

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Quest +-----+
|                               The Bomber's Notebook x |
| Odolwa's Remains x          Goh't's Remains _ |
| Gyorg's Remains _          Twinmold's Remains_ |
+-----+

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Songs +-----+
| Song of Time x      Song of Soaring x      Goron Lullaby _ |
| -Inverted x        Song of Storms _     New Wave Bossa Nova _ |
| -Double x          Epona's Song _     Elegy of Emptiness _ |
| Song of Healing x  Sonata of Awakening x  Oath to Order x |
+-----+

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Upgra +-----+
| Standard Magic Meter x  Enhanced Defense _  Powder Keg Certification_ |
| Extended Magic Meter _  Spin Attack x      |
| Bubble Blast Attack x  Super Spin Attack_ |
+-----+

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Masks +-----+
| Deku Mask x      Goron Mask _  Zora Mask _  Stone Mask _ |
| Postman's Hat _  All-Night Mask _  Blast Mask x  Don Gero's Mask_ |
| Keaton's Mask _  Bremen Mask x   Bunny Hood _  Couple's Mask _ |
| Romani's Mask _  C.Leader's Mask_  Kafai's Mask _  Captain's Hat _ |
+-----+

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| Kamaro's Mask x Gibdo Mask _ Garo's Mask _ G. Fairy Mask x |
| F. Diety's M. _ Mask of Truth _ M. Of Scents _ Giant's Mask _ |
+-----+

Woodfall Temple: Back Room

Use your sword to cut the grass behind you, and the Deku Princess will be in the small room here. Speak with her, and she will eventually ask you if you have anything to carry her back to the Deku Palace in. You do, actually. Your Empty Bottle. No, I am not shitting you. Capture her in the bottle, then head outside.

Woodfall

New Upgrade - Piece of Heart x1 [POH29]

Use Deku Flowers to reach a chest in the northeast of the area. Open this chest to get a Heart Piece, then play the Song of Soaring to get back to the platform with the Owl Statue on it.

Use the Deku Flower here to float to the northeast, to another platform with a Deku Flower on it. From there, glide southeast, into the cave overlooking the area.

Fairy's Fountain

New Upgrade - Super Spin Attack

Run into the fountain as Hylian Link, then the Stray Fairies you got back in the Woodfall Temple will become the Great Fairy of Power. She will grant you the Super Spin Attack, which lets you charge your standard Spin Attack even more by holding B for a bit longer. When you have this, go back out into Woodfall.

Woodfall

Use Deku Flowers and lilly pads to get back to the north end of Woodfall, and exit through there.

Woodfall: Southern Swamp

Drop down from the ledge here and enter the Deku Palace.

Woodfall: Deku Palace

Go north across the bridge and speak with the pair of Deku Guards as Deku Link to get into the Palace. Run straight ahead into the Royal Chamber, then release the Deku Princess in front of the King. After the cutscene, the Deku

Princess will tell you that the Deku Butler has prepared a gift for you. You can either get it now or wait until later when you have the Bunny Hood. I'd suggest doing it now, though, so you don't have to defeat Odolwa again to do it later.

Head back out to the bridge outside of the Palace, then start jumping west across the lilly pads. In the extreme northwest of the area you'll reach the entrance to the Deku Shrine. Enter it.

Deku Shrine

New Mask - Mask of Scents [MSK11]

Run forward, and speak with the Deku Butler. He will then start leading you to the gift he has prepared for you. He moves fast, so if you don't wanna worry too much about losing him; just follow along with me.

Go into the hallway after the Deku Butler and go right. At the next turnoff, go left, then left again at the next. Go around the corner here and you will come up to a trio of inclines. Go up them, then turn left. Water-hop across to the next ledge, then go left at the turnoff.

Go right at the next turnoff, then right again at the next. Water-hop to the opposite side of the room then go left. Hang a right around the next corner. Go left, then hop across the platforms in this room as Hylia Link. In the next hallway, get your Deku Mask back on, then go left, then right. Hang a right, then take a left. Water-hop to the ledge on the other side of the room, then go into the hallway and take a right. Take another right, then a left. Go until the next corner, then go right. Go to the end of this hall, and go right again.

In here there is a maze set up with a wall of fire. Go right, between the first two poles, then go up and take a left at the corner the Deku Scrub is hanging around at. Go three poles, then go right. Go right, and to the wall. Go left, then go right, into the next passage. Go up the stairs (look out for the bare spots. If you hit them, you will slide back down to the bottom of the ramp) then go right at the top. At the end of this hallway, go right, then go left, up another set of stairs. Again, watch out for the bare spots. You will slip down if you hit them.

At the top, take the first left, then go right at the end of this hall. Go left again. In this room, there are platforms for you to jump across as Hylia Link, but they're topped with fire. As Hylia Link, take out your Hero's Bow and shoot the crystal switch on the platform directly in front of you as you enter. This will dispell the fire on the platforms. Jump across them to the next hallway.

Go right, then right again, then left. Then hang one last right to get to the end. Phew. Speak with the Deku Butler, and he will give you the Mask of Scents and tell you about when he raced with his son back in the good ole' days. When you have the Mask, step into the portal that appears to be warped back out to the exterior of the Deku Palace.

Woodfall: Deku Palace

Hop over to the bridge leading into the Palace, then play the Song of Soaring and return to Clock Town.

South Clock Town

Go to West Clock Town, then head for the Trading Post.

Trading Post

Purchase a Red Potion. We need this to save Koume again. Kotake will be out pickin' shrooms, seeing as by now it's probably the 2nd Day. When you have the Red Potion, play the Song of Soaring and go back to the Southern Swamp.

Woodfall: Southern Swamp

Head over to the Woods of Mystery.

Woodfall: Woods of Mystery

Follow the monkey to the end of the Woods again, then give Koume the Red Potion. When she takes off for the Tourist Center, head back there yourself.

Swamp Tourist Information Center

New Upgrades - Piece of Heart x1 [POH27], Heart Container (08/20)

Speak with Koume. With the water in the swmap being purified, and you having a Bow, she will let you try your hand at a minigame. Agree to play.

What she'll do is send you back out on the cruise, and fly around the boat with a target attached to her broomstick. If you can hit at least twenty targets, she will give you a Piece of Heart. Be careful not to hit her too many times, though, or the game will restart. When you have the Piece of Heart (and eighth Heart Container,) head back outside, then go north, to the Swamp Passage.

Termina Field: Swamp Passage

In the far east of this area, there is a building. Go and enter it.

Swamp Shooting Gallery

New Equipment - Large Quiver (Holds 40)

New Upgrade - Piece of Heart x1 [POH28]

Speak with the shopkeeper and agree to play a game. Now, the object of this game is to hit every target on the field, and the targets consist of Gray Wolfos, Deku Scrubs, and Guay Birds. Hitting every target isn't really that hard, plus you'll know which one is coming up depending on the sounds. There is a Deku Scrub high above either side of the field, as well, so don't forget

those. When you've shot a perfect game, the shopkeeper will give you the Large Quiver.

Play another game. Keep going until you hit every target on the field with at least ten seconds left on the clock. You will get a Piece of Heart. When you have it, go back outside and play the Song of Soaring and return to Clock Town.

South Clock Town

Go to West Clock Town to deposit your rupees.

This Chapter, you should have gotten three Pieces of Heart (for one new Heart Container,) and one Mask. When you have everything and think you're good to go, play the Song Time to save and reset the Cycle.

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Chapter 7
Clock Town, Fourth Visit

[W-08]

~Current Progress~		~Things to Get~	
- Heart Pieces	: 14/52	- Heart Pieces	: 03
- Heart Containers	: 07/20	- Heart Containers	: 01
- Masks	: 06/24	- Masks	: 01

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword _	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword _	-Largest (50)_	-Biggest (40)_		
Adult Wallet x	Giant's Wallet_	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows _	Powder Keg	_	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows _	Lens of Truth	_	
Deku Nuts x	Hookshot _	Magic Beans	x	
Bottle #1 x	Bottle #2 _	Bottle #3	_	
Bottle #4 _	Bottle #5 _	Bottle #6	_	

+-----+

Quest +-----+

The Bomber's Notebook x			
Odolwa's Remains x			Goht's Remains _
Gyorg's Remains _			Twinmold's Remains_
+-----+-----+-----+			
Songs +-----+-----+-----+			
Song of Time x	Song of Soaring x	Goron Lullaby _	
-Inverted x	Song of Storms _	New Wave Bossa Nova _	
-Double x	Epona's Song _	Elegy of Emptiness _	
Song of Healing x	Sonata of Awakening x	Oath to Order x	
+-----+-----+-----+			
Upgra +-----+-----+-----+			
Standard Magic Meter x	Enhanced Defense _	Powder Keg Certification_	
Extended Magic Meter _	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		
+-----+-----+-----+			
Masks +-----+-----+-----+			
Deku Mask x	Goron Mask _	Zora Mask _	Stone Mask _
Postman's Hat _	All-Night Mask _	Blast Mask x	Don Gero's Mask_
Keaton's Mask _	Bremen Mask x	Bunny Hood _	Couple's Mask _
Romani's Mask _	C.Leader's Mask_	Kafei's Mask _	Captain's Hat _
Kamaro's Mask x	Gibdo Mask _	Garo's Mask _	G. Fairy Mask x
F. Diety's M. _	Mask of Truth _	M. Of Scents x	Giant's Mask _
+-----+-----+-----+			

South Clock Town

Tatl will tell you that the quickest way to the mountains is through the North Gate. We'll be on our way in a little while. We have a few things to do first. Slow down time, then head for West Clock Town. Once there, withdraw some rupees from your Bank, then head for East Clock Town.

East Clock Town

Go to Honey and Darling's Shop. It's the door with two targets and a basket above it.

Honey and Darling's Shop

Time - 6:00 AM - 5:59 AM, 1st Day

This is the other Clock Town minigame that you must complete on every day of the Cycle to earn a Piece of Heart from. Now, the Deku Scrub Playground was just a pain in the ass, so you will be relieved to know that this place is quite easy, yet enjoyable.

Since it is the 1st Day of the Cycle, the game will consist of standing on a spinning platform and aiming Bombchu at targets on the walls. If you can take out all the targets in the time it takes Honey and Darling to dance through one song, you'll get a perfect score.

As far as actually playing goes, it's very simple. Pick a flat edge of the platform. Stay as far away from the pointed corners of the platform as possible, because they dramatically alter the path of the Bombchu. When you

near a target, release the Bombchu to run it up the wall and blow the target up. Be careful not to fall, either, for if you do, your game is over.

When you've beaten it for the 1st Day, go back outside.

East Clock Town

Go to the Town Shooting Gallery. It is the door in the southeast of the area.

Town Shooting Gallery

New Equipment - Largest Quiver (Holds 50)

New Upgrade - Piece of Heart x1 [POH13]

This is the Town Shooting Gallery. It's kind of like the Swamp Shooting Gallery, in the sense that you have to shoot at stuff. Only this time around, it's actually going to take some accuracy. Back at the Swamp Shooting Gallery, you could just fire randomly and rapidly to hit the targets. Here, there are penalties for hitting the wrong targets.

Speak with the shopkeeper and agree to play a game. For the first time, you have to break the record. Which is 39. Shoot the Red Octoroks, and ignore the blue ones. Hitting them will take time off your time remaining. When you break the record, the shopkeeper will give you the Largest Quiver, which holds up to 50 Arrows. Nifty.

Play again, and get a perfect score of fifty. This isn't really hard, just line your shots up and get them off quickly. It should only take you a few tries. When you get the perfect score, the shopkeeper will give you a Piece of Heart. When you have it, go back outside and play the Song of Double Time to proceed to the Dawn of the 2nd Day.

East Clock Town

Return to Honey and Darling's Shop.

Honey and Darling's Shop

Time - 6:00 AM - 5:59 AM, 2nd Day

Now, on the 2nd Day, you will have stand on the platform and throw Bombs into baskets that are set up on the walls. This is even easier than yesterday's game. When you approach a basket, just throw the Bomb. Simple. All of yesterday's rules still apply.

When you've beaten it for this day, take your Purple rupee and go back outside.

East Clock Town

Play the Song of Double Time to proceed to the Dawn of the Final Day, then enter Honey and Darling's Shop again.

Honey and Darling's Shop

Time - 6:00 AM - 5:59 AM, Final Day
New Upgrade - Piece of Heart x1 [POH11]

For the final game here, you must stand on the spinning platform and shoot Arrows at the targets set up along the walls. Did they seriously think they could trick us out with this??? Lame.

Speak with them to begin the game. It really could not get any simpler than this, just aim at the targets and release. That's really all there is to it. When you shoot down all of the targets, Honey and Darling will give you a Piece of Heart and tell you to take a hike. Score!

Head back outside, then go to West Clock Town and deposit your rupees. Play the Song of Time and reset the Cycle.

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Chapter 8
Snowhead, First Visit

[W-09]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 19/52	- Heart Pieces	: 03
- Heart Containers	: 08/20	- Heart Containers	: 01
- Masks	: 06/24	- Masks	: 02

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword _	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword _	-Largest (50)x	-Biggest (40)_		
Adult Wallet x	Giant's Wallet_	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows _	Powder Keg	_	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows _	Lens of Truth	_	
Deku Nuts x	Hookshot _	Magic Beans	x	
Bottle #1 x	Bottle #2 _	Bottle #3	_	
Bottle #4 _	Bottle #5 _	Bottle #6	_	

+-----+

Quest +-----+

The Bomber's Notebook x			
Odolwa's Remains x			Goh't's Remains _
Gyorg's Remains _			Twinmold's Remains_
+-----+-----+-----+			
Songs +-----+-----+-----+			
Song of Time x	Song of Soaring x	Goron Lullaby _	
-Inverted x	Song of Storms _	New Wave Bossa Nova _	
-Double x	Epona's Song _	Elegy of Emptiness _	
Song of Healing x	Sonata of Awakening x	Oath to Order x	
+-----+-----+-----+			
Upgra +-----+-----+-----+			
Standard Magic Meter x	Enhanced Defense _	Powder Keg Certification_	
Extended Magic Meter _	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		
+-----+-----+-----+			
Masks +-----+-----+-----+			
Deku Mask x	Goron Mask _	Zora Mask _	Stone Mask _
Postman's Hat _	All-Night Mask _	Blast Mask x	Don Gero's Mask_
Keaton's Mask _	Bremen Mask x	Bunny Hood _	Couple's Mask _
Romani's Mask _	C.Leader's Mask_	Kafei's Mask _	Captain's Hat _
Kamaro's Mask x	Gibdo Mask _	Garo's Mask _	G. Fairy Mask x
F. Diety's M. _	Mask of Truth _	M. Of Scents x	Giant's Mask _
+-----+-----+-----+			

South Clock Town

 New Items - Moon's Tear, Land Title Deed

Slow down time, then go to West Clock Town and fill your wallet up with rupees. Purchase Arrows, a Red Potion, and Bombs at the Trading Post and the Bomb Shop. When you have these items, go to the Observatory and get the Moon's Tear. You can now just play the Song of Soaring to get back to Clock Town quickly. Trade the Akindo Nut for the Land Title Deed, then play the Song of Soaring to get to...Southern Swamp! Yep! We have a couple things left to do there AND in Termina Field before going to Snowhead, for I didn't want to direct you out of your way last time we were there.

Woodfall: Southern Swamp

 New Item - Swamp Title Deed

First off, trade the Akindo Nut outside the Tourist Information Center the Land Title Deed for the Swamp Title Deed. Then, head out to the Woods of Mystery.

Woodfall: Woods of Mystery

 Follow the monkey to the end of the Woods, and give Koume the Red Potion. When she goes back back to the Tourist Information Center, follow suit.

Swamp Tourist Information Center

 Speak with Koume and take the free cruise.

Woodfall: Southern Swamp

Disembark at the Deku Palace, and enter it.

Woodfall: Deku Palace

Run north, across the bridge, and speak with the pair of Deku Guards to once again enter the Palace. Run straight ahead to the Royal Chamber, and whip out your Pictograph Box. Stand in front of the Deku King, and snap a pictograph of him. When you have it, play the Song of Soaring to return to the Southern Swamp.

Woodfall: Southern Swamp

Go into the Tourist Information Center again.

Swamp Tourist Information Center

New Upgrades - Piece of Heart x1 [POH26], Heart Container (09/20)

As Hylian Link, speak with the man at the counter and show him your pictograph of the Deku King. He will be so impressed that you managed to get into the Palace when you are "not a Deku," that he will give you a Piece of Heart. This should be your ninth Heart Container. Head back outside, then play the Song of Soaring and go to Clock Town.

South Clock Town

Go to West Clock Town, and leave through the gate there.

Termina Field

We have some digging about to do with some of the Gossip Stones in Termina Field. Run north, and you'll see a boulder. Blow it up with a Bomb, then drop down into the pit it uncovers.

Termina Field: Gossip Stone Pit 1

Stand in front of the Gossip Stones, then play the Sonata of Awakening as Deku Link. The largest Gossip Stone will turn green. Go back out to the Field.

Termina Field

Head for southern Termina Field. Between the road to the Swamp and Milk Road (the southwest exit) there is another pit on the west side of a patch of tall

grass. Drop down into it.

Termina Field: Gossip Stone Pit 2

Play the Sonata of Awakening as Deku Link in front of the Gossip Stones to make the largest one turn green, then head back out into Termina Field. Then, warp back to Clock Town.

South Clock Town

Go to North Clock Town, and leave through the gate there.

Termina Field

Near the point where the snow and the grass meet, there is another pit. Drop down into it.

Termina Field: Gossip Stone Pit 3

Play the Sonata of Awakening as Deku Link in front of the Stones, and the largest one will turn again turn green. Now we only have one more to go. Go back out into the Field.

Termina Field

Head over to eastern Termina Field. On the north side of the fence that surrounds the Astral Observatory, there is another pit. Drop down into it.

Termina Field: Gossip Stone Pit 4

New Upgrade - Piece of Heart x1 [POH18]

Play the Sonata of Awakening to the Gossip Stones as Deku Link to turn the final Gossip Stone green. You will then get a Piece of Heart. Head back out into Termina Field, then play the Song of Soaring and return to Clock Town.

South Clock Town

Go to North Clock Town and leave through the gate there.

Termina Field

Run north until you hit the ice ledge. Then, look north. You will see a pass into the mountains, blocked off by ice. Look above the ice to see a stalactite hanging down. Shoot the stalactite twice with an arrow to make it crash down

onto the ice and clear the way. Run down the ramp, then run north. Go up the ramp and through the pass at the top to enter the Snowhead region.

Snowhead: Mountain Pass

Keep going north, destroying the Tektite enemies along the way. About halfway up the pass, you will be blocked off by some giant snowballs. Bomb them, then continue up the pass into the next area.

Snowhead: Mountain Village

Go straight ahead as you enter the area, and cross the bridge. Slash the Owl Statue here, then go into the passage on the far side of the house.

Snowhead: Mountain Lake

New Overworld Item - Map of Snowhead

Destroy the Blue Tektite as you enter, then run across the bridge here to get to the first of the area's three islands. Ignore the White Wolfos enemy that appears. Run across the bridge here to get to the second island. Tingle is floating around here, so whip out your Bow and shoot him down. Buy his Map of Snowhead.

Map in hand, head east, into the next area.

Snowhead: Goron Village

New Item - Mountain Title Deed

New Upgrade - Piece of Heart x1 [POH33]

Go east, and slide down the ramp. You will see another yellow Deku Flower, like the ones in Clock Town and the Southern Swamp. As Deku Link, speak with the Akindo Nut who owns this flower. He will tell you that he is focusing on doing business with Gorons, but he would like to go home and do business where he is surrounded by trees and grass. Show him the Swamp Title Deed, and he will jubilantly trade you it for a Mountain Title Deed.

When he takes off for the Swamp, use the Deku Flower to get up to a ledge that has a Piece of Heart on it. Take the Piece of Heart, then jump down and take off your Deku Mask. Run over to the east of the area, where you will run into Kaepora Gaebora again. After he's done rambling on and on, he'll start flying across the canyon, seemingly dropping feathers into the air. There are actually platforms here, so follow his trail and enter the shrine at the other side.

Snowhead: Shrine of Truth

New Inventory Item - Lens of Truth

Cut the grass for rupees and supplies, then open the chest in the middle of the room to get the Lens of Truth. This lets you see things that are invisible to the naked eye, at the expense of some Magic Power. You can Bomb the rocks here, for a Purple rupee if you want, too. When you have the Lens, go back

outside.

Snowhead: Goron Village

The feathers that KG left on the invisible platforms will now be gone. Not to worry! Use the Lens of Truth to see the platforms and hop back across. If you turn the Lens on and off rapidly, it won't take up any magic. Do that if you want to. Back on the other side, you'll see a shadow, even though no one/thing is there. Use the Lens of Truth to see the ghost of a Goron. Speak with him, and start following him.

Let him pass between the areas before passing through yourself, or you'll have to go back to Goron Village and get him again.

Snowhead: Mountain Lake

Keep following the ghost, and ignore the White Wolfos enemies.

Snowhead: Mountain Village

Run forward, and follow the ghost to the north end of the area. Once there, jump across the ice platforms in the stream to get to the opposite ledge. Use the Lens of Truth there to make a ladder appear on the wall. Start climbing up it. When you come to a split in the ladder, go right, then continue going up. At the next one, go left, then continue going up. At the final split, go right, then go straight up to the top. Go through the opening there.

Snowhead: Darmani's Grave

New Inventory Item - Hot Spring Water
New Mask - Goron Mask [MSK12]

Activate the Lens of Truth and run forward. The ghost will be in here, so speak with him. He will introduce himself as Darmani III, a proud Goron hero. When he was alive, he was a renowned warrior and veteran. He will tell you that he died trying to drive off a demon in Snowhead by himself. You know, for a Goron Hero, he's pretty frickin' stupid, huh?

He will then tell you to heal his sorrows. You should know what to do by now. Play him the Song of Healing, and after a fairly emotional cutscene, his spirit will turn into the Goron Mask. This lets you turn into a Goron whenever you want, which is just freaking awesome. Put on the Goron Mask for the very first time, and you can read Darmani's Grave, if you want.

Go to the backside of Darmani's Grave, then grab onto it. Pull it back until it won't go any further, and the cave will flood with Hot Spring Water. Get some in your Empty Bottle, then book it back to Mountain Lake before the water cools and becomes normal Spring Water. Use Goron Link's rolling ability with A to get there fast.

Snowhead: Mountain Lake

On the third island, there is a pit that is blocked off by ice. Pour your Hot Spring Water on it to melt the ice away. Don't bother going down into it right now, though. It's just another Hot Spring, so you don't have to go all the way back to the top of the ledge in the Village to get some. Head on over to Goron Village.

Snowhead: Goron Village

Drop down off the ledge right in front of you when you enter. Stand in front of the door here, which is the door that leads into the Goron Shrine. Use Goron Link's pound ability by curling up with A and pressing B. This will open the door. Go through it.

Snowhead: Goron Shrine

First thing you'll notice; there is a baby crying in here. Oh, joy! Go all the way up around to the west end of the Shrine and go through the opening there to get to the baby's room. Speak with him, and he'll ask where his daddy is. He's frozen into a cube, kid!

Exit the Shrine, then return to Mountain Lake.

Snowhead: Mountain Lake

Run out to the island with the pit that we opened up last time, and drop down into that pit.

Snowhead: Hot Spring Water Pit

Get some Hot Spring Water in here, then go back outside.

Snowhead: Mountain Lake

New Song - Lullaby Intro

Just to the north of the island with the Hot Spring Water Pit, on the bed of the lake, there is a giant snowball. Punch it with Goron Link to get rid of it, then unfreeze the frozen Goron by pouring your Bottle of Hot Spring Water near it. This is the Goron Elder.

Speak with him, and he'll try to take off. Speak with him again, and he will recognize you as Darmani. When he learns that his son is crying because he misses him, he will teach you the Lullaby Intro on his drum, and tell you to play it to his son.

Return to the Goron Shrine.

Goron Shrine

New Song - Goron Lullaby

Return to the baby's room, and play him the Lullaby Intro on your wicked new Bongos. He will remember the song and teach you the whole thing. With that, everyone will fall asleep. HAH. The torches in the room will light up as well.

Light up a Deku Stick. If you don't have any, you can get them in the pots here. Use the Stick to light up all of the braziers around the Shrine. This will make a giant chandelier on the ceiling start spinning. Return to the baby's room.

Go as far back as possible, then curl up with Goron Link. Start rolling east. You'll hit maximum speed, and then hit a ramp. If you're lucky, you'll hit one of the glass portions of the chandelier and break it. Continue breaking the glass portions in the same manner until a rock-ish object falls down to the floor. This a rock sirloin, a Goron delicacy. Pick up the Rock Sirloin and exit the Shrine.

Snowhead: Goron Village

Run northeast as you exit the Goron Shrine and follow the ramp all the way up. Be sure not to roll, too, or you'll drop the rock sirloin, which we kind of need. Cross the bridge and continue running south from there to return to Mountain Lake.

Snowhead: Mountain Lake

Go straight through to Mountain Village, ignoring the White Wolfos.

Snowhead: Mountain Village

New Mask - Don Gero's Mask [MSK10]

In the east of this area, there is a Goron stuck atop a ledge, wearing a silly looking hat. He'll tell you to throw the rock sirloin up to him. Do so. He'll be so happy to have the meal that he will give you Don Gero's Mask. We will be needing this to get a Piece of Heart after the third dungeon.

Now, we have to activate an Owl Statue in Snowhead proper, then it's off to the Snowhead Temple! Go into the northwest passage here.

Snowhead: Snowhead Pass

This area is very straightforward. Get into a roll and keep going with it, and you'll automatically fly over the gaps at maximum speed. If you need magic, you can just smash into the giant snowballs that roll toward you to get some. Go through the passage at the north end of the area to get into Snowhead itself.

Snowhead

Slash the Owl Statue here with your sword. Then, play the Song of Soaring to return to Clock Town.

South Clock Town

Go to West Clock Town and deposit your rupees, then play the Song of Time and reset the Cycle.

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Chapter 9
Dungeon II: Snowhead Temple

[W-10]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 22/52	- Heart Pieces	: 00
- Heart Containers	: 09/20	- Heart Containers	: 01
- Masks	: 08/24	- Masks	: 00

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword _	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword _	-Largest (50)x	-Biggest (40)_		
Adult Wallet x	Giant's Wallet_	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows _	Powder Keg	_	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows _	Lens of Truth	x	
Deku Nuts x	Hookshot _	Magic Beans	x	
Bottle #1 x	Bottle #2 _	Bottle #3	_	
Bottle #4 _	Bottle #5 _	Bottle #6	_	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goht's Remains _
Gyorg's Remains _		Twinmold's Remains_

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms _	New Wave Bossa Nova	_	

	-Double	x	Epona's Song	_	Elegy of Emptiness	_	
	Song of Healing	x	Sonata of Awakening	x	Oath to Order		x
	+-----+						
Upgra	+-----+						
	Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification	_	
	Extended Magic Meter	_	Spin Attack		x		
	Bubble Blast Attack	x	Super Spin Attackx				
	+-----+						
Masks	+-----+						
	Deku Mask	x	Goron Mask	x	Zora Mask	_	Stone Mask _
	Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Maskx
	Keaton's Mask	_	Bremen Mask	x	Bunny Hood	_	Couple's Mask _
	Romani's Mask	_	C.Leader's Mask	_	Kafei's Mask	_	Captain's Hat _
	Kamaro's Mask	x	Gibdo Mask	_	Garos's Mask	_	G. Fairy Mask x
	F. Diety's M.	_	Mask of Truth	_	M. Of Scents	x	Giant's Mask _
	+-----+						

South Clock Town

Slow down time, then go to West Clock Town and fill up your wallet and your quiver. Then, warp to Mountain Village.

Snowhead: Mountain Village

Head over to Goron Village.

Snowhead: Goron Village

New Equipment - Biggest Bomb Bag (Holds 40)

Go down the ramp and speak with the Akindo Nut we got the Mountain Title Deed from last time, as Goron Link. He'll offer you the Biggest Bomb Bag for a Big Bomb Bag and 200 rupees. Accept. If you don't have the cash, you can warp back to Clock Town and withdraw the difference from your Bank. When you have the Biggest Bomb Bag, warp to Snowhead.

Snowhead

Activate the Lens of Truth to see a giant Goron blocking the way to the Temple. This is the same Goron that killed Darmani. Oh snap. As Goron Link, play the Goron Lullaby to make the giant Goron fall asleep and crash into the canyon. HAH.

Goron roll to the north, across the narrow strip with the snowballs rolling on it. When you hit maximum speed, you can crash right through them and get magic power. Anyhow, when you make it to the other end of the area, go around the giant spire of ice, going clockwise. Near the far side of it you'll come to a ramp twisting up around the spire. Follow it all the way up and go into the cavern at the top to enter the Snowhead Temple.

Snowhead Temple: Entrance

Run forward into the room. You will be charged by some White Boes here, so use Goron Link's ground pound to kill them. Destroy the ice staligmities, then use Goron Link to push the Majora's Mask block to the end of its track.

Here, you will encounter a White Wolfos, like back at Mountain Lake. The quickest way to kill these things is with regular old Hylian Link. Let the White Wolfos go to attack, but move out of its way. When it's through trying to attack you, its back will be exposed. Quickly perform a jump attack to kill it in one hit.

Anyway, there are three doors here. One is locked though, and the other is frozen into some ice. Go through the accessible door.

Snowhead Temple: Bridge Room

New Dungeon Items - Stray Fairy x2 [SF17, SF18]

Climb down to the bottom of the ladder, then smash the pots there for rupees and supplies. Use Goron Link to cross the lava, then look up at the platform. You should see a Stray Fairy floating around in a bubble here. Shoot the bubble with an arrow and put on the Great Fairy's Mask to get it to come to you (#1). When you have it, climb back up the ladder to the original level.

Stand at the start of the bridge, then curl up as Goron Link. Start rolling. If you time it right, your spikes should come out and you'll be travelling at full speed just before you hit the ramp. This will send you flying to the other side of the bridge. Take off the Goron Mask, then look underneath the ledge leading to a staircase. There is another Stray Fairy in a bubble here. Pop the bubble with an arrow and use the Great Fairy's Mask to get it (#2). Jump across to this platform and then go up the stairs there.

Snowhead Temple: Invisible Platform Room

New Dungeon Items - Dungeon Map, Stray Fairy x1 [SF19]

Look to your right to see another Stray Fairy. Get it (#3), then open the chest in the opposite corner of the room to get the Dungeon Map. Then, go back down the stairs.

Snowhead Temple: Bridge Room

Go jump back across to the other ledge, then go through the blue framed door there.

Snowhead Temple: Main Chamber

New Dungeon Item - Stray Fairy x1 [SF20]

You got that right, it does suck to fall down.

Go to your right as you enter, then go down the staircase here to get to the lowest floor of the Main Chamber. There are small patches of lava all over the

floor here. One of them has a large switch in it, so use Goron Link to push it down, then open the chest that appears to get a Stray Fairy (#4), then go back up the stairs.

Run across the Chamber, and go through the brown framed door.

Snowhead Temple: Double Block Room

New Dungeon Item - Small Key x1

Look to your left to see two Majora's Mask blocks stacked up. Grab hold of them, then pull them out a bit, revealing an opening. Go into the opening and open the chest there to get a Small Key. Then, push the stack of blocks to the end of the track, on the other side of the room. When they fall into place, a chest will appear on a ledge that we don't have access to right now. Don't worry, we'll be back for it.

Go back to the Main Chamber.

Snowhead Temple: Main Chamber

Look to your right. You will see a red framed door, frozen in ice. There is a torch on either side of this door. Shoot an arrow through the flame on one of the torches so that it hits the door and melts the ice away. Go through the door.

Snowhead Temple: Entrance

We're back at the entrance now. Go through the locked door to the right.

Snowhead Temple: Block Puzzle Room

New Dungeon Item - Compass

Open the chest in the middle of the room to get the Compass, then Bomb the crack in the western wall. Go up the staircase that is revealed.

Snowhead Temple: Ice Stalactite Room

New Dungeon Items - Small Key x1, Stray Fairy x1 [SF21]

In this room, there are several platforms with ice covering them. There are also ice stalactites all over the ceiling. Shoot down all of the ice stalactites with arrows to clear the platforms.

Along the south wall, you should see some snow/ice hanging down, as if from a ledge. Use the Lens of Truth to reveal a hidden alcove with a chest in it. Jump from the platforms to get into the alcove and open the chest up to get a Stray Fairy (#5).

Work your way up to the platform with the large snowball on it, then punch it away with Goron Link to reveal a chest. Open it to get a Small Key, then use it to go through the locked door in the southeast of the room.

Snowhead Temple: Pillar Puzzle Room

New Dungeon Item - Stray Fairy x1 [SF22]

In this room, you will be faced with a puzzle to solve to get through to the next room. BUT WAIT! There is a Stray Fairy to get in here first. Look up at the ceiling with the Lens of Truth to see an opening with a bubbled Stray Fairy in it. Pop the bubble with an arrow, then use the Great Fairy's Mask to claim it (#6).

Now, for the puzzle. Drop down to the floor and kill all of the White Boes with Goron Link's ground pound. When they are all dead, go back up the ramp. Stand on top of the yellow pillar here, then pound it down with Goron Link. This will cause three pillars in the room to rise; one in front of the northeast door, one beside the eastern ledge, and one on the eastern ledge. Jump across to the eastern ledge with Hylian Link.

Get on top of the green pillar on this ledge and pound it down. This will cause another green pillar beside the ledge to rise. Quickly pound down the yellow pillar beside the ledge, and the yellow pillar blocking the door will go down. Quickly climb back up to the ledge using the green pillar on the floor, then go through the door.

Snowhead Temple: Main Chamber

We're now on the 2nd Level of the Main Chamber.

Roll up as Goron Link, and start rolling north. If you do this right, you will hit the ramp just as your spikes come out, and fly over to the other side of the ramp. Once there, you will notice the corner with a snowy ledge going around it. Goron roll around the ledge very slowly to the eastern side of the room. If you fall, there is a wicker platform to catch you, but you can still miss it and fall all the way down. Just be careful. Once on the other side of the ledge, go through the brown framed door there.

Snowhead Temple: Invisible Platform Room

New Dungeon Item - Stray Fairy x1 [SF23]

Defeat the Freezard enemy on this ledge with rapid sword attacks. When you've killed him, go into the southeast corner of the room and look north. Activate the Lens of Truth here to see a series of platforms leading up to an alcove in the north wall. Climb up the platforms, then go into the alcove. Open the chest there to get a Stray Fairy (#7), then jump back down to the western ledge. Go back through the door into the Main Chamber.

Snowhead Temple: Main Chamber

From here, Goron roll and ramp over to the west side of the Main Chamber. Go through the door there.

Snowhead Temple: Wizrobe Room

New Inventory Item - Fire Arrows

M I N I B O S S

Wizrobe

You'll encounter the first of about a million Wizrobe Minibosses in this game here. Now, these things are quite simple. There are four portals in this room, one in each corner. The Wizrobe has two phases;

PHASE 1: The Wizrobe will warp from portal to portal around the room. Hit the Wizrobe with arrows. After enough damage has been inflicted, the Wizrobe will go into PHASE 2.

PHASE 2: For PHASE 2, the Wizrobe will create duplicates of itself to try and trick you out. Just watch the dot on your map to locate the real Wizrobe. Keep hitting it with arrows.

When he dies, a chest will appear. Open it up to get the Fire Arrow, then go back out to the Main Chamber.

Snowhead Temple: Main Chamber

Ramp back over to the east side of the Chamber. You can destroy the snowballs near the east door if you're short on magic power. Roll back around the ledge, then shoot the iced-off passage here with a Fire Arrow to melt the ice and reveal a staircase. Don't go up it just yet, though. Ramp over to the south of the Chamber, and go through the door there.

Snowhead Temple: Pillar Puzzle Room

Melt away the ice to your right with a Fire Arrow, then run across the newly unblocked ledge and go through the western door.

Snowhead Temple: Ice Stalactite Room

Work your way to staircase in the west part of the room, and go down it.

Snowhead Temple: Block Puzzle Room

First off, kill both of the Wolfos, then unfreeze the Majora's Mask Block. Grab the south face of the block and push it to the north. Use the block to get up to the north ledge, then go through the door there.

Snowhead Temple: Double Block Room

New Dungeon Item - Stray Fairy x1 [SF24]

Remember this place from the start of the dungeon? Since you pushed the stack of blocks into place the last time we were here, you can now jump across to

the northern ledge. Open the chest there to get a Stray Fairy (#8), then jump back across and return to the Block Puzzle Room.

Snowhead Temple: Block Puzzle Room

New Dungeon Item - Stray Fairy x2 [SF25, SF26]

Now, defeat the Wolfos again and unfreeze everything in the room. This includes the MM block, the switch in the southwest, and the random chunk of ice in the northeast.

Now, grab the east face of the MM block and push it to the west. Then, grab the south face of the block, and push it north. From here, push the block to the west, then push it to the south. Climb up on top of it, then use it to jump to the ledge that doesn't have a crate on it. From there, jump to the ledge that does have the crate on it, then put on the Goron Mask. Pound the crate to break it and get a Stray Fairy (#9), then jump back down to the floor. Step on the switch in the southwest of the room to make a chest appear on the southeast ledge.

Grab the west face of the block and push it east, then grab the south face of it and push it to the north. Push it to the east, then to the south. Use the block to climb up to the southeast ledge, then open the chest up there to get a Stray Fairy (#10).

Go through the eastern door to return to the Entrance.

Snowhead Temple: Entrance

Go through the north door, back into the Main Chamber.

Snowhead Temple: Main Chamber

Go over to the west side of the Chamber, and unfreeze the green framed door there with a Fire Arrow. Go through the door.

Snowhead Temple; Brazier Platform Room

New Dungeon Item - Stray Fairy x1 [SF27]

If you fall down in here, you can just unfreeze the Deku Flower on the bottom floor with a Fire Arrow and use it to climb back up.

Before we go to work in here, take out all of the Freezards with Fire Arrows. This will make a chest appear on the north ledge. Use the platforms in the room to jump over to it, then open the chest to get a Stray Fairy (#11). From here, light all of the braziers in the room with Fire Arrows. This will unlock the eastern door.

Use the platforms to get over to the northeast ledge, then smash the pots there to get some arrows and magic power. Melt the ice covering the door here with a Fire Arrow. This allows us quick access to this room from the other side of the Main Chamber.

Jump from platform to platform to get to the eastern door, and go through it.

Snowhead Temple: Main Chamber

Pound on the pillar here with Goron Link to make the big pillar in the Main Chamber rise up to the top floor. Go back to the Brazier Platform Room.

Snowhead Temple: Brazier Platform Room

Make your way over to the southeast corner of the room, then go through the door there.

Snowhead Temple: Main Chamber

Make your way over to the south of the Main Chamber, and go through the red framed door to return to the Entrance once again.

Snowhead Temple: Entrance

Go through the west door to return to the Bridge Room.

Snowhead Temple: Bridge Room

New Dungeon Item - Small Key x1

Ramp across the bridge with Goron Link. Then, take off your Goron Mask and take out all of the Freezards out with Fire Arrows, and a chest will appear on the west ledge. Unfreeze it with a Fire Arrow, then run over to it and open it up to get a Small Key. Jump across to the north ledge and go up the stairs there to return to the Invisible Platform Room.

Snowhead Temple: Invisible Platform Room

Stand on top of the platform in the middle of the room, then shoot the frozen eye switch along the south wall with a Fire Arrow to melt the ice away and activate the switch. The platform will rise up to the second level. Jump out to the western ledge and go through the door there.

Snowhead Temple: Main Chamber

Run forward, and use Goron Link's punch to knock out one of the blue pieces in the pillar. This will lower it by about half a floor. Then, roll around to the north end of the Chamber and go up the flight of stairs there.

Snowhead Temple: Main Chamber

Punch out both of the blue pieces of the pillar, then go back down the stairs.

Snowhead Temple: Main Chamber

Punch out the blue piece, then go back up the stairs again.

Snowhead Temple: Main Chamber

Drop off to the east platform, then go through the locked door there.

Snowhead Temple: Eeno Room

New Dungeon Item - Stray Fairy x1 [SF28]

In here you'll face a couple of Eeno enemies. You've probably already encountered these in Termina Field, as well. Just shoot them with Fire Arrows to kill them quickly.

In the southwest of the room, you'll see some more ice/snow hanging from the wall, as if from a ledge. Use the Lens of Truth to see a Stray Fairy in a hidden alcove here. Fire an arrow at the pop the Stray's bubble and use the Great Fairy Mask to get it to come to you (#12). We only have three more to get!

Unfreeze the passage in the north of the room and go up the staircase that is revealed.

Snowhead Temple: Double Dinolfos Room

New Dungeon Item - Stray Fairy x2 [SF29, SF30]

You'll be faced with two Dinolfos here. Kill them both with basic sword attacks. Both of them will drop Stray Fairies when dead (#13, #14). Return to the Main Chamber through the southeast door.

Snowhead Temple: Main Chamber

Drop off to land back on top of the pillar. In the south of the Chamber, there are some large snowballs in a passage. Punch them all out with Goron Link to get through. Go up the stairs that are revealed.

Snowhead Temple: Main Chamber

Ramp over to the north side of the Chamber, where the Boss door is. Calm it down, fool! We still have another Stray Fairy and the Boss Key to get. Sheesh. Use the Deku Flower there to glide out to the east platform. Go through the silver framed door there.

Snowhead Temple: Wizrobe Room #2

M I N I B O S S

Wizrobe

You'll encounter another Wizrobe Miniboss here. The only difference to last time is that there are more portals for the Wizrobe to warp between. Just watch the dot on your map, regardless. Use Fire Arrows to kill him quickly.

When he's defeated, both of the doors in the room will unlock. Go through the northwest one.

Snowhead Temple: Boss Key

New Dungeon Item - Boss Key

Open the chest here to get the Boss Key, then go out the door back to the Main Chamber.

Snowhead Temple: Main Chamber

New Dungeon Item - Stray Fairy x1 [SF31]

We are almost done! Just one last Stray Fairy to grab and then it's off to the boss for us. Climb back up to the Deku Flower near the Boss Door, then face northwest and shoot out of the Deku Flower, and get ready for a loong ass ride. Nearly the full way down the Main Chamber, you'll see some snow sticking out of the wall, like in the Eenos and Ice Stalactite Rooms a while back. You should know what this means by now. Glide into the alcove, and open the chest there to get the last Stray Fairy (#15).

Use the Deku Flower in this alcove to glide to the east, back toward the wicker platform between the ledges on the second floor. Drop down onto the platform, then climb up the ladder and go up the stairs.

Snowhead Temple: Main Chamber

Go south, across the Chamber and up the stairs.

Snowhead Temple: Main Chamber

Ramp across to the Chamber and use your Boss Key to go through the door to finally get to the the dungeon's boss. You'll effing love this boss, trust me.

B O S S
Masked Mechanical Monster, GOHT

+-----+
New Upgrade - Heart Container x1 (10/20)

New Quest Item - Goht's Remains

Ok, so Goht really only has one phase; running like a fool around the outside of the track. Shoot him with a Fire Arrow to unfreeze him, and the fight will begin. He'll start running around the track. Put on your Goron Mask, and start rolling. When you hit top speed, you can run into the green pots all around the track to refill your magic.

Stick to the inside of the track, and try to ram Goht with your spikes. When you hit him a few times, he'll be stunned. You can either

- A) Punch the crap out of him with Goron Link until he gets back up, or;
- B) Slash him with your sword as Hylian Link. I reccomend the former, though.

When Goht has decided he's had enough, he'll start kicking rocks up at you and shooting electrical charges at you to try and knock you out of your roll. Not gonna happen, Goht. There really isn't anything else to this boss. He's FUN AS HELL, too, which is good news. We'll be beating him a few more times before the game is through.

When he's dead, take the Heart Container that he leaves behind then enter the portal to get his Remains. You may actually have to roll around the track a bit to find these.

Watch the cutscene, during which Tatl gets the Giants to say that they are Guardians. Hmm. Spring will once again return to Snowhead, and the North Giant will be free. Excellent news. Only two more to go.

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Chapter 10
Snowhead, Second Visit

[W-11]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 23/52	- Heart Pieces : 00
- Heart Containers : 10/20	- Heart Containers : 01
- Masks : 08/24	- Masks : 00

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Equip.+-----+
| Kokiri Sword x  Quiver    (30)x  Bomb Bag (20)x  Hero's Shield x  |
| Gilded Sword _  -Large   (40)x  -Big      (30)x  Mirror Shield _  |
| Razor Sword _   -Largest  (50)x  -Biggest (40)x  |
| Adult Wallet x  Giant's  Wallet_  Child'sWalletx  |
+-----+
Inven.+-----+
    
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Ocarina of Time	x	Hero's Bow	x	Pictograph Box	x			
Bombs	x	Fire Arrows	_	Powder Keg	_			
Bombchu	_	Light Arrows	_	Great Fairy's Sword	_			
Deku Sticks	x	Ice Arrows	_	Lens of Truth	x			
Deku Nuts	x	Hookshot	_	Magic Beans	x			
Bottle #1	x	Bottle #2	_	Bottle #3	_			
Bottle #4	_	Bottle #5	_	Bottle #6	_			
+-----+								
Quest	+-----+							
	The Bomber's Notebook					x		
Odolwa's Remains	x				Goh't's Remains	_		
Gyorg's Remains	_				Twinmold's Remains	_		
+-----+								
Songs	+-----+							
Song of Time	x	Song of Soaring	x	Goron Lullaby	x			
-Inverted	x	Song of Storms	_	New Wave Bossa Nova	_			
-Double	x	Epona's Song	_	Elegy of Emptiness	_			
Song of Healing	x	Sonata of Awakening	x	Oath to Order	x			
+-----+								
Upgra	+-----+							
Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification	_			
Extended Magic Meter	_	Spin Attack	x					
Bubble Blast Attack	x	Super Spin Attack	x					
+-----+								
Masks	+-----+							
Deku Mask	x	Goron Mask	x	Zora Mask	_	Stone Mask	_	
Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Mask	x	
Keaton's Mask	_	Bremen Mask	x	Bunny Hood	_	Couple's Mask	_	
Romani's Mask	_	C.Leader's Mask	_	Kafei's Mask	_	Captain's Hat	_	
Kamaro's Mask	x	Gibdo Mask	_	Gar'o's Mask	_	G. Fairy Mask	x	
F. Diety's M.	_	Mask of Truth	_	M. Of Scents	x	Giant's Mask	_	
+-----+								

Snowhead: Mountain Village

Play the Song of Soaring and warp back to Snowhead.

Snowhead

Enter the opening on the east side of the Temple's exterior to get to the Fairy's Fountain. You can also speak with the big Goron for the lolz if you want.

Fairy's Fountain

New Upgrade - Extended Magic Meter

Run into the Fountain, and the Great Fairy of Wisdom will be restored. She will grant you the Extended Magic Meter, which gives you twice as much Magic Power. Cool beans. Head back outside, then warp back to Mountain Village.

Snowhead: Mountain Village

Ok, before we can progress any further, we have to get our mitts on a Powder Keg Certification, which enables us to purchase and carry Powder Kegs. Powder Kegs are basically glorified Bombs that only Gorons can use. Anyhow, return to Goron Village.

Snowhead: Goron Village

Climb up to the ledge in the north of the Village and go into the opening to get to the Powder Keg Shop. Speak with the big Goron in here as Goron Link, and he will ask you if you would like to be tested to carry Powder Kegs. Tell him yes.

He tells you that he will approve you to carry them if you can destroy the rock blocking the Goron Racetrack using one. Yes, you read that correctly. The Goron Racetrack.

Pick up the Powder Keg, then get it back up the slopes leading into the shop by throwing them up the slope before rolling up yourself. At the top, head back outside. Now, book it back to Mountain Lake as quick as you can without rolling (or you'll drop the PK.)

Snowhead: Mountain Lake

New Inventory Item - Powder Keg
New Upgrade - Powder Keg Certification

Near the southeast passage that goes back to Mountain Village, there is a series of steep embankments. Throw the Keg up the embankments, then roll up. At the top, there is a boulder. Drop the Keg near this boulder. If it's not ticking very fast (not close to exploding,) you can shoot it with an arrow to speed up the process.

The Goron Racetrack is now open, but don't go in there yet. Just settle down, we'll be getting to it shortly. We have more important hero stuff to do first. Kind of. Like defeating Goht again!

With the path to the Racetrack now clear, go back to the Powder Keg Shop in Goron Village. Speak with the shopkeeper, and he'll give you your Powder Keg Certification. Now, go back outside and warp to Clock Town. Go to East Clock Town once there.

East Clock Town

Go to the Treasure Chest Shop. You honestly should be able to tell which building it is by looking at it.

Treasure Chest Shop

New Upgrade - Piece of Heart x1 [POH12]

Speak with the shopkeeper as Goron Link. This is very important. If you try it with Hylian or Deku Link, you'll just get rupees. Lame.

Now's the best time to do this, before we reset for some important matters. Basically, it's a maze of tiles that pop out of the floor. If you can make it all the way to the end before the time is up, you open the chest up and get a Piece of Heart. There is really no way to walk you through this, just keep going until you get it. Holding Z makes life a bit easier here, too, so try that.

When you have the Heart Piece, go to West Clock Town, deposit your rupees, then reset the Cycle.

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Chapter 11
Snowhead, Third Visit

[W-12]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 23/52	- Heart Pieces	: 00
- Heart Containers	: 10/20	- Heart Containers	: 00
- Masks	: 08/24	- Masks	: 00

```

Equip. +-----+
| Kokiri Sword x  Quiver (30)x  Bomb Bag (20)x  Hero's Shield x |
| Gilded Sword _ -Large (40)x  -Big (30)x  Mirror Shield _ |
| Razor Sword _  -Largest (50)x -Biggest (40)x |
| Adult Wallet x  Giant's Wallet_ Child'sWalletx |
+-----+
Inven. +-----+
| Ocarina of Time x      Hero's Bow x      Pictograph Box x |
| Bombs x              Fire Arrows x      Powder Keg x      |
| Bombchu _           Light Arrows_     Great Fairy's Sword _ |
| Deku Sticks x       Ice Arrows _     Lens of Truth x   |
| Deku Nuts x         Hookshot _       Magic Beans x     |
| Bottle #1 x         Bottle #2 _      Bottle #3 _       |
| Bottle #4 _        Bottle #5 _      Bottle #6 _       |
+-----+
Quest +-----+
|                               The Bomber's Notebook x |
| Odolwa's Remains x                               Goht's Remains x |
| Gyorg's Remains _                               Twinmold's Remains_ |
+-----+
Songs +-----+
| Song of Time x      Song of Soaring x      Goron Lullaby x |

```

-Inverted	x	Song of Storms	_	New Wave Bossa Nova	_	
-Double	x	Epona's Song	_	Elegy of Emptiness	_	
Song of Healing	x	Sonata of Awakening	x	Oath to Order	x	
+-----+						
Upgra	+-----+					
Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification	x	
Extended Magic Meter	x	Spin Attack	x			
Bubble Blast Attack	x	Super Spin Attack	x			
+-----+						
Masks	+-----+					
Deku Mask	x	Goron Mask	x	Zora Mask	_	Stone Mask _
Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Maskx
Keaton's Mask	_	Bremen Mask	x	Bunny Hood	_	Couple's Mask _
Romani's Mask	_	C.Leader's Mask	_	Kafei's Mask	_	Captain's Hat _
Kamaro's Mask	x	Gibdo Mask	_	Garro's Mask	_	G. Fairy Mask x
F. Diety's M.	_	Mask of Truth	_	M. Of Scents	x	Giant's Mask _
+-----+						

South Clock Town

Slow down time, then go to West Clock Town and fill your wallet with rupees. Buy a few arrows (for unfreezing Goht,) then buy a Powder Keg from the Goron at the Bomb Shop. Make sure you speak with him as Goron Link, though.

When you have these, play the Song of Soaring to return to Snowhead.

Snowhead

Play the Goron Lullaby to make the Goron fall asleep and move the hell out of your way, then enter the Snowhead Temple.

Snowhead Temple: Entrance

There's a nifty portal here that warps you straight to the Boss. Enter it and you'll be warped to Goht's Chamber . Defeat him again. You will be warped back to Mountain Village.

Snowhead: Mountain Village

Ok, so we have a full Cycle ahead of us , a Powder Keg, and it's Spring in Snowhead.

It's Goron Racetrack time.

Head over to the Mountain Lake.

Snowhead: Mountian Lake

Roll back up the embankments leading up to the Goron Racetrack, then set up a Powder Keg in front of the boulder. Take your Goron Mask off, then shoot the PK with an arrow to make it go off instantly. Slap your Goron Mask back on, then enter the Racetrack.

Snowhead: Goron Racetrack

New Inventory Items - Bottle #2, Gold Dust

Speak with the Goron Elder's son. He'll ask you if you are going to enter the race. Since you are, tell him so. The race will then start. I cant really walk you through this either, but I can give you a few pointers.

Curl up, and right when the countdown reaches 1, start rolling.

Just hit the magic jars to refill your magic when you need to, and stick to the inside of the track. You can also knock other Gorons off track by running into them with your spikes. A bit later on in the race, there will be various obstacles to try and mess up you up...just keep to the inside wall and it shouldn't be too much of a problem.

When you get first place, you'll win a Bottle full of Gold Dust. We'll be needing this to get our sword upgraded. When you have the Bottle of Gold Dust, soar back to Mountain Village. Go into the house here to get to the Mountain Smithy.

Mountain Smithy

In here reside Zubora and Gabora, two blacksmiths. Their exchanges are quite funny. Anyway, speak with them at the counter. Zubora will offer to reforge your sword for 100 rupees. Agree. He'll tell you that it will be ready at sunrise, then you'll be warped back out to Mountain Village.

Mountain Village

Use the Song of Double Time to skip ahead to the Dawn of the 2nd Day, then return to the Mountain Smithy.

Mountain Smithy

Time - 6:00 AM - 5:59 AM, 1st Day

New Equipment - Razor Sword

Speak with Zubora and Gabora again, and Zubora will give you the Razor Sword. This thing sucks. You can only use it 100 times before it dulls back into the Kokiri Sword again. Zubora will then tell you that if you have Gold Dust, he can make the strongest sword around. And guess what? We just happen to have some. Speak with them again, and Zubora will take the Gold Dust and tell you to come back at sunrise.

Mountain Village

Use the Song of Double Time to proceed to the Dawn of the Final Day. Return to the Mountain Smithy one last time.

Mountain Smithy

Time - 6:00 AM - 5:59 AM, Final Day

New Equipment - Gilded Sword

Speak with Zubora and Gabora, and Zubora will give you the Gilded Sword. This thing is quite high on the awesomeness scale. Not only is it stronger than the Kokiri Sword, but it doesn't lose its edge like the Razor Sword.

When you have the second Bottle and the Gilded Sword, warp to Clock Town and deposit your rupees. Reset the Cycle.

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Chapter 12
Swamp Spiderhouse (Optional)

[W-13]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 23/52	- Heart Pieces	: 00
- Heart Containers	: 10/20	- Heart Containers	: 00
- Masks	: 08/24	- Masks	: 01

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Wallet_	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows x	Powder Keg	x	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows _	Lens of Truth	x	
Deku Nuts x	Hookshot _	Magic Beans	x	
Bottle #1 x	Bottle #2 x	Bottle #3	_	
Bottle #4 _	Bottle #5 _	Bottle #6	_	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goht's Remains x

	Gyorg's Remains		Twinmold's Remains	
Songs	Song of Time	x	Song of Soaring	x
	-Inverted	x	Song of Storms	_
	-Double	x	Epona's Song	_
	Song of Healing	x	Sonata of Awakening	x
			Goron Lullaby	x
			New Wave Bossa Nova	_
			Elegy of Emptiness	_
			Oath to Order	x
Upgra	Standard Magic Meter	x	Enhanced Defense	_
	Extended Magic Meter	x	Spin Attack	x
	Bubble Blast Attack	x	Super Spin Attack	x
Masks	Deku Mask	x	Goron Mask	x
	Postman's Hat	_	All-Night Mask	_
	Keaton's Mask	_	Bremen Mask	x
	Romani's Mask	_	C.Leader's Mask	_
	Kamaro's Mask	x	Gibdo Mask	_
	F. Diety's M.	_	Mask of Truth	_
			Zora Mask	_
			Stone Mask	_
			Blast Mask	x
			Don Gero's Mask	x
			Bunny Hood	_
			Couple's Mask	_
			Captain's Hat	_
			Garo's Mask	_
			G. Fairy Mask	x
			M. Of Scents	x
			Giant's Mask	_

Since this Chapter is optional, I will place it separate from the Main Walkthrough. Check out subsection [SQ-03] for details on how to complete this Chapter.

However, I will STRONGLY reccomend that you finish this. You'll be needing the Mask you get from this at the end of the game, and in the next Chapter (Romani Ranch.)

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Chapter 13 Romani Ranch

[W-14]

	~Current Progress~		~Things to Get~	
	-----+		-----+	
	- Heart Pieces	: 23/52	- Heart Pieces	: 01
	- Heart Containers	: 10/20	- Heart Containers	: 01
	- Masks	: 09/24	- Masks	: 03
Equip.	-----+		-----+	
	Kokiri Sword	x	Quiver	(30)x
	Gilded Sword	x	-Large	(40)x
			Bomb Bag	(20)x
			-Big	(30)x
			Hero's Shield	x
			Mirror Shield	_

	Razor Sword	x	-Largest (50)x	-Biggest (40)x					
	Adult Wallet	x	Giant's Wallet_	Child'sWalletx					
+-----+									
Inven.	+-----+								
	Ocarina of Time	x	Hero's Bow	x	Pictograph Box	x			
	Bombs	x	Fire Arrows	x	Powder Keg	x			
	Bombchu	_	Light Arrows_		Great Fairy's Sword	_			
	Deku Sticks	x	Ice Arrows	_	Lens of Truth	x			
	Deku Nuts	x	Hookshot	_	Magic Beans	x			
	Bottle #1	x	Bottle #2	x	Bottle #3	_			
	Bottle #4	_	Bottle #5	_	Bottle #6	_			
+-----+									
Quest	+-----+								
	The Bomber's Notebook				x				
	Odolwa's Remains	x			Goh't's Remains	x			
	Gyorg's Remains	_			Twinmold's Remains_				
+-----+									
Songs	+-----+								
	Song of Time	x	Song of Soaring	x	Goron Lullaby	x			
	-Inverted	x	Song of Storms	_	New Wave Bossa Nova	_			
	-Double	x	Epona's Song	_	Elegy of Emptiness	_			
	Song of Healing	x	Sonata of Awakening	x	Oath to Order	x			
+-----+									
Upgra	+-----+								
	Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification	x			
	Extended Magic Meter	x	Spin Attack	x					
	Bubble Blast Attack	x	Super Spin Attack	x					
+-----+									
Masks	+-----+								
	Deku Mask	x	Goron Mask	x	Zora Mask	_	Stone Mask	_	
	Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Mask	x	
	Keaton's Mask	_	Bremen Mask	x	Bunny Hood	_	Couple's Mask	_	
	Romani's Mask	_	C.Leader's Mask_		Kafei's Mask	_	Captain's Hat	_	
	Kamaro's Mask	x	Gibdo Mask	_	Garo's Mask	_	G. Fairy Mask	x	
	F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask	_	
+-----+									

South Clock Town

Slow down time, then go to West Clock Town. Stock up on rupees, then purchase some arrows and a Powder Keg. Leave Clock Town through the South Gate.

Termina Field

Go into the passage in the southwest of Termina Field to get to Milk Road.

Milk Road

New Overworld Item - Map of Romani Ranch

First off, slash the Owl Statue here with your sword.

Go up the road until you come to the giant blockage. Ususally, we would Bomb

something like this, but the Bombs just won't cut the mustard, here. Set the Powder Keg you purchased back at Clock Town beside the blockage, then go back a ways and shoot an arrow at it to make it explode.

You may have already noticed Tingle floating around here. Shoot him down with an arrow and buy his map of Romani Ranch. Then, head west to actually get to Romani Ranch.

Romani Ranch

New Upgrade - Epona
New Song - Epona's Song

Run over to the north of the area, near the house. Tatl will recognize your... YOUR...horse! Remember? You get her stolen from you at the beginning of the game. Now, speak with the red-headed girl running around the area with a Bow. This is Romani. Tell her that your name is Link, and she'll decide that Grasshopper is a better name. ...She really makes me wonder if it's safe for kids to have such easy access to the stuff under the sink.

Romani will tell you about "Them." Watch the cutscene that ensues.

DETS ROIT. An alien invasion. How freaking awesome is this? Romani will then recruit you as an assistant. Lucky you. You'll then go into a practice run with Epona, so that you can get the hang of shooting from horseback. Just ride around the Ranch and pop all the balloons. Not difficult. After this, Romani will teach you Epona's Song, which summons Epona. Now, Link should remember this from Ocarina of Time, so this is only a little stupid. Especially since he is shown riding her in the game's opening sequence.

Anyway, Romani will tell you to be in the barn for 2 AM to protect the ranch from the aliens. Will do, Romani.

Get onto Epona, then ride east out of the Ranch to get back to Milk Road.

Milk Road

Go down the passage in the southeast of the area to get to Gorman Track.

Gorman Track

New Mask - Garo's Mask [MSK21]

Speak with the Gorman Brothers here, and they will mock Epona's size, the pricks. They will then challenge you to a race, one lap around the track, for 10 rupees. Accept their offer.

Now, beating these two buffoons can be kind of tough. For the first bit (up until about the first corner) you'll only want to use up one carrot, then wait for it to come back, then use it again. Around the first corner, hug the inside of the track and use however many carrots it takes to get out in front (if you aren't already.) Along the next stretch, let your carrots regenerate.

Keep to the inside of the track, then around the corner, look out for the trees. Again, just stay to the inside of the track. Around the last corner is really your big chance. Hug the inside tightly and use one carrot. Use up a

carrot right before the hurdles. When you're over the hurdles, use all of your carrots to the finish line. Just keep trying the race until you beat them. When you do, they'll give you the Garo's Mask, which we will be needing in a little while. Anyway, head back over to Romani Ranch.

Romani Ranch

Ride Epona over to the east end of the area, and go through the door with a picture of a cat above it to get to the Doggy Racetrack (I know, it doesn't make any sense.)

Romani Ranch: Doggy Racetrack

New Upgrades - Piece of Heart x1 [POH22], Heart Container (11/20)

Speak with the woman here, and she'll ask you if you want to try a dog race. Tell her yes. Anyway, if you didn't complete the Swamp Spider House last chapter for the Mask of Truth, you're pretty much dicked out of a Heart Piece until you go and do it. Otherwise, you're just grasping at straws here.

Put on the Mask of Truth, and go around picking up the dogs in the corral to read their minds. Usually, the one that wins is the one that says;

"Ruff!

Oh, yeah! I feel unstoppable.

I don't think I'll lose!"

But really, it could be any of the dogs with thoughts of the same kind. Just bring a dog back to the woman, and she'll go over some basic rules. You have to put at least 50 rupees on the line and have your dog win to get a Piece of Heart. So keep going until a dog of yours DOES win. It shouldn't take too many tries.

When you have the Piece of Heart (which should have gotten you your eleventh Heart Container,) go back outside.

Romani Ranch

Go into the door just to the north of the Doggy Racetrack.

Romani Ranch: Cucco Shack

New Mask - Bunny Hood [MSK09]

Run over to the emo guy sitting beside the tree in the middle of the area, and talk to him. He'll mope about the end of the world a bit, and how he wished that he could have seen his cuccos grow up. Hmm. Not to fear, Grog!

Put on the Bremen Mask, and start marching around the corral with B. All of the chicks will start following you. Their locations are random, so you just have to go around and find them. When you have all them behind you in a line, they'll grow into roosters, instantly. The now regretless Grog will give you the Bunny Hood, the single most useful non-transformation mask in the game. It increases both your running speed AND your jumping distance by a

considerable amount. When you have the Bunny Hood, head back outside. Wait around until 2 AM, then go into the barn in the north of the Ranch. You can return the flow of time to normal if you don't wanna wait around for too long.

Romani Ranch - Barn

Time - 2:15 AM, 1st Day

Hang around until 2:15 AM, when Romani will come out to the barn. Slow time back down, then speak with Romani, then go back outside.

Romani Ranch

New Inventory Items - Bottle #3, Romani Milk

Climb onto Epona.

With time slowed, the aliens will move very slowly. Just ride around the Ranch and shoot them, and make sure none of them get too close to the Barn. Also, during the practice runs, the balloons stayed away once you popped them. The real aliens will keep regenerating. Again, they aren't really a threat with time slowed. Just make sure none of them get all that close to the barn and you'll be good.

When the aliens retreat, Romani will feel the need to inform you that you won. No shit, Sherlock. She'll then give you the game's third Bottle, which is filled with Romani Milk. Play the Song of Double Time and proceed to the Dawn of the 2nd Day.

Romani Ranch

Enter the Barn again.

Romani Ranch; Barn

Time - 6:00 AM, 2nd Day

Romani will be in here with her older sister, Cermia. Speak with them, and watch the brief exchange that ensues. Then, Cermia will offer you a ride back to Clock Town at 6 PM. Head back outside, then play the Song of Double Time again to skip ahead to the Night of the 2nd Day.

Romani Ranch

Time - 6:00 PM, 2nd Day

Cermia will be out here now with the wagon ready to go. Speak with her, and tell her that you would like a ride. Watch the cutscene here.

Milk Road/Gorman Track/Termina Field

New Mask - Romani's Mask [MSK13]

The road will be blocked. Damn. Cermia will tell you to get your bow ready. She'll take a shortcut through Gorman Track. Now, the Gorman Brothers will chase after the wagon and try to smash the milk bottles.

Since you have unlimited arrows, you can just fire rapidly at them. But, if you want to do it in a more glamorous manner, wait until one of the brothers make their "wah" noise and shoot them as they get close to the wagon. Either way works fine. When you make it through, Cermia will give you Romani's Mask as thanks. This lets you into the Milk Bar back in Clock Town. If you've been following this guide to the letter, we haven't gone to the Milk Bar, mainly because we couldn't. We'll be getting to it in a little while though.

Termina Field

You'll be outside Clock Town's East Gate.

When you've gotten the third Bottle, Epona's Song, the Bunny Hood, the Garo's Mask, Romani's Mask, and the Piece of Heart, we're done for the Cycle.

Go into Clock Town, deposit your rupees, then reset time.

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Chapter 14
Ikana, First Visit

[W-15]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 24/52	- Heart Pieces	: 01
- Heart Containers	: 11/20	- Heart Containers	: 01
- Masks	: 12/24	- Masks	: 03
Equip. +-----+			
Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _
Razor Sword x	-Largest (50)x	-Biggest (40)x	
Adult Wallet x	Giant's Wallet_	Child'sWalletx	
+-----+			
Inven. +-----+			
Ocarina of Time x	Hero's Bow x	Pictograph Box	x
Bombs	x	Fire Arrows x	Powder Keg x
Bombchu	_	Light Arrows_	Great Fairy's Sword _
Deku Sticks	x	Ice Arrows _	Lens of Truth x

Deku Nuts	x	Hookshot	_	Magic Beans	x			
Bottle #1	x	Bottle #2	x	Bottle #3	x			
Bottle #4	_	Bottle #5	_	Bottle #6	_			
+-----+								
Quest								
	The Bomber's Notebook					x		
Odolwa's Remains	x				Goh't's Remains	x		
Gyorg's Remains	_				Twinmold's Remains	_		
+-----+								
Songs								
Song of Time	x	Song of Soaring	x	Goron Lullaby	x			
-Inverted	x	Song of Storms	_	New Wave Bossa Nova	_			
-Double	x	Epona's Song	x	Elegy of Emptiness	_			
Song of Healing	x	Sonata of Awakening	x	Oath to Order	x			
+-----+								
Upgra								
Standard Magic Meter	x	Enhanced Defense	_	Powder Keg Certification	x			
Extended Magic Meter	x	Spin Attack	x					
Bubble Blast Attack	x	Super Spin Attack	x					
+-----+								
Masks								
Deku Mask	x	Goron Mask	x	Zora Mask	_	Stone Mask	_	
Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Mask	x	
Keaton's Mask	_	Bremen Mask	x	Bunny Hood	x	Couple's Mask	_	
Romani's Mask	x	C.Leader's Mask	_	Kafei's Mask	_	Captain's Hat	_	
Kamaro's Mask	x	Gibdo Mask	_	Garo's Mask	x	G. Fairy Mask	x	
F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask	_	
+-----+								

South Clock Town

Slow down time, then go to West Clock Town to fill your wallet and stock up on arrows and bombs, then purchase a Red Potion. When you've done that, leave Clock Town through the East Gate.

Termina Field

Play Epona's Song to summon Epona. When she comes, climb up onto her and begin riding east, out of Termina Field into the Canyon.

Ikana: Canyon Pass

New Mask: Stone Mask [MSK04]

Keep riding Epona up the pass, jumping over the hurdles. At the far east end of the pass, you'll come to a high ledge with a Garo sitting atop it. Unfortunately, we can not access this ledge at the moment. But we don't need to right now anyway.

Near the south wall, there is a ring of rocks. Activate the Lens of Truth while looking at it to see a soldier sitting there. This is Shiro, the stone soldier. He says he has been sitting in his spot for several years, waving his arms and asking for help. Anyway, he'll ask for some medicine. Give him the

Red Potion you bought back in Clock Town.

In thanks, he will give you the Stone Mask, which makes you invisible to some enemies. This is going to be essential, and I repeat; essential for the upcoming Pirates' Fortress. Well, maybe not essential, but it will make life a hell of a lot easier.

When you have the Stone Mask, climb up the ledge in the north of the area and go through to the end to get to the Ikana Graveyard.

Ikana: Graveyard

New Mask - Captain's Hat [MSK22]

Follow the path all the way through to the north end of the Graveyard, where there is a giant Stalchild apparently sleeping under an arch. This is Skull Keeta. When he was alive, he was the Commander of the Ikana Army. Anyhow, stand in front of him and play the Sonata of Awakening in front of him, and he will, umm...awaken. A Miniboss fight, of sorts, will begin.

M I N I B O S S

Skull Keeta

Skull Keeta will start running up the path that he blocked beforehand. Shoot the crap out of him with Fire Arrows to stun him for brief periods, then try to catch up with him. If you don't catch up with him, he'll summon a wall of fire and a couple of smaller enemies to slow you down. Just kill these to dispell the wall. When you catch up to him, nail him with your sword. He'll then start attack you. There'll be times when he jumps up and tries to squash you, so when you see his shadow over you, get out of the way. After a few hits, he'll admit defeat.

He will tell you of his days when he commanded the Ikana Army, then tell you to take his soul. He will then extinguish a flame on the opposite ledge, revealing a chest. Climb up onto the ledge here, then jump out to the opposite ledge and open the chest to get the Captain's Hat.

When you have it, play the Song of Double Time to proceed to the Night of the 1st Day.

Ikana: Graveyard

Time - 6:00 PM - 5:59 AM, 1st Day

In the south of the Graveyard, there are some Stalchildren walking around a grave. Speak to them with the Captain's Hat, then tell them to open the grave. They will open it and drop down into the pit that is revealed. Follow suit.

Ikana: Beneath the Graveyard

New Song - Song of Storms

Hop across the two platforms, then go through the opening on the other side. In this room, defeat all of the Bad Bats with arrows, or, sword attacks if they are in range. A chest will appear. Open it up to get 50 rupees, then light all of the braziers in this room with Fire Arrows. The door will unseal

itself. Go through it to the next room.

You'll encounter an Iron Knuckle enemy here, a popular Miniboss from Ocarina of Time. Hit it with your sword to start the fight. The easiest, and quickest way to kill these things is to Z Target it, then let it swing its axe at you. Do a backflip do avoid the axe attack, then perform a jump attack. Keep repeating this until the Iron Knuckle is dead.

When the Iron Knuckle is defeated, the ghost of Flat, one of the Ikana Royal Family's Composer Brothers, will confront you.

After the brief monologue given by Flat, run up and read the inscription on the tomb. You'll learn the Song of Storms. Go back through to the original room, then step into the light to be warped back out to the Ikana Graveyard.

Ikana: Graveyard

Skip ahead to the Night of the 2nd Day.

Ikana: Graveyard

Time - 6:00 PM - 5:59 AM, 2nd Day

In the south end of the Graveyard, a group of Stalchildren will be circling a different grave. Speak with them with the Captain's Hat on, and order them to open the grave. Jump down into the pit that is revealed.

Ikana: Beneath the Graveyard

New Upgrade - Piece of Heart x1 [POH44]

Jump over to the ledge with the rupees on it. Take out the Lens of Truth, then activate it here to see through the wall. Run through it, then go through the door. Smash the pots in this ledge for rupees, then take out the invisible Keese and Skulltula enemies in here with arrows. Run across to the opposite end of the room and go through the opening there.

Hang a left, and Bomb/Blast Mask the crack in the wall. Go through the door that is revealed. In this room, you will fight another Iron Knuckle. When it's dead, open the chest that appears to get a Piece of Heart, then return to the Graveyard.

Ikana: Graveyard

Time - 6:00 PM - 5:59 AM, Final Day

Skip ahead to the Night of the Final Day.

Ikana: Graveyard

Once again, the Stalchildren in the south of the area are walking around a grave. Speak to them with the Captain's Hat on and command them to open the grave, then drop down into the pit.

Ikana: Beneath the Graveyard

New Inventory Item - Bottle #4

Run forward and drop down to the floor. Dampen the Gravekeeper will be down there. Speak with him, and he will complain about how it is too dark. He will ask you to light the way for him as he walks. Agree. To do this, simply Z-Target him so that Tatla is flying near him. Then, walk onto the dirt patch you want him to dig at. Do this for all four dirt patches on the floor. What we're after here is pieces of a Big Poe enemy that we will fight when all the pieces are dug up. You'll know that Dampen has hit a piece when a blue flame comes out of the dirt.

Anyway, for the dirt patches on the ledges. For the first ledge, stand on the brown tile in the floor beside the blocks and guide Dampen to it. When Dampen is on the tile, step off it and climb the blocks to get to the upper level. Wait there for Dampen. When the platform nears the ledge you are on, Z-Target Dampen and walk in, guiding Dampen onto the ledge. Guide him to the dirt patch up here. Get him to dig, then jump back down to the floor and let Dampen fall off.

For the patch of dirt on the other ledge, guide Dampen onto the brown tile on the floor opposite the last one you used. Run off the tile and let Dampen start gliding up. Climb the ladder on the other side of the room to get up to the platform, then wait for Dampen to near on the platform. When he gets close enough, Z-Target him and guide him out to the platform. Get him to dig in the dirt patch here.

When you've found all three pieces of the Big Poe, it will appear, and Dampen will run off like a pansy. Z-Target the Poe, and avoid its spin attack. It will remain stationary for a brief time after it spins, so shoot it with an arrow. Keep repeating this until the Big Poe dies. This will make a chest appear at the top of the stairs.

Run up the stairs to get to the chest. Open it to get the game's fourth Bottle, then go up the stairs on the opposite end of the room and go up the staircase at the top to get to Dampen's house. The brave hero will be hiding under his bed.

Go outside, then soar to Clock Town. Deposit your rupees, then play the Song of Time to save and reset the Cycle.

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Great Bay, First Visit (I)

[W-16]

~Current Progress~		~Things to Get~	
- Heart Pieces	: 25/52	- Heart Pieces	: 00
- Heart Containers	: 11/20	- Heart Containers	: 00
- Masks	: 14/24	- Masks	: 01
Equip. +-----+			
Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _
Razor Sword x	-Largest (50)x	-Biggest (40)x	
Adult Wallet x	Giant's Wallet_	Child'sWalletx	
+-----+			
Inven. +-----+			
Ocarina of Time x	Hero's Bow x	Pictograph Box	x
Bombs x	Fire Arrows x	Powder Keg	x
Bombchu _	Light Arrows_	Great Fairy's Sword	_
Deku Sticks x	Ice Arrows _	Lens of Truth	x
Deku Nuts x	Hookshot _	Magic Beans	x
Bottle #1 x	Bottle #2 x	Bottle #3	x
Bottle #4 x	Bottle #5 _	Bottle #6	_
+-----+			
Quest +-----+			
	The Bomber's Notebook x		
Odolwa's Remains x		Goh't's Remains	x
Gyorg's Remains _		Twinmold's Remains_	
+-----+			
Songs +-----+			
Song of Time x	Song of Soaring x	Goron Lullaby	x
-Inverted x	Song of Storms x	New Wave Bossa Nova	_
-Double x	Epona's Song x	Elegy of Emptiness	_
Song of Healing x	Sonata of Awakening x	Oath to Order	x
+-----+			
Upgra +-----+			
Standard Magic Meter x	Enhanced Defense _	Powder Keg Certificationx	
Extended Magic Meter x	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		
+-----+			
Masks +-----+			
Deku Mask x	Goron Mask x	Zora Mask _	Stone Mask x
Postman's Hat _	All-Night Mask _	Blast Mask x	Don Gero's Maskx
Keaton's Mask _	Bremen Mask x	Bunny Hood x	Couple's Mask _
Romani's Mask x	C.Leader's Mask_	Kafei's Mask _	Captain's Hat x
Kamaro's Mask x	Gibdo Mask _	Garo's Mask x	G. Fairy Mask x
F. Diety's M. _	Mask of Truth x	M. Of Scents x	Giant's Mask _
+-----+			

South Clock Town

New Items - Moon's Tear, Land Title Deed, Swamp Title Deed, Mountain Title Deed

Slow time down. Repeat your usual goodies of stocking up on rupees, arrows, and bombs. Repeat the process of getting the Mountain Title Deed. Warp back to Clock Town, then leave through the West Gate.

Termina Field

Summon Epona. Mount her, then ride her west out of Termina Field. Just jump over the hurdles here.

Great Bay: Coast

New Mask - Zora Mask [MSK18]
New Overworld Item - Map of Great Bay

Ride Epona up to the water's edge, then look off the coast. You'll see some seagulls flying around something in the water. This is actually a Zora. Swim out to the Zora, then grab onto him and push him back to the shore. Speak with him there, and he will stumble up onto the beach and collapse.

Speak with him, and he will introduce himself as Mikau, the rockin' lead guitarist/Angus Young mimic in the Zora band. He will ask you if you want to hear his final message. Of course, you do, so tell him so. The single most awesome cinematic since Darunia's dance in Ocarina of Time will take place here. Mikau will whip out his guitar and burst into song, then die.

If you were paying attention to the words of Mikau's song, he mentioned that the Gerudo Pirates took his singer's Zora Eggs. Now, we'll get to that in a minute. The last line in Mikau's song was "...heal my soul..."

You should know what to do by now...play the Song of Healing and his spirit will turn into the Zora Mask. Which is cool as hell.

Try on the Zora Mask, and get used to swimming around with it on. Swimming is alot faster, and you can plunge to the bottom of the water and walk around. Anyway, off the coast there is a hook-shaped building. This is the Marine Research Labratory. Swim over to it, and slash the Owl Statue on the platform with your sword. Tingle is here, so shoot him down and buy his map of Great Bay.

In the northeast of the area, at the bottom of the water, there is a bunch of boards with skulls painted on them. Plunge down to the bottom of the water there, and ram into the boards with Zora Link to smash them. One of them will reveal an opening, so when you getit, swim through it to enter the Pirates' Fortress.

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Chapter 16
Minidungeon - Pirates' Fortress

[W-17]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 25/52	- Heart Pieces : 01
- Heart Containers : 11/20	- Heart Containers : 00
- Masks : 15/24	- Masks : 00
-----+	
Equip. +-----+	
Kokiri Sword x Quiver (30)x	Bomb Bag (20)x Hero's Shield x
Gilded Sword x -Large (40)x	-Big (30)x Mirror Shield _
Razor Sword x -Largest (50)x	-Biggest (40)x
Adult Wallet x Giant's Wallet_	Child'sWalletx
-----+	
Inven. +-----+	
Ocarina of Time x	Hero's Bow x Pictograph Box x
Bombs x	Fire Arrows x Powder Keg x
Bombchu _	Light Arrows_ Great Fairy's Sword _
Deku Sticks x	Ice Arrows _ Lens of Truth x
Deku Nuts x	Hookshot _ Magic Beans x
Bottle #1 x	Bottle #2 x Bottle #3 x
Bottle #4 x	Bottle #5 _ Bottle #6 _
-----+	
Quest +-----+	
	The Bomber's Notebook x
Odolwa's Remains x	Goh't's Remains x
Gyorg's Remains _	Twinmold's Remains_
-----+	
Songs +-----+	
Song of Time x	Song of Soaring x Goron Lullaby x
-Inverted x	Song of Storms x New Wave Bossa Nova _
-Double x	Epona's Song x Elegy of Emptiness _
Song of Healing x	Sonata of Awakening x Oath to Order x
-----+	
Upgra +-----+	
Standard Magic Meter x	Enhanced Defense _ Powder Keg Certificationx
Extended Magic Meter x	Spin Attack x
Bubble Blast Attack x	Super Spin Attackx
-----+	
Masks +-----+	
Deku Mask x	Goron Mask x Zora Mask x Stone Mask x
Postman's Hat _	All-Night Mask _ Blast Mask x Don Gero's Maskx
Keaton's Mask _	Bremen Mask x Bunny Hood x Couple's Mask _
Romani's Mask x	C.Leader's Mask_ Kafei's Mask _ Captain's Hat x
Kamaro's Mask x	Gibdo Mask _ Garo's Mask x G. Fairy Mask x
F. Diety's M. _	Mask of Truth x M. Of Scents x Giant's Mask _
-----+	

Pirates' Fortress: Guarded Entrance

Surface, then run up the slope here. Be careful not to get caught by any of the Gerudo guards. Swim all the way to the northeast end of the area. If you run into any Skullfish enemies, use R to charge up an electircal shield and kill them.

Once you get to the northeast corner, hang around until there are no guards (check your map,) then get up onto the ledge. Run to the top of the incline, then pound the pillar there with Goron Link to open a gate in the southeast end of the area, under the water. If the guards come back around, put on the Stone Mask so they won't see you.

Wait until the guards go around, then use Zora Link to swim over to the gate that you just opened, then swim through it.

Pirates' Fortress: Block Maze

Smash the plank with the skull on it. Make note of the Majora's Mask block in front of you. Go left, then smash that plank, then the one after that. Go to the end, and pull the Majora's Mask block there to the end of its track.

Return to the original Majora's Mask block at the other end of the room, then push it to the end of its track. To the left, a new passage will be opened up. Follow it to the end. Ignore the chest, it only has rupees in it. At the end, there is a current shooting out of the floor. Step into it to be brought to the next room.

Pirates' Fortress: Current Hallway

Swim to the other end of the area, avoiding the mines and the current halfway down. Go through the door at the end.

Pirates' Fortress: Mine Room

New Upgrade - Piece of Heart x1 [POH35]

There are a ton of mines here, so just ignore them and get up to the ledge. You'll notice a Piece of Heart in a cell. Go up to the top of the stairs, then look to your right. You'll see a crystal switch. We will get to that in a minute.

Go to the end of this catwalk, then destroy the barrels with Goron Link. Punch them to destroy them, revealing a switch. Step on the switch, then take off the Goron Mask and put on the Bunny Hood. Run down the stairs and into the cell and grab the Heart Piece before the cell closes. It will most likely close behind you, so hit the switch in here to open it back up.

Go back up the stairs, and hit the crystal switch with an arrow to open a gate on the other side of the room. Quickly put on the Zora Mask and swim over to it and go through to the next room.

Pirates' Fortress: Mine Hallway/Water Platform Room

Swim down to the end of the hall, avoiding the mines and the current. Go up the ladder at the end. Step on the switch to make a gate open up, revealing a crystal switch. Quickly stand on top of the octagonal platform and shoot the crystal switch with an arrow to make a column of water shoot up from the platform. This will take you up to the next floor of the room.

Smash the barrels with Goron Link for a few extra rupees, then climb up the ladder in here. There is a telescope that you can use to look around the Fortress with, if you want. In this alcove, you have better access to the mines hanging from the ceiling. There are three of them that are blocking a platform directly across from this alcove. Shoot the one out in front with an arrow, and mines will all lock up and explode. Shoot the crystal switch that is revealed, then quickly drop down and go through the door.

Pirates' Fortress: Guarded Entrance

Quickly put on your Stone Mask. Then, run up to the ramp in the extreme northeast of the area. Go up the ramp and then through the passage at the top.

Pirates' Fortress: Central Lookout Complex

Keep your Stone Mask on at ALL TIMES while in this area to avoid being seen by the guards. Before we move on, face one of the guards and snap a pictograph of them. We'll need it after we're done in here. Climb up to the bridge in the middle of the area, to get to the top of the watchtower, then run east, to the end of the bridge. Go through the door there.

Pirates' Fortress: Aquarium Room 1

Run down to the hall, and Tat1 will point out some bars in the wall. You can see/hear everything going on down below from here. A brief exchange will occur between two Pirates about the Zora Eggs. Damn. When the exchange is over, Tat1 will tell you that you could probably shoot something through the bars. She's right.

Line up an arrow with the hornet nest on the ceiling, and shoot it through the bars to hit the nest and make it crash down to the floor. The hornets will come out and start chasing the Pirates off. Heh heh heh. Go back out the door to the Central Lookout Complex.

Pirates' Fortress: Central Lookout Complex

To your right, drop to the next level down and go through the door there to get to the lower level of the room we were just in.

Pirates' Fortress: Aquarium Room 1

New Inventory Items - Hookshot, Zora Egg

Run into the center of the room and open up the chest there to get the Hookshot, which is pretty much a spring-loaded grappling hook. Now, if you had paid any attention to the conversation between the two Pirates a couple of minutes ago, you'd have picked up that four of the Zora Eggs Mikau was going on about are here in the Fortress. The first one is in here, in the aquarium.

Get out your new Hookshot, then use it to hook onto the wooden beam above the

aquarium. This will drop you off at the top of it. Put on the Zora Mask, then drop down into the water. Ignore the Shell Blade, and capture the Egg in one of your bottles. Three more to find. Oh, and if you don't have four Bottles, you can fill up however many you have, then warp back to the Marine Research Lab and plop the Eggs into the tank and then return to the Fortress. For those SMART people who actually took the time to get them, you don't have to worry about it.

Return to the Central Lookout Complex.

Pirates' Fortress: Central Lookout Complex

You may have already noticed the small pillars with bullseyes on them scattered around the Fortress. These are acutally for you to Hookshot to. Run over to the north end of the area, where there are multiple Hookshot targets along ledges, leading to an opening. Use the targets to climb up to the opening on the second level, then go through it.

Pirates' Fortress: Bridge Room

Run to the end, and take a left. Go around the corner and go through the door there.

Pirates' Fortress: Pirate Room 1

M I N I B O S S

Pirate

You'll fight a pirate here. Fighting a pirate is just like fighting a Dinolfos. The only difference is that the pirate is a bit more agressive, and you'll have to rely on your shield and Z-Targeting a bit more. When the pirate retreats, the doors will open. Go through the one opposite the one you entered.

Pirates' Fortress: Aquarium Room 2

Hookshot up to the top of the aquarium and jump in as Zora Link. Kill all of the enemies in here with an electrical shield, then catch the Egg in a bottle. Get out of the aquarium, then go through the door.

Pirates' Fortress: Central Lookout Complex

Drop down out of the alcove and cut across to the southern end of the area. You'll see more Hookshot targets situated atop the ledges. Use them to climb up to the second level, where there are two openings. Go through the eastern one.

Pirates' Fortress: Cannon Room

Run to the other side of the room and go through the door there.

Pirates' Fortress: Pirate Room 2

M I N I B O S S

Pirate

Defeat the pirate, then go through the door into the next room.

Pirates' Fortress: Aquarium Room 3

Hookshot up to the aquarium and drop in with Zora Link to bottle the Egg. Then, exit the aquarium and go through the opening.

Pirates' Fortress: Central Lookout Complex

Run back across to the north end of the area and use the Hookshot targets to climb all the way up to the top level of the Fortress. Go to the end of the bridge and go through the door located there.

Pirates' Fortress: Upper Cannon Room

Open the chest in the middle of the room for a silver rupee, then go up the ramp and through the door at the top.

Pirates' Fortress: Pirate Room 3

M I N I B O S S

Pirate

Defeat the pirate, and go through the door.

Pirates' Fortress: Aquarium Room 4

The last of the Zora Eggs is in here. Hookshot to the top of the tank, drop in, bottle it, then go out through the door. We're done here.

Pirates' Fortress: Central Lookout Complex

Warp back to the Great Bay Coast.


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Chapter 17
Great Bay, First Visit (II)

[W-18]

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~Current Progress~          ~Things to Get~
-----+          -----+
- Heart Pieces      : 26/52 | - Heart Pieces      : 06 |
- Heart Containers : 11/20 | - Heart Containers : 02 |
- Masks             : 15/24 | - Masks             : 00 |

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Equip. +-----+
| Kokiri Sword x  Quiver (30)x  Bomb Bag (20)x  Hero's Shield x |
| Gilded Sword x  -Large (40)x  -Big (30)x     Mirror Shield _ |
| Razor Sword x   -Largest (50)x  -Biggest (40)x |
| Adult Wallet x  Giant's Wallet_  Child'sWalletx |
+-----+

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Inven. +-----+
| Ocarina of Time x      Hero's Bow x      Pictograph Box x |
| Bombs x                Fire Arrows x     Powder Keg x       |
| Bombchu _             Light Arrows_     Great Fairy's Sword _ |
| Deku Sticks x          Ice Arrows _     Lens of Truth x    |
| Deku Nuts x            Hookshot x        Magic Beans x       |
| Bottle #1 x            Bottle #2 x        Bottle #3 x         |
| Bottle #4 x            Bottle #5 _        Bottle #6 _         |
+-----+

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Quest +-----+
|                               The Bomber's Notebook x |
| Odolwa's Remains x          Goh't's Remains x |
| Gyorg's Remains _          Twinmold's Remains_ |
+-----+

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Songs +-----+
| Song of Time x      Song of Soaring x      Goron Lullaby x |
| -Inverted x         Song of Storms x       New Wave Bossa Nova _ |
| -Double x           Epona's Song x        Elegy of Emptiness _ |
| Song of Healing x   Sonata of Awakening x  Oath to Order x   |
+-----+

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Upgra +-----+
| Standard Magic Meter x  Enhanced Defense _  Powder Keg Certificationx |
| Extended Magic Meter x  Spin Attack x       |
| Bubble Blast Attack x  Super Spin Attackx |
+-----+

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Masks +-----+
| Deku Mask x      Goron Mask x      Zora Mask x      Stone Mask x |
| Postman's Hat _  All-Night Mask _  Blast Mask x     Don Gero's Maskx |
| Keaton's Mask _  Bremen Mask x     Bunny Hood x     Couple's Mask _ |

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| Romani's Mask x C.Leader's Mask_ Kafei's Mask _ Captain's Hat x |
| Kamaro's Mask x Gibdo Mask _ Garo's Mask x G. Fairy Mask x |
| F. Diety's M. _ Mask of Truth x M. Of Scents x Giant's Mask _ |
+-----+

Great Bay: Coast

Climb up the ladder and go into the Marine Research Labratory.

Marine Research Labratory

Climb up the aquarium on the far side of the room and stand on the grating covering up the top. Drop out all of your bottled Zora Eggs into the aquarium. We still have three more to go out and find, so go back outside.

Great Bay: Coast

Swim back over to the beach. In the southeast of this area there are two buildings. Go into the southernmost one.

Fisherman's Hut

New Inventory Item - Sea Horse

Speak with the Fisherman, and he'll brag to you a bit about what an awesome fisher he is. Z-Target the sea horse in the bowl of water, and it will tell you to take it back to the waters near Pinnacle Rock. The Fisherman will offer it to you, in exchange for a pictograph of the female pirates. Remember, I told you to take one back in the Fortress. If you don't have it, you can go back there and take one.

Show him your pictograph, and he'll give you the Sea Horse to take in one of your Bottles. Go back outside.

Great Bay: Coast

To the northwest, you'll see two giant pillars sticking up out of the water. Swim over to them, then swim between them to cross into Pinnacle Rock.

Great Bay: Pinnacle Rock

New Upgrade - Piece of Heart x1 [POH36]

Dive down to the bottom, and release your Sea Horse. He'll show you the safe path to get through to where we want to go, so just follow him to the end. He will ask you if you can destroy the sea snakes in Pinnacle Rock and save his friend. What a lazy ass. How come we always do EVERYTHING around here? Sheesh.

Swim out into the middle of the area, then dive all the way down to the

bottom. This is easily the deepest point in Termina. Anyhow, all along the depression here there are several small caverns. These caverns are inhabited by Deep Python enemies. Our goal here is to destroy them all. To destroy them, lure them out of hiding by swimming in front of their cavern, then nail them twice with an electrical shield. In three of these caverns, there are the three remaining Zora Eggs, so be sure to check each of the caverns after you've defeated the respective Deep Python. Just bottle the Eggs if you come across them.

When you have killed all of the sea snakes, the Sea Horse and his friend will be reunited. Speak with them, and they will give you a Piece of Heart as thanks. Swim back towards the two giant pillars in the water to return to the Great Bay Coast.

Great Bay: Coast

Return to the Marine Research Lab.

Marine Research Laboratory

New Song - New Wave Bossa Nova

Put the remaining three Zora Eggs into the aquarium with the others, then jump down in front of the aquarium and put on the Zora Mask. The Zora tadpoles will arrange themselves along the back wall.

Whip out your Fishbone Guitar, and you'll learn the New Wave Bossa Nova. When you have it, soar to Clock Town really quick.

South Clock Town

Go to West Clock Town and enter the Trading Post.

Trading Post

New Inventory Item - Fish

There is a fish swimming around in the water here. Catch it, then go back outside. Keep entering and exiting the Trading Post, catching the fish each time you go in. When your Bottles all have a fish in them, soar back to the Coast.

Great Bay: Coast

Go back into the Marine Research Laboratory.

Marine Research Laboratory

New Upgrades - Piece of Heart x1 [POH43], Heart Container (12/20)

Climb up to the top of the aquarium to your right as you enter, then drop a

fish in there. The fish will eat it, and grow larger. Keep dropping your fish into the aquarium until the fish takes up most of the tank, then eats the other fish. HAH. You'll get a Piece of Heart (for your twelfth Heart Container) for this. When you have it, go back outside, and skip ahead to the Dawn of the 2nd Day if you want. Tis time to move on.

Great Bay: Coast

Swim out to the beach, and go through the opening along the south wall.

Great Bay: Coast

New Upgrade - Piece of Heart x1 [POH38]

Run to the east end of the area, to the bottom of the waterfall. Put on your Zora Mask, and head for the bottom of the water here. There is a Like-Like down there. Kill it with an electrical shield to get a Piece of Heart, then return to the surface.

Run north from the waterfall, and up along the wall you'll see a platform with a palm tree on it. Look along the opposite wall to see more of these. Use the Hookshot to climb up the platforms. At the very top, in the south of the area, there is an opening. Go through it.

Great Bay: Waterfall Rapids

New Upgrade - Piece of Heart x1 [POH41]

New Inventory Item - Bottle #5

Plunge down to the bottom of the water, and speak with the stupid-looking beaver. He'll tell you that he will give you an Empty Bottle if you can you swim through all the rings in the river in under two minutes. Accept.

Just follow him through to the end, where you will be in his dam. When he realizes that you actually did perfect, he'll call in his big brother to help him. Accept the brother's challenge. It's basically the same as last time, just with a few more rings. Again, just follow him through to the end. You will get an Empty Bottle.

Back at the start after getting the Bottle, swim over to the western ledge. Speak with the beavers to race both of them again. It'll be exactly the same as last time, only the time limit will be a tad shorter. Not a big deal, though, last time you were probably able to make it with more than fifteen seconds to spare, and you should here. When you've gone through the course against both of them for the second time, you'll get a Piece of Heart.

Also, if at any time you miss a ring, keep going. You should still make it with time to spare. Unless it takes you the rest of the time to get through that ring, in which case, you suck.

When you have the fifth Bottle and the Piece of Heart, go back out to the Great Bay Coast.

Great Bay: Coast

Run out to the water's edge. You'll see what looks like a giant fin sticking out of a building off the coast. This is the Zora Hall. Start swimming out toward it. Swim into the on the east of the Zora Hall, killing the Like-Like on the way. Enter the Hall through the mouth of the fish statue here.

Zora Hall: Stage

Run around to the east of the area, and speak with the Zora standing in front of the door with three sea shells above it. The Zora will recognize you as Mikau, then tell you that Evan, your bandleader, is looking for you.

Go through the door.

Zora Hall: Mikau's Room

Hookshot the tree on the ledge to get up to it. With the Zora Mask on, read the book that is open on Mikau's desk. This is Mikau's Diary. You'll read about some recent jam sessions that Mikau has apparently had with Japas, the Zora band's bassist/John Paul Jones. You'll get two sets of notes to play on the Guitar.

"Set I"

A, C-Down, C-Right, A

"Set II"

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

Go back out the door.

Zora Hall: Stage

Run north, to the next door up. It has a squid over top of it. Speak with the Zora here, and he'll move. Go through the door.

Zora Hall: Japas' Room

One thing you'll notice as you enter - Japas is playing the original Zelda Dungeon Theme. How badass is that? Speak to Japas, and he'll tell you about some "recent events," let's call them.

Take out your Fishbone Guitar in front of him, then you'll go into a jam session with Japas. When he plays a set of notes, play Set I for him. He'll play another set of notes after that, so play Set II. Congrats, you two dudes just wrote a new song. Now, it's off to see Evan. From what people have been saying about him, he seems like a bit of a prick, doesn't he? Go back out to the Stage.

Zora Hall: Stage

Evan's room is in the north of the Hall, with some coral above it. Speak with the Zora in front of the door to make him move, then go through the door.

Zora Hall: Evan's Room

New Upgrade - Piece of Heart x1 [POH40]

Take off your Zora Mask and go speak with Evan. Play him the new song that you and Japas wrote on the Ocarina. If you have already forgotten it, it goes like this;

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

He'll thank you for "helping him write his new song." What a little turd. Oh well, what can you do? He gives you a Piece of Heart. Go back out to the Stage.

Zora Hall: Stage

Go to Lulu's Room. It is the door just to the west of Evan's, with a starfish on top of it. Speak with the Zora who is kneeling in front of the door. He'll go on about how he "wasn't spying on Lulu," then run away. Enter the room.

Zora Hall: Lulu's Room

New Upgrades - Piece of Heart x1 [POH39], Heart Container (13/20)

New Item - Ocean Title Deed

Speak with the Akindo Nut in here as Goron Link. He'll tell you that he wants to start a business where it is cooler and the air is clean. Give him the Mountain Title Deed. He'll take it and give you the Ocean Title Deed.

Use the Deku Flower in here to get up to the ledge with a Piece of Heart, and grab it. Go back out to the Stage.

Zora Hall: Stage

Get out to the exterior of the Hall by going out through the east exit.

Great Bay: Coast

Slash the Owl Statue here with your sword. You'll notice that Lulu is out here right now too, but we'll get to her next time. Warp back to Clock Town, deposit your rupees, then reset the Cycle.

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Chapter 18
Dungeon III: Great Bay Temple

[W-19]

~Current Progress~

~Things to Get~

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-----+-----+
- Heart Pieces      : 32/52 | - Heart Pieces      : 00 |
- Heart Containers : 13/20 | - Heart Containers : 01 |
- Masks            : 15/24 | - Masks            : 00 |

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Equip. +-----+-----+
| Kokiri Sword x Quiver (30)x Bomb Bag (20)x Hero's Shield x |
| Gilded Sword x -Large (40)x -Big (30)x Mirror Shield _ |
| Razor Sword x -Largest (50)x -Biggest (40)x |
| Adult Wallet x Giant's Wallet_ Child'sWalletx |
+-----+-----+

Inven. +-----+-----+
| Ocarina of Time x Hero's Bow x Pictograph Box x |
| Bombs x Fire Arrows x Powder Keg x |
| Bombchu _ Light Arrows_ Great Fairy's Sword _ |
| Deku Sticks x Ice Arrows _ Lens of Truth x |
| Deku Nuts x Hookshot x Magic Beans x |
| Bottle #1 x Bottle #2 x Bottle #3 x |
| Bottle #4 x Bottle #5 x Bottle #6 _ |
+-----+-----+

Quest +-----+-----+
| The Bomber's Notebook x |
| Odolwa's Remains x Goht's Remains x |
| Gyorg's Remains _ Twinmold's Remains_ |
+-----+-----+

Songs +-----+-----+
| Song of Time x Song of Soaring x Goron Lullaby x |
| -Inverted x Song of Storms x New Wave Bossa Nova x |
| -Double x Epona's Song x Elegy of Emptiness _ |
| Song of Healing x Sonata of Awakening x Oath to Order x |
+-----+-----+

Upgra +-----+-----+
| Standard Magic Meter x Enhanced Defense _ Powder Keg Certificationx |
| Extended Magic Meter x Spin Attack x |
| Bubble Blast Attack x Super Spin Attackx |
+-----+-----+

Masks +-----+-----+
| Deku Mask x Goron Mask x Zora Mask x Stone Mask x |
| Postman's Hat _ All-Night Mask _ Blast Mask x Don Gero's Maskx |
| Keaton's Mask _ Bremen Mask x Bunny Hood x Couple's Mask _ |
| Romani's Mask x C.Leader's Mask_ Kafei's Mask _ Captain's Hat x |
| Kamaro's Mask x Gibdo Mask _ Garo's Mask x G. Fairy Mask x |
+-----+-----+

South Clock Town

Slow down time, then go to West Clock Town and fill up your wallet and buy arrows and bombs. Buy a few Deku Sticks as well. Then, warp to Snowhead.

Nope. I'm not high. Snowhead. Remember the Don Gero's Mask? We have a small sidequest, of sorts to do with it for a Piece of Heart. This mini-sidequest kind of overlaps with the Great Bay Temple, so its a good idea now as to not go out of our way for it later.

Snowhead

Enter the Snowhead Temple and defeat Goht again.

Mountain Village

Put on the Don Gero's Mask, and speak with the frog in this area. Then, warp to Zora Cape.

Great Bay: Coast

Put on your Zora Mask and speak with Lulu. She won't respond. Take out the Fishbone Guitar, and play the New Wave Bossa Nova. The island just off of the Hall will turn out to be...a giant turtle. Oh, my. The turtle will tell you to climb up onto its back. Do so by using one of the trees on his back as a Hookshot target. Watch the cutscene, and you will arrive in the Great Bay Temple.

Great Bay Temple: Entrance

New Dungeon Item - Stray Fairy x1 [SF32]

In this room, there are two lit torches, and four unlit braziers. Use one of the lit torches to light up a Deku Stick, then light up all of the braziers to make a chest appear. Open it to get a Stray Fairy (#1), then go through the door.

Great Bay Temple: Waterwheel Room

New Dungeon Items - Stray Fairy x2 [SF33, SF34]

On either side of this ledge there is an elevator leading up to a ledge on the upper level of the room. When it comes down, jump onto the elevator to your left. When it nears the upper ledge, take out your bow and shoot the Skulltula hanging from the ceiling above the ledge. This will reveal a Stray Fairy.

Jump out to the ledge, then use the Great Fairy's Mask to guide it down to you (#2).

Jump down into the water and put on the Zora Mask. Dive to the bottom. Under the original platform here, there is a bubbled Stray Fairy. Swim into it to pop the bubble and claim the Fairy (#3). Now, on the opposite side of the room, there are two yellow platforms with levers on them. One of them is completely submerged under the water. Dive down to this one with Zora Link, and push/pull the lever to activate a jet of water between two of the upper ledges. This allows us access to the next room. To signify that water is flowing through it, the pipe will also begin flashing.

Go back towards the door you came in at, and take the elevator opposite the one you used last time. Hug the right wall to avoid a Skulltula, then jump out to the upper ledge. Take out both of the Skulltulas up here with arrows, then use the jet of water that you just activated to jump across to the next ledge. Go through the opening here into the next room.

Great Bay Temple: Turbine Room

New Dungeon Item - Stray Fairy x1 [SF35]

Drop down into the water as Zora Link, and sink all the way to the bottom. There is a jar in the middle of the floor here. Line up a shot with Zora Link's fin boomerangs, then release them quickly before the current pulls you off track. Run into the Stray Fairy to claim it (#4).

Start swimming up the shaft here now. Swim WITH the current, and look for an opening that has a green pipe going down its left side, and a red pipe going down its right. Enter this opening and ride the current through to the next room.

Great Bay Temple: Connector Room

New Dungeon Items - Dungeon Map, Stray Fairy x1 [SF36]

When you enter, use an electrical shield to fry the Skullfish enemies, then water jump (swim up and launch out of the water) to a ledge that has two jars on it. In one of these jars is a Stray Fairy. Smash the jars and take it (#5). Then, look across the room to a ledge with a chest on it. Hookshot over to the chest and open it to get the Dungeon Map.

Dive into the water with Zora Link, then swim into the opening with a red pipe going through it. Follow it all the way to the end.

Great Bay Temple: Bio Deku Baba Hallway

New Dungeon Item - Stray Fairy x1 [SF37]

Dive to the bottom of the water, then use Zora Link's boomerangs to cut the Bio Deku Baba from their lilly pads, then hit them again when they're on the bottom to kill them. When all of the underwater ones are dead, take off the Zora Mask and get up onto one of the lilly pads. Look above the opening you entered from. There is another Baba on that ledge. Kill it with the Hookshot/sword, and a chest will appear. Open it to get a Stray Fairy (#6), then go through the door located at the other end of the room.

Great Bay Temple: Northeast Key Room

New Dungeon Items - Compass, Small Key x1

Run forward, and cut the Bio Deku Baba from their lilly pads with Zora Link's boomerangs. Hop across the lilly pads into an alcove with a chest in it, and kill the Real Bombchu by running into it with your shield up. It will flip back like an idiot and self destruct. Open the chest to get the Compass.

Jump down to the water and sink to the bottom. Finish off the Deku Baba you cut, and then let the Dexihand guarding a chest in the middle of the floor grab you. Use an electrical shield here to kill the Dexihand, then open up the chest to get a Small Key. Get back up to the original ledge, then swim through the opening with the red and green pipes going through it to return to the Turbine Room.

Great Bay Temple: Turbine Room

Swim with the current, near the bottom. There is an opening with a red pipe going through it. Swim into this opening and ride the current through to the next room.

Great Bay Temple: Red Pipe Control Room 1

Surface, and use the red pipe in the east of the room to get up to the north ledge. Go through the locked door there.

Great Bay Temple; Chu Room

Kill the Chus here until you are full on magic and arrows, then go through the northern door.

Great Bay Temple: Wart Room

New Inventory Item - Ice Arrows

M I N I B O S S

Wart

The Wart is a giant eyeball, surrounded by protective bubbles. Run into the middle of the room, then look up to the ceiling to see the Wart. Hit it with your Hookshot to begin the fight. The thing has two phases;

PHASE 1: The Wart will float around the room, relying on its protective bubbles. Start pulling them off with the Hookshot, then slashing them with your sword to destroy them. When enough of the bubbles are pulled off that you have a clean shot of his eye, start firing arrows at it. After enough damage has been inflicted on Wart, it will go into PHASE 2.

PHASE 2: If you did not destroy all of the protective bubbles when Wart was

when his first phase, they'll detach from Wart and start bouncing around the room. Use basic sword attacks to do away with them quickly. Wart himself will start flying around the room, trying to crush you into the walls. Just keep hitting his eye with arrows when it opens, and keep your distance to avoid getting hit. Repeat this until Wart is dead.

Upon Wart's demise, a chest will appear. Open it to get the Ice Arrows. These basically let you freeze stuff. People who have played Ocarina of Time would remember being quite disappointed by these, as you didn't really get to use them. However, in Majora's Mask, you actually do. Anyway, Ice Arrows in hand, return to Red Pipe Control Room 1.

Great Bay Temple: Red Pipe Control Room 1

Go into the southeast corner of the room and get up onto the ledge there. Shoot the Octorok here between the ledge and the platform in the middle of the room with an Ice Arrow. This will freeze him solid. Use the ice block you just created to climb up to the platform, then push/pull the lever to activate the red pipe. It will start flashing to indicate the flow of water.

Dive into the water, then swim through the opening in the south of the room and let the current take you back out to the Turbine Room.

Great Bay Temple: Turbine Room

Return to the Northeast Key room. If you forgot how to get there, you have to swim down the passage with the green pipe going down its left side and the now flashing red pipe down its right, then in the next room, swim down the opening with the red pipe and go through the door at the end of the hall.

Great Bay Temple: Northeast Key Room

Run up to the water, and shoot Ice Arrows in it to create ice platforms you can jump across. Shoot platforms into the water so that you can jump into the alcove in the northeast of the room. Destroy the ice staligmites there, and use a Fire Arrow to melt away the ice blocking the door, then go through it.

Great Bay Temple: Gekko Room

M I N I B O S S

Gekko (Great Bay)

You'll fight a Gekko in here. You've already faced off against one of these in the Woodfall Temple, but it is quite different this time around. The Gekko in here has two two phases;

PHASE 1: The Gekko will run around the room. Avoid the bubbles in here, and get close to the Gekko. Attack it with either your sword, Hookshot, or arrows. After some damage has been inflicted, the Gekko will go into PHASE 2.

PHASE 2: The Gekko will summon all of the bubbles floating around the room and get them to form a protective blob around him. The Gekko and his blob will then go up to the ceiling. When they're up there, shoot them with an Ice Arrow to freeze them. They'll fall down from the ceiling and shatter all over the floor, so be careful not to get hit. The Gekko will then go back to PHASE 1. Repeat until Gekko is defeated.

When you've beaten the Gekko, it will turn into a...frog. WOOOOOOOW. Speak to the frog with Don Gero's Mask on, and it will return to Snowhead for the Frog Chorus.

Go through the unlocked door here.

Great Bay Temple: Northeast Key Room

New Dungeon Item - Boss Key

Open the chest here to get the Boss Key. Jump back out to the main part of the room, then go jump into the water with the current to be sucked back out to the Turbine Room. Once there, return to the Connector Room.

Great Bay Temple: Connector Room

Surface, and get up onto the north ledge. Hookshot the chest you got the Dungeon Map in to get over to that ledge, then shoot ice platforms into the water to get to the southern ledge. Go through the door located there.

Great Bay Temple: Red Pipe Control Room 2

Lure the Blue Chu close to the platform, then freeze it with an Ice Arrow. Use the ice block to climb up to the platform, then push/pull the lever there to activate the last red pipe. All of the red pipes in the Temple now have water going through them. Our next order of business is to reverse the flow of water and do the same thing for all of the green pipes.

Go back to the Connector Room, then go through the Bio Deku Baba Hallway and into the Northeast Key Room. Let the current there suck you back to the Turbine Room.

Great Bay Temple: Turbine Room

New Dungeon Item - Stray Fairy x1 [SF38]

Swim up to the surface and get up onto the ledge there. Run around to the west end of the room, then climb up the ladder to get up to a ledge that has a barrel on it. Using Goron Link, punch the barrel away to get a Stray Fairy (#7).

Take off the Goron Mask, then wait for one of the blades on the giant turbine to come around. When it nears, jump out to it and climb up onto the southern bridge when you get close enough. Wait for a blade to come around again, then jump to it and ride it around to the north bridge and climb up to it.

Shoot the top of the waterfall blocking the ladder here with an Ice Arrow. This will freeze the waterfall up, allowing you to climb the ladder. Do so, then go through the door at the top.

Great Bay Temple: Green Pipe Control Room 1

New Dungeon Item - Stray Fairy x1 [SF39]

Shoot ice platforms into the water to get over to the green platform, then push/pull the lever there to activate the flow of water through the pipe. Get back over to the original ledge you were on, then look up at the ceiling. You'll see an opening in the grating with a Hookshot target. Stand at the edge of the platform, then pull yourself up to the Hookshot target and do a jump attack to get up into the grating. Open the chest there to get a Stray Fairy (#8), then return to the Turbine Room.

Great Bay Temple: Turbine Room

Jump out onto one of the turbine's blades and ride it to the south end of the room. Climb up onto the ledge, then go south, through the passage to get back to the Waterwheel Room.

Great Bay Temple: Waterwheel Room

Look down beside the red platform to see a water jet, similar to the one that allowed us to cross into the Turbine Room back when we entered the dungeon. Look up to the ceiling above the jet to see a Hookshot target. Pull yourself over to it, and you'll land on top of the water jet. When it goes back up, jump over to the red platform, and push/pull the switch there to activate the red jet underneath the Waterwheel. This will bring the Waterwheel, the two elevators in the room, and even the turbine in the next room to a complete standstill. The water has basically stopped flowing.

Jump down to the yellow platform (the bigger one that we didn't touch last time we were in this room) and push/pull the lever to turn the yellow jet under the Waterwheel off. This will cause the Waterwheel to turn the opposite way it did before, thereby reversing the flow of water in the whole Temple.

Return to the Turbine Room.

Great Bay Temple: Turbine Room

Put your Zora Mask on, then jump into the water. Start swimming with the current, then swim into the opening with a red pipe going down its left side and a green pipe going down its right. Ride it through to the Northeast Key Room.

Great Bay Temple: Northeast Key Room

New Dungeon Item - Stray Fairy x1 [SF40]

Surface, and climb up onto the ledge. On the other side of the ledge, at the bottom of the water, there is a Dexihand enemy and a pot. Shoot the pot with

an arrow, then use the Great Fairy's Mask to attract it to you (#9). Jump back into the water, then let the current carry you into the next room.

Great Bay Temple: Secondary Waterwheel Room

New Dungeon Items - Stray Fairy x2 [SF41, SF42]

Be careful with the mines in the water here. Unless you want to get blown up. Anyway, swim over to the northwest ledge, and climb up onto it. Wait for the elevator to reach the bottom of its track, then jump out to it. Ride it up to the top, and get your Ice Arrows out. When the elevator reaches its highest point, shoot the top of the waterfall that feeds that waterwheel, and it will freeze, stopping the waterwheel.

Climb up to the top of one of the waterwheel's blades, then look to the north. There is an alcove with a chest in it. Hookshot over to the chest, then open it to get a Stray Fairy (#10). Jump back down, and melt the ice blocking off the waterfall with a Fire Arrow to get the waterwheel and elevators running again. Ride the first elevator to the top, then freeze the waterfall. Jump east, down to the other elevator, then look to the southeast. There is an alcove with a torch in it. Hookshot the torch to get into the alcove, then open the chest to get another Stray Fairy (#11).

Jump back down into the water, and swim back to the northwest ledge. Unfreeze the waterfall, then ride the first elevator to its top. Freeze the waterfall, then jump down to the waterwheel. Jump across to the alcove in the southwest corner of the room, then go through the door there.

Great Bay Temple: Seesaw Room

New Dungeon Item - Stray Fairy x2 [SF43, SF44]

Run south, then drop down off the ledge. Dive into the hole in the floor here as Zora Link. Smash into the barrel to get a Stray Fairy (#12), then surface. Head over to the east of the room, and stand on the bottom end of the seesaw there. Whip out your Fire Arrows, then shoot the frozen waterfall above the seesaw to get the waterfall to push down on the raised end. This will send your end up.

Jump to the north, to the bottom end of another seesaw. Melt the ice away above this seesaw and the waterfall will raise your end up again. Jump to the east, to the green platform. Push/pull the lever there to activate a green pipe. Kill the Real Bombchu crawling around on the pipe, then put on your Zora Mask. Run to the end of the pipe, then climb up to the next. Run along the pipe here, then drop down into the closed off area on the west side of the room. Take your Zora Mask off, then Hookshot over to the chest on the other side of the gap. Open the chest to get a Stray Fairy (#13), then drop back down to the floor.

Get onto the lowered end of the seesaw in the northwest of the room, then melt the ice above the raised end. The waterfall will push the other end down, and raise your end. Jump over to the southern ledge and go through the door there.

Great Bay Temple: Connector Room

Jump down into the water with Zora Link, and swim west out of the room, back

into the Turbine Room.

Great Bay Temple: Turbine Room

Look for the opening with the green pipe going down into it. It's near the bottom. Swim into it.

Great Bay Temple: Green Pipe Control Room 2

New Dungeon Items - Stray Fairy x2 [SF45, SF46]

We're at the last room before the Boss. We just have two more Stray Fairies to grab. In the northeast of the room, there is a current tunnel that sucks you back out to the Turbine Room. In this passage there is a Stray Fairy. Sink to the bottom, then pop the bubble with Zora Link's boomerangs. Swim into the Stray Fairy to claim it (#14), then go back around the Turbine Room to get back here.

The last Stray Fairy is underneath the green platform here. Get up onto the pipe, where you should have a clean shot at this Stray's bubble. Pop the bubble with an arrow, then use the Great Fairy's Mask to get it to come to you (#15).

Climb up to the green platform, then push/pull the lever here to activate a jet between the platform and the Boss Door. Use the jet to reach the opposite ledge, then go through the Boss Door.

B O S S

Gargantuan Masked Fish, GYORG

+-----+
New Upgrade - Heart Container x1 (14/20)

New Quest Item - Gyorg's Remains

Drop down into the pit, and watch the brief cutscene to start the fight.

Ok, so Gyorg has two phases, though it might as well be one. Check it out;

PHASE 1: During his first phase, Gyorg will swim around in the water, and occasionally shake the platform to try and knock you off. Sometimes, he'll jump out of the water to try and hit you directly. To damage Gyorg in this phase, shoot him with an arrow, then dive down into the water and hit him with Zora Link's electrical shield. As soon as you damage him, he'll be back up, so you HAVE TO GET OUT OF THE WATER AS QUICKLY AS POSSIBLE. Failure to do so will result in Gyorg using you as a chew toy, which isn't cool. After taking a bit of a beating, Gyorg will enter PHASE 2.

PHASE 2: Gyorg will spawn several smaller fish to slow you down. This phase is pretty much a joke. Nine times out of ten, they will just stay there. Continue on with the strategy from the first phase until Gyorg is dead.

When he dies, take the Heart Container, then step into the portal to get his Remains, then watch the cutscene. The West Giant is now free. Sweetness.

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Chapter 19
Great Bay, Second Visit

[W-20]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 32/52	- Heart Pieces : 02
- Heart Containers : 14/20	- Heart Containers : 00
- Masks : 15/24	- Masks : 00

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Wallet_	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows x	Powder Keg	x	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows x	Lens of Truth	x	
Deku Nuts x	Hookshot x	Magic Beans	x	
Bottle #1 x	Bottle #2 x	Bottle #3	x	
Bottle #4 x	Bottle #5 x	Bottle #6	_	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goht's Remains x
Gyorg's Remains x		Twinmold's Remains_

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms x	New Wave Bossa Nova	x	
-Double x	Epona's Song x	Elegy of Emptiness	_	
Song of Healing x	Sonata of Awakening x	Oath to Order	x	

+-----+

Upgra +-----+

Standard Magic Meter x	Enhanced Defense _	Powder Keg Certificationx	
Extended Magic Meter x	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		

+-----+

Masks +-----+

Deku Mask x	Goron Mask x	Zora Mask x	Stone Mask x	
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Postman's Hat	_	All-Night Mask	_	Blast Mask	x	Don Gero's Mask	x	
Keaton's Mask	_	Bremen Mask	x	Bunny Hood	x	Couple's Mask	_	
Romani's Mask	x	C.Leader's Mask	_	Kafei's Mask	_	Captain's Hat	x	
Kamaro's Mask	x	Gibdo Mask	_	Garro's Mask	x	G. Fairy Mask	x	
F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask	_	

+-----+

Great Bay: Coast

Ok, so the title to this Chapter is a slight lie. The only things we'll be doing in Great Bay is returning the Stray Fairies to their Fountain and playing a game for a Piece of Heart. Sue me, ok.

Swim over to the eastern end of the area, where there are a bunch of islands with palm trees on them. Climb up along the islands, using the trees as Hookshot targets. At the top, bomb/Blast Mask the boulder and enter the cavern that is revealed.

Fairy's Fountain

New Upgrade - Enhanced Defense

Run forward into the Fountain, and the Stray Fairies that you caught back in the Temple will join the others and the Great Fairy of Courage will be restored. She will grant you the Enhanced Defense upgrade, which splits damage inflicted upon you by half. You also get cool white borders around your Heart Containers.

Go back outside, then warp back to Clock Town. It's time to hunt us down some mofoin' frogs.

South Clock Town

The frog here is in the Laundry Pool. Go there and speak to him with the Don Gero's Mask. He will return to Snowhead. Warp to the Southern Swamp.

Woodfall: Southern Swamp

Put on your Deku Mask, then start water-hopping to the south end of the area. There, you will find a log with a frog sitting on the end of it. Hop out to this log, then speak to the frog with Don Gero's Mask on. He will go back to Mountain Village.

Warp to Woodfall.

Woodfall

Enter the Woodfall Temple.

Woodfall Temple: Lower Root Room

Return to the Gekko Room. If you don't remember where it is, go through to the second room, then shoot the torch in the middle of the giant Flower with a Fire Arrow to activate it. Run across the flower to get to the opposite ledge on the upper level, then go through the east door. Shoot the eye switch on the north ledge here with an arrow, then glide over to it using the Deku Flowers in the room. Go through the door there.

Woodfall Temple: Gekko Room

Defeat the Gekko. Speak with the frog with the Don Gero's Mask. He will go back to the Mountains. That is the last of the Don Gero frogs, so use the Song of Soaring to get back to the Entrance of the dungeon, then go outside, then warp to Mountain Village.

Snowhead: Mountain Village

New Upgrade - Piece of Heart x1 [POH30]

Speak with the now reunited Frog Chorus, while wearing Don Gero's Mask. The frogs will then ask you if they can sing once again. Tell them they can. They will sing their song (which is freaking awesome, by the way,) then give you a Piece of Heart being such a fabulous conductor. Anytime after 9 AM and before 6 PM, warp back to the Great Bay Coast.

Great Bay: Coast

Time - 9:00 AM - 6:00 PM, Any Day (After defeating Gyorg)
New Upgrade: Piece of Heart x1 [POH42]

In the center of the area, there is a boat docked beside a small peninsula with a torch on it. Swim over to it, then jump onto the boat. It will take you out to a small set of islands off the Coast. When the boat gets close enough, Hookshot onto one of the trees to get out to the islands. Speak with the Fisherman, pay the money (20 Rupees,) and a minigame will begin.

This minigame is seriously the easiest thing you will do in this entire game. Each one of the islands has a torch on it, and whichever one that the Fisherman lights, you jump to. Get twenty, and you'll get a Piece of Heart. When you have it, warp back to Clock Town. Deposit your rupees, then reset the Cycle.

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Chapter 20
 Oceanside Spiderhouse (Optional)

 [W-21]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 34/52	- Heart Pieces	: 01
- Heart Containers	: 14/20	- Heart Containers	: 00
- Masks	: 15/24	- Masks	: 00

Equip. +-----+
 | Kokiri Sword x Quiver (30)x Bomb Bag (20)x Hero's Shield x |
 | Gilded Sword x -Large (40)x -Big (30)x Mirror Shield _ |
 | Razor Sword x -Largest (50)x -Biggest (40)x |
 | Adult Wallet x Giant's Wallet_ Child'sWalletx |
 +-----+

Inven. +-----+
 | Ocarina of Time x Hero's Bow x Pictograph Box x |
 | Bombs x Fire Arrows x Powder Keg x |
 | Bombchu _ Light Arrows_ Great Fairy's Sword _ |
 | Deku Sticks x Ice Arrows x Lens of Truth x |
 | Deku Nuts x Hookshot x Magic Beans x |
 | Bottle #1 x Bottle #2 x Bottle #3 x |
 | Bottle #4 x Bottle #5 x Bottle #6 _ |
 +-----+

Quest +-----+
 | The Bomber's Notebook x |
 | Odolwa's Remains x Goh't's Remains x |
 | Gyorg's Remains x Twinmold's Remains_ |
 +-----+

Songs +-----+
 | Song of Time x Song of Soaring x Goron Lullaby x |
 | -Inverted x Song of Storms x New Wave Bossa Nova x |
 | -Double x Epona's Song x Elegy of Emptiness _ |
 | Song of Healing x Sonata of Awakening x Oath to Order x |
 +-----+

Upgra +-----+
 | Standard Magic Meter x Enhanced Defense x Powder Keg Certificationx |
 | Extended Magic Meter x Spin Attack x |
 | Bubble Blast Attack x Super Spin Attackx |
 +-----+

Masks +-----+
 | Deku Mask x Goron Mask x Zora Mask x Stone Mask x |
 | Postman's Hat _ All-Night Mask _ Blast Mask x Don Gero's Maskx |
 | Keaton's Mask _ Bremen Mask x Bunny Hood x Couple's Mask _ |
 | Romani's Mask x C.Leader's Mask_ Kafei's Mask _ Captain's Hat x |
 | Kamaro's Mask x Gibdo Mask _ Garo's Mask x G. Fairy Mask x |
 | F. Diety's M. _ Mask of Truth x M. Of Scents x Giant's Mask _ |
 +-----+

This Chapter is optional. However, you get the Giant's Wallet for it, and we need that for a Mask that nets us a couple of Heart Pieces. If you want to do it, check out Subsection [SQ-03] for more information on completing it!

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Chapter 21
Anju & Kafei's Marriage

[W-22]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 35/52	- Heart Pieces : 00
- Heart Containers : 14/20	- Heart Containers : 00
- Masks : 15/24	- Masks : 04

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Walletx	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows x	Powder Keg	x	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows x	Lens of Truth	x	
Deku Nuts x	Hookshot x	Magic Beans	x	
Bottle #1 x	Bottle #2 x	Bottle #3	x	
Bottle #4 x	Bottle #5 x	Bottle #6	_	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goh't's Remains x
Gyorg's Remains x		Twinmold's Remains_

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms x	New Wave Bossa Nova	x	
-Double x	Epona's Song x	Elegy of Emptiness	_	
Song of Healing x	Sonata of Awakening x	Oath to Order	x	

+-----+

Upgra +-----+

Standard Magic Meter x	Enhanced Defense x	Powder Keg Certificationx	
Extended Magic Meter x	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		

+-----+

Masks +-----+

Deku Mask x	Goron Mask x	Zora Mask x	Stone Mask x	
Postman's Hat _	All-Night Mask _	Blast Mask x	Don Gero's Maskx	

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| Keaton's Mask _ Bremen Mask x Bunny Hood x Couple's Mask _ |
| Romani's Mask x C.Leader's Mask_ Kafei's Mask _ Captain's Hat x |
| Kamaro's Mask x Gibdo Mask _ Garo's Mask x G. Fairy Mask x |
| F. Diety's M. _ Mask of Truth x M. Of Scents x Giant's Mask _ |
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Say what? Two optional Chapters in a row? Yeah, pretty much. Now is the best time to do this, I mean, you're going to be needing a lot of the Masks and things you get from this sidequest to get some of the game's last Heart Pieces and Masks. You might as well do it before moving on toward the final dungeon.

Check out Subsection [SQ-01] for completion info, mofo!

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Chapter 22
Random Post-Sidequest Collection of Awesome Stuff

[W-23]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 35/52	- Heart Pieces : 09
- Heart Containers : 14/20	- Heart Containers : 03
- Masks : 19/24	- Masks : 02

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Equip. +-----+
| Kokiri Sword x Quiver (30)x Bomb Bag (20)x Hero's Shield x |
| Gilded Sword x -Large (40)x -Big (30)x Mirror Shield _ |
| Razor Sword x -Largest (50)x -Biggest (40)x |
| Adult Wallet x Giant's Walletx Child'sWalletx |
+-----+

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Inven. +-----+
| Ocarina of Time x Hero's Bow x Pictograph Box x |
| Bombs x Fire Arrows x Powder Keg x |
| Bombchu _ Light Arrows_ Great Fairy's Sword _ |
| Deku Sticks x Ice Arrows x Lens of Truth x |
| Deku Nuts x Hookshot x Magic Beans x |
| Bottle #1 x Bottle #2 x Bottle #3 x |
| Bottle #4 x Bottle #5 x Bottle #6 x |
+-----+

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Quest +-----+
| The Bomber's Notebook x |
| Odolwa's Remains x Goht's Remains x |

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	Gyorg's Remains	x			Twinmold's Remains	_		
+-----+-----+-----+-----+-----+-----+-----+-----+-----+								
Songs	Song of Time	x	Song of Soaring	x	Goron Lullaby	x		
	-Inverted	x	Song of Storms	x	New Wave Bossa Nova	x		
	-Double	x	Epona's Song	x	Elegy of Emptiness	_		
	Song of Healing	x	Sonata of Awakening	x	Oath to Order	x		
+-----+-----+-----+-----+-----+-----+-----+-----+-----+								
Upgra	Standard Magic Meter	x	Enhanced Defense	x	Powder Keg Certification	x		
	Extended Magic Meter	x	Spin Attack	x				
	Bubble Blast Attack	x	Super Spin Attack	x				
+-----+-----+-----+-----+-----+-----+-----+-----+-----+								
Masks	Deku Mask	x	Goron Mask	x	Zora Mask	x	Stone Mask	x
	Postman's Hat	x	All-Night Mask	_	Blast Mask	x	Don Gero's Mask	x
	Keaton's Mask	x	Bremen Mask	x	Bunny Hood	x	Couple's Mask	x
	Romani's Mask	x	C.Leader's Mask	_	Kafei's Mask	x	Captain's Hat	x
	Kamaro's Mask	x	Gibdo Mask	_	Garo's Mask	x	G. Fairy Mask	x
	F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask	_
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South Clock Town

As the name of this Chapter implies, we're going to be going around Termina collecting random Heart Pieces and Masks before moving on to the game's final dungeon. We'll mostly be using the Masks obtained from the Anju & Kafei sidequest, so if you haven't done it yet, just grow a set of balls and do it already. Sheesh.

Slow down time, then go to West Clock Town and go into the Trading Post.

Trading Post

New (Temporary) Song - Scarecrow's Song

Speak with the Scarecrow just to your left as you enter. Remember this guy? You danced with him on the very first Cycle. Ahh...those were the days. Haha.

Whip out your Ocarina, and he'll tell you to play him a song you wrote. Try to keep it simple and easy to remember. I like to do the Bolero of Fire from Ocarina of Time (C-Down, A, C-Down, A, C-Right, C-Down, C-Right, C-Down,) but you can do whichever sequence you like, as long as it is NOT a song already in the game.

For the remainder of the Cycle, this song will be the Scarecrow's Song, a hidden song that summons the Scarecrow, who can be used as a makeshift Hookshot target. Nifty. With your Scarecrow's Song set, go back outside.

West Clock Town

New Upgrades - Piece of Heart x1 [POH06], Heart Container (15/20)

Take out some rupees from the Bank (don't bother filling your wallet up, just

take out 10 or so.)

Then, go to a mailbox. There's none here in West Clock Town, but there's one in every other area. Check the mailbox with the Postman's Hat on. For doing such a good job, the mailbox will give you a Piece of Heart, for your fifteenth Heart Container. Congrats, five more to go. Then, warp to Snowhead. Yea, Snowhead. We have a couple of Heart Pieces to get there.

Snowhead

Head south, into Snowhead Pass.

Snowhead: Snowhead Pass

New Upgrade - Piece of Heart x1 [POH32]

Put on your Goron Mask and start rolling. After you clear the first gap, take the Goron Mask off, then look to the east, out into the canyon. You should see a platform with a Piece of Heart on it, floating in the middle of the canyon. Use the Lens of Truth to see that there are actually ice platforms going out to it.

Start jumping across the platforms. When you reach the last one, play your Scarecrow's Song to make the Scarecrow appear. Use him as a Hookshot target to get over to the Heart Piece. When you have it, warp back to Snowhead.

Snowhead

Go back to the Snowhead Temple and beat Goht again. Yes, again! Just do it! In all seriousness, this is the last time you have to do it. I promise.

Mountian Village

Head over to the Mountain Lake.

Mountain Lake

New Upgrade - Piece of Heart x1 [POH31]

Jump down into the now-filled lake with Zora Link and sink to the bed. On the south end of the area, there is a chest. Open it to get a Piece of Heart. Get out of the water and soar to Southern Swamp.

Woodfall: Southern Swamp

Purchase a Magic Bean from the Akindo Nut outside the Tourist Information Center, then get some Spring Water from around the Magic Hags' Potion Shop. When you have both of these, soar out to the Great Bay Coast.

Great Bay: Coast

New Upgrade - Piece of Heart x1 [POH34]

Swim to the northeast of the area, where there several platforms with Hookshot targets on them, going up the wall. Hookshot your way up until you come to the platform that also has a Magic Bean hole on it. Plant your Bean and water it, then ride the Magic Leaf up to the next ledge. Once there, play the Scarecrow's Song to make the Scarecrow appear on the final platform. Hookshot over to him and take the Heart Piece, then warp back to Clock Town.

South Clock Town

Leave Clock Town through the West Gate.

Termina Field

Near the entrance to Great Bay, there is a boulder. This boulder is actually blocking off a pit, so bomb/Blast Mask the boulder to blow it open, then drop down into the pit.

Termina Field: Bio Deku Baba Pit

New Upgrades - Piece of Heart x1 [POH20], Heart Container (16/20)

Look up to the ceiling to see hornet nests. Shoot them down with either arrows or Zora Links boomerangs. One of them has a Heart Piece in it, and when hit, the Heart Piece will plummet into the water. Dive to the bottom as Zora Link, ignoring the Bio Deku Baba, and grab the Heart Piece. Exit the pit, then warp back to Clock Town.

South Clock Town

Go to East Clock Town.

East Clock Town

Go to the Mayor's Residence. You should remember where it is from the Anju & Kafei sidequest. If you didn't do it's the northernmost door in the area. But, that's useless to you if you didn't do it anyway, so whatever. You lazy bum, you!

Mayor's Residence

Time - 10:00 AM - 6:00 PM, 1st or 2nd Day

New Upgrade - Piece of Heart x1 [POH07]

Go into the Mayor's Office. It's the left door.

Listen to the argument going on in here. When it's done, put on the Couple's

Mask and speak with Mayor Dotour. The issue will be settled, and you will get a Piece of Heart! What an awesome Mayor. His hair is beyond epic, as well. When you have the Piece of Heart, go back outside and skip ahead to the Night of the 1st Day.

East Clock Town

Wait around until 10 PM, then use Romani's Mask and enter the Milk Bar.

Milk Bar

Time - 10:00 PM - 6:00 AM, 1st or 2nd Day

New Mask - Circus Leader's Mask [MSK14]

Speak with Gorman. He is sitting at the bar. He'll snap at you. What a cold-hearted prick this guy is, huh?

Anyhow, speak with the Zora in here. He will mention that he was supposed to have his band play a show, but they didn't show up. And since the Milk Bar has a reputation for being a great live venue, he will ask you to help him with a soundcheck just for the hell of it. Agree.

He will tell you where to stand on the stage, and what notes to play. Just follow along with him. Gorman will feel the need to chirp in. What a douchebag. Now, speak with Toto again in all of your forms (Zora, Goron, Deku) and keep helping him with the soundcheck.

Eventually he'll have arranged the "Ballad of the Wind Fish," from Link's Awakening.

Gorman will recall fond memories of the song, and apologize for booing you. He will then give you the Circus Leader's Mask, which you will use...*mumbles under breath*...one...carry the four...hmm...borrow from the five...subtract the eight...I GOT IT! You will use this Mask exactly ZERO times! Har har! But, nonetheless, you will need it for the end of the game.

Head back outside, then go to North Clock Town.

North Clock Town

Time - 12:30 AM, 1st Day

Stop Sakon from robbing the old lady. When you've done this, go to West Clock Town.

West Clock Town

Fill up your wallet with rupees (500.) If you don't have the Giant's Wallet, for whatever reason, consider getting it.

Skip ahead to the Night of the Final Day, then hang around til 10 PM and enter the Curiosity Shop.

Curiosity Shop

Time - 10:00 PM - 5:59 AM, Final Day

New Mask - All-Night Mask [MSK02]

Speak with the shopkeeper. Since you prevented Sakon from mugging the Bomb Shop Lady back on the 1st Night, the All-Night Mask will be here, going for 500 rupees. Damn. Purchase the All-Night Mask, which does not let you fall asleep, no matter how hard you try. Not that Link caught many Z's anyway.

When you have it, go back outside. Since you have no rupees to deposit, just reset the Cycle.

South Clock Town

We aren't done, yet! There's three more Pieces of Heart to grab, for your seventeenth Heart Container. Don't slow down time, we'll be resetting again as soon as we get those Heart Pieces, anyway.

Go to East Clock Town and go into the Stock Pot Inn.

Stock Pot Inn

New Upgrades - Piece of Heart x2 [POH15, POH16]

Go to the hallway and turn left. Go into the door at the end of the hall to get to Anju's grandmother's room.

In here, put on the All-Night Mask. Let her read you a story, "Carnival of Time." Now, if you've been in here during the Anju & Kafei sidequest, or any other time, for that matter, you'd know that you fall asleep after the first paragraph. Not with the All-Night Mask, though. At the end of the story, she will ask you when the Clock Tower roof opens. Say "On the eve of the festival." She will give you a Piece of Heart, which she thinks is "candy."

Speak with her again and get her to read Four Giants. At the end of the story, she will ask you what the people did to call the Giants. Say "I dunno," and you will receive a Piece of Heart for listening hard. Excellent.

When you have the two Heart Pieces, go back outside, then go to North Clock Town.

North Clock Town

New Upgrades - Piece of Heart x1 [POH08], Heart Container (17/20)

Put on your Keaton Mask, then slash one of the bushes in the northeast of the area to get the whole patch to destroy itself. This will make a Keaton appear. He will tell you that real Keatons can not be fooled by the Keaton Mask. Well goddamn, there goes my lifelong dream! THANKS, KEATON.

The Keaton will give you a short quiz. To get the answers to his questions, check out Subsection [SQ-04]. If you get all the answers correct, you will get a Piece of Heart. When you have it, play the Song Time to save your progress and reset the Cycle.

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Chapter 23
Ikana, Second Visit

[W-24]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 44/52	- Heart Pieces : 00
- Heart Containers : 17/20	- Heart Containers : 00
- Masks : 21/24	- Masks : 01

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Walletx	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows x	Powder Keg	x	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows x	Lens of Truth	x	
Deku Nuts x	Hookshot x	Magic Beans	x	
Bottle #1 x	Bottle #2 x	Bottle #3	x	
Bottle #4 x	Bottle #5 x	Bottle #6	x	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goh't's Remains x
Gyorg's Remains x		Twinmold's Remains_

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms x	New Wave Bossa Nova	x	
-Double x	Epona's Song x	Elegy of Emptiness	_	
Song of Healing x	Sonata of Awakening x	Oath to Order	x	

+-----+

Upgra +-----+

Standard Magic Meter x	Enhanced Defense x	Powder Keg Certificationx	
Extended Magic Meter x	Spin Attack	x	
Bubble Blast Attack x	Super Spin Attackx		

+-----+

Masks +-----+

Deku Mask x	Goron Mask x	Zora Mask x	Stone Mask x	
Postman's Hat x	All-Night Mask x	Blast Mask x	Don Gero's Maskx	

Keaton's Mask x	Bremen Mask	x	Bunny Hood	x	Couple's Mask	x	
Romani's Mask x	C.Leader's Maskx		Kafei's Mask	x	Captain's Hat	x	
Kamaro's Mask x	Gibdo Mask	_	Garro's Mask	x	G. Fairy Mask	x	
F. Diety's M.	Mask of Truth	x	M. Of Scents	x	Giant's Mask	_	

+-----+

South Clock Town

Slow down time, then fill your wallet with rupees. We're going to be needing a lot of supplies for this next bit. So here's a list of what you need to purchase:

- 5 Magic Beans. Get them from the Southern Swamp Akindo Nut.
- 10 Deku Nuts. Just get these at the Trading Post.
- 10 Bombs. Purchase them at the Bomb Shop.
- A Fish. Bottle the one in the Trading Post.
- A Bottle of Milk. Go to Gorman Track and buy one for 50 rupees.
- A Powder Keg. We'll need this for a crucial part in the Ancient Castle of Ikana Minidungeon.

You will also want to stock up an arrows.

When you have these items, play the Song of Soaring and warp to Ikana Canyon. If you did not activate the Owl Statue up there for the Anju and Kafei sidequest, you have to get there manually. Just call Epona in Termina Field and ride her east out of the Field. When you reach the end of the Pass, speak with the Garo sitting on top of the wall, with your Garo's Mask equipped. He will set up a Hookshot target for you. From there, head up the pass, and use your Ice Arrows to cross the river. Hookshot up to the top of the canyon using the trees along the canyon wall.

Ikana: Ikana Canyon

New Overworld Item - Map of Stone Tower

Take note of the Music Box House in the middle of this area, with Gibdos running around it. On the other side of the house, there is a waterwheel. However, since the river is dried up, there's nothing to power it. We are on our way to fix that right now.

Tingle is floating around here, so shoot him down and buy his map of Stone Tower. Now, run over to the north end of the area, where there is a cave marked by a sign. Enter this cave.

Ikana: Spring Water Cave

Run forward into the middle of the room. Sharp, the brother of Flat (the ghost we met back at Ikana Graveyard a little while ago) will try and kill you with the Melody of Darkness. Take out your Ocarina and play him the Song of Storms. This will cue a kickass cutscene. Those Gibdos just got OWNED.

This will render Sharp uncursed, and the Music Box House will be in running order again, due to the fact that you flooded the Spring Water Cave.

Sharp will tell you that he is the only one who knows the way into the Temple. He is, of course, talking of the Stone Tower Temple. He directs you to the King, who is awaiting you in the ruins of Ikana Castle. Mmmkay.

Exit the cave.

Ikana: Ikana Canyon

Approach the Music Box House. The little girl running around here is Pamela. She lives in the Music Box House with her father, who researches ghosts.

Anyhow, when you approach the house, she will think you are a Gibdo and run back inside. There is a simple way around this. Place a bomb along the west wall. Then, put on the Bunny Hood and quickly run around to the east side of the house. When the bomb goes off, Pamela will come out to investigate the noise. When she gets far enough away from the house, quickly run up to the door and enter.

Music Box House

New Mask - Gibdo Mask [MSK20]

Run down the stairs to the basement.

Once there, walk over to the dresser...

When you've washed the crap out of your underwear, whip out the Ocarina and play the Song of Healing. The Gibdo/Man will go back to his normal self, and you'll get...the Gibdo Mask! Hooray! After a fairly emotional exchange between Pamela and her father, you will receive the Gibdo Mask. When you have it, go back up the stairs and exit the house.

Ikana: Ikana Canyon

We have a couple of Minidungeons here to sift through before climbing Stone Tower. Actually, you can take a look at Stone Tower now, if you like. Inside of it is wicked cool, definitely one of the coolest locations in the game.

Anyhow, on with the Minidungeons. Go all the way around until you reach the upper portion of the west end of the area, where there is a hole in the ground. Drop down this hole and go through to get to the Bottom of the Well.

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Chapter 24
 Minidungeon - Bottom of the Well

 [W-25]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 44/52	- Heart Pieces	: 00
- Heart Containers	: 17/20	- Heart Containers	: 00
- Masks	: 21/24	- Masks	: 00

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield _	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Walletx	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows x	Powder Keg	x	
Bombchu _	Light Arrows_	Great Fairy's Sword	_	
Deku Sticks x	Ice Arrows x	Lens of Truth	x	
Deku Nuts x	Hookshot x	Magic Beans	x	
Bottle #1 x	Bottle #2 x	Bottle #3	x	
Bottle #4 x	Bottle #5 x	Bottle #6	x	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goht's Remains x
Gyorg's Remains x		Twinmold's Remains_

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms x	New Wave Bossa Nova	x	
-Double x	Epona's Song x	Elegy of Emptiness	_	
Song of Healing x	Sonata of Awakening x	Oath to Order	x	

+-----+

Upgra +-----+

Standard Magic Meter x	Enhanced Defense x	Powder Keg Certificationx	
Extended Magic Meter x	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		

+-----+

Masks +-----+

Deku Mask x	Goron Mask x	Zora Mask x	Stone Mask x	
Postman's Hat x	All-Night Mask x	Blast Mask x	Don Gero's Maskx	
Keaton's Mask x	Bremen Mask x	Bunny Hood x	Couple's Mask x	
Romani's Mask x	C.Leader's Maskx	Kafei's Mask x	Captain's Hat x	
Kamaro's Mask x	Gibdo Mask x	Garo's Mask x	G. Fairy Mask x	
F. Diety's M. _	Mask of Truth x	M. Of Scents x	Giant's Mask _	

+-----+

As soon as you enter, you want to put your Gibdo Mask on. This place is infested with them. They also guard the doors here, and are the reason that we needed to buy all that stuff before coming out to the Canyon. Anyhow, there are two doors here; one straight ahead, and one to the right. Speak with the Gibdo in front of the door to the right, and the Gibdo there will ask for something that sprouts when it's watered, and five of them. Give him the five Magic Beans, then go through the door.

Watch out for the Ice Keese in here. If they give you any trouble, let them run into your shield to dispell their ice forcefield, then do away with them with either you sword, your Hookshot, or arrows. Also, in this room you are bound to come across a Wallmaster. Wallmasters are pretty much just hands that crawl around on the ceiling. You will know if one is planning to attack you when you see its shadow and hear it. When this happens, you want to run around in small circles here to get it to drop down, then kill it with your sword.

ANYWAY...

There are two doors here, a northern door and an eastern door. Speak to the Gibdo in front of the eastern door, and he will ask for something that makes a blinding flash, preferably ten of them. Give him the ten Deku Nuts, then go through the door.

In here, there is a door in the southeast, and a door in the north. Speak with the Gibdo in front of the north door, and he will ask for ten refreshing blasts. Give him the ten bombs, then go through the door.

There are blade traps in this room, so be careful. Run into the middle of the room to start a fight with a Big Poe. There is no difference from the last time you fought one. Z-Target it, let it go to attack, dodge it, then hit it with an arrow. Repeat until the Big Poe is dead. When you have defeated it, capture its spirit in one of your Bottles, then go back out through the door.

In this room, go through the western door.

Back in this room, go to the north door and talk to the Gibdo there. He will ask for something deliciously fresh. Give him the fish, then go through the door into the next room.

In this hallway, run to the northern door and speak with the Gibdo there. He will tell you to leave him a ghost, and a big one at that. Give him the Big Poe spirit, then go through the door.

Wait until you have clean shot through, then run through the spiked, rotating pipes. When you've gone through those, there is still one more at the end of the hall. Go near it, then when it goes up, run under it.

Speak with the Gibdo in front of the door here, and he will ask for something rich in calcium. Give him the bottle of Milk, then go through the door.

 New Equipment - Mirror Shield

Light all the braziers in this room with your Fire Arrows, and a chest will appear. Open it to get the Mirror Shield. As you might have already guessed, you use this to reflect light and solve light-based puzzles. It looks kinda cool too.

Run back into the middle of the room, then assume a defensive position with R. Use the Mirror Shield and hit the sun figure on the wall with a beam of light to activate it. This will make a ladder appear on the wall, leading up into an alcove blocked off by a giant block with a sun on it. Use the Mirror Shield to hit the block with the beam of light, and it will vanish. Climb up the ladder, then go through the opening to get to the Ancient Castle of Ikana.

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Chapter 24
 Minidungeon - Bottom of the Well

 [W-26]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 44/52	- Heart Pieces	: 01
- Heart Containers	: 17/20	- Heart Containers	: 00
- Masks	: 22/24	- Masks	: 00

Equip. +-----+			
Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield x
Razor Sword x	-Largest (50)x	-Biggest (40)x	
Adult Wallet x	Giant's Walletx	Child'sWalletx	
+-----+			
Inven. +-----+			
Ocarina of Time x	Hero's Bow x	Pictograph Box	x
Bombs x	Fire Arrows x	Powder Keg	x
Bombchu _	Light Arrows_	Great Fairy's Sword _	
Deku Sticks x	Ice Arrows x	Lens of Truth	x
Deku Nuts x	Hookshot x	Magic Beans	x
Bottle #1 x	Bottle #2 x	Bottle #3	x
Bottle #4 x	Bottle #5 x	Bottle #6	x
+-----+			

Quest	-----+			
	The Bomber's Notebook x			
Odolwa's Remains x			Goh't's Remains x	
Gyorg's Remains x			Twinmold's Remains_	
	-----+			
Songs	-----+			
Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms x	New Wave Bossa Nova	x	
-Double x	Epona's Song x	Elegy of Emptiness	_	
Song of Healing x	Sonata of Awakening x	Oath to Order	x	
	-----+			
Upgra	-----+			
Standard Magic Meter x	Enhanced Defense x	Powder Keg Certification	x	
Extended Magic Meter x	Spin Attack		x	
Bubble Blast Attack x	Super Spin Attack		x	
	-----+			
Masks	-----+			
Deku Mask x	Goron Mask x	Zora Mask x	Stone Mask x	
Postman's Hat x	All-Night Mask x	Blast Mask x	Don Gero's Mask	x
Keaton's Mask x	Bremen Mask x	Bunny Hood x	Couple's Mask x	
Romani's Mask x	C.Leader's Mask	Kafei's Mask x	Captain's Hat x	
Kamaro's Mask x	Gibdo Mask x	Garo's Mask x	G. Fairy Mask x	
F. Diety's M. _	Mask of Truth x	M. Of Scents x	Giant's Mask _	
	-----+			

Ancient Castle of Ikana

Run forward, and climb up the ladder.

Ancient Castle of Ikana: Courtyard

Run over to the west side of the Castle's exterior, then enter the Castle through the opening there.

Ancient Castle of Ikana: ReDead Room

Put on your Gibdo Mask as to be ignored by the ReDeads in here. Shoot the frozen eye switch on the northwest pillar with a Fire Arrow to melt the ice away and activate the switch. This will unseal the northern door. Go through it.

Ancient Castle of Ikana: Dropping Ceiling Room

Put on the Bunny Hood. You have to be quick in this room, otherwise you are dead. Hit the crystal switch in the corner, then quickly run all the way over to the east door. Wait there for the ceiling to drop.

Then, hit the crystal switch here, and when the ceiling rises, blast out of the Deku Flower and float up to the platform along the southern wall. Do it quickly too, or else the ceiling will crush you and you'll have to do it over

again.

On top of the platform, hit the switch to unlock the east door. Jump down to the floor, and go through it into the next room.

Ancient Castle of Ikana: Mine Room

Jump out to the northwestern ledge with the Bunny Hood. Using a jump attack in mid-air also helps to get you some extra distance, too. Hit the switch there to unlock the east door. Take out the Skulltula with an arrow, then use the Hookshot to smash the two mines in front of the east door together and blow them up.

Use the Lens of Truth to reveal an ice platform above the pit. Use it to jump out to the next ledge, then jump along the ledges to the east door. Go through it into the next room.

Ancient Castle of Ikana: Blue Bubble Room

In here you will run into two Blue Bubbles. Keep your shield up so they don't hit you, and run up the stairs on the other side of the room. Go out the door at the top.

Ancient Castle of Ikana: Courtyard

New Upgrade - Piece of Heart x1 [POH46]

We are now on the rooftop of the Castle. Be careful not to fall off, or you will have to go all the way back around. Now, we have a Piece of Heart to grab while we are out here.

Run forward, then climb up the pile of rubble onto the ledge. Look to the north to see a series of platforms with fire on top of them. You'll see a Piece of Heart on the final platform too. Shoot the crystal switch on one of the pillars with an arrow to dispell the flames. Jump north, to the first ledge. Use the Deku Flowers and glide eastward, out to the platform with the Heart Piece on it. Drop down to the Courtyard, then enter the castle and go back around to the rooftop.

Climb back up onto the ledge. Follow it along to the west side of the Castle, then drop down onto the ledge there. Use the Deku Flower to glide to the west, to a platform with a switch on it. Take the Deku Mask off and hit the switch to open up a hole in the roof of the Castle. This will shine light into another room in the Castle, where it is required to move a sun block.

Drop down to the ground, then enter the Castle through the western opening again.

Ancient Castle of Ikana: ReDead Room

Shoot the frozen eye switch on the southeast pillar with a Fire Arrow to unseal the southern door. Go through it into the next room.

Ancient Castle of Ikana: Sun Block Room

Kill the Floormaster enemy in here by stepping into the light and using the Mirror Shield to nail it with a beam of light. Quickly kill the babies before they become the real thing again.

Step back into the light beam, and use the Mirror Shield to hit the sun block with the light. When it vanishes, go through the east door.

Ancient Castle of Ikana: Wizrobe Room

M I N I B O S S

Wizrobe

You will fight a Wizrobe in this room. You've already beaten a few of these already, so I won't bother telling you how to do it here. When you've defeated the Wizrobe, the eastern door will unseal. Go through it.

Ancient Castle of Ikana: 2nd ReDead Room

Ignore the ReDead and go up the stairs, and out the door at the top.

Ancient Castle of Ikana: Courtyard

We are now on the other side of the roof. Round the corner, and you will see a depressed spot in the roof. Slap your Goron Mask on, then place your Powder Keg on the depressed spot. Take the Goron Mask off, then shoot the Powder Keg with an arrow to explode it.

Drop down into the resulting hole.

Ancient Castle of Ikana: ReDead Room

Shine a beam of light onto the sun block here to move it, then run through the opening.

In this small section, you can smash the jars for arrows and magic power if you need them. When you're good to go, go through the door.

Ancient Castle of Ikana: Throne Room

New Song - Elegy of Emptiness

M I N I B O S S E S

Igos du Ikana and Servants

Run into the middle of the room. After the cutscene, waste no time getting the

Fire Arrows out. Shoot the curtains to spill light into the room. Now, lure the two Servants toward the light, and kill them with basic sword attacks. For added LOLZ, you can put on the Bremen Mask and start marching. Try it if you are feeling silly.

Anyway, when you've beaten them down, step into the shaft of light and use the Mirror Shield to hit them with light beams. This will kill them permanently. When both of these guys are dead, Igos du Ikana himself will come after you. Just keep the same technique.

When all three are defeated, a funny cutscene, clearly a nod to Koume and Kotake's deaths in Ocarina of Time, will take place. You will also learn the Elegy of Emptiness during this cutscene, which creates some pretty shitty looking clones of you in your forms. Igos will tell you about how him and his army could not topple Stone Tower. Damn. And I realized just now how much I say "Damn." Damn.

After everything here is done, go back outside and warp to Ikana Canyon. It's time to climb up Stone Tower.

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Chapter 25
Climbing Stone Tower

[W-26]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 45/52	- Heart Pieces	: 00
- Heart Containers	: 17/20	- Heart Containers	: 00
- Masks	: 22/24	- Masks	: 00

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield x	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Walletx	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x
Bombs x	Fire Arrows x	Powder Keg	x
Bombchu _	Light Arrows_	Great Fairy's Sword	_
Deku Sticks x	Ice Arrows x	Lens of Truth	x
Deku Nuts x	Hookshot x	Magic Beans	x
Bottle #1 x	Bottle #2 x	Bottle #3	x
Bottle #4 x	Bottle #5 x	Bottle #6	x

Quest			
		The Bomber's Notebook	x
	Odolwa's Remains		x
	Gyorg's Remains		x
		Goht's Remains	x
		Twinmold's Remains	
Songs			
	Song of Time	Song of Soaring	x
	-Inverted	Song of Storms	x
	-Double	Epona's Song	x
	Song of Healing	Sonata of Awakening	x
		Goron Lullaby	x
		New Wave Bossa Nova	x
		Elegy of Emptiness	x
		Oath to Order	x
Upgra			
	Standard Magic Meter	Enhanced Defense	x
	Extended Magic Meter	Spin Attack	x
	Bubble Blast Attack	Super Spin Attack	x
Masks			
	Deku Mask	Goron Mask	x
	Postman's Hat	All-Night Mask	x
	Keaton's Mask	Bremen Mask	x
	Romani's Mask	C.Leader's Mask	x
	Kamaro's Mask	Gibdo Mask	x
	F. Diety's M.	Mask of Truth	x
		Zora Mask	x
		Blast Mask	x
		Bunny Hood	x
		Kafei's Mask	x
		Garo's Mask	x
		Captain's Hat	x
		G. Fairy Mask	x
		M. Of Scents	x
		Giant's Mask	

Ikana: Ikana Canyon

The entrance to Stone Tower is in the far northeast corner of the area, in a statue. Run up the statue's tongue and go into its mouth to enter Stone Tower.

Stone Tower

Go north, and use the three stone blocks to jump across to the north side of the area. Ignore the switch here for now; look to the west. You'll see a Hookshot target half a level up. Hookshot up to it, and destroy the Beamos with a bomb or the Blast Mask. Hit the switch here, and play the Elegy of Emptiness to place a duplicate of yourself on it so it will stay down. Also, you might wanna think of an order for what forms to duplicate yourself in; because you can only place one duplicate of each form at a time. I usually just go Hylian, Goron, Zora, but whatever. Do what you want. Just keep in mind you can not use Deku Link here...he's too small to even press the switches.

Drop back down to the last level and hit the switch there. Place a duplicate on it with another form, then Hookshot back up to the level you just dropped down from. Look to the east to see another Hookshot target the next level up. Pull yourself up to it, then place another duplicate on the switch there in another form. The blocks will then all be aligned, allowing you to jump back across to the south side of the Tower. Do so.

Ignore the switches here, they are only used in the event that you want to climb back down. Which will be never. Look to the west to see another Hookshot target a level up. Pull yourself up to it, then place a duplicate on it with the Elegy of Emptiness. You can start your order again, too. We don't need

the other blocks any more. Just keep going in the order you have set so that you don't accidentally dispell a clone.

Anyways, look to the south and you'll see another Hookshot target a level up. Pull yourself up to it, then bomb/Blast Mask the Beamos to kill it. Place a duplicate on the switch here. Look to the northeast, and pull yourself up to the Hookshot target a level up. Place another duplicate on the switch here. The blocks should now be aligned, allowing you to cross to the north side of the column again. Do so.

Again, ignore the switches here. They are for going back down to the bottom of the Tower. Look to the east, and pull yourself up the Hookshot target on the next level. Look to the south to see another Hookshot target on the next floor. Pull yourself up to it. Now, look to the southwest to see the last Hookshot target. Pull yourself up to it. Congratulations, you've made it to the top of Stone Tower. Slash the Owl Statue here to activate it.

Warp back to Clock Town to deposit your rupees and reset the Cycle. One more dungeon to go and the game is nearly done. You should be proud of yourself. Especially using my shitty instructions.

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Chapter 26
Dungeon IV: Stone Tower Temple

[W-27]

~Current Progress~	~Things to Get~
-----+	-----+
- Heart Pieces : 45/52	- Heart Pieces : 00
- Heart Containers : 17/20	- Heart Containers : 01
- Masks : 22/24	- Masks : 01
Equip. +-----+	
Kokiri Sword x Quiver (30)x	Bomb Bag (20)x Hero's Shield x
Gilded Sword x -Large (40)x	-Big (30)x Mirror Shield x
Razor Sword x -Largest (50)x	-Biggest (40)x
Adult Wallet x Giant's Walletx	Child'sWalletx
+-----+	
Inven. +-----+	
Ocarina of Time x	Hero's Bow x Pictograph Box x
Bombs x	Fire Arrows x Powder Keg x
Bombchu _	Light Arrows_ Great Fairy's Sword _
Deku Sticks x	Ice Arrows x Lens of Truth x
Deku Nuts x	Hookshot x Magic Beans x
Bottle #1 x	Bottle #2 x Bottle #3 x

	Bottle #4	x	Bottle #5	x	Bottle #6	x	
Quest	The Bomber's Notebook x						
	Odolwa's Remains	x			Goht's Remains	x	
	Gyorg's Remains	x			Twinmold's Remains		
Songs	Song of Time	x	Song of Soaring	x	Goron Lullaby	x	
	-Inverted	x	Song of Storms	x	New Wave Bossa Nova	x	
	-Double	x	Epona's Song	x	Elegy of Emptiness	x	
	Song of Healing	x	Sonata of Awakening	x	Oath to Order	x	
Upgra	Standard Magic Meter	x	Enhanced Defense	x	Powder Keg Certification	x	
	Extended Magic Meter	x	Spin Attack	x			
	Bubble Blast Attack	x	Super Spin Attack	x			
Masks	Deku Mask	x	Goron Mask	x	Zora Mask	x	Stone Mask x
	Postman's Hat	x	All-Night Mask	x	Blast Mask	x	Don Gero's Maskx
	Keaton's Mask	x	Bremen Mask	x	Bunny Hood	x	Couple's Mask x
	Romani's Mask	x	C.Leader's Maskx		Kafei's Mask	x	Captain's Hat x
	Kamaro's Mask	x	Gibdo Mask	x	Garo's Mask	x	G. Fairy Mask x
	F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask _

South Clock Town

Slow down time, then go over to West Clock Town to fill your wallet with rupees. Stock up on arrows and bombs, then warp to Stone Tower.

Stone Tower

Smash the jars for supplies. You can catch the Fairy in a Bottle, if you like. It might be a good idea to keep warping to this Owl Statue and filling your Bottles with Fairies, since there are some very tough enemies in this Temple.

Now, most guides will tell you which order to step on these three switches. I, however, being the craftsman/stud/rockstar I am, will tell you a much quicker way to get across the chasm.

Step on the southwest switch and place a duplicate on it. This will make the first block come all the way across to this ledge. Jump out to it, then play the Elegy of Emptiness in the same form you set the duplicate in to dispell it and release the switch. This will make the block go back to its original position, on along the northern ledge. If you want to hit all three switches though, do it in this order:

Either way works, just as long as you get across. Run up the tongue of the face to get into the Stone Tower Temple.

Stone Tower Temple: Statue Room

New Dungeon Item - Stray Fairy x1 [SF47]

Run forward, then take out both of the Dragonflies with arrows. Along the back wall, there is a giant statue of what looks like a distorted face. There is an eye switch on this statue. Shoot it with an arrow to make a chest appear on the platform in the middle of the room. Hookshot over to the chest and open it to get a Stray Fairy (#1). Jump out to what would be the left side of the room as you enter the dungeon, then go through the door located there.

Stone Tower Temple: Quad-Switch Room

Destroy all of the Real Bombchus in here by putting your shield up and letting them run into it. They will flip back like morons and explode. Anyway, bomb/Blast Mask the wall directly across from the door you entered. There will be a row of crates. Behind these crates, there is a pair of small boxes. Roll into one of the crates to smash it. Pick up one of the small boxes, then step on a switch and leave the box there to hold it down. Do the same with the other box.

For the large switch, you have to step on it with Goron Link and set a duplicate with the Elegy of Emptiness. For the last switch, you can just use Hylian Link. This will open the grating blocking off the next area, so go into it.

Stone Tower Temple: Courtyard

Destroy the Guay and the Dragonfly with arrows, then take note of the two dirt patches on the floor in here. Bomb/BM the one that does not have grass growing in it, blowing a hole in the floor. To get to the next room, you can either drop down into this hole, or you can go down the stairs.

Stone Tower Temple: Lava Armos Room

New Dungeon Items - Dungeon Map, Small Key x1, Stray Fairy x1 [SF48]

With the hole blown into the ceiling/floor, there is now a beam of light that shines down into this room. Reflect light onto the sun block to move it out of your way, then put on the Goron Mask. Get across the lava, into the alcove on the other side of the room. Open the chest there to get the Dungeon Map.

Kill all the Armos Knights in the room using bombs, and a chest will appear in the middle of the lava. Use Goron Link to get over to the chest. Open it up to get a Small Key. Back near the stairs, look up to see a Hookshot target. Pull yourself up to it to land on that ledge, then open the chest there to get another Stray Fairy (#2).

Go back up the stairs.

Stone Tower Temple: Courtyard

Use your Small Key and get through the locked door.

Stone Tower Temple: Water Room

New Dungeon Item - Small Key x1

Put on the Zora Mask, then dive into the water. Swim towards the the opposite side of the room, and perform a water jump to get up onto the ledge there. Open the chest on that ledge to get a Small Key, then jump back into the water. Swim into the passage with the Dexihand above it, then swim through to the next area.

Stone Tower Temple: Bridge Room

New Dungeon Item - Compass

Sink down to the bottom of the water. On the bottom, there are some mines surrounding a switch. Go in behind them, and hit the switch to make a chest appear upside-down on a platform under the water. It's supposed to do that, don't worry. Get up to the bridge in the middle of the room, and shoot the frozen eye switch above one of the doors to melt the ice and activate the switch. Another upside-down chest will appear.

Stand in the light beam near the door the eye switch is above, and reflect light into the mirror on the wall. Hold it for ten to fifteen seconds, then run into the light being reflected by the mirror. Use the Mirror Shield to reflect that light onto the sun block. Open the chest in the alcove that is revealed to get the Comapss, then go through the locked door in the north of the room.

Stone Tower Temple: Mirror Puzzle Room

New Dungeon Items - Stray Fairy x2 [SF49, SF50]

Put on the Goron Mask, then punch away the pillar in front of you to get some light to shine down into the room. Take the Goron Mask off, then put the Stone Mask on. We don't want any Black Boes getting in our way when we are trying to work in this room.

Use the Mirror Shield to aim light at the sun switches on the walls. When you hit the right one, a chest will appear. Just leave it. Now, reflect light onto the east mirror on the room's central pillar. Hold it, then use that light to hit the sun block in the east of the room. This will reveal a chest. Open both of the chests to get Stray Fairies (#3, #4).

Back in the original light beam, hit the west mirror on the room's central pillar. Hold it, then use that light to reflect to the mirror on the west wall. Hold it, then use that light to hit the sun block in the north of the room. Go through the door that is revealed.

Stone Tower Temple: Lava Switch Room

New Dungeon Items - Stray Fairy x2 [SF51, SF52]

Put on the Goron Mask, then drop down to the lava below. Hit the large switch here to dispell a flame that guards another switch in the southwest corner of the room. Roll around to that corner, and hit the switch to make a chest appear on the above ledge. Go back to the southeast corner of the room and get back up onto the original ledge.

Put on the Deku Mask. Now, you may have already the columns of air shooting up in this room. These things are used to give your Deku Flowers a bit more juice. Launch out of the Deku Flower here, then glide north, into the first air column. Use the boost to get into an alcove with a bunch of rupees and a chest in it. Open the chest to get a Stray Fairy (#5). Jump back into the air column to get some Deku Flowers, then glide around the northeast corner. Hit the northwest column, then round the corner. Look out for the Real Bombchu that runs around the beams here. Hit the final air column to get up to the southwestern ledge. Open the chest there to get another Stray Fairy (#6), then go through the door.

Stone Tower Temple: Garo Master Room

New Inventory Item - Light Arrow

M I N I B O S S

Garo Master

In here you will fight a Garo Master. Use the Bunny Hood if you have it, he's pretty quick. There really isn't much to him other than that, though. Just stick to Z-Targeting while defending against him, and striking him with your sword when he lets his guard down. The most convenient time to attack him is when he makes his weird little noise and jumps to the ceiling. When he lands again, he will be wide open for a hit. Just keep going this way until he dies.

The Garo Master will tell you to "shoot that which releases the sacred golden light into the blood-stained emblem outside the Temple, and it shall re-arrange things." He ain't kidding, either. We have a couple of Stray Fairies to grab, then we'll be taking the Garo Master's Advice. Go through the south door.

Stone Tower Temple: Steel Beam Room

Jump up to the steel beam and kill the masked Hiploop with the Hookshot. Go along to the south ledge and go through the door there.

Stone Tower Temple: Water Room

New Dungeon Item - Stray Fairy x1 [SF53]

Run down to the other side of this bridge, where there is an Eyegore. When you come close enough to it, it will wake up. Move in towards the Eyegore so he goes down to attack you, then backflip out of his way. When his eye turns yellow, shoot it with an arrow. Keep going till he's dead.

Upon the demise of the Eyegore, a chest will appear. Run over to it and open it to get a Stray Fairy (#7), then go through the south door to return to the Statue Room.

Stone Tower Temple: Statue Room

Go through the east door.

Stone Tower Temple: Bridge Room

Jump into the water as Zora Link, then swim through the passage in the north end of the room. Swim through to the Water Room.

Stone Tower Temple: Water Room

New Dungeon Item - Stray Fairy x1 [SF54]

Water jump up to the east ledge. Between the fencing and the wall on this ledge, charge up a Super Spin Attack. Release it to hit the crystal switch on the other side of the fencing. This will make a chest appear in a closed off area on the opposite side of the room.

Swim over to the western ledge and water jump up to it. Shoot the sun block here with a Light Arrow to move it, then kill the Beamos in the fenced off section with a bomb or the Blast Mask. Open the chest here to get a Stray Fairy (#8). Then, play the Song of Soaring to return to the dungeon entrance.

Stone Tower Temple: Statue Room

Go back outside.

Stone Tower

Hit the three switches outside the Temple and leave duplicates on them in this order to align the blocks;

3

1 2

When the blocks aligned, jump out to the first one, then look back to the ledge to see the "red emblem" that the Garo Master was talking about. Shoot it with a Light Arrow.

Stone Tower

Yeah, I know. The dizziness will pass. Jump back across the blocks to enter the inverted form of the Stone Tower Temple.

Stone Tower Temple: Statue Room

Walk along the ledge and go through the eastern door. Be careful not to fall into the sky!

Stone Tower Temple: Bridge Room

New Dungeon Items - Stray Fairy x2 [SF55, SF56], Small Key x1

Shoot away the sun block with a light arrow, then run into the room. Use the Deku Flower here go glide over to one of the air columns, and use the boost to get into the north alcove, under the bridge. Open the chest to get a Stray Fairy (#9), then use another air column to get up to the eastern ledge. Take the Deku Mask off, then hit the switch to extinguish a flame around a chest on the southern ledge. Place a duplicate on the switch to hold it down. Then, use your Hookshot to bang the mines up there together and blow them up.

Use the Deku Flower on this ledge to glide over to the column of air in the west of the room. Use the boost from the air column to get up to the south ledge. Open the chest there to get a Stray Fairy (#10). Drop down onto the ledge below, then run into the passage in the north of the room. Go to the end of the passage, and hit the switch there to make a chest appear. Run back to it and open it up to get a Small Key, then shoot the sun switch on the south ledge with a Light Arrow to make an upside down chest appear. We'll be back for this later.

Use the air columns as Deku Link to glide up to the northwest ledge, avoiding the mines, and go through the locked door there.

Stone Tower Temple: Topsy-Turvy Room

Whip out your Light Arrows, then shoot the red emblem above the western door with one. This will turn the room right-side up. Use Goron Link to cross the lava, then shoot the red emblem to invert the room again. Go through the west door.

Stone Tower Temple: Block Puzzle Room

You will be faced with a puzzle to solve in this room. Run forward, and kill the yellow and green Chus to fill up on arrows and magic power. Now, drop down to the floor and push the block in the northeast corner of the room to the west. When it reaches the end of its track, take out the Light Arrows and shoot one of the red emblems (there's one over either door) to invert the room.

Push the block to the east three paces, then flip the room again. Grab the block and push it to the south until it won't go any further, then flip the room. Push the block all the way to the west, then flip the room a final time. Push the block into the small depression to unlock the west door. Use the

block to climb up to the ledge, then go through the door.

Stone Tower Temple: Lava Armos Room

New Dungeon Item - Stray Fairy x1 [SF57]

M I N I B O S S

Wizrobe

You'll fight a Wizrobe in here. Use Light Arrows for a quick victory.

When you've beaten the Wizrobe, a chest will appear on the northwest ledge. Hookshot up to it, and open it to get a Stray Fairy (#11). Go down the set of stairs.

Stone Tower Temple: Courtyard

Kill or ignore the Poe. Put on the Deku Mask and use the Deku Flower on this ledge to float over to the east side of the room. Go through the door there.

Stone Tower Temple: Water Room

Blow up the mines blocking the opening in the north of the room, then use the Deku Flower here to glide over to it. Use the Deku Flower there to get over to the east ledge, then go through the door there.

Stone Tower Temple: Bridge Room

Take off your Deku Mask. Run past the Blue Bubbles. Play the Song of Storms if you managed to get cursed by one. Run to the east end of this hallway, then smash the boxes there to get arrows and magic. Go through the door.

Stone Tower Temple: Gomess Room

New Dungeon Item - Boss Key

M I N I B O S S

Gomess

You'll fight Gomess here. Simply hit the bats that surround him with a Light Arrow, then hit Gomess himself with one. He'll do some fancy spins and stuff with his scythe, so hop out of the way to avoid his attacks. Keep going like that until Gomess is dead.

The eastern door will unlock. Go through it and open the chest to get the Boss Key. Return to the Water Room, and go through the southwest door there.

Stone Tower Temple: Statue Room

Just ignore the Death Armos. Jump over to the ledge with the switch on it, and hit that switch to make another upside-down chest appear above the platform in the middle of the room.

Return to the Water Room.

Stone Tower Temple: Water Room

Go through the south door to return to the Courtyard.

Stone Tower Temple: Courtyard

Use the Deku Flower to get up to the alcove in the southeast of the room.

Stone Tower Temple: Quad-Switch Room

New Dungeon Item - Small Key x1

Take a right, then a left. Go through to the end and hit the switch on top of the slope. This will extinguish a flame around a chest in the southwest of the room. Climb up to the chest, and open it to get a Small Key. Jump back down to the ledge in the Courtyard, then play the Song of Soaring and warp back to the Temple entrance.

Stone Tower Temple: Statue Room

New Dungeon Item - Stray Fairy x1 [SF58]

Run onto the inscription of Majora's Mask, then look south, and toward the ceiling. You'll see a sun switch up there. Shoot it with a Light Arrow to make a chest appear. Open it to get a Stray Fairy (#12), then use the chest above the platform hanging from the ceiling as a Hookshot target. Pull yourself up there, then go through the locked door at the top.

Stone Tower Temple: Water Room

New Mask - Giant's Mask [MSK23]

You will fight another Eyegore here. Handle it like the last one. Upon its demise, a chest will appear. Open it to get the Giant's Mask. This basically turns you into a Giant. Yeeeeeeeeeeeeeeah booooooooooy.

Go through the north door.

Stone Tower Temple: Steel Beam Room

Wait for the pipe to go up, then run forward and hit the crystal switch. This will make a chest appear on the ceiling. Use the chest to Hookshot up to another platform, then pull yourself over the pipe there with the Hookshot target on the ceiling. Drop down to the floor, then use your Boss Key and go

through the Boss Door.

Stone Tower Temple: Garo Master Room

Jump through the hole in the floor and fall into the sky.

B O S S
Giant Masked Insect, Twinmold

+-----+
New Upgrade - Heart Container x1 (18/20)

New Quest Item - Twinmold's Remains

Ok, so Twinmold is a pretty lame boss. You have two ways to kill them;

- 1) Shoot their heads and tails with arrows until they die.
- 2) Put on the Giant's Mask and whack the piss out of their heads/tails.

You might as well do the latter. This is the only time in the entire game you will get to use the Giant's Mask. Just wait for Twinmold to come out of the sand, then smash their heads or their tails with your sword. The Giant's Mask sucks magic power like a vaccum cleaner, so if you run short, smash the cement pillars and take it off to get the magic jars.

When Twimold is dead, take off the Giant's Mask, then grab the Heart Container and step into the portal to get the Boss Remains. Watch the cutscene that ensues.

Ikana: Ikana Canyon

We have three more Fairies to grab back in the Temple. Warp to the top of Stone Tower, then flip the chasm back over. Enter the Temple again.

Stone Tower Temple: Statue Room

New Dungeon Item - Stray Fairy x1 [SF59]

Drop down into the pit in the middle of the room. Open the chest to get a Stray Fairy (#13), then climb back up to the room's main level and go through the east door.

Stone Tower Temple: Bridge Room

New Dungeon Item - Stray Fairy x1 [SF60]

Dive into the water with Zora Link. On a ledge under the water in the south of the room, there is a chest that you made appear the last time we were in here. Open it to get a Stray Fairy (#14), then leave the room through the north door.

Stone Tower Temple: Mirror Puzzle Room

Go through the north door.

Stone Tower Temple: Lava Switch Room

Use the Deku Flowers and air columns to get over to the southwest ledge. Go through the door located there.

Stone Tower Temple: Garo Master Room

Go through the south door.

Stone Tower Temple: Steel Beam Room

New Dungeon Item - Stray Fairy x1 [SF62]

Drop down to the bottom level of the room, and open the chest there to get the dungeon's, and the game's, final Stray Fairy (#15). Warp back to the entrance, go outside, and warp back to Ikana Canyon.

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Chapter 27
Ikana, Third Visit

[W-28]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 45/52	- Heart Pieces	: 00
- Heart Containers	: 18/20	- Heart Containers	: 00
- Masks	: 23/24	- Masks	: 00

Equip. +-----+		-----+	
Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield x
Razor Sword x	-Largest (50)x	-Biggest (40)x	
Adult Wallet x	Giant's Walletx	Child'sWalletx	
+-----+		-----+	
Inven. +-----+		-----+	
Ocarina of Time x	Hero's Bow x	Pictograph Box	x
Bombs x	Fire Arrows x	Powder Keg	x
Bombchu _	Light Arrowsx	Great Fairy's Sword	_
Deku Sticks x	Ice Arrows x	Lens of Truth	x

	Deku Nuts	x	Hookshot	x	Magic Beans	x			
	Bottle #1	x	Bottle #2	x	Bottle #3	x			
	Bottle #4	x	Bottle #5	x	Bottle #6	x			
+-----+									
Quest	+-----+								
	The Bomber's Notebook						x		
	Odolwa's Remains	x	Goh't's Remains			x			
	Gyorg's Remains	x	Twinmold's Remains				x		
+-----+									
Songs	+-----+								
	Song of Time	x	Song of Soaring	x	Goron Lullaby	x			
	-Inverted	x	Song of Storms	x	New Wave Bossa Nova	x			
	-Double	x	Epona's Song	x	Elegy of Emptiness	x			
	Song of Healing	x	Sonata of Awakening	x	Oath to Order	x			
+-----+									
Upgra	+-----+								
	Standard Magic Meter	x	Enhanced Defense	x	Powder Keg Certification	x			
	Extended Magic Meter	x	Spin Attack	x					
	Bubble Blast Attack	x	Super Spin Attack	x					
+-----+									
Masks	+-----+								
	Deku Mask	x	Goron Mask	x	Zora Mask	x	Stone Mask	x	
	Postman's Hat	x	All-Night Mask	x	Blast Mask	x	Don Gero's Mask	x	
	Keaton's Mask	x	Bremen Mask	x	Bunny Hood	x	Couple's Mask	x	
	Romani's Mask	x	C.Leader's Mask	x	Kafei's Mask	x	Captain's Hat	x	
	Kamaro's Mask	x	Gibdo Mask	x	Garo's Mask	x	G. Fairy Mask	x	
	F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask	x	
+-----+									

Ikana: Ikana Canyon

We have a few final things to take care of. We have the Stray Fairies to return, and we have three more terrestrial Pieces of Heart to get. We'll return the Stray Fairies to their Fountain, first.

The Fairy's fountain is in the northeast of the area, a level down from the entrance to Stone Tower.

Fairy's Fountain

New Inventory Item - Great Fairy's Sword

Run into the Fountain to let the Fairies go. The Great Fairy of Kindness, now restored, will grant you the Great Fairy's Sword. This thing is pretty much completely useless. I mean, you need two hands to wield it, it acts like A C Item instead of a primary weapon, and the Gilded Sword is plenty powerful enough already. But whatever, you can use it on the Moon if you want.

Go back out to Ikana Canyon. Play the Song of Time to reset the Cycle for the last time. If you don't want to, don't bother depositing your rupees. You won't be needing money anymore.

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Chapter 28
Finishing Up

[W-29]

~Current Progress~

~Things to Get~

```

-----+-----+
- Heart Pieces      : 45/52 | - Heart Pieces      : 03 |
- Heart Containers  : 18/20 | - Heart Containers  : 01 |
- Masks             : 23/24 | - Masks             : 00 |

```

Equip. +-----+-----+
| Kokiri Sword x Quiver (30)x Bomb Bag (20)x Hero's Shield x |
| Gilded Sword x -Large (40)x -Big (30)x Mirror Shield x |
| Razor Sword x -Largest (50)x -Biggest (40)x |
| Adult Wallet x Giant's Walletx Child'sWalletx |
+-----+-----+

Inven. +-----+-----+
| Ocarina of Time x Hero's Bow x Pictograph Box x |
| Bombs x Fire Arrows x Powder Keg x |
| Bombchu _ Light Arrowsx Great Fairy's Sword x |
| Deku Sticks x Ice Arrows x Lens of Truth x |
| Deku Nuts x Hookshot x Magic Beans x |
| Bottle #1 x Bottle #2 x Bottle #3 x |
| Bottle #4 x Bottle #5 x Bottle #6 x |
+-----+-----+

Quest +-----+-----+
| The Bomber's Notebook x |
| Odolwa's Remains x Goht's Remains x |
| Gyorg's Remains x Twinmold's Remainsx |
+-----+-----+

Songs +-----+-----+
| Song of Time x Song of Soaring x Goron Lullaby x |
| -Inverted x Song of Storms x New Wave Bossa Nova x |
| -Double x Epona's Song x Elegy of Emptiness x |
| Song of Healing x Sonata of Awakening x Oath to Order x |
+-----+-----+

Upgra +-----+-----+
| Standard Magic Meter x Enhanced Defense x Powder Keg Certificationx |
| Extended Magic Meter x Spin Attack x |
| Bubble Blast Attack x Super Spin Attackx |
+-----+-----+

Masks +-----+-----+
| Deku Mask x Goron Mask x Zora Mask x Stone Mask x |
| Postman's Hat x All-Night Mask x Blast Mask x Don Gero's Maskx |
| Keaton's Mask x Bremen Mask x Bunny Hood x Couple's Mask x |
| Romani's Mask x C.Leader's Maskx Kafei's Mask x Captain's Hat x |
| Kamaro's Mask x Gibdo Mask x Garo's Mask x G. Fairy Mask x |
+-----+-----+

South Clock Town

New Items - Moon's Tear, Land Title Deed, Mountain Title Deed, Ocean Title Deed

We have three more Heart Pieces to get back in the Canyon.

Slow down time, then go fill your wallet with rupees and buy arrows and bombs. Do the Akindo Nut Deed Trading Sequence up until getting the Ocean Title Deed. Then, warp to Ikana Canyon.

Ikana: Ikana Canyon

New Upgrade - Piece of Heart x1 [POH47]

Jump down to the dock, then get up onto the south side of the river, where Sakon is running around. Just ignore him. Go east, into the next area.

The final Akindo Nut is here. Speak with him as Zora Link, and he'll comment on how he wants to do business in the sea breeze while listening to the sound of the waves. Show him the Ocean Title Deed. He will give you a yellow rupee, which is worth 200 rupees. In this point in the game, 200 rupees is about as useful as zero rupees, but eh, we want the Flower he was in. Use his Deku Flower to shoot over to the platform along the north wall. Get the Heart Piece there. Two more to go.

Jump into the water with Zora Link, and start swimming to the west, upstream. Swim past the two Octoroks between the wooden docks, and go into the cave to get to a secret area. Get up onto the ledge, then go in through the opening behind the waterfall to get to the Secret Shrine.

Secret Shrine

New Upgrade - Piece of Heart x1 [POH48]

Unseal the door by shooting the sun switch above it with a Light Arrow. Go through that door.

Speak with the Garo in here, and he will tell you that there are spirits waiting for you. Hmm. You'll go up against various minibosses in here, that you've already fought throughout the game. I won't tell you how to beat them since you should know how to by now. You will fight;

- i) Wart (No, this isn't a sick joke)
- ii) Garo Master
- iii) Dinolfos x4
- iv) Wizrobe

Just jump into any one of the passages and go through the door at the end to begin. When all of the minibosses are dead, go back out to the main room and the Garo will tell you that you are amazing. When he vanishes, a chest will appear. Jump out to it and open it up to get a Piece of Heart. When you have

it, go back outside and warp to the Owl Statue at the top of the Canyon.

Ikana: Ikana Canyon

Go to the Spirit House, it's on the second highest level in the northwest of the area, and is marked by a sign.

Spirit House

New Upgrades - Piece of Heart x1 [POH45], Heart Container (19/20)

Speak with the Garo in here, and he'll challenge you to defeat the four Poe sisters within a time limit. If your health drops below three hearts, he will stop the match. The game costs 30 rupees.

For the first Poe Sister, Amy, Z-Target her and let her go to attack. Move out of her way, then when she re-appears, nail her with an arrow. Keep going like that until Amy is dead.

For the second and third Poe Sisters, Beth and Jo, keep the same technique as Amy.

The last of the Poe Sisters, Meg, will multiply herself to try and trick you out. The real one isn't hard to find, she does a little spin before circling you. Just keep shooting at her.

When all four are defeated, the Garo will give you the game's last terrestrial Piece of Heart, which will also give you your nineteenth Heart Container.

Now, go back outside and warp to Clock Town.

South Clock Town

New Inventory Item - Bombchu

Go to West Clock Town and stock up on arrows, bombs, Deku Sticks, Deku Nuts, magic power, and Bombchu. Yes. Bombchu. These things are pretty much completely useless, but we'll be needing them soon enough. Fill up on all of these items, then play the Inverted Song of Time to return the flow of time to normal. If you don't have all of the Masks thus far (23), go to the Milk Bar to buy Chateau Romani.

Skip ahead to the Night of the Final Day, then get up to the deck of the Clock Tower.

South Clock Town

Time - 12:00 AM, Final Day

When midnight strikes and the Clock Tower opens up, go up the stairs to the top.

Top of the Clock Tower

Now, remember the last time you saw Skull Kid up here? It was near the beginning of the game. That cutscene will basically repeat itself. Now, after the talking is all done and over with, take out your Ocarina. To call the Four Giants, play Oath to Order. Remember? You learned it after the Woodfall Temple way back when, and I told you to forget about it.

Watch the cutscene, which is easily tied with the ending of Twilight Princess for the "Most Epic Cinematic" award. (Shut up, dickwad, the TP ending was cool.)

Now, the Giants' grip on the Moon will start to slip. The Moon will start sucking everything up in an attempt to "consume everything." What the hell?! This shit is only slightly disturbing. After the cutscene is done and over with, you'll arrive on the Moon. That's right. The Moon.

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Chapter 29

The Moon

[W-30]

~Current Progress~

~Things to Get~

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-----+-----+
- Heart Pieces      : 48/52 | - Heart Pieces      : 04 |
- Heart Containers  : 18/20 | - Heart Containers  : 01 |
- Masks             : 23/24 | - Masks             : 01 |

```

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Equip. +-----+
| Kokiri Sword x   Quiver (30)x   Bomb Bag (20)x   Hero's Shield x |
| Gilded Sword x   -Large (40)x   -Big (30)x      Mirror Shield x |
| Razor Sword x    -Largest (50)x -Biggest (40)x  |
| Adult Wallet x   Giant's Walletx Child'sWalletx  |
+-----+
Inven. +-----+
| Ocarina of Time x   Hero's Bow x     Pictograph Box x |
| Bombs x            Fire Arrows x    Powder Keg x      |
| Bombchu x          Light Arrowsex   Great Fairy's Sword x |
| Deku Sticks x      Ice Arrows x     Lens of Truth x   |
| Deku Nuts x        Hookshot x       Magic Beans x     |
| Bottle #1 x        Bottle #2 x      Bottle #3 x       |
| Bottle #4 x        Bottle #5 x      Bottle #6 x       |
+-----+
Quest +-----+
|                               The Bomber's Notebook x |
| Odolwa's Remains x                               Goht's Remains x |

```

	Gyorg's Remains	x			Twinmold's Remains	x		
Songs	Song of Time	x	Song of Soaring	x	Goron Lullaby	x		
	-Inverted	x	Song of Storms	x	New Wave Bossa Nova	x		
	-Double	x	Epona's Song	x	Elegy of Emptiness	x		
	Song of Healing	x	Sonata of Awakening	x	Oath to Order	x		
Upgra	Standard Magic Meter	x	Enhanced Defense	x	Powder Keg Certification	x		
	Extended Magic Meter	x	Spin Attack	x				
	Bubble Blast Attack	x	Super Spin Attack	x				
Masks	Deku Mask	x	Goron Mask	x	Zora Mask	x	Stone Mask	x
	Postman's Hat	x	All-Night Mask	x	Blast Mask	x	Don Gero's Mask	x
	Keaton's Mask	x	Bremen Mask	x	Bunny Hood	x	Couple's Mask	x
	Romani's Mask	x	C.Leader's Mask	x	Kafai's Mask	x	Captain's Hat	x
	Kamaro's Mask	x	Gibdo Mask	x	Garo's Mask	x	G. Fairy Mask	x
	F. Diety's M.	_	Mask of Truth	x	M. Of Scents	x	Giant's Mask	x

You can take your time until the end of the game...the time limit is gone. Anyhow; If you do NOT have twenty-three Masks (only one slot on your Masks subscreen still open,) you can just go ahead and speak with the Majora's Mask child to go to the final Boss fight. Now for you SMART people;

Run over to the tree in the middle of the field. There are five children here; four wearing the Remains Masks, running around the tree, and one sitting by himself wearing Majora's Mask.

Find the child wearing the Oldolwa's Remains Mask, then speak with him. He will ask for a Mask. Give him any one of your Masks. KEEP THE USEFUL ones like the Bunny Hood and your Transformation Masks. Get rid of the shitty ones like the Circus Leader's Mask and Kafai's Mask first. When he's satisfied, you'll be warped to Odolwa's dungeon to play "hide-and-seek" with the Odolwa child.

The Moon: Odolwa's Dungeon

New Upgrade - Piece of Heart x1 [POH49]

This place is completely linear. Use the Deku Flower here to get out to the spinning platform. Use the Deku Flower there to get out to the ledge on the wall. Wait in that Deku Flower, then shoot out of it and land on the platform with the yellow Deku Flower. When your platform nears it, shoot out to the ledge with the Piece of Heart on it and pick it up.

Use the yellow Deku Flower to get back to the platform, then use it to get to the ledge with the door on it. Go through this door.

Speak with the Odolwa child in here, and he'll ask for another Mask. Give him one, then you'll be warped back out to the Field.

Look for the child wearing Goht's Remains. Speak with him, and he will ask you for Masks. Give him two, then you will be warped to Goht's Dungeon.

The Moon: Goht's Dungeon

New Upgrade - Piece of Heart x1 [POH50]

This place is fuuuuuuuuuuuuuuuun. Now, if you muck up here, use the small, flashing warp panels to get back to the start.

Smash the pots to get some magic power, then put the Goron Mask on. Start rolling down the ledge here at maximum speed. At the end of this ledge is a ramp. Let go of the control stick and shoot over the ramp. On the next ledge, smash the pair of chests right in the middle, where they meet. You will bounce off them and shoot over to another ledge. Hit the chests in the middle again, and you will bounce off them. The next few jumps you'll land and jump again. So keep going. After you hit the third set of chests and ramp over the pit, take the control stick again.

Ignore the wooden bridges; just keep following the ledges. When you reach the platform with a Piece of Heart on it, get out of your roll and get the Piece of Heart. You can smash the pots here for magic power if you need any. Curl back up, then start rolling along the ledge again. When you reach the wooden bridge, stop. Cross the bridge to get to a platform in the middle of the room. On the opposite side of the platform, get into a roll and start going across the bridge. When you hit maximum speed, you will hit the ramp and shoot over the pit, landing on an ice platform. Go through the door.

Speak with the Goht Child, and give him more masks until he is satisfied to be warped back out to the field.

Look for the child wearing Gyorg's Remains. Speak with him, and give him Masks until he is satisfied. When he is satisfied, you will be warped to Gyorg's dungeon.

The Moon: Gyorg's Dungeon

New Upgrade - Piece of Heart x1 [POH51]

Turn into Zora Link, then jump into the water. Now, this place is merely a bunch of tangled pipes. To get to the Piece of Heart in here, you want to take any of the following routes:

Left, left, right, left
Right left, left, left
Left, right, left, left

Grab the Piece of Heart, then swim through the pipe to be warped back to the start of the dungeon.

Now, take this route to get to the Gyorg child:

Left, left, right, right.

Give him Masks until he is satisfied, and you'll be warped back out to the field.

Speak with the child wearing Twinmold's Remains. Give him Masks until he is satisfied, then you will be warped to Twinmold's dungeon.

The Moon; Twinmold's Dungeon

New Upgrades - Piece of Heart x1 [POH52], Heart Container (20/20)

Twinmold's dungeon is basically just fighting against various minibosses, all of which you have faced before. If you really wanna use the Great Fairy's Sword, you might as well do so now. Anyway, smash the jars in here for rupees and supplies, then go through the door.

In this room, you will fight a Dinolfos. Kill him, and the door will unlock. Go through it into the next room.

In this room, you will fight a Garo Master. Upon his demise, a chest will appear on the above ledge. Hookshot up to it, and open it to get some arrows if you want. Go through the door into the next room.

In here, you will fight an Iron Knuckle. Defeat him, and a chest will appear. Open it up to get some Bombchu if you didn't already fill up on them back in Clock Town. Now, look up on one of the walls to see a large crack in it. Go to the opposite wall, and line yourself up so you are perfectly in line with the large crack. Get a Bombchu out, and hold it for about two seconds. Release it, and it will go up the wall and explode near the crack, revealing an alcove with an eye switch in it. Shoot the eye switch with an arrow to make a ladder appear alongside the ledge. Climb up the ladder and go through the door into the next room.

In this room, grab the game's final Piece of Heart. You should now have the full set of Heart Containers. Congratulations! Now, look up to the middle of the ceiling to see a crack similar to the one in the last room. Stand in the middle of the room, and get a Bombchu out. Hold it for about five seconds, then release it. It will go up the wall, climb the ceiling, and hopefully explode near the crack. When it blows the crack up, a frozen eye switch will be revealed. Shoot it with a Fire Arrow to melt the ice and activate the switch. This will unlock the door. Go through it. I know, it's easy right? I see a lot of people complaining about how difficult it is. They obviously aren't total studs like us.

Speak with the Twinmold child and keep giving him Masks until he is satisfied. All of your normal masks should be gone now. When the child is satisfied, he will warp you back out to the field. And now...ladies and germs, is the moment we've all been waiting for. The final fight with Majora's Mask.

New Mask: Fierce Deity's Mask [MSK24]

Speak with the child wearing Majora's Mask. He is sitting by himself beside the tree. He will ask you to play with him. Agree. He'll know that you do not have any Masks left, and he'll give you the Fierce Deity's Mask.

The fight starts now.

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Chapter 30
The Final Showdown

[W-31]

~Current Progress~		~Things to Get~	
-----+		-----+	
- Heart Pieces	: 52/52	- Heart Pieces	:100%
- Heart Containers	: 20/20	- Heart Containers	:100%
- Masks	: 24/24	- Masks	:100%

Equip. +-----+

Kokiri Sword x	Quiver (30)x	Bomb Bag (20)x	Hero's Shield x	
Gilded Sword x	-Large (40)x	-Big (30)x	Mirror Shield x	
Razor Sword x	-Largest (50)x	-Biggest (40)x		
Adult Wallet x	Giant's Walletx	Child'sWalletx		

+-----+

Inven. +-----+

Ocarina of Time x	Hero's Bow x	Pictograph Box	x	
Bombs x	Fire Arrows x	Powder Keg	x	
Bombchu x	Light Arrowsx	Great Fairy's Sword	x	
Deku Sticks x	Ice Arrows x	Lens of Truth	x	
Deku Nuts x	Hookshot x	Magic Beans	x	
Bottle #1 x	Bottle #2 x	Bottle #3	x	
Bottle #4 x	Bottle #5 x	Bottle #6	x	

+-----+

Quest +-----+

	The Bomber's Notebook x	
Odolwa's Remains x		Goh't's Remains x
Gyorg's Remains x		Twinmold's Remainsx

+-----+

Songs +-----+

Song of Time x	Song of Soaring x	Goron Lullaby	x	
-Inverted x	Song of Storms x	New Wave Bossa Nova	x	
-Double x	Epona's Song x	Elegy of Emptiness	x	
Song of Healing x	Sonata of Awakening x	Oath to Order	x	

+-----+

Upgra +-----+

Standard Magic Meter x	Enhanced Defense x	Powder Keg Certificationx	
Extended Magic Meter x	Spin Attack x		
Bubble Blast Attack x	Super Spin Attackx		

Masks							
Deku Mask	x	Goron Mask	x	Zora Mask	x	Stone Mask	x
Postman's Hat	x	All-Night Mask	x	Blast Mask	x	Don Gero's Mask	x
Keaton's Mask	x	Bremen Mask	x	Bunny Hood	x	Couple's Mask	x
Romani's Mask	x	C.Leader's Mask	x	Kafei's Mask	x	Captain's Hat	x
Kamaro's Mask	x	Gibdo Mask	x	Garos's Mask	x	G. Fairy Mask	x
F. Diety's M.	x	Mask of Truth	x	M. Of Scents	x	Giant's Mask	x

~~~F I N A L B O S S~~~

MAJORA'S MASK, MAJORA'S INCARNATION, MAJORA'S WRATH

PHASE ONE: Majora's Mask

Run toward the middle of the room. The Boss Remains will fly out and attach to the walls, and Majora's Mask will come out. Now, if you have the Fierce Diety's Mask, put it on and start nailing Majora's Mask with sword beams. If you don't have the Fierce Deity's Mask, you'll have to strategically get behind Majora's Mask and shoot it with arrows. Another method is to put on the Zora Mask, and Z-Target Majora's Mask. Then, line up a shot with Zora Link's Boomerangs. Release them, and they'll hit Majora's Mask on the way back, stunning it. At this time, take off the Zora Mask and start wailing away at it with your sword. For attacks in this phase, Majora will start spinning and then hurl herself at you. When this happens, sidejump out of the way to avoid taking any damage.

Some ways into the fight, the Boss Remains will come off the wall to aid Majora when she gets hit enough times. Hit them with a sword beam if you are a goddamn filthy cheater (AKA using the Fierece Deity's Mask.) Z-Target them and hit them with Light Arrows otherwise. After taking some damage, the Mask will start shooting fire at you. Z-Target it and get the Mirror Shield up to reflect the attack. If you're lucky, it will hit the Mask, allowing you to go in for a few bonus hits. You won't get to this if you have the Fierce Deity's Mask, though. After taking a bit of a wallop, Majora will transform into Majora's Incarnation.

PHASE TWO: Majora's Incarnation

Majora's Mask will grow arms and legs and start dancing around the room, taunting you. With Fierce Deity, just keep nailing her with sword beams. Don't let up. Without the Fierce Deity's Mask, Z-Target her and wait until she stops. When she does this, nail her with a Light Arrow. This will stun her. Go in for an attack at this time. Majora doesn't really pack much in terms of offense for this stage in the battle. She will just stomp over you if you get in her way while she's running around the room like an idiot, and occasionally shoot these little wimpy lights at you. Just jump out of the way to avoid them. Repeat this strategy until Majora goes into her Final Phase.

PHASE THREE: Majora's Wrath

Same deal here if you're a CHEATER, just keep nailing Majora with sword beams.

Without it, keep as far away from Majora as possible, or you'll end up getting whipped around. Not cool. If you DO get whipped, it is VERY hard to get back in control and get far enough away to not get yourself killed. Z-Target her, and when she's through with attacking, fire a Light Arrow at her to stun her. This will stun her. Run in and wallop her with the sword. Repeat until Majora has died. Congratulations on beating Majora's Mask.

-----  
Dawn of a New Day

Watch the final cutscene, which is quite good. If you filled your Bombers' Notebook out, which you should have if you followed this guide to the letter, you get to enjoy a nice, long, ending. If not, you'll get all the events you missed rubbed your face to pretty much tell you how badly you suck.

Either way, good work on beating this game. Hope you enjoyed it as much as I do.

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Spoiler-Free Walkthrough  
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[W-32]

This is for people who want a rough outline of the game's progression, but do not want details and storyline info revealed beforehand. It's pretty much just bare bones.

- 1) Pursue the Skull Kid through the Lost Woods and get to Clock Town.
- 2) Get access to the Astral Observatory and get a Moon's Tear.
- 3) Get access to the Deku Flower in South Clock Town.
- 4) Get to the top of the Clock Tower and retrieve the Ocarina of Time.
- 5) Learn the Song of Healing and get the Deku Mask.
- 5) Go to the Southern Swamp and help Koume.
- 6) Get to Woodfall.
- 7) Enter the Woodfall Temple and defeat Odolwa.
- 8) Learn Oath to Order.
- 9) Go to Goron Village.
- 10) Get the Lens of Truth.
- 11) Speak with Darmani and follow him to his grave.
- 12) Go to Goron Shirne.
- 13) Find the Goron Elder and learn the Goron Lullaby.
- 14) Go to Snowhead.

- 15) Find a way to get into the Snowhead Temple and defeat Goht.
- 16) Find a way to clear the blockage at Milk Road.
- 17) Go to Romani Ranch.
- 18) Reclaim Epona.
- 19) Go to Gorman Track.
- 20) Get the Garo's Mask.
- 21) Get to the Ikana Graveyard to meet Skull Keeta.
- 22) Get under the Ikana Graveyard and learn the Song of Storms from Flat.
- 23) Go to the Great Bay Coast and heal the soul of Mikau.
- 24) Find the seven Zora Eggs in the Pirates' Fortress and at Pinnacle Rock.
- 25) Learn the New Wave Bossa Nova.
- 26) Go to Zora Hall and play Lulu the New Wave Bossa Nova.
- 27) Get to the Great Bay Temple.
- 28) Clear out the Great Bay Temple and beat Gyorg.
- 29) Go to Ikana Canyon.
- 30) Re-activate the Music Box House at the top of the Canyon by un-cursing Sharp.
- 31) Get the Gibdo Mask.
- 32) Get to the Bottom of the Well.
- 33) Go through the Bottom of the Well to get the Mirror Shield.
- 34) Get to the Ancient Castle of Ikana.
- 35) Get through the Ancient Castle of Ikana and learn the Elegy of Emptiness from Igos du Ikana.
- 36) Use the Elegy of Emptiness to scale Stone Tower.
- 37) At the top of Stone Tower, find a way across the chasm to enter Stone Tower Temple.
- 38) Go through the Stone Tower Temple and defeat Twinmold.
- 39) Get back to the top of the Clock Tower.
- 40) Call upon the Four Giants to hold the Moon.
- 41) Get up to the Moon.
- 42) Enter and complete Odolwa's Dungeon.
- 43) Enter and complete Goht's Dungeon.
- 44) Enter and complete Gyorg's Dungeon.
- 45) Enter and complete Twinmold's Dungeon.
- 46) Speak with the spirit of Majora's Mask.
- 47) Defeat Majora's Mask, Majora's Incarnation, and Majora's Wrath.

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[0404]  
 The Sidequests  
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[SQ-01]  
 Anju & Kafei Sidequest  
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If you were following along in the main Walkthrough and you were directed here, go to Chapter 22 [W-23] once you've completed this sidequest.

This is one long sidequest. In fact, it's the longest in the game, and it will take some time to get through it. Everything is well worth it though, you get five masks, which give you access to a ton of Heart Pieces. You also get the game's final Bottle, which is quite awesome.

Anyhow, it seems that Kafei, a local man, has gone missing. Three days before his wedding, too. What a scamp! Long story short, the basis of this sidequest is to reunite Anju and Kafei. But we don't care about them. We want the Masks.

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Step One - Activating the Ikana Owl Statue

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South Clock Town  
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Time - Any Time, Any Day

Do NOT slow time down. There's a lot of waiting around to be done for the first little bit, so just don't bother. Ok. We're good.





the 1st Day if you wish.

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Step Three - Meet Anju

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East Clock Town  
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Re-enter the Inn.

Stock Pot Inn  
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Time - 11:30 PM, 1st Day  
New Sidequest Item - Letter to Kafei

Run down the hall. Hang a left, and go down to the end and around the corner to get to the Stock Pot Inn's kitchen. At around midnight, Anju will show up. Speak with her, and she will give you the Letter to Kafei. Exit the Inn.

East Clock Town  
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There is a mailbox in the southeast of the area, near Honey & Darling's Shop. Check the mailbox, then put in the Letter to Kafei when prompted to do so. Then, play the Song of Double Time to skip ahead to the Dawn of the 2nd Day.

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Step Five - Meet Kafei



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+~~~~~+
East Clock Town
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Go to the Laundry Pool, off South Clock Town.

Clock Town: Laundry Pool
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Time - 3:00 PM, 2nd Day

Wait around til about 3:00 PM, near the door in the north of the area. The Postman will come around here for his rounds at that time. When he rings the bell, Kafei, who is wearing a Keaton Mask, will come running out to receive the mail. Quickly go through the door before Kafei gets back and locks it.

Curiosity Shop
-----

New Sidequest Item - Pendant of Memories

Run up the stairs and wait for Kafei to get back.

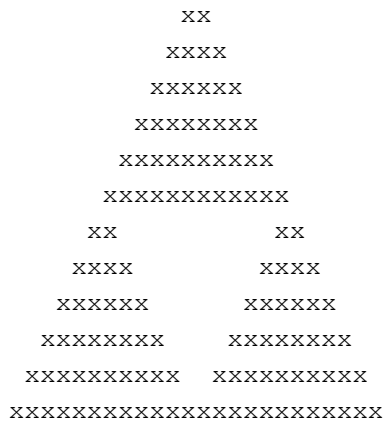
When he returns, speak with him. He will recognize you from Anju's letter. He will tell you a "secret."

He is Kafei.

zomg.

Tatl will feel the need to chip in, and Kafei will be quick in responding. Apparently, a masked imp turned him into a child. I wonder who that could be? One of the mysteries of life, I tell ya.

He'll give you the Pendant of Memories. Yipee! Go back outside.



Step Six - Return the Pendant to Anju

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+~~~~~+
Clock Town: Laundry Pool
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Book 'er over to East Clock Town before 4:00 PM

East Clock Town

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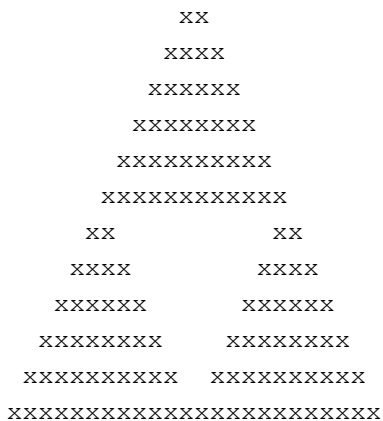
Go to the Stock Pot Inn.

Stock Pot Inn

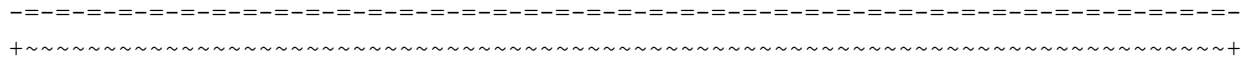
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Time - < 4:00 PM, 2nd Day

Talk to Anju, and she'll ask you if you saw Kafei. Show her the Pendant of Memories and ramble on about how she is going to wait for Kafei. Ok then. Head back outside, then skip ahead to the Dawn of the Final Day.



Step Seven - Special Delivery to Mama



East Clock Town

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Go back to the Laundry Pool.

Clock Town: Laundry Pool

-----

Wait around until 1:00 PM, then enter the Curiosity Shop.

Curiosity Shop

-----

Time - 1:00 PM, Final Day

New Mask - Keaton Mask [MSK07]

New Sidequest Item - Special Delivery to Mama

Go back up the stairs. The man who owns the Curiosity Shop will be back here. Speak to him. He will tell you a bit about Sakon, the thief that you stopped from mugging the old lady way back when. He'll give you two things;



HERE. If Sakon sees you, you'll have to start the whole sidequest over from the very beginning.

At 7:00 PM, Sakon will open up the only way into his hideout. Kafei will go in. Follow him.

#### Sakon's Hideout

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This is the only bit in the game where you will play as a character other than Link. Who is the other character, you ask? Kafei. That's right. Kafei. This place is a co-op thing between Kafei and Link, where each must open the door for the other to progress to the next set of obstacles.

Go through the door and speak with Kafei. He will be looking at the Sun's Mask, which is in a case, on a conveyor belt. Kafei will run forward and accidentally hit a switch, turning the conveyor belt on. Oh shit. Also, before we move on; there are three different colored switches on the floor in this area - blue, yellow, and red. Blue switches open doors. The yellow switches slow the conveyor belt down, and the red ones speed it up, so try not to hit any red ones, doofus.

After the brief exchange between Tatl and Kafei, run forward and hit the switch to open the door. In control of Kafei, run into the next room and a small cutscene will take place, which shows that the Sun's Mask is basically done for if you can't stop the conveyor belt in time. Anyhow, push one of the blue Majora's Mask blocks in the room onto the blue switch in the middle of the floor to open the door for Link.

Back in control of Link, run through the door and destroy the Deku Baba with your sword to open the next door for Kafei. In control of Kafei, VERY carefully navigate your way to any one of the yellow switches in the room to slow down the conveyor belt, then hit the blue switch in the far corner of the room to open the door for Link. Be careful not to hit the red switches.

In control of Link, run through to the next room and destroy both of the Deku Babas to open the door for Kafei. In control of Kafei, push the block in front of the door to the right, and then pull the block just below the door up one pace. If done correctly, this block should be blocking the door and you should be able to run through and hit the yellow switch. Do so, then hit the blue switch at the bottom of the screen to open the door for Link.

Back in control of Link, you will fight a Wolfos. Z-Target it and keep your distance. When it goes to attack, its back will be exposed. Do a jump attack on it to kill it in one hit and open the door for Kafei.

In control of Kafei, push the block that is blocking the next door up, then go through it. Hit the blue switch there to open the final door for Link. Back in control of Link, hit the blue switch to stop the conveyor belt.

Kafei will take the Sun's Mask and dart back to Clock Town as fast as he can. Warp back there yourself.

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Step Nine - The Ceremony

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South Clock Town  
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Go to East Clock Town and return to the Stock Pot Inn.

Stock Pot Inn  
-----

Time - After 12:00 AM, Final Day  
New Mask - Couple's Mask [MSK16]

Go up the stairs and through the door at the top to get to Anju's Bedroom.  
Speak with her, and she'll tell you that she is waiting for Kafei.

Wait around for Kafei (you might wanna return the flow of time to normal, he will show up with about 1:30 left on the clock.) After the ceremony, you will get the Couple's Mask, which gets you a Heart Piece a bit later on.

If you want, hurry your ass up and deposit your rupees to reset the Cycle.  
There's only about a minute until the Moon crashes into Termina.

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Step Ten - The Postman's Hat

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South Clock Town  
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We still ain't done yet! We have to get the Postman's Hat, which also gets us a Heart Piece. You're gonna want to skip Steps 1-2, then do Steps 3 through 7. Get the Special Delivery to Mama, but do not deliver it yourself. Instead, skip ahead to the Night of the Final Day, and head over to West Clock Town.



Time, and they make their reappearance here in a similar fashion - they are the source of a curse placed on the house they dwell in.

There are two areas in the game where the player is given the option to destroy and collect a certain number of Gold Skulltula tokens in order to obtain an Upgrade or Item that would be helpful to them during their quest. The first of the two, the Swamp Spiderhouse, is by far, the longer Gold Skulltula Hunt. While the same number of tokens are here as in the Oceanside Spiderhouse, it is larger and takes longer to navigate through/complete. For completing the Swamp Spiderhouse, players receive the Mask of Truth.

If you were following along in the Walkthrough and I directed you here, please go to Chapter 13 [W-14] when you finish this sidequest.

#### South Clock Town

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Slow down time if you wish, then go to West Clock Town. Fill your wallet up, then stock up on arrows. Then, play the Song of Soaring and soar to Southern Swamp.

#### Woodfall: Southern Swamp

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Speak with the Akindo Nut outside of the Swamp Tourist Information Center as Deku Link. Purchase two Magic Beans from him, then warp to Woodfall.

#### Woodfall

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Work your way over to the north end of the area, then go through the passage there to return to the Southern Swamp.

#### Woodfall: Southern Swamp

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Use the Deku Flower here to glide north, across to the other ledge. From there, drop down to the water and keep going north. There is a small island here with a torch and a building on it - this building is the Swamp Spider House. Hop over to the island, then take off your Deku Mask. Burn down the webbing blocking the door with a Fire Arrow, then go through it.

#### Swamp Spiderhouse: Entrance

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New Inventory Item - Bug

Run forward, and speak with the Skulltula/man who drops down from the ceiling. He'll tell to destroy the "gold ones...the cursed spiders," and how you should defeat them all to make him normal. Ahhhhhhhhh nostalgia. People who have played Ocarina of Time will have fond memories of finding these little pricks all over Hyrule. They are called Gold Skulltulas.

In Ocarina of Time, you had to collect these things' tokens at bring them back to the House of Skulltula in Kakariko to obtain rewards. In here, there are thirty of them to claim. But enough with that, on with the walkthrough.

Pick up one of the rocks in this room, and throw it. This will reveal the bugs that live under them. Fill both of your bottles with Bugs, then go through the door to the next room. (Oh, and if you don't have two Bottles yet, fill one and come back for another Bug later.)

Swamp Spiderhouse: Water Room

-----

Drop off the ledge to your left as you enter and destroy the pots there to reveal a Gold Skulltula. Kill it, then take its token (#1). There is another Gold Skulltula that crawls about in the water here, so kill it and take the token that it leaves behind (#2). On one of the pillars here, there is a Gold Skulltula that crawls up and down. Kill him when he's near the bottom and take his token (#3). Now, on either side of the room you will notice Magic Bean holes on the walls. Stand in front of the Bean hole, then release one of your bugs. Somehow, it will turn into three bugs (???) and crawl up the wall and burrow into the hole. A Gold Skulltula will come out. Kill the Skulltula and take its token. Repeat for both Bean Holes (#4, #5).

Go through the door opposite the one you entered.

Swamp Spiderhouse: Golden Room

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On one of the pillars here is a Gold Skulltula crawling up and down. Kill him near the bottom and take the token (#6). Then, look up at the ceiling to see a bunch of hornets nests. In one of them is a Gold Skulltula. Shoot them down with arrows to reveal it. Kill it, take the token (#7), then go back to the Water Room.

Swamp Spiderhouse: Water Room

-----

Bottle some Spring Water, then go through the door to your left.

Swamp Spiderhouse: Giant Pot Room

-----

In the corner of this room, there is a set of jars. Break them to reveal a Gold Skulltula, then kill it and claim the token (#8). Now, there are five giant pots along the wall opposite the door that you entered. There are two Gold Skulltulas in them. Roll into each of the pots a few times to reveal them, then kill them and claim the tokens (#9, #10).

Cut down the grass behind the sleeping Deku Scrub, and a new hallway will be uncovered. Go down to the end, then kill the Gold Skulltula there and claim the token (#11). Then, go back out to the sleeping Scrub, and put on your Deku Mask. Stand in front of him and play the Sonata of Awakening. He will wake up and run away, giving us access to the Deku Flower he was in. Use it to get up to the ledge above the hallway you just opened, then kill the Gold Skulltula on the wall. Take the token (#12), then grab a Bug from under the rock here.

Go through the door.



Swamp Spiderhouse: Golden Room

-----

Hit the crystal switch to your left as you enter to make a ladder appear on the opposite ledge. Jump down to the floor, then kill the Gold Skulltula on the ladder with an arrow. Climb to the top of the ladder, grabbing the token on the way up (#13). At the Magic Bean hole here, plant Magic Bean and water it with your Spring Water. Kill the Gold Skulltula above the alcove in the wall with an arrow, then ride the Magic Leaf up to the token (#14) and jump down into the alcove. Go through the door that is located there.

Swamp Spiderhouse: Tree Room

-----

This room is lined with tall grass, where there are two Gold Skulltulas. Root around in the grass, and charge up a Super Spin attack when the Gold Skulltula's scratching sound gets really loud. Release the attack to kill them, then claim both of their tokens (#15, #16). On the ceiling, there are four hornet nests. In one of them is a Gold Skulltula. Shoot them down, then kill the Gold Skulltula and take the token (#17).

Then, roll into the tree in the middle of the room to make three Gold Skulltulas fall from its branches. Kill all three of them and take their tokens (#18, #19, #20).

Go back out the door, then jump off the ledge in the Golden Room. Go through the door there to return to the Water Room.

Swamp Spiderhouse: Water Room

-----

Bottle some more Spring Water, then go through the door along the right-hand wall.

Swamp Spiderhouse: Catwalk Room

-----

Look to your right as you enter to see a boulder. Blow it up with the Blast Mask to reveal a Magic Bean hole. Plant one of your Magic Beans and water it. Now, there are crates all along the wall here, two of which contain Gold Skulltulas. Destroy the crates, kill the Skulltulas, then take the tokens (#21, 22).

Go up the ladder. Now, there is a Gold Skulltula here crawling back and forth on a stone structure. Take it out with an arrow, then jump out to the structure and get the token (#23). Jump back down to the floor.

Look under the catwalk to see a Gold Skulltula crawling around. Kill it with an arrow, then ride the Magic Leaf up to the token (#24). Climb back up to the catwalk and start running around. At the end, on the wall by a torch, there is a Gold Skulltula. Kill it, then take the token (#25) and go through the door.

Swamp Spiderhouse: Water Room

-----

Run to your left, then kill the Gold Skulltula on the last pillar. Take the



The Oceanside Spiderhouse is basically the same deal as the Swamp Spiderhouse; claim all thirty of the Gold Skulltula Tokens. In here, though, if you can complete it before 11 PM of the 1st Day, you will get the Giant's Wallet, which holds up to 500 rupees. This is absolutely essential for acquiring the All-Night Mask. The All-Night Masks gives players access to two Pieces of Heart.

#### South Clock Town

-----

Slow down time, then go to West Clock Town and take some rupees from the Bank. Stock up on arrows and bombs. Then, warp to Great Bay Coast.

#### Great Bay: Coast

-----

Swim out to the shore, where there are two small buildings. Go through the north one to enter the Oceanside Spiderhouse.

#### Oceanside Spiderhouse: Entrance

-----

Run forward and bomb/Blast Mask the crack in the wall to open up an inclined passage. Look down the walls of this passage to see two Gold Skulltulas crawling around. Kill them both and take their tokens with the Hookshot (#1, #2), then slide down the passage.

Down here, look up at the ceiling to find a Gold Skulltula crawling around in some webbing. Burn the webbing with a Fire Arrow, then kill the Gold Skulltula and take the token (#3). Use the Hookshot target to get over to the other side of the gate, then go through the door located there.

#### Oceanside Spiderhouse: Staircase

-----

As you enter the room, look up to the ceiling to see a Gold Skulltula crawling around on a wooden beam. Kill it, then take the token (#4). In the corner of the room, there are some drums. Two of these drums have a Gold Skulltula in them. Burn the webbing with a Fire Arrow, then roll into the drums or punch them with Goron Link to make them appear. Kill them both, and take their tokens (#5, #6).

Along the wall above the staircase, there is a bunch of shields hanging up on the wall. A Gold Skulltula crawls in and out of one of these shields. When he emerges, kill him and take the token (#7), then go partway down the stairs. There is a Gold Skulltula crawling in the gap between the wall and the ceiling. Kill it and get the token (#8).

One of the drums down here has a Gold Skulltula in it. Roll into the drum or punch it with Goron Link to make the Gold Skulltula appear, then kill it and take the token (#9). Burn down the webbing covering the crates in the corner of the room with a Fire Arrow, then destroy the jar on the top crate to reveal a Gold Skulltula. Kill it and get the token (#10). Look through the hole in the wall here to see another Gold Skulltula. Kill it and take its token with the Hookshot (#11).

Along the wall, there is another Gold Skulltula that crawls in and out of one of the shields. Kill and it take the token (#12), then burn the webbing blocking the door and go through it.

#### Oceanside Spiderhouse: Storage Room

-----

As you enter, take out the Skulltula that hangs from the ceiling with an Arrow so it won't bug you while you're trying to work in this room. To your left, there should be three crates. Roll into the middle one to reveal an opening in the wall. Go into it, then turn around and look above the opening. Kill the Gold Skulltula there and take the token (#13), then go back into the main part of the room.

On the opposite wall from the opening, you'll see another three crates. Roll into the middle one to reveal a Gold Skulltula, then kill it and take the token (#14). Above the center of the room, there is a Gold Skulltula crawling around in some webbing. Burn the webbing with a Fire Arrow, then kill the Gold Skulltula and take the token (#15).

There are two coffin lid-like things along the back wall, with a Gold Skulltula crawling around behind them. Kill the Gold Skulltula and take the token (#16). Run over to the corner of the room, near the opening that had the Gold Skulltula in it. Climb up the crates there, then use the Hookshot target to get into the rafters. One of the jars up here has a Gold Skulltula in it. Smash the jars to reveal the Gold Skulltula, then kill it for its token (#17).

Jump back down to the floor, then return to the Staircase.

#### Oceanside Spiderhouse: Staircase

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Go up to the top of the stairs. Burn down the webbing covering the door there, then go through it.

#### Oceanside Spiderhouse: Library

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Along the right-hand wall as you enter, there are three small bookcases. Pull them out of the way to reveal another diamond-shaped hole in the wall. Use the Hookshot to kill the Gold Skulltula in there and grab its token (#18).

Climb up the large bookshelf here, then look around the walls. There are pictures of the Skull Kid. What a popular guy! Knock down all of the portraits with the Hookshot. One will reveal a Gold Skulltula, so kill it and take its token (#19). When another one of the portraits is knocked down, it will reveal a diamond shaped hole. Jump along the top of the bookshelves in the room to get a clean shot, then kill the Gold Skulltula in there and take its token with the Hookshot (#20.)

There is another Gold Skulltula crawling around in the gap between the wall and the ceiling, so kill him and claim the token (#21). A Gold Skulltula is crawling around on top of one of the bookshelves, so kill that one as well and get the token (#22), then drop back down to the floor.

Pull one of the large bookshelves along the wall to reveal a hidden area. Kill both of the Gold Skulltulas and get their tokens (#23, #24). Speak with the

Stalchild in here, then memorize/write down what he says.

Return to the Staircase.

Oceanside Spiderhouse: Staircase

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Go down the stairs, and go through the door at the bottom.

Oceanside Spiderhouse: Colored Shield Room

-----  
New Upgrade - Piece of Heart x1 [POH37]

Up on the walls here, there are more Skull Kid portraits, one of which has a Gold Skulltula hiding behind it. Knock the portraits down with the Hookshot to find it, then kill it and take the token (#25). In one of the drums in the corner of the room, there is a Gold Skulltula. Roll into it/punch it with Goron Link to knock it out of the drum, then kill it and claim the token (#26). There is a Gold Skulltula crawling around the gap between the wall and the ceiling, but he's hiding behind some webbing. Burn the webbing with a Fire Arrow, and kill the Skulltula and take his token with the Hookshot (#27).

Now, speak with all of the Stalchildren sitting at the table here, with the Captain's Hat on. Memorize or write down what they say. Now, according to what the Stalchildren have said, shoot the shields on the wall. When you get the sequence correctly, the grating in the fireplace will open up, allowing you entry. Go into it and go up the stairs. Take out the Skulltula with an Arrow, then open the chest to get a Piece of Heart. When you have it, go back down the stairs into the main part of the room.

There are three more Gold Skulltulas to get. Get up onto the table, then put the Goron Mask on. Pound the table, and the three remaining Gold Skulltulas will fall down from the lighting fixture above the table. Kill all of them and get their tokens (#28, #29, #30).

Then, return to the Entrace (you can Goron Roll up the incline.)

Oceanside Spiderhouse: Entrance

-----  
New Upgrade - Giant's Wallet

Speak with the man here, and he will give you the Giant's Wallet in return for the Spiderhouse. Go right ahead, Mr. Weird Ass AZn D00d. The Giant's Wallet lets you carry up to 500 rupees. Yeehaw. When you have it, go back outside and warp to Clock Town.

South Clock Town

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Deposit your rupees, then reset the Cycle.

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[SQ-04]

Keaton's Questions & Answers

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Once you've obtained the Keaton Mask through the Anju & Kafei sidequest, you can destroy any of the vanishing bush patches in Termina while wearing it to make a real life Keaton appear. The vanishing bushes can be found;

- North Clock Town
- Mountain Village
- Milk Road

The Keaton will then ask you a series of questions, and if you can get all of them right, he'll give you a Piece of Heart. Here is a list of the questions, as well as the answers. These are categorized.

If you were following along in the Walkthrough and I directed you here, return to Chapter 23 [W-24] after you're done with this.

Keaton's Q & A - Clock Town

-----

Q: What is the name of the festival that is to be held in Clock Town?

A: Carnival of Time.

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

A: Four Stories.

Q: Who is the leader of the Bombers gang?

A: Jim.

Q: What is the name of the mayor of Clock Town?

A: Dotour.

Q: What is the name of Clock Town's inn?

A: Stock Pot Inn.

Q: What is Anju, the innkeeper, bad at doing?

A: Cooking.

Q: What bad habit does Anju, the innkeeper, have?

A: She's quick to apologize.

Q: What is the name of Anju's father?

A: Tortus.

Q: How many cow figurines are there in Clock Town?

A: Ten.

Q: What does the owner of the Bomb Shop call his mother?

A: Mommy.

Q: What is the name of the vintage milk sold at the Milk Bar?

A: Chateau Romani.

Q: How many mailboxes are there in Clock Town?

A: Five.

#### Keaton's Q & A - Romani Ranch

-----  
Q: What is the name given to you by Romani, the girl at the ranch?

A: Grasshopper.

Q: What is the name of the song that Romani, the girl at the ranch, teaches you?

A: Epona's Song.

Q: At what time does Romani, the ranch girl, wake up?

A: Six.

Q: What time does Romani, the girl at the ranch, go to bed?

A: Eight.

Q: What type of weapon does Romani, the girl at the ranch, use in practice?

A: Bow.

Q: How many balloons does Romani, the girl at the ranch, use during practice?

A: One.

Q: Where does Cermia, manager of Romani Ranch, try to deliver her milk?

A: Milk Bar.

Q: How many cuckoos are there in the barn at Romani Ranch?

A: One.

Q: How many cows are there at Romani Ranch?

A: Three.

#### Keaton's Q & A - Gorons

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Q: Darmani is of which race?

A: Goron

#### Keaton's Q & A - Zoras

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Q: Mikau is of which race?

A: Zora

Q: What is the name of the singer in the Zora band, the Indigo-Go's?





Frog 1: The first frog is in the pond in Mountain Village.

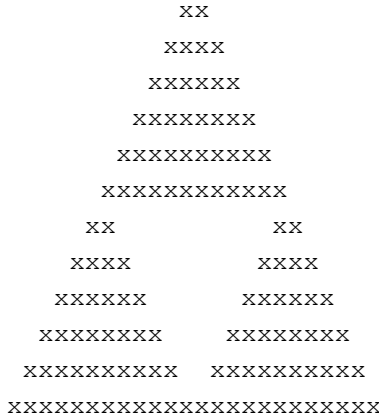
Frog 2: The second frog is in Clock Town's Laundry Pool, hanging out by the steam.

Frog 3: The third frog is in the Southern Swamp, hanging out on a log in the water.

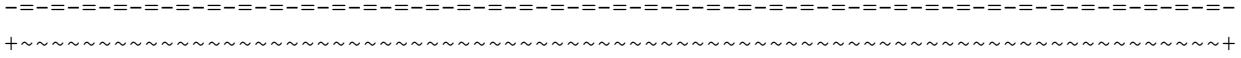
Frog 4: The fourth frog is located in the Woodfall Temple, within the Gekko's Lair. Defeat the Gekko and the frog will appear.

Frog 4: The fifth and final frog is located in the Great Bay Temple, in the Gekko's Lair. Defeat the Gekko to make the frog appear.

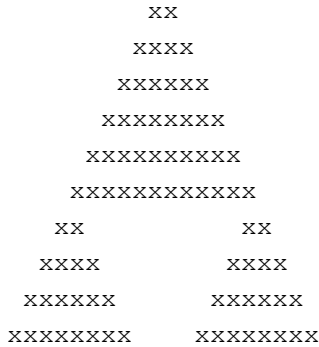
When you have found them all, play the Song of Soaring and warp out to Mountain Village. All of the frogs will be in the pond now. Speak with them while wearing the Don Gero's Mask, and allow them to sing. Since you are such a great conductor, they will give you the Piece of Heart. [POH30]



[0500]  
Miniboss/Boss Strategies  
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- Subsections  
[0501] - Minibosses  
[0502] - Bosses



[0501]  
Minibosses

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M I N I B O S S

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Dinolfos

Found - Woodfall Temple, Snowhead Temple, Secret Shrine

The Dinolfos only has one phase. He will try and attack you with his sword, then breathe fire at you. Just go completely mental on him. If he gets in a few hits, it's not a big deal, he deals out nearly no damage.

M I N I B O S S

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Gekko (Woodfall)

Found - Woodfall Temple

You will fight a Gekko Miniboss in here. Run into the middle of the room to start the fight. The Gekko has three phases;

PHASE 1: The Gekko will run around the room randomly. Shoot him with arrows. After some damage has been dealt to the Gekko, it will enter PHASE 2.

PHASE 2: The Gekko calls in a Snapper to aid him in battle. Let the Gekko and Snapper see you, then dive into a Deku Flower. When it runs after you and passes over the Deku Flower, shoot out of it to make the Snapper flip backwards, launching the Gekko into the air. It will go into PHASE 3.

PHASE 3: The Gekko will run around the walls. Hit it with arrows, and it will return to PHASE 2. Repeat this process until the Gekko is dead.

M I N I B O S S

-----

Wizrobe

Found - Snowhead Temple

You'll encounter the first of about a million Wizrobe Minibosses in this game here. Now, these things are quite simple. There are four portals in this room, one in each corner. The Wizrobe has two phases;

PHASE 1: The Wizrobe will warp from portal to portal around the room. Hit the Wizrobe with arrows. After enough damage has been inflicted, the Wizrobe will go into PHASE 2.

PHASE 2: For PHASE 2, the Wizrobe will create duplicates of itself to try and trick you out. Just watch the dot on your map to locate the real Wizrobe. Keep hitting it with arrows.

M I N I B O S S

-----

Skull Keeta

Found - Ikana Graveyard

Skull Keeta will start running up the path that he blocked beforehand. Shoot the crap out of him with Fire Arrows to stun him for brief periods, then try to catch up with him. If you don't catch up with him, he'll summon a wall of fire and a couple of smaller enemies to slow you down. Just kill these to dispell the wall. When you catch up to him, nail him with your sword. He'll then start attack you. There'll be times when he jumps up and tries to squash you, so when you see his shadow over you, get out of the way. After a few hits, he'll admit defeat.

M I N I B O S S

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Pirate

Found - Pirates' Fortress

You'll fight a pirate here. Fighting a pirate is just like fighting a Dinolfos. The only difference is that the pirate is a bit more aggressive, and you'll have to rely on your shield and Z-Targeting a bit more. When the Pirate comes into attack, jump out of the way, and start beating the crap out of her. Repeat until she dies.

M I N I B O S S

-----

Wart

Found - Great Bay Temple, Secret Shrine

The Wart is a giant eyeball, surrounded by protective bubbles. Run into the middle of the room, then look up to the ceiling to see the Wart. Hit it with your Hookshot to begin the fight. The thing has two phases;

PHASE 1: The Wart will float around the room, relying on its protective bubbles. Start pulling them off with the Hookshot, then slashing them with your sword to destroy them. When enough of the bubbles are pulled off that you have a clean shot of his eye, start firing arrows at it. After enough damage has been inflicted on Wart, it will go into PHASE 2.

PHASE 2: If you did not destroy all of the protective bubbles when Wart was when his first phase, they'll detach from Wart and start bouncing around the room. Use basic sword attacks to do away with them quickly. Wart himself will start flying around the room, trying to crush you into the walls. Just keep hitting his eye with arrows when it opens, and keep your distance to avoid getting hit. Repeat this until Wart is dead.

M I N I B O S S

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Gekko (Great Bay)

Found - Great Bay Temple

You'll fight a Gekko in here. You've already faced off against one of these in the Woodfall Temple, but it is quite different this time around. The Gekko in here has two two phases;

PHASE 1: The Gekko will run around the room. Avoid the bubbles in here, and get close to the Gekko. Attack it with either your sword, Hookshot, or arrows. After some damage has been inflicted, the Gekko will go into PHASE 2.

PHASE 2: The Gekko will summon all of the bubbles floating around the room and get them to form a protective blob around him. The Gekko and his blob will then go up to the ceiling. When they're up there, shoot them with an Ice Arrow to freeze them. They'll fall down from the ceiling and shatter all over the floor, so be careful not to get hit. The Gekko will then go back to PHASE 1. Repeat until Gekko is defeated.

## M I N I B O S S E S

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Igos du Ikana and Servants  
Found - Ancient Castle of Ikana

Run into the middle of the room. After the cutscene, waste no time getting the Fire Arrows out. Shoot the curtains to spill light into the room. Now, lure the two Servants toward the light, and kill them with basic sword attacks. For added LOLZ, you can put on the Bremen Mask and start marching. Try it if you are feeling silly.

Anyway, when you've beaten them down, step into the shaft of light and use the Mirror Shield to hit them with light beams. This will kill them permanently. When both of these guys are dead, Igos du Ikana himself will come after you. Just keep the same technique.

When all three are defeated, a funny cutscene, clearly a nod to Koume and Kotake's deaths in Ocarina of Time, will take place. You will also learn the Elegy of Emptiness during this cutscene, which creates some pretty shitty looking clones of you in your forms. Igos will tell you about how him and his army could not topple Stone Tower. Damn. And I realized just now how much I say "Damn." Damn.

## M I N I B O S S

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Garo Master  
Found - Stone Tower Temple, Secret Shrine, Twinmold's Moon Dungeon

In here you will fight a Garo Master. Use the Bunny Hood if you have it, he's pretty quick. There really isn't much to him other than that, though. Just stick to Z-Targeting while defending against him, and striking him with your sword when he lets his guard down. The most convenient time to attack him is when he makes his weird little noise and jumps to the ceiling. When he lands again, he will be wide open for a hit. Just keep going this way until he dies.

## M I N I B O S S

-----  
Gomess  
Found - Stone Tower Temple

You'll fight Gomess here. Simply hit the bats that surround him with a Light Arrow, then hit Gomess himself with one. He'll do some fancy spins and stuff with his scythe, so hop out of the way to avoid his attacks. Keep going like that until Gomess is dead.

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[0502]

Bosses

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B O S S

Masked Jungle Warrior, ODOLWA

+-----+

- Found - Woodfall Temple
- New Upgrade - Heart Container x1
- New Quest Item - Odolwa's Remains
- New Song - Oath to Order

Ok, so you're now in the very first Boss fight of the game. No need to worry, Odolwa isn't very challenging, and he will get you warmed up for the more difficult bosses later in the game, like Gyorg. (Shivers)

Anyway, he has three phases;

PHASE 1: Odolwa will try to attack you with basic sword strikes. There will also be times when he tries to jump on you. Just move out of his way. To attack Odolwa, run in and hit him with Arrows to stun him. When he is stunned, start whacking the piss out of him with your sword. The phase repeats itself from here. After you have inflicted enough damage, a brief cutscene will take place and Odolwa will go into his second phase.

PHASE 2: During his second phase, Odolwa will call in various creatures to help him. These are relatively weak, so kill them with basic sword attacks. Perhaps the most threatening part of the boss fight is when Odolwa calls in a cloud of venomous moths. Simply charge up a Spin Attack and release it to kill them off. After a while, Odolwa will go into PHASE 3.

PHASE 3: Odolwa will cast walls of fire around you. Odolwa himself has not changed, however, keep hitting him with either basic sword attacks or with arrows.

When Odolwa is dead, take the Heart Container he leaves behind, then step into the portal to get his remains. Watch the cutscene, during which you learn Oath to Order. You can literally completely forget about this song until the VERY end of the game. Oh yeah, and the South Giant is now free. This is one of the

"four who are there," that Tael was talking about at the start of the game. To top it all off, the water in the swamp is now completely purified!

## B O S S

### Masked Mechanical Monster, GOHT

+-----+  
Found - Snowhead Temple  
New Upgrade - Heart Container x1  
New Quest Item - Goht's Remains

Ok, so Goht really only has one phase; running like a fool around the outside of the track. Shoot him with a Fire Arrow to unfreeze him, and the fight will begin. He'll start running around the track. Put on your Goron Mask, and start rolling. When you hit top speed, you can run into the green pots all around the track to refill your magic.

Stick to the inside of the track, and try to ram Goht with your spikes. When you hit him a few times, he'll be stunned. You can either

- A) Punch the crap out of him with Goron Link until he gets back up,  
or;
- B) Slash him with your sword as Hylian Link. I reccomend the former, though.

When Goht has decided he's had enough, he'll start kicking rocks up at you and shooting electrical charges at you to try and knock you out of your roll. Not gonna happen, Goht. There really isn't anything else to this boss. He's FUN AS HELL, too, which is good news. We'll be beating him a few more times before the game is through.

When he's dead, take the Heart Container that he leaves behind then enter the portal to get his Remains. You may actually have to roll around the track a bit to find these.

Watch the cutscene, during which Tat1 gets the Giants to say that they are Guardians. Hmm. Spring will once again return to Snowhead, and the North Giant will be free. Excellent news. Only two more to go.

## B O S S

### Gargantuan Masked Fish, GYORG

+-----+  
Found - Great Bay Temple  
New Upgrade - Heart Container x1  
New Quest Item - Gyorg's Remains

Drop down into the pit, and watch the brief cutscene to start the fight.

Ok, so Gyorg has two phases, though it might as well be one. Check it out;

PHASE 1: During his first phase, Gyorg will swim around in the water, and occasionally shake the platform to try and knock you off. Sometimes, he'll jump out of the water to try and hit you directly. To damage Gyorg in this phase, shoot him with an arrow, then dive down into the water and hit him with Zora Link's electrical shield. As soon as you damage him, he'll be back up, so you HAVE TO GET OUT OF THE WATER AS QUICKLY AS POSSIBLE. Failure to do so will result in Gyorg using you as a chew toy, which isn't cool. After taking a bit of a beating, Gyorg will enter PHASE 2.

PHASE 2: Gyorg will spawn several smaller fish to slow you down. This phase is pretty much a joke. Nine times out of ten, they will just stay there. Continue on with the strategy from the first phase until Gyorg is dead.

When he dies, take the Heart Container, then step into the portal to get his Remains, then watch the cutscene. The West Giant is now free. Sweetness.

B O S S  
Giant Masked Insect, Twinmold

+-----+  
Found - Stone Tower Temple  
New Upgrade - Heart Container x1 (18/20)  
New Quest Item - Twinmold's Remains

Ok, so Twinmold is a pretty lame boss. You have two ways to kill them;

- 1) Shoot their heads and tails with arrows until they die.
- 2) Put on the Giant's Mask and whack the piss out of their heads/tails.

You might as well do the latter. This is the only time in the entire game you will get to use the Giant's Mask. Just wait for Twinmold to come out of the sand, then smash their heads or their tails with your sword. The Giant's Mask sucks magic power like a vaccum cleaner, so if you run short, smash the cement pillars and take it off to get the magic jars.

When Twimold is dead, take off the Giant's Mask, then grab the Heart Container and step into the portal to get the Boss Remains. Watch the cutscene that ensues.

~~~F I N A L B O S S~~~  
MAJORA'S MASK, MAJORA'S INCARNATION, MAJORA'S WRATH

+-----+
PHASE ONE: Majora's Mask
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Run toward the middle of the room. The Boss Remains will fly out and attach to the walls, and Majora's Mask will come out. Now, if you have the Fierce Deity's Mask, put it on and start nailing Majora's Mask with sword beams. If you don't have the Fierce Deity's Mask, you'll have to strategically get behind Majora's Mask and shoot it with arrows. Another method is to put on the Zora Mask, and Z-Target Majora's Mask. Then, line up a shot with Zora Link's Boomerangs. Release them, and they'll hit Majora's Mask on the way back, stunning it. At this time, take off the Zora Mask and start wailing away at it with your sword. For attacks in this phase, Majora will start spinning and then hurl herself at you. When this happens, sidejump out of the way to avoid taking any damage.

Some ways into the fight, the Boss Remains will come off the wall to aid Majora when she gets hit enough times. Hit them with a sword beam if you are a goddamn filthy cheater (AKA using the Fierece Deity's Mask.) Z-Target them and hit them with Light Arrows otherwise. After taking some damage, the Mask will start shooting fire at you. Z-Target it and get the Mirror Shield up to reflect the attack. If you're lucky, it will hit the Mask, allowing you to go in for a few bonus hits. You won't get to this if you have the Fierce Deity's Mask, though. After taking a bit of a walloping, Majora will transform into Majora's Incarnation.


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[0601]

Clock Town Minigames

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Deku Scrub Playground

Location - North Clock Town
Cost - 10 rupees per play
Time - Any Time, Any Day
Rewards - Piece of Heart x1 [POH12]

Description - The Deku Scrub Playground is one of the two Clock Town Minigames that require the player to break its records on each day of the Cycle in order to earn a Piece of Heart. On Day 1, players must use Deku Flowers to glide between vertically moving platforms and collect all of the rupees in record time. On Day 2, players must use the Deku Flowers to move between the now horizontally moving platforms and collect all the rupees in record time. On Day 3, players must use the Deku Flowers and glide between both vertically and horizontally moving platforms and collect all the rupees in record time. If you fall and hit the floor, you're done.

Hints/Tips - Always study the movement of the platforms before shooting out of your first Deku Flower. For the vertically moving platforms, you want to get over to the nearest platform, not the nearest rupee. For the horizontally moving platforms, you want to start on the outside and work your way in toward the middle. Timing is everything for the horizontal platforms, too. You want to drop out of the air before the Deku Flower is even under you. Otherwise, you'll miss and hit the floor and have to start all over again.

Honey & Darling's Shop

Location - East Clock Town
Cost - 10 rupees per play
Time - Any Time, Any Day
Rewards - Piece of Heart x1 [POH11]

Description - Honey & Darling's Shop is the second Clock Town Minigame that

requires the player to break records on all three days of the Cycle to obtain a Heart Piece. On Day 1, players must stand on a rotating platform in the middle of the room and release Bombchu in order to hit targets set up on the walls. On Day 2, players throw bombs into baskets set up along the walls. On Day 3, players hit targets on the wall with arrows.

Hints/Tips - This minigame is ridiculously easy. If you can't get it, you suck. Deal with it. The only thing that is remotely challenging is positioning yourself correctly on the platform, and that really only applies on the Day 1. You want to stand on a flat edge. The pointed edges will dramatically alter the path of the Bombchu, which are pretty shaky in the first place. For Day 2, you don't even have to be perfectly lined up, just so long as the bomb is tossed in the general direction of the basket. On the third day, just aim and shoot. It's that simple.

Perfect Timing

Location - Post Office (West Clock Town)
Cost - Free for first attempt, 2 rupees for every try after
Time - Between 6:00 PM - 12:00AM, 1st or 2nd Day
Rewards - Piece of Heart x1 [POH03]

Description - Speak with the Postman. He will yell at you for disrupting his training. You inconsiderate, prick, you. He will offer you a free try at what he is doing. He's trying to count exactly to ten seconds without looking at a watch.

Hints/Tips - If you have the Bunny Hood, use it here. It will keep the clock on screen for the duration of the Minigame. If you do not have the Bunny Hood, you have to be a bit more "with it." Tap your foot or something to keep time. When you think you've hit exactly ten seconds, press A to stop the time. You will be rewarded with a Piece of Heart if you can do it.

Town Shooting Gallery

Location - East Clock Town
Cost - 20 rupees per play
Time - Any Time, Any Day
Rewards - Piece of Heart x1 [POH13], Largest Quiver

Description - At the Town Shooting Gallery, players must stand on a platform in front of a pool of water. Two colors of Octorok pop out of this pool; red and blue. Players must hit as many of the red Octoroks as possible before the time runs out. Hitting the blue Octoroks takes away from you remaining time, so try not to hit them, douchebag!

Hints/Tips - The Octoroks emerge and submerge themselves pretty quickly, so do not spend too much time lining your shots up. You have to get your shots off quickly, so don't pussyfoot around.

Location - East Clock Town
Cost - 30 rupees per play (To get the Heart Piece)
Time - Any Time, Any Day
Rewards - Piece of Heart x1 [POH12]

Description - At the Treasure Chest Shop, players must make it through the maze of raising tiles in the floor to the other side of the room, to get to the game's prize.

Hints/Tips - Press Z to get an overhead view. It really helps. The tiles that pop up are random, though, so I can not just walk you through it. Note that you must play as Goron Link to be awarded the Piece of Heart.

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[0602]
Woodfall Minigames

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Swamp Shooting Gallery

Location - Termina Field Swamp Passage
Cost - 20 rupees per play
Time - Any Time, Any Day
Rewards - Piece of Heart x1 [POH28], Large Quiver

Description - At the Swamp Shooting Gallery, players shoot at various targets that appear on the field. There are three targets; a set of Deku Scrubs, a set of Guay Birds, and the occasional Wolfos.

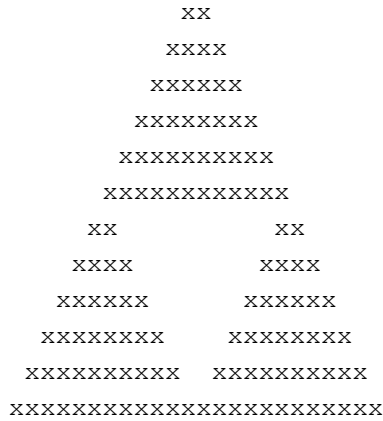
Hints/Tips - Since you have unlimited ammunition, you can just go flat out mental in hopes of hitting all the targets. If you actually wanna set your shots up properly, though, it's not that hard. Whenever a new target is brought into the mix, a sound giving away which set of targets it is will also be played (a squeak for the Dekus, a squawk for the Guays, and howling for the Wolfos.)

Koume's Shooting Game

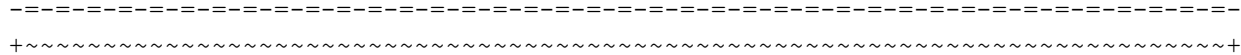
Location - Southern Swamp
Cost - Free
Time - Any Time, Any Day (after saving Koume and defeating Odolwa.)
Rewards - Piece of Heart x1 [POH27]

Description - Once you've saved Koume in the Woods of Mystery and have defeated Odolwa, you can go back to the Swamp Tourist Information Center and speak with Koume. She will let you try your hand at a shooting game since the water is cleaned up. Koume will ride her broomstick around the Southern Swamp, and you will be following in the cruise boat. She'll hang targets from her broomstick. If you can hit twenty targets, you get a prize.

Hints/Tips - Don't take too long to line your shots up. This really goes for any shooting game. It just wastes time. Get it as close as you can and get your shots off quickly.



[0603]
Snowhead Minigames



Goron Racing

Location - Goron Racetrack (near Mountain Lake)
Cost - Free
Time - Any Time, Any Day (After defeating Goht and opening the Racetrack.)
Rewards - Empty Bottle #2, Gold Dust

Description - I know, right!? Quite awesome indeed. Here, players get to race as a Goron, against other Gorons. Basically, you roll one lap around the track.

Hints/Tips - Roll up into a ball, then start rolling right after the 1 starts to fade away. For the first little bit, there isn't much worth noting on the track. Near the halfway mark, though, you'll come across a few ramps. These are actually quite beneficial. Hit them whenever possible. Near the last few

on them. Whichever torch the Fisherman lights is the island you jump to.

Hints/Tips: Seriously, you shouldn't even need any for this. If you don't get it in one or two tries, just put this game away, seriously. Hit puberty, then come back and try it again.

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[0605]
Ikana Minigames

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Spirit House

Location - Ikana Canyon
 Cost - 30 rupees
 Time - Any Time, Any Day (Before beating Twinmold)
 Rewards - Piece of Heart x1 [POH45]

Description - In the Spirit House, players must defeat the four Poe Sisters, Beth, Jo, Amy, and Meg.

Hints/Tips - For the first three Poe Sisters, just Z-Target them and nail them with arrows when they re-appear. For Meg, you need a bit more skill. Meg will create duplicates of herself and encircle you. You will know which one is the real Meg, though. She does a little spin before her and her duplicates start circling you.

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 Link's Inventory and Equipment in Majora's Mask sees a mix of old favorites such as the bow and arrow and the bombs, and new stuff like the Pictograph Box and the Powder Keg. Returning from Ocarina of Time, there is the Deku Nuts and Sticks, Magic Beans, the Hookshot, etc. The list goes on. Now, is Link's Inventory in Majora's Mask put to better use than it was in Ocarina of Time? It blows it out of the water. No contest. The Ice Arrows actually serve a purpose in Majora's Mask. Yeah, I'm not kidding. The Fire Arrows, the Light Arrows, the Mirror Shield, etc. all have far more active roles in the progression of the game this time around, which is great. It really makes the game more fun. Cause let's face it, folks. They're pretty fun items to use.

Also worth noting is that interchangeable equipment is gone in this game. There are no Deku Nut maximum capacity upgrades, etc. The only upgradeable pieces of Equipment in this game are your sword, your shield, your quiver, and your bomb bag. That's it.

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[0702]
 Link's Equipment

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Kokiri Sword

 Obtained - Default

Link's first and weakest sword in this game. It doesn't have much range on it either, so you have to move in really close to nail an enemy with it. Lame sword overall.

Razor Sword

 Obtained - Mountain Village

If you pay 100 rupees to Gabora and Zubora in Mountain Village, they will upgrade your Kokiri Sword into the Razor Sword. This is much, much, much, more powerful than the Kokiri Sword, and it has a greater reach, but it dulls back into the Kokiri Sword after 100 hits.

Gilded Sword

Obtained - Mountain Village

If you give Gabora and Zubora a bottle of Gold Dust, they can upgrade your Razor Sword into the Gilded Sword. This is much stronger than both of the previous swords, and it looks pretty cool too. The best part about it though, is that it doesn't dull like the Razor Sword.

Hero's Shield

Obtained - Default

Link's first shield in this game. It is somewhat similar looking to the Hylian Shield from Ocarina of Time. It doesn't really have any special abilities, but it does its job and does it well.

Mirror Shield

Obtained - Bottom of the Well

This shield is found right before the final dungeon in the game, and is used there to reflect energy and light. This is used mostly in the final dungeon to solve light-based puzzles. Other than that, it is pretty much the same as the Hero's Shield.

Quiver (Holds 30)

Obtained - Woodfall Temple

Default Quiver, comes with the Hero's Bow, which is found in the Woodfall Temple. This quiver holds up to 30 arrows.

Large Quiver (Holds 40)

Obtained - Swamp Shooting Gallery

The second-largest quiver in the game. This is won after getting a perfect score in the Swamp Shooting Gallery.

Largest Quiver (Holds 50)

Obtained - Town Shooting Gallery

This is the largest quiver in the game (duhhhh) and is won after getting a perfect score in the Town Shooting Gallery.

Bomb Bag (Holds 20)

Obtained - Clock Town Bomb Shop

The first, and smallest, of the game's three bomb bags. This is purchased in the Clock Town Bomb Shop.

Big Bomb Bag (Holds 30)

Obtained - Clock Town Bomb Shop

Like its smaller cousin, the Big Bomb Bag is purchased at the Clock Town Bomb Shop, only after you've stopped Sakon from mugging the old lady in North Clock Town.

Biggest Bomb Bag (Holds 40)

Obtained - Goron Village

The largest bomb bag in the game. This is purchased from the Akindo Nut up in Goron Village for 200 rupees and a Big Bomb Bag.

Child's Wallet (Holds 99 Rupees)

Obtained - Default

The first Wallet in the game, the Child's Wallet holds up to 99 Rupees.

Adult's Wallet (Holds 200 Rupees)

Obtained - Clock Town Bank

The first of the game's two Wallet upgrades, the Adult's Wallet is obtained at the Clock Town Bank for depositing 200 Rupees.

Giant's Wallet (Holds 500 Rupees)

Obtained - Oceanside Spiderhouse

The last, and largest of the game's Wallets is the Giant's Wallet. This is given to Link after clearing out the Oceanside Spiderhouse, along the Great Bay Coast.

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Ocarina of Time

Obtained - Top of the Clock Tower

The Ocarina of Time is Link's musical instrument, entrusted to him by Princess Zelda. This was stolen from Link at the beginning of the game, but he was quick in getting it back. Link can use the Ocarina to play songs to achieve certain effects. Check out the "Songs" section for more details.

Bombs

Obtained - Clock Town Bomb Shop

The Bombs come with your first Bomb Bag purchase. As the name implies, they blow stuff up. Exciting.

Powder Keg

Found - Goron Village, Clock Town Bomb Shop

A glorified bomb that only Gorons can use. These are much more powerful than standard bombs, though, and due to their immense size, you can only carry up to one at a time.

Hero's Bow

Obtained - Woodfall Temple

The Hero's Bow is a standard bow-and-arrow setup. Along with the standard arrows, there are also magic arrows that Link can obtain in each of Termina's dungeons.

-Fire Arrow

Obtained - Snowhead Temple

The Fire Arrow is an upgraded arrow. The ends of these arrows are engulfed in flames. They allow you to unfreeze frozen objects and light torches, etc.

-Ice Arrow

Obtained - Great Bay Temple

The Ice Arrow, found in the Great Bay Temple, freeze targets upon impact. You use them in their respective dungeon to shoot ice platforms into the water, allowing you to cross into otherwise inaccessible areas. Also used to freeze water lines.

-Light Arrow

Obtained - Stone Tower Temple

The Light Arrows are found in the Stone Tower Temple, and they are mainly used to reverse that dungeon and defeat the Gomess miniboss. They are also used in there to hit sun blocks and sun switches without the aid of the Mirror Shield.

Bombchu

Obtained - Clock Town Bomb Shop

Useless things that you'll use a grand total of two times in the game. These are bombs that look like mice and crawl up walls to blow up things that standard bombs couldn't. Not to be confused with the "Real Bombchu" enemies.

Pictograph Box

Obtained - Swamp Tourist Information Center

This thing is used to take pictures of stuff. There a few Heart Pieces to get from this, and you'll need it to get into the Great Bay Temple.

Deku Stick

Obtained - Clock Town Trading Post

The Deku Sticks from Ocarina of Time have returned. These things are extremely useful. Deku Sticks are used to light torches and transfer fire between braziers. They can also be used as weapons.

Lens of Truth

Obtained - Goron Village

The Lens of Truth is found after following Kaepora Gaebora to a secret shrine that lies across the canyon from Goron Village. When activated, the Lens creates a circle on the screen, through which players see things for what they truly are. You'll be needing this to enter Snowhead Temple, and solve many of the puzzles in dungeons afterward.

Deku Nuts

Obtained - Bottom of the Pit

Deku Nuts are another item returning from Ocarina of Time. In this game, they are the first item that you find, but somewhat ironically, you can go through the whole game without using them at all. When thrown, they create a blinding flash, freezing enemies in their tracks. This leaves the enemies open for attacks.

Hookshot

Obtained - Pirates' Fortress

The Hookshot has got to be one of the coolest, most useful inventory items in this game. It is found in the Pirates' Fortress, shortly before heading off to the Great Bay Temple. It is a spring-loaded grappling hook, and you can use it to pull yourself up to places and ledges that would be unreachable otherwise. You can also use the Hookshot against the vast majority of the game's standard enemies. Also, the range on this thing is long as Ocarina of Time's Longshot. Which is pretty long.

Magic Beans

Obtained - Deku Palace

These are back from Ocarina of Time as well. You plant them and water them with Spring Water to make a Magic Leaf grow. When you step on a Magic Leaf, it starts flying around a pre-set course high above the area, allowing you to reach hard to reach ledges and such.

Great Fairy's Sword

Obtained - Stone Tower Temple Fairy's Fountain

Obtained from the Great Fairy of Kindness after collecting all of the Stray Fairies in the Stone Tower Temple. This thing is pretty much useless, as the Gilded Sword is plenty powerful enough. This thing also takes two hands to wield, which makes it pretty lame.

Bottle #1

Obtained - Magic Hags' Potion Shop

Empty Bottles are used to store items in for later use. Anyhow, the game's first Bottle is obtained from Kotake at the Magic Hags' Potion Shop. The Bottle is filled with Red Potion for you to bring to Koume.

Bottle #2

Obtained - Goron Racetrack

The game's second Bottle is given to you as a prize after you win a race at the Goron Racetrack. This bottle actually comes filled with Gold Dust, which you will need to upgrade your sword.

Bottle #3

Obtained - Romani Ranch

The game's third bottle is given to you by Romani, the girl at the Ranch, after you help her save the cattle there from invading aliens. It comes filled with Romani Milk, which replenishes your health.

Bottle #4

Obtained - Beneath the Graveyard

Land Title Deed

The Land Title Deed is given to you, along with a Deku Flower, by the Akindo Nut in South Clock Town, after you give him the Moon's Tear.

Swamp Title Deed

Obtained after giving the Akindo Nut in the Southern Swamp the Land Title Deed.

Mountain Title Deed

This is given to you by the Akindo Nut in Goron Village in exchange for your Swamp Title Deed.

Ocean Title Deed

The Ocean Title Deed is given to you by the Akindo Nut at Zora Hall in exchange for the Mountain Title Deed.

Room Key

This is given to you by Anju at the Stock Pot Inn when you speak to her after 2:00 PM on the First Day. It lets you get into the Inn's Knife Chamber, a piece of crap room on their second floor containing 100 rupees.

Letter to Kafei

This item is given to you after you speak with Anju after 2:00 PM on the First Day and meet her in the kitchen at 11:00 PM as she says. You are supposed to mail this to Kafei.

Pendant of Memories

The Pendant of Memories is given to you when you speak to Kafei, AFTER you have delivered Anju's letter to him.

Special Delivery to Mama

Priority mail from Kafei, addressed to his mother. This is given to you by the Man from the Curiosity Shop, along with the Keaton's Mask when you speak with him after 1:00 PM on the Final Day. This gets you the Postman's Hat and the game's sixth and final Bottle.

Fairy

Obtained - Various Locations

Cost - N/A

Fairies are found randomly in jars around Termina. They are especially prominent around warp points. They have a few uses, one being to replenish an amount of health. This is useful when in Boss fights, etc. You can also just leave them in a Bottle, and it will revive you if you die. Definitely worth going out of your way for these.

Fish

Obtained - Various Locations. Most conveniently in the Trading Post.

Cost - N/A

Fish are used in two parts of the game; to get a Piece of Heart at the Marine Research Lab, and to get past one of the doors guarded by a Gibdo enemy in the Bottom of the Well minidungeon.

Spring Water

Obtained - Various Locations

Cost - N/A

Spring Water is most abundant in the Southern Swamp. You use it to water your Magic Beans, making them grow into Magic Leaves.

Hot Spring Water

Obtained - Darmani's Grave, Mountain Lake Pit

Cost - N/A

Hot Spring Water is heated Spring Water. Go figure. It is used to melt ice, before you get the Fire Arrows.

Poe

Obtained - Various Locations

Cost - N/A

Poe enemies are most abundant in the Stone Tower Temple and in the Ikana Graveyard. When you kill them, their soul stays behind. You can catch them in a Bottle, if you like. As far as I know, they don't get you anything for them, though.

Big Poe

Obtained - Beneath the Graveyard, Bottom of the Well

Cost - N/A

Big Poes are nearly identical to regular old Poes. Just...well...bigger. You will encounter two of these throughout the course of the game. One under

the Ikana Graveyard, and another one in the Bottom of the Well Minidungeon. The latter you'll be needing to present to a Gibdo guarding one of the doors in that dungeon.

Romani Milk

Obtained - Romani Ranch, Gorman Track
Cost - 50 rupees (at Gorman Track)

You get a free bottle of this stuff from Romani after you help her save the Ranch's cattle from invading aliens. Drink it to partially replenish your health. You can get free milk if you play Epona's Song to any of the cows in the game. A watered down version of Romani Milk can also be purchased for 50 rupees from the Gorman Brothers, at Gorman Track.

Chateau Romani

Obtained - Milk Bar
Cost - 200 rupees

This is special vintage-milk produced at Romani Ranch and delivered to East Clock Town's Milk Bar. You can purchase a bottle of it there for 200 rupees. Actually, the bottle you get from Madame Aroma in the Milk Bar is filled with Chateau. Chateau Romani gives you infinite magic power for the duration of the Cycle you drink it on, along with replenishing your health.

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[0706]
Quest Items

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The Bombers' Notebook

The Bombers' Notebook is obtained from Jim, the leader of the Bombers' Gang, after playing Hide-and-Seek with the Bombers as Hylian Link, or after entering then exiting the Bombers' Hideout again as Hylian Link. The Bombers' Notebook allows you to track NPC's schedules and such, and filling it out will net you most of the game's Heart Pieces and Masks. So yeah. I'd say it's worth doing.

and slow the flow of time, respectively.

Each of the game's four dungeons are only accessible after playing the song that is learned before them, through a sidequest. All of these four songs (Sonata of Awakening, Goron Lullaby, New Wave Bossa Nova, and the Elegy of Emptiness) are new songs.

Other songs that are included are Epona's Song, which is still the only way to get a hold of your horse, and the Song of Healing, which is used to heal souls and obtain Masks. The Song of Storms, a Zelda classic, is used in Ikana Canyon to un-curse one of the infamous Composer Brothers. The Song of Soaring is used to warp around Termina, between Owl Statues you have activated, making it one of the most useful songs in the entire game. The Oath To Order is learned near the start of the game, and is played only once, to access the final boss.

The music in Majora's Mask can be described as dark, gloomy, sad, depressing, yaddaydadyady whatever. Because it's all true. The sense of impending doom that the game delivers anyway is iced with the moody pieces that Koji Kondo has flawlessly strung together. "Koji Kondo" might as well be synonymous with "genius."

Song of Time

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

Learned - As soon as the Ocarina is claimed back from the Skull Kid.
Effect - Saves the player's progress and resets the Three-Day Cycle.

Song of Double Time

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

Learned - As soon as the Ocarina is claimed back from the Skull Kid.
Effect - Gives the player the option of skipping ahead to the next 12-Hour Marker.

Inverted Song of Time

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

Learned - As soon as the Ocarina is claimed back from the Skull Kid.
Effect - Slows the flow of time.

Song of Healing

Sequence - C-Right, C-Left, C-Down, C-Left, C-Right, C-Down

Learned - After speaking to the Mask Salesman when returned to Hylian form.
Effect - Heals troubled spirits and turns them into Masks.

Epona's Song

Sequence - C-Up, R-Right, C-Left, C-Up, C-Right, C-Left

Learned - After speaking with Romani at the Ranch.
Effect - Summons Link's horse, Epona.

Song of Soaring

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

Learned - After speaking with Kaepora Gaebora above the Southern Swamp.
Effect - Gives the player the option of warping between Owl Statues he/she has activated.

Song of Storms

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

Learned - From Flat, underneath the Ikana Graveyard.
Effect - Summons storms to Link's location when the song is played.

Sonata of Awakening

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

Learned - From the monkey being held captive in the Deku Palace.
Effect - Awakens those that are in a deep sleep. Primarily used to access the Woodfall Temple.

Goron Lullaby

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

Learned - From the Goron Elder frozen into the ice in Mountain Lake.
Effect - Puts those who listen to it asleep. Primarily used to access the Snowhead Temple.

New Wave Bossa Nova

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

Learned - At the Marine Research Laboratory after recovering all the Zora Eggs.
Effect - Grants the player access to the Great Bay Temple.

Elegy of Emptiness

Sequence - C-Right, C-Left, C-Right, C-Down, C-Right, C-Right, C-Left

Learned - From Igos du Ikana to climb Stone Tower.
Effect - Used to creat lifeless duplicates of yourself. Primarily used to climb Stone Tower and solve puzzles in the Stone Tower Temple.

Oath to Order

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

Learned - After freeing the first of the Four Giants.
Effect - Used to call upon the Giants at the end of the game.

Scarecrow's Song

Sequence - Player's Choice

Learned - Various

Effect - Summons the Scarecrow, who can be used as a makeshift Hookshot target. Can be taught to either the Scarecrow in the Astral Observatory or at the Trading Post in West Clock Town.

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[0900]
Piece of Heart Locations

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Like all Zelda games, Majora's Mask contains a ton of optional upgrades for the player to obtain. One of these happens to be Pieces of Heart. In the original Legend of Zelda, there were Container Hearts, which were full new Heart Containers, which meant more health, and more chicks!

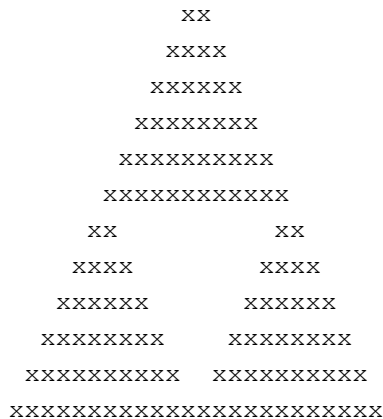
Since A Link to the Past, they've been Pieces of Heart, which are several pieces of a full Heart Container. In Majora's Mask, there are four Heart Pieces to a Container. The only instances in the game you'll run across a full Heart Container is after boss battles. And guess what? There's only four of those.

However, Majora's Mask is filled to the brim with these things. Especially compared with it's predecessor. Ocarina of Time had thirty-six Heart Pieces, and Majora's Mask fifty-two. You'd probably guess that, too. With Majora's Mask being more of a sidequest-oriented game. You start the game off with three Heart Containers, and there are a maximum of twenty you can get. The rest is merely simple arithmetic.

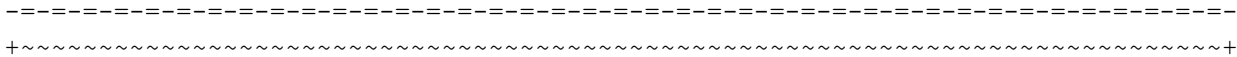
3 Heart Containers (Default) +
4 Heart Containers (Bosses) +
13 Heart Containers (Pieces of Heart) = 20 Heart Containers.

Subsections

- [0901] - Clock Town Pieces of Heart
- [0902] - Termina Field Pieces of Heart
- [0903] - Romani Ranch Pieces of Heart
- [0904] - Woodfall Pieces of Heart
- [0905] - Snowhead Pieces of Heart
- [0906] - Great Bay Pieces of Heart
- [0907] - Ikana Pieces of Heart
- [0908] - The Moon Pieces of Heart



[0901]
 Clock Town Pieces of Heart



Clock Tower Deck [POH01]

Time - Any Time, Any Day

Once you have the Deku Flower in South Clock Town, you can use it to shoot up to the Deck of the Clock Tower, where there is a Piece of Heart.

North Clock Town Pillars [POH02]

Time - Any Time, Any Day

In the northeast corner of North Clock Town, there are some pillars leading up to a slide, with a tree beside it. Climb the pillars and jump out to the tree and get the Piece of Heart.

Post Office [POH03]

Time - 6:00 PM-12:00 AM, 1st or 2nd Day

Speak with the Postman. He's on his bed. He'll yell at you for disrupting his training, and then offer you a try. What he's doing is actually trying to count exactly to ten without looking at a clock. And he's not joking when he says it's difficult. If you don't make it first try (which you probably won't) it'll cost you 2 Rupees for every attempt after. There's no way to really

describe what to do, just count. When you think you've gotten exactly to ten, press A to stop.

Swordsman's School [POH04]

Time - Any Time, 1st or 2nd Day, 6:00 AM - 12:00 AM, Final Day

Speak with the shopkeeper, and select the 10-Rupee Expert Course. Don't let the name freak you out, it's really quite easy. A minigame will begin here where logs will pop out of the floor, two at a time. If you can do a jump attack on every log, you will get a Heart Piece. This is ridiculously easy. Simply Z-Target a log as it pops out of the the floor, then press A to do a jump attack on it. When you've successfully performed it on every log on the playing field, you'll get the Piece of Heart

Rosa Sisters [POH05]

Time - 6:00 PM-6:00 AM, 1st or 2nd Day

Dance in front of the Rosa Sisters in West Clock Town while wearing Kamaro's Mask. They will snag your dance and give you a Piece of Heart.

Postbox [POH06]

Time - Any Time, Any Day

Put on the Postman's Hat and check one of Clock Town's Postboxes to get a Heart Piece.

Mayor Dotour [POH07]

Time - 10:00 AM-6:00 PM, 1st or 2nd Day

Go to the Mayor's Office, which is in the Mayor's Residence. Listen to the argument going on, then speak with Mayor Dotour whilst wearing the Couple's Mask.

Keaton's Quiz [POH08]

Time - Any Time, Any Day

After obtaining the Keaton's Mask, go to North Clock Town and put it on. At this point, you want to destroy the vanishing bushes in the northeast of the area, and the Keaton will appear and give you a quiz. Check the appropriate Subsection for all of the answers to his questions.

Stock Pot Inn Toilet [POH09]

Time - 12:00 AM-6:00 AM, Any Day

Speak with the hand in the Stock Pot Inn Toilet and give him paper (Title Deed, etc.) For this, he will give you the Piece fo Heart.

Deku Scrub Playground [POH10]

Time - 1st, 2nd, Final Days

There are platforms that float around the room, each one with a rupee and a Deku Flower on it. You use a Deku Flower from your starting point to glide out to a platform in the room, then use the Deku Flowers on the platforms to get all of the rupees. On the 1st Day of the Cycle, the platforms will move vertically. On the 2nd Day, they will move horizontally. On the Final Day, they will move both vertically and horizontally. Set a new record on each day of the Cycle to earn the Piece of Heart.

Honey And Darling's Shop [POH11]

Time - 1st, 2nd, Final Days

Set a new record for each game through the Cycle to earn a Piece of Heart. For the 1st Day, you'll have to stand on a spinning platforms and run Bombchus up the walls and hit targets. On the 2nd Day, you have to throw Bombs into baskets along the wall from the spinning platform. On the Final Day, you will have to shoot targets along the wall with Arrows.

Treasure Chest Shop [POH12]

Time - Any Time, Any Day

Go to the Treasure Chest Shop as Goron Link and speak with the shopkeeper to begin the game. If you can make it through the maze, there is a Piece of Heart in the treasure chest at the end.

Town Shooting Gallery [POH13]

Time - Any Time, Any Day

Get a perfect score of 50 at the Town Shooting Gallery in East Clock Town to get the Piece of Heart.

Clock Town Bank [POH14]

Time - Any Time, Any Day

Get up to 5000 rupees in deposits at the Bank, and you'll get a Piece of Heart.

Anju's Grandmother [POH15]

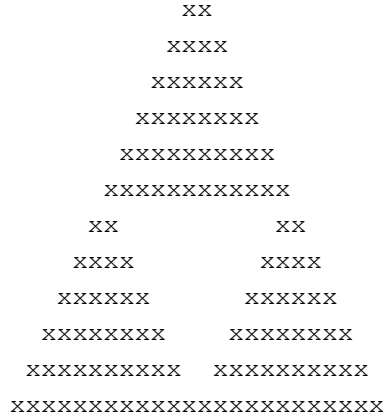
Time - 6:00 AM-6:00 PM, 1st or 2nd Day

When you've gotten the All-Night Mask, go to the Stock Pot Inn and go to Anju's Grandmother's room. Speak with her, then get her to read "Carnival of Time" for you. When she asks you when the Clock Tower opens, say "On the eve of the festival." She'll give you a Piece of Heart, which she thinks is candy.

Anju's Grandmother [POH16]

Time - 6:00 AM-6:00 PM, 1st or 2nd Day

With the All-Night Mask on, get Anju's Grandmother to read you "Four Giants."
When she asks you what the people did to call the Giants, say "I dunno" and
she will give you another Piece of Heart.



[0902]
Termina Field Pieces of Heart

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Observatory Akindo Nut [POH17]

Time - Any Time, Any Day

When in the Astral Observatory, pan the telescope just to the left of the
Clock Tower. You will see an Akindo Nut flying out of town. Follow him with
the telescope until he drops down into a pit on the outside of the Observatory.
Go to the Field and drop down into this pit. Speak with the Akindo Nut and he
will offer you the Heart Piece for 150 rupees. Decline. He will then offer
you the Piece of Heart for 100 rupees. Accept the offer this time.

Gossip Stone Pits [POH18]

Time - Any Time, Any Day

In Termina Field, there are four pits which have Gossip Stones in them. If you
can make all of the Gossip Stones in these pits turn the same color using your
Transformation Masks and Songs, you'll get the Piece of Heart. To do this, you
want to play either the Sonata of Awakening as Deku Link, Goron Lullaby as
Goron Link, or New Wave Bossa Nova as Zora Link. Stick to one. I usually do
Deku Link, so I can do it at the start of the game. The pits are in the
following locations;

- i) A grass patch near the entrance to the Southern Swamp
- ii) The north side of the Astral Observatory's exterior.
- iii) Outside of Clock Town's North Gate, where the snow and the grass meet.
- iv) Outside of Clock Town's West Gate, under a boulder. Use a bomb or the
Blast Mask to blow it up.

Go to the Doggy Racetrack. Put at least 50 rupees on the race and get 1st Place to get the Piece of Heart.

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[0904]
Woodfall Pieces of Heart

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Swamp Passage [POH23]

Time - Any Time, Any Day

Kill all the Bad Bats on the tree in the middle of the area, then climb up the vines to get to the top of the tree, where there is a Piece of Heart.

Southern Swamp Akindo Nut [POH24]

Time - Any Time, Any Day

When you have the Land Title Deed from the Akindo Nut back in South Clock Town, speak with the Akindo Nut outside the Swamp Tourist Information Center. Show him the Land Title Deed, and he'll take it and give you the Swamp Title Deed and his Deku Flower in return. Use the Deku Flower to get up to the roof of the Tourist Info Center and get the Piece of Heart there.

Deku Palace [POH25]

Time - Any Time, Any Day

In the far northwestern side of the Inner Palace Garden, there is a Piece of Heart. Work your way past the guards to get to it.

Pictograph Contest [POH26]

Time - 6:00-AM-5:59 AM, 1st Day

Take a picture of the Deku King and bring it back to the man at the Swamp Tourist Information Center. He'll be impressed with the photo and give you a

Piece of Heart.

Koume's Target Game [POH27]

Time - Any Time, Any Day (After beating Odolwa)

After you have defeated Odolwa and restored the Swamp Water to its unpolluted state, speak with Koume in the Tourist Info Center. Play her target game and hit at least 20 targets and she will give you a Piece of Heart.

Swamp Shooting Gallery [POH28]

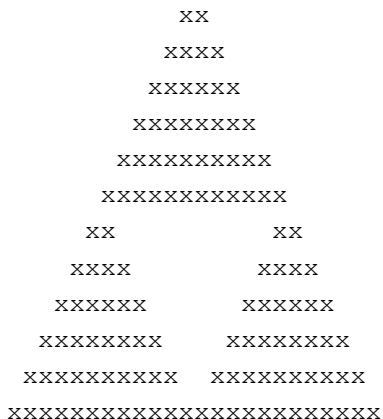
Time - Any Time, Any Day

Get a perfect score of 2120 with at least ten seconds left on the clock. The shopkeeper will give you the Piece of Heart.

Woodfall Stumps [POH29]

Time - Any Time, Any Day (After beating Odolwa)

After you've defeated Odolwa, use Deku Flowers in the area to get to the northeast of the zone. On top of one of the tree stumps, there is a chest. Open it to get a Piece of Heart.



[0905]
 Snowhead Pieces of Heart

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Don Gero Frogs [POH30]

Time - Any Time, Any Day (After defeating Goht)

After you've beaten Goht and returned spring to Snowhead, you can gather all of the Frog Chorus by speaking to all the frogs with Don Gero's Mask on. The frogs are in the following locations;

Scarecrow Platform [POH34]

Time - Any Time, Any Day

In the northeast corner of the north section of the coast, there are some platforms going up along the wall. Hookshot up the platforms until you reach the one with a Magic Bean hole on it. Plant your Bean and water it, then ride the Magic Leaf to the next ledge. From there, play Scarecrow's Song to summon the Scarecrow, then Hookshot over to him and grab the Heart Piece.

Pirates' Fortress [POH35]

Time - Any Time, Any Day

In the Mine Room, go to the end of the catwalk, then destroy the barrels with Goron Link. Punch them to destroy them, revealing a switch. Step on the switch, then take off the Goron Mask and put on the Bunny Hood. Run down the stairs and into the cell and grab the Heart Piece before the cell closes.

Pinnacle Rock [POH36]

Time - Any Time, Any Day

When you've gotten the Sea Horse, take him out to the entrance to Pinnacle Rock and release him. Follow him through, then defeat all of the Deep Pythons. When all of the Deep Pythons are dead, the Sea Horse will be reunited with his friend. As thanks, they will give you a Piece of Heart.

Oceanside Spiderhouse [POH37]

Time - Any Time, Any Day

Use the Captain's Hat to speak with all of the Stalchildren in the Oceanside Spiderhouse. Write down or memorize what they say, then shoot the colored shields along the wall in the Colored Shield Room to open the grating in the fireplace. Run through to the end to get the Piece of Heart.

Waterfall Like Like [POH38]

Time - Any Time, Any Day

On the south end of the Coast, there is a waterfall. Sink down to the bottom of the pool that the waterfall feeds, as Zora Link. Kill the Like Like and it will drop the Piece of Heart.

Lulu's Room [POH39]

Time - Any Time, Any Day

At the Zora Hall, go to Lulu's Room. Give the Akindo Nut there the Mountain Title Deed as Goron Link, and he will give you the Ocean Title Deed and his Deku Flower. Use the flower to get up to the ledge that has a Piece of Heart on it.

Evan's New Song [POH40]

Time - Any Time, Any Day

At Zora Hall, go to Mikau's Room. Hookshot to the upper level, then put on the Zora Mask and read Mikau's Diary. Memorize the notes. Go to Japas' Room, then speak with him as Mikau and pull out your Fishbone Guitar. A jam session will commence. When Japas plays his set, play Set I. When Japas plays a new set of notes, play Set II

"Set I"

A, C-Down, C-Right, A

"Set II"

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

Go to Evan's Room, then play him the new song you and Japas just wrote, in any form other than Zora Link. He will steal it from you and give you a Heart Piece. The sequence for the song is as follows:

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

Deformed Beavers [POH41]

Time - Any Time, Any Day

After you've raced the Beavers in Waterfall Rapids for the Empty Bottle, race them again and they will give you a Piece of Heart.

Fisherman's Jumping Game [POH42]

Time - 9:00 AM - 6:00 PM, Any Day (After defeating Gyorg)

After defeating Gyorg, play the Fisherman's Jumping Game and get a score of at least 20.

Marine Research Lab [POH43]

Time - Any Time, Any Day

Feed the fish in the tank to your left as you enter four fish to make him grow to full size. He'll eat the other fish and give you a Piece of Heart.

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[0907]

Ikana Pieces of Heart

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Beneath the Graveyard [POH44]

Time - 6:00 PM-6:00 AM, 2nd Day

On the 2nd Night, put on the Captain's Hat and talk to the Stalchildren that are circling one of the graves. Command them to open it. Drop down into the pit that is revealed, then make your way to the end and defeat the Iron Knuckle. Open the chest that appears to get the Piece of Heart.

Spirit House [POH45]

Time - Any Time, Any Day (BEFORE defeating Twinmold)

Speak with the Garo, then defeat all four of the Poe Sisters within the time limit, without your life dipping below three hearts to get a Piece of Heart.

Ancient Castle of Ikana [POH46]

Time - Any Time, Any Day

On the Castle Rooftop, nail the Crystal Switch with an arrow to extinguish the flames on the platforms that run alongside the Castle. Use the Deku Flowers to get out to the platform that has the Heart Piece on it.

Ikana Canyon Akindo Nut [POH47]

Time - Any Time, Any Day

Speak with the Akindo Nut in Ikana Canyon as Zora Link and give him the Ocean Title Deed. He will give you his Deku Flower and a yellow rupee. Use the Deku Flower to glide out to the other side of the Canyon and drop off to the ledge with the Piece of Heart on it.

Secret Shrine [POH48]

Time - Any Time, Any Day

Defeat all of the minibosses, and the Garo in the main room will make a chest appear. Hop over to his platform, then open the chest to get a Piece of Heart.


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[1000]

Stray Fairy Locations & Rewards

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As part of the storyline in Majora's Mask, each of the five Great Fairies in Termina have been shattered into fragments by the Skull Kid through the evil power of Majora's Mask. These fragments are called "Stray Fairies." In order to restore the Great Fairies, players must collect all of the fragments and return them to their respective Fountains. When one of the Great Fairies is restored, Link will receive a nifty upgrade.

In Clock Town, there is one Stray Fairy. The Fairy's Fountain here is in North Clock Town. The remaining Great Fairies, one in each compass direction, are restored by collecting all of the Stray Fairies in each of Termina's dungeons. Each dungeon has fifteen Stray Fairies.

Subsections

- [1000] - Clock Town Stray Fairies
- [1001] - Woodfall Temple Stray Fairies
- [1002] - Snowhead Temple Stray Fairies
- [1003] - Great Bay Temple Stray Fairies
- [1004] - Stone Tower Temple Stray Fairies

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[1000]

Clock Town Stray Fairies

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Fountain Location - North Clock Town

Reward - Magic Meter, Spin Attack (First Time)
Great Fairy's Mask (Second Time)

4. Flower Platform Room [SF05]

In one corner of the room, there is a ledge with some pots on it. One of these pots contains a Stray Fairy. Smash the pots to find it.

5. Block Puzzle Room [SF06]

Hanging above the ledge with the torch on it in the lower level of the room, there is a Skulltula. Kill him to reveal the Stray Fairy.

6. Boe Hallway [SF07]

Light all of the torches at the end of the hall to make a chest appear on a small platform in the middle of the room. Open it to get the Stray Fairy.

7. Flower Platform Room [SF08]

On the west side of the room, on the upper level, there is a Stray Fairy trapped in a bubble. Slash the bubble with your sword to pop it, then run into the Stray Fairy to claim it.

8. Elevator Room [SF09]

Along the walls in the room there are hornet nests. Shoot them down with Arrows until the Stray Fairy is revealed, then use the Great Fairy's Mask to guide it to you.

9. Flower Platform Room [SF10]

Get over to the north side of the upper level, then use the Deku Flower there to reach the piece of wood that the brazier is on. Step onto the switch here as Hylian Link, and a chest will appear in the south of the room. Go over to it and open it up to get a Stray Fairy.

10. Block Puzzle Room [SF11]

On the underside of the platforms in this room, there are hornet nests. Shoot them down with Arrows to reveal the Stray Fairy then use the Great Fairy's Mask to guide it down to you.

11. Block Puzzle Room [SF12]

When you've activated the Flower Platform, the water in the dungeon is now purified, allowing you to swim in it. Swim underneath and run into the bubbled Stray Fairy to pop its bubble and claim it.

Fountain Location - Snowhead

Reward - Extended Magic Meter

1. Bridge Room [SF17]

Climb down to the bottom of the ladder, then smash the pots there for rupees and supplies. Use Goron Link to cross the lava, then look up at the platform. You should see a Stray Fairy floating around in a bubble here. Shoot the bubble with an arrow and put on the Great Fairy's Mask to get it to come to you.

2. Bridge Room [SF18]

Stand at the start of the bridge, then curl up as Goron Link. Start rolling. If you time it right, your spikes should come out and you'll be travelling at full speed just before you hit the ramp. This will send you flying to the other side of the bridge. Take off the Goron Mask, then look underneath the ledge leading to a staircase. There is another Stray Fairy in a bubble here. Pop the bubble with an arrow and use the Great Fairy's Mask to get it.

3. Invisible Platform Room [SF19]

Look to your right as you enter the room to see the Stray Fairy.

4. Main Chamber [SF20]

On the bottom level of the Main Chamber, there are several lava pits. In one of these lava pits, there is a larger than usual switch. Step on it with Goron Link to make a chest appear in one of the lava pits. Open it to get a Stray Fairy.

5. Ice Stalactite Room [SF21]

Along the south wall, you should see some snow/ice hanging down, as if from a ledge. Use the Lens of Truth to reveal a hidden alcove with a chest in it. Jump from the platforms to get into the alcove and open the chest up to get the Stray Fairy.

6. Pillar Puzzle Room [SF22]

Look up at the ceiling with the Lens of Truth to see an opening with a bubbled Stray Fairy in it. Pop the bubble with an arrow, then use the Great Fairy's Mask to claim it.

7. Invisible Platform Room [SF23]

On the upper level of the room, go into the southeast corner and look north. Activate the Lens of Truth here to see a series of platforms leading up to an alcove in the north wall. Climb up the platforms, then go into the alcove. Open the chest there to get the Stray Fairy.

8. Double Block Room [SF24]

Assuming you pushed the stack of blocks to the end of its track last time, you can use it to hop along to the opposite ledge on the upper level. Open the chest there to get the Stray Fairy.

9. Block Puzzle Room [SF25]

Unfreeze everything in this room with Fire Arrows, firstly.

Now, grab the east face of the MM block and push it to the west. Then, grab the south face of the block, and push it north. From here, push the block to the west, then push it to the south. Climb up on top of it, then use it to jump to the ledge that doesn't have a crate on it. From there, jump to the ledge that does have the crate on it, then put on the Goron Mask. Pound the crate to break through it and get a Stray Fairy.

10. Block Puzzle Room [SF26]

Step on the switch in the southwest of the room to make a chest appear on the southeast ledge. Now, assuming you didn't touch anything since the last Stray Fairy;

Grab the west face of the block and push it east, then grab the south face of it and push it to the north. Push it to the east, then to the south. Use the block to climb up to the southeast ledge, then open the chest up there to get the Stray Fairy.

11. Brazier Platform Room [SF27]

Take out all of the Freezards with Fire Arrows. This will make a chest appear on the north ledge. Use the platforms in the room to jump over to it, then open the chest to get a Stray Fairy.

12. Eeno Room [SF28]

In the southwest of the room, you'll see some more ice/snow hanging from the wall, as if from a ledge. Use the Lens of Truth to see a Stray Fairy in a hidden alcove here. Fire an arrow at the pop the Stray's bubble and use the Great Fairy Mask to get it to come to you.

13, 14. Double Dinolfos Room [SF29, SF30]

You'll be faced with two Dinolfos here. Kill them both with basic sword attacks. Both of them will drop Stray Fairies when dead.

15. Main Chamber [SF31]

Climb up to the Deku Flower near the Boss Door, then face northwest and shoot out of the Deku Flower, and get ready for a looong ass ride. Nearly the full way down the Main Chamber, you'll see some snow sticking out of the wall, like in the Eenos and Ice Stalactite Rooms a while back. You should know what this means by now. Glide into the alcove, and open the chest there to get the last Stray Fairy of this dungeon.

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[1003]
Great Bay Temple Stray Fairies

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Fountain Location - Great Bay Coast

Reward - Enhanced Defense

1. Entrance [SF32]

In this room, there are two lit torches, and four unlit braziers. Use one of the lit torches to light up a Deku Stick, then light up all of the braziers to make a chest appear. Open it to get the Stray Fairy.

2. Waterwheel Room [SF33]

On either side of this ledge there is an elevator leading up to a ledge on the upper level of the room. When it comes down, jump onto the elevator to your left. When it nears the upper ledge, take out your bow and shoot the Skulltula hanging from the ceiling above the ledge. This will reveal a Stray Fairy. Jump out to the ledge, then use the Great Fairy's Mask to guide it down to you.

3. Waterwheel Room [SF34]

Jump down into the water and put on the Zora Mask. Dive to the bottom. Under the original platform here, there is a bubbled Stray Fairy. Swim into it to pop the bubble and claim the Fairy.

4. Turbine Room [SF35]

Drop down into the water as Zora Link, and sink all the way to the bottom. There is a jar in the middle of the floor here. Line up a shot with Zora Link's fin boomerangs, then release them quickly before the current pulls you off track. Run into the Stray Fairy to claim it.

5. Connector Room [SF36]

When you enter, use an electrical shield to fry the Skullfish enemies, then water jump (swim up and launch out of the water) to a ledge that has two jars on it. In one of these jars is a Stray Fairy. Smash the jars and take it.

6. Bio Deku Baba Hallway [SF37]

Kill all of the Bio Deku Baba in this room to make a chest appear. Open this chest up to get the Stray Fairy.

7. Turbine Room [SF38]

Swim up to the surface and get up onto the ledge there. Run around to the west end of the room, then climb up the ladder to get up to a ledge that has a barrel on it. Using Goron Link, punch the barrel away to get the Stray Fairy.

8. Green Pipe Control Room 1 [SF39]

Hookshot up into the grating attached to the ceiling and open the chest that is up there to get the Stray Fairy.

9. Northeast Key Room [SF40]

With the current reversed, swim into this room and surface. Climb up onto the ledge. On the other side of the ledge, at the bottom of the water, there is a Dexihand enemy and a pot. Shoot the pot with an arrow to reveal a Stray Fairy, then use the Great Fairy's Mask to attract it to you.

10. Secondary Waterwheel Room [SF41]

Shoot the waterfall feeding the turbine with an Ice Arrow to freeze it up. Climb up to the top of one of the waterwheel's blades, then look to the north. There is an alcove with a chest in it. Hookshot over to the chest, then open it to get the Stray Fairy.

11. Secondary Waterwheel Room [SF42]

Along the southeast wall, there is an alcove with a torch in it. Hookshot the torch to get into the alcove, then open the chest to get the Stray Fairy.

12. Seesaw Room [SF43]

Run south, then drop down off the ledge. Dive into the hole in the floor here as Zora Link. Smash into the barrel to get a Stray Fairy.

13. Seesaw Room [SF44]

Climb the green pipe that runs along the wall to get into a fenced off section of the room with a gap in it. Hookshot the chest on the other side of the gap, then open it up to get the Stray Fairy.

14. Green Pipe Control Room 2 [SF45]

In the northeast of the room, there is a current tunnel that sucks you back out to the Turbine Room. In this passage there is a Stray Fairy. Sink to the bottom, then pop the bubble with Zora Link's boomerangs. Swim into the Stray Fairy to claim it.

15. Green Pipe Control Room 2 [SF46]

The last Stray Fairy is underneath the green platform here. Get up onto the pipe, where you should have a clean shot at this Stray's bubble. Pop the bubble with an arrow, then use the Great Fairy's Mask to get it to come to you.

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[1004]
Stone Tower Temple Stray Fairies

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Fountain Location - Ikana Canyon

Reward - Great Fairy's Sword

1. Statue Room [SF47]

Shoot the eye switch on the statue here to make a chest appear on the platform in the middle of the room. Hookshot over to it, then open it to get the Stray Fairy.

2. Lava Armos Room [SF48]

Near the stairs, look up to see a Hookshot target. Pull yourself up to it to land on that ledge, then open the chest there to get the Stray Fairy.

3. Mirror Puzzle Room [SF49]

Put on the Goron Mask, then punch away the pillar in front of you to get some light to shine down into the room. Take the Goron Mask off, then put the Stone Mask on. We don't want any Black Boes getting in our way when we are trying to work in this room.

Use the Mirror Shield to aim light at the sun switches on the walls. When you hit the right one, a chest will appear. Open it to get the Stray Fairy.

4. Mirror Puzzle Room [SF50]

Reflect light onto the east mirror on the room's central pillar. Hold it, then use that light to hit the sun block in the east of the room. This will reveal a chest. Open it to get the Stray Fairy.

5. Lava Switch Room [SF51]

Put on the Deku Mask. Now, you may have already noticed the columns of air shooting up in this room. These things are used to give your Deku Flowers a bit more juice. Launch out of the Deku Flower here, then glide north, into the first air column. Use the boost to get into an alcove with a bunch of rupees and a chest in it. Open the chest to get this Stray Fairy.

6. Lava Switch Room [SF52]

Put on the Goron Mask, then drop down to the lava below. Hit the large switch here to dispell a flame that guards another switch in the southwest corner of the room. Roll around to that corner, and hit the switch to make a chest appear on the above ledge. Go back to the southeast corner of the room and get back up onto the original ledge. Use the Deku Flower there in combination with the air columns to get to the southwest ledge. Open the chest there to get the Stray Fairy.

7. Water Room [SF53]

On the bridge in the middle of the room, there is an Eyegore. Kill the Eyegore to make a chest appear. Open it to get the Stray Fairy.

8. Water Room [SF54]

Water jump up to the east ledge. Between the fencing and the wall on this ledge, charge up a Super Spin Attack. Release it to hit the crystal switch on the other side of the fencing. This will make a chest appear in a closed off area on the opposite side of the room.

Swim over to the western ledge and water jump up to it. Shoot the sun block here with a Light Arrow to move it, then kill the Beamos in the fenced off section with a bomb or the Blast Mask. Open the chest here to get a Stray Fairy.

9. Bridge Room, Inverted [SF55]

Shoot away the sun block with a light arrow, then run into the room. Use the Deku Flower here go glide over to one of the air columns, and use the boost to get into the north alcove, under the bridge. Open the chest to get a Stray Fairy.

10. Bridge Room, Inverted [SF56]

Use the various air colums in this room to get up to the eastern ledge. Take the Deku Mask off, then hit the switch to extinguish a flame around a chest on the southern ledge. Place a duplicate on the switch to hold it down. Then, use your Hookshot to bang the mines up there together and blow them up.

Use the Deku Flower on this ledge to glide over to the column of air in the west of the room. Use the boost from the air column to get up to the south ledge. Open the chest there to get the Stray Fairy.

11. Lava Armos Room, Inverted [SF57]

You'll fight a Wizrobe in here. Use Light Arrows for a quick victory.

When you've beaten the Wizrobe, a chest will appear on the northwest ledge.

Ocarina of Time for Child Link's trading sequence. Here it is put to full use. There are twenty-four masks in total for you to collect, five of which are Transformation Masks.

Ok, so the above is a slight lie. There are three Transformation Masks. These are used to transform into the three main non-human races in Termina. These races are Deku, Goron, and Zora. Each of these forms also have their own instrument. There are actually two more Transformation Masks, but they can only be used in boss battles, so yeah. Here, we will take a look at all of the different forms that Link can take with the Transformation Masks. And yes, I will get the boss-specific ones as well. Shut up about it.

The first Transformation Mask, and first Mask in the game overall, is the Deku Mask. This allows Link to transform into a Deku Scrub. You actually start your game off as a Deku Scrub, thanks to the Skull Kid. Deku Link is very small and weak, but he is fairly quick and agile. Deku Link has a special Spin Attack which is great for cutting bushes and getting rupees/supplies earlier on in the game. Deku Link also has a Bubble Blast ability that consumes a slight amount of Magic Power when used. He can also dive into Deku Flowers, and blast out of them again and use the flower pedals helicopter blades. Deku Link can hop across water for short periods of time, but is vulnerable to fire. His instrument is the Deku Pipes.

Goron Link is easily the biggest and strongest of the three race Transformation Masks. He can roll at extreme speeds and press down larger than usual switches. Goron Link is also immune to fire and lava, and can walk through, around, and in both without taking any damage. However, he has no swimming ability whatsoever. Goron Link is very strong, but is quite slow in combat. His instrument is a set of Bongo Drums.

The Zora Mask is the last of the three race Transformation Masks. While inhabiting the body of a Zora, Link can breathe underwater, and walk along the bottom of bodies of water. Zora Link is mostly used for swimming and defeating underwater enemies and solving underwater puzzles. His fins can be used as both boomerangs, and a shield. He also has an electric-shield that can be used when swimming. His instrument is the Fishbone Guitar.

The Giant's Mask is acquired right before the ending of the Stone Tower Temple. The only place in the entire game you can use this mask is in the Twinmold fight. With this mask on, you become a giant. No kidding. This makes life much easier, but it sucks Magic Power pretty badly.

The Fierce Deity's Mask is a Transformation Mask used against the final boss battle of the game. This is acquired from the Spirit of Majora after collecting every one of the game's masks. With the FD's mask on, Link is much taller and more powerful. He can also shoot sword beams, like in the original Zelda title.

The Transformation Masks here make the game that much more enjoyable to play. They add more depth to the story, as you learn more about each race's background and culture. Now, the masks in general; are they ALL required to beat the game? Absolutely not. In fact, the VAST majority of the masks are only used for sidequest things, so you can go through the game with only a few masks. Which masks are necessary for beating the game? I'll cover it in the FAQ. No worries. Getting all the Masks is definitely recommended, though, or the ending will suck. Badly.

Obtained - After letting the Postman deliver the Special Delivery to Mama, then speaking with him outside the Milk Bar.

Effect - After getting the Postman's Hat, you can check any of Clock Town's Postboxes and get a Piece of Heart.

All-Night Mask [MSK02]

Obtained - Can be purchased from the Curiosity Shop for 500 rupees on the Final Night after saving the Old Lady from Sakon on the First Night.

Effect - Keeps the wearer awake, no matter how tired they are. This is used to get two Pieces of Heart from Anju's Grandmother, in the Stock Pot Inn.

Blast Mask [MSK03]

Obtained - The Old Lady from the Bomb Shop gives you this Mask after you guard her luggage from Sakon, the thief.

Effect - Can be used in place of Bombs. However, damage will be taken. You can avoid this by using your shield with R when exploding.

Stone Mask [MSK04]

Obtained - This Mask is given to you by Shiro after you have given him a Red Potion.

Effect - Makes you invisible to minor enemies.

Great Fairy's Mask [MSK05]

Obtained - The Great Fairy's Mask is obtained from the Great Fairy in North Clock Town after returning to your Hylian form and restoring her.

Effect - The Great Fairy's Mas is used in Termina's dungeons to attract Stray Fairies to you.

Deku Mask [MSK06]

Obtained - After retrieving the Ocarina of Time and learning the Song of Healing from the Happy Mask Salesman.

Effect - Allows Link to inhabit the body of a Deku.

Keaton's Mask [MSK07]

Obtained - From the man at the Curiosity Shop after taking the Pendant of Memories to Anju.

Effect - Allows you to confront a real-life Keaton when destroying any of the vanishing bush patches in Termina. The Keaton will give you a brief quiz, and if you get all the answers right, he'll give you a Piece of Heart.

Bremen Mask [MSK08]

Obtained - The Bremen Mask is obtained from Guru-Guru in the Laundry Pool after listening to his confession.

Effect - This Mask allows Link to attract small animals and mature them instantly.

Bunny Hood [MSK09]

Obtained - The Bunny Hood is given to you by Grog after using the Bremen Mask to make his chicks grow into roosters.

Effect - The Bunny Hood is easily one of the most useful non-Transformation Masks in the entire game. It increases your running speed by a great deal, as well as your jumping distance. Great Mask, this.

Don Gero's Mask [MSK10]

Obtained - The Don Gero's Mask is given to you by a Goron stranded on a ledge after you bring him the rock sirloin.

Effect - After you have beaten Goht, you can use this to speak with the five frogs in Termina so they will return to Mountain Village for the Frog Chorus. Doing so will net you a Heart Piece.

Mask of Scents [MSK11]

Obtained - This Mask is given to you by the Deku to show their gratitude after you save the Deku Princess from the Woodfall Temple.

Effect - This Mask amplifies your sense of smell. You'll use it exactly zero times.

Goron Mask [MSK12]

Obtained - The Goron Mask is obtained after seeing Darmani with the Lens of Truth and following him to his grave and playing him the Song of Healing.

Effect - Allows you to inhabit the body of a Goron.

Romani's Mask [MSK13]

Obtained - This Mask is given to you by Cermia after you join her on her run to Clock Town. If you successfully ward off the Gorman Brothers while detouring through their track, Cermia will give it to you.

Effect - Romani's Mask allows you to enter the Milk Bar in East Clock Town, which has a ton of Masks hidden in it.

Circus Leaders' Mask [MSK14]

Obtained - This is given to you by Gorman after he hears the Ballad of the Wind Fish in the Milk Bar.

Effect - The only real effect this Mask has is that it will stop the thieves from taking Cermia's Milk. And since you've had to deal with them already to get IN the Milk Bar, it's a pretty frickin' useless Mask.

Kafei's Mask [MSK15]

Obtained - This Mask is given to you by Madame Aroma after she decides that you are a professional "person-finder."

Effect - This Mask lets you inquire about the missing Kafei.

Couple's Mask [MSK16]

Obtained - This Mask is given to you by Anju and Kafei after you reunite them and watch their wedding ceremony.

Effect - The Couple's Mask helps Mayor Dotour out of a tedious meeting, which gets you a Piece of Heart.

Mask of Truth [MSK17]

Obtained - The Mask of Truth is given to you after you clear out the Swamp Spider House.

Effect - Lets you listen to Gossip Stones that are spread throughout Termina, and lets you read the minds of dogs. Wow.

Zora Mask [MSK18]

Obtained - The Zora Mask is obtained after helping Mikau and playing him the Song of Healing to heal his soul.

Effect - Lets Link inhabit the body of a Zora.

Kamaro's Mask [MSK19]

Obtained - This Mask is obtained after listening to Kamaro and playing him the Song of Healing.

Effect - Lets you do Kamaro's dance that he made up right before he died. This lets you teach the dance to the Rosa Sisters when they're rehearsing in West Clock Town.

Gibdo Mask [MSK20]

Obtained - This Mask is obtained after playing the Song of Healing for Pamela's father in the Music Box House. He was pretty much turned into a Gibdo, so yeah...

Effect - The Gibdo Mask lets you speak with Gibdo, and it makes them pass you off for one of their own. If there are any ReDeads nearby when you put this Mask on, they will start dancing.

Garos Mask [MSK21]

Obtained - The Gorman Brothers give you the Garos Mask after you beat them in a horse race around their track.

Effect - This Mask summons Garo enemies when Tatl tells you so. Its primary use is to speak with the Garo sitting atop a ledge on the road to Ikana Canyon so he will set a Hookshot target up for you.

Captain's Hat [MSK22]

Obtained - The Captain's Hat is given to you by Skull Keeta after defeating him in the Ikana Graveyard.

Effect - This Mask makes the Stalchildren in the game pass you off as Skull Keeta himself. This helps you get the Song of Storms, which is needed to progress toward the last dungeon.

Giant's Mask [MSK23]

Obtained - This Mask is obtained in the Stone Tower Temple after defeating an Eyegore enemy.

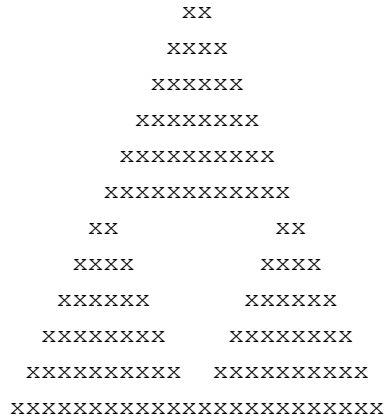
Effect - The Giant's Mask turns you into a giant. Go figure. The only place you can use it, though, is in the fight against Twinmold, the Boss of the Stone Tower Temple.

Fierce Deity's Mask [MSK24]

Obtained - You get the Fierce Deity's Mask on the Moon, after you have collected all of the game's normal Masks and given them to the Boss Remains

children. The child wearing Majora's Mask gives you it right before the final fight.

Effect - This Mask transforms you into a much taller, stronger version of Link. This makes the fight against Majora's Mask really lame and easy, but it is still a kind of cool Mask to play around with. It can only be used in Boss fights, however.



[1200]

The Bombers' Notebook

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The Bombers' Notebook is obtained from Jim, the leader of the Bombers' Gang, after playing Hide-and-Seek with the Bombers as Hylian Link, or after entering then exiting the Bombers' Hideout again as Hylian Link. The Bombers' Notebook allows you to track NPC's schedules and such, and filling it out will net you most of the game's Heart Pieces and Masks. So yeah. I'd say it's worth doing. Here, I will list all of the entries and tell you how to fill them out. Also to be listed is the items, Masks, etc. obtained from filling out said entries. Completing everything for a character will also place a happiness sticker for them.

Bombers' Notebook Appendix

- [BN i] - Bombers'
- [BN ii] - Anju
- [BN iii] - Kafei
- [BN iv] - Man from Curiosity Shop
- [BN v] - Old Lady from Bomb Shop
- [BN vi] - Romani
- [BN vii] - Cermia
- [BN viii] - Mayor Dotour
- [BN ix] - Madame Aroma
- [BN x] - Toto
- [BN xi] - Gorman
- [BN xii] - Postman
- [BN xiii] - Rosa Sisters
- [BN xiv] - ???
- [BN xv] - Anju's Grandmother
- [BN xvi] - Kamaro

[BN xvii] - Grog
[BN xviii] - Gorman Brothers
[BN xix] - Shrio
[BN xx] - Guru-Guru

[BN i] - Bombers
Secret Society of Justice
Helping people 24 hours a day

Event 1
Location - North Clock Town
Time - Any Time, Any Day

Go to North Clock Town and pop the balloon that the child is trying to pop. It has an image of Majora's Mask on it. Speak with the child who was trying to pop it. This is Jim, the leader of the Bombers'. He'll offer you the code to their secret hideout, if you can beat them in their game of Hide-and-Seek by morning. Two of the Bombers are in North Clock Town, another two in East Clock Town, and the final Bomber is in West Clock Town. When you've found them, they will give you the code to their hideout.

Use the code to enter the hideout, which is in the northern section of East Clock Town (there is another Bomber guarding it.) When you get the Song of Healing and you are turned back into Hylian Link, use the code to enter the hideout again and exit it. Jim will confront you as you exit and make you an official member.

Happiness!
Obtained - The Bombers' Notebook

[BN ii] - Anju
Stock Pot Inn's Innkeeper
A courteous woman

Note
Anju, Kafei, and Madame Aroma's entries are all filled out by completing the Anju & Kafei sidequest, so it is recommended you just do that.

Note
You'll also want to activate the Owl Statue in Ikana Canyon before starting.

Note
You will be needing the Hookshot and the Garo's Mask to complete those entries.

Event 1
Location - Stock Pot Inn
Time - 2:10 PM - 3:50 PM, 1st Day

Go into the Stock Pot Inn, and hang around until 2:00 PM. You can listen to stories from Anju's Grandmother to kill the time. At that time, the Postman will dart into the Inn to deliver some mail to Anju. After the Postman leaves, speak with Anju, and she will ask if you have a reservation. Tell her that you do have a reservation, and she will mistake you for a Goron who has the same name. You will get the Room Key. You don't really need it for anything, but, hey, it gets you 100 Rupees.

Room Key in hand, speak to her with the Kafei's Mask on. She will tell you to meet her at 11:30 PM in the Stock Pot Inn's kitchen.

Event 2

Location - Stock Pot Inn

Time - 11:30 PM to 6:00 AM, 1st Day

Meet Anju in the kitchen at around 12:00 AM. She will yap a bit, then give you the Letter to Kafei. Mail it with one of the Postboxes around Clock Town, then skip ahead to the Dawn of the 2nd Day.

Go to the Laundry Pool and wait for the Postman to ring the bell. When the Masked child runs out of the building, go into it quickly before he comes back and locks it. Get the Pendant of Memories from Kafei.

Event 3

Location - Stock Pot Inn

Time - 10:00 AM - 7:15 PM, 2nd Day

Return to the Stock Pot Inn and give Anju the Pendant of Memories. This will mark her decision to not flee and wait for Kafei.

Event 4

Location - Stock Pot Inn

Time - After 12:00 AM, Final Day

After you've helped Kafei with the Sun's Mask out in Ikana, book it back to the Stock Pot Inn. Go into the Employees Only Room at the top of the stairs. It will be open since it is the Final Day. Speak with Anju, then wait around for Kafei, the punctual guy he is, who will show up with 1:30 remaining.

Watch their ceremony, and you'll have filled out Anju's entry.

Happiness!

Obtained - Couple's Mask [MSK16], Room Key, Letter to Kafei

[BN iii] - Kafei

Strange youth seen near Laundry Pool

Note

Anju, Kafei, and Madame Aroma's entries are all filled out by completing the Anju & Kafei sidequest, so it is recommended you just do that.

Note

You'll also want to activate the Owl Statue in Ikana Canyon before starting.

Note

You will be needing the Hookshot and the Garo's Mask to complete those entries.

Event 1

Location - Laundry Pool

Time - 3:00 PM - 3:15 PM, 2nd Day

After you've gotten the Letter to Kafei from Anju and mailed it, go to the Laundry Pool and hang out until 3:00 PM. The Postman will come about on his rounds and ring the bell. When the Masked child runs out of the building, quickly enter it and wait until he comes' back. Speak with him, and he will recognize you from the description in Anju's Letter. He'll then reveal himself as Kafei. Surprise, surprise.

He will give you the Pendant of Memories to take back to Anju. Do so.

Event 2

Location - Ikana Canyon

Time - 6:45 PM, Final Day

Warp to Ikana Canyon, then book it over to Sakon's Hideout, in the north of the area. Be sure to wear the Stone Mask, or else Sakon will see you and you'll have to start the whole sidequest over again. At about 7:00 PM, Sakon will open up his hideout and Kafei will go in after him. Do the same.

This is the only bit in the game where you will play as a character other than Link. Who is the other character, you ask? Kafei. That's right. Kafei. This place is a co-op thing between Kafei and Link, where each must open the door for the other to progress to the next set of obstacles.

Go through the door and speak with Kafei. He will be looking at the Sun's Mask, which is in a case, on a conveyor belt. Kafei will run forward and accidentally hit a switch, turning the conveyor belt on. Oh shit. Also, before we move on; there are three different colored switches on the floor in this area - blue, yellow, and red. Blue switches open doors. The yellow switches slow the conveyor belt down, and the red ones speed it up, so try not to hit any red ones, doofus.

After the brief exchange between Tat1 and Kafei, run forward and hit the switch to open the door. In control of Kafei, run into the next room and a small cutscene will take place, which shows that the Sun's Mask is basically done for if you can't stop the conveyor belt in time. Anyhow, push one of the blue Majora's Mask blocks in the room onto the blue switch in the middle of the floor to open the door for Link.

Back in control of Link, run through the door and destroy the Deku Baba with your sword to open the next door for Kafei. In control of Kafei, VERY carefully navigate your way to any one of the yellow switches in the room to slow down the conveyor belt, then hit the blue switch in the far corner of the room to open the door for Link. Be careful not to hit the red switches.

In control of Link, run through to the next room and destroy both of the Deku Babas to open the door for Kafei. In control of Kafei, push the block in front of the door to the right, and then pull the block just below the door up one pace. If done correctly, this block should be blocking the door and you should

be able to run through and hit the yellow switch. Do so, then hit the blue switch at the bottom of the screen to open the door for Link.

Back in control of Link, you will fight a Wolfos. Z-Target it and keep your distance. When it goes to attack, its back will be exposed. Do a jump attack on it to kill it in one hit and open the door for Kafei.

In control of Kafei, push the block that is blocking the next door up, then go through it. Hit the blue switch there to open the final door for Link. Back in control of Link, hit the blue switch to stop the conveyor belt.

Kafei will take the Sun's Mask and dart back to Clock Town as fast as he can. Warp back there yourself.

Event 3

Location - Stock Pot Inn

Time - After 12:00 AM, Final Day

After you've helped Kafei with the Sun's Mask out in Ikana, book it back to the Stock Pot Inn. Go into the Employees Only Room at the top of the stairs. It will be open since it is the Final Day. Speak with Anju, then wait around for Kafei, the punctual guy he is, who will show up with 1:30 remaining.

Watch their ceremony, and you'll have filled out Kafei's entry.

Happiness!

Obtained - Couple's Mask [MSK16], Pendant of Memories

[BN iv] - Man from Curiosity Shop

Buys and sells stolen goods.

Open at night only.

Note

Before you start, you're going to want to save the Old Lady from getting mugged by Sakon at 12:00 AM on the first night, in North Clock Town, before doing Event 2. You will also need to complete the Oceanside Spiderhouse and get the Giant's Wallet for that Event.

Event 1

Location - Back of Curiosity Shop

Time - 1:00 PM - 9:45 PM, Final Day

After completing the Anju and Kafei sidequest up to the point of getting the Pendant of Memories and returning it to Anju, go to the back of the Curiosity Shop via the Laundry Pool. Speak with the man in there, and he will give you the Keaton's Mask, and the Special Delivery to Mama, which gets you a new Mask and the game's final Bottle.

Event 2

Location - Curiosity Shop

Time - 10:00 PM - 5:59 AM, Final Day

After you've saved the Bomb Shop Lady on the First Night, go into the Curiosity Shop. Speak with the man, and purchase the All-Night Mask, which is worth 500 rupees. This will complete his entry.

Happiness!

Obtained - Keaton's Mask [MSK07], All-Night Mask [MSK02], Special Delivery to
Mama

[BN v] - Old Lady from Bomb Shop
Runs town Bomb Shop
Always Open

Event 1

Location - North Clock Town
Time - 12:30 AM, 1st Day

Having been returned to Hylia form, go to North Clock Town and hang around until 12:30 AM on the 1st Day. A thief called Sakon will try to mug the Old Lady. Chase him and nail him with your sword to make him drop her luggage. He will make his escape. The Old Lady will give you the Blast Mask as thanks.

Happiness!

Obtained - Blast Mask [MSK03]

[BN vi] - Romani
Young girl living at the Ranch with sister

Event 1

Location - Milk Road/Romani Ranch
Time - 6:00 AM - 6:00 PM, 1st Day

After you've gotten a Powder Keg and blown open the entrance to Romani Ranch, go there and speak to Romani. You'll eventually go into a practice horseback archery run with Epona. You have to shoot away all the balloons. When you do, Romani will hire you as a ranch hand. She will teach you Epona's Song, as well.

Event 2

Location - Romani Ranch
Time - 2:30 AM, 1st Day

Go to the barn and speak with Romani at 2:30 AM. You'll be told to take care of things outside the barn. They are coming. Mount Epona, and wait around til the aliens show up. Ride around the ranch shooting them. Slow down time for this part. The aliens will move MUCH slower.

Focus on the ones near the barn. Keep them from entering. This shouldn't be difficult at all with time slowed down. They also drop arrows, so just take

some if you run low. At about 5:30 AM, the aliens will retreat and you'll have won. As thanks, Romani will give you a Bottle filled with Romani Milk.

Happiness!

Obtained - Epona, Epona's Song, Bottle #3

[BN vii] - Cermia

Manager of Romani Ranch
Milk is her specialty

Event 1

Location - Romani Ranch
Time - 6:00 AM, 2nd Day

After warding off the aliens, go into the barn and watch the exchange between Romani and Cermia. Cermia will tell you that she's going to Clock Town to deliver some milk that night if you want to join her. Play the Song of Time to skip ahead to the Night of the 2nd Day.

Event 2

Location - Romani Ranch
Time - 6:00 PM, 2nd Day

Cermia will have her cart parked by the barn. Speak with her and tell her you would like a ride.

Event 3

Location - Milk Road
Time - 6:00 PM - 9:00 PM, 2nd Day

On your way to Clock Town, the road will be blocked off, and Cermia will take a detour through Gorman Track. The Gorman brothers will pursue you on horseback and attempt to break the bottles of milk. Ward them off with arrows until you make it through to the end. If none of the bottles end up smashed, Cermia will give you Romani's Mask as thanks, which lets you get into the Milk Bar in East Clock Town.

Happiness!

Obtained - Romani's Mask [MSK13]

[BN viii] - Mayor Dotour

Mayor of Clock Town. VIP

Event 1

Location - Mayor's Residence
Time - 11:00 AM - 8:00 PM, Any Day

Go to the Mayor's Office, where the Mayor is in a meeting. Listen to the argument going on. Assuming you've completed the Anju & Kafei sidequest, put the Couple's Mask on and speak with Mayor Dotour. He will resolve the argument and give you a Piece of Heart.

Happiness!

Obtained - Piece of Heart x1 [POH07]

[BN ix] - Madame Aroma
The Mayor's Wife
In charge of town performances

Note

Anju, Kafei, and Madame Aroma's entries are all filled out by completing the Anju & Kafei sidequest, so it is recommended you just do that.

Event 1

Location - Mayor's Residence

Time - 11:00 AM - 8:00 PM, 1st or 2nd Day

Go to the Mayor's Residence, and go through the door on the right-hand side to get into Madame Aroma's office. Speak with her, and agree to find her son. She will give you the Kafei's Mask to aid you in your search.

Event 2

Location - Milk Bar

Time - 6:00 PM (Or any time after), Final Day

After you've completed the Anju & Kafei Sidequest up to the point of getting the Special Delivery to Mama, skip ahead to the Night of the Final Day and go into the Milk Bar in East Clock Town. Madame Aroma will be sitting at the bar. Speak with her with Kafei's Mask on, and show her the Special Delivery to Mama. She'll give you the game's final Bottle.

Happiness!

Obtained - Kafei's Mask [MSK15], Bottle #6

[BN x] - Toto
Famed manager of the Indigo-Go's

Event 1

Location - Milk Bar

Time - 10:00 PM - 6:00 AM, 1st or 2nd Day

Go into the Milk Bar using Romani's Mask. Gorman will be sulking at the bar, acting all drunk off the milk. What a loser. Speak with the Zora standing

near the stage, and he will ask if you want to help him with a soundcheck.
Agree.

Use your Transformation Masks to help him complete the soundcheck. Gorman will have fond memories of the song, The Ballad of the Wind Fish, and pull whatever he had up his bum earlier out. The now somewhat-cheered-up Gorman will give you the Circus Leaders' Mask, which is completely useless. What a guy.

Happiness!

Obtained - Circus Leaders' Mask [MSK14]

[BN xi] - Gorman
Leader of a travelling troupe.
Has fine clothes, but a frightful face.

Event 1
Location - Milk Bar
Time - 10:00 PM - 6:00 AM, 1st or 2nd Day

Go into the Milk Bar using Romani's Mask. Gorman will be sulking at the bar, acting all drunk off the milk. What a loser. Speak with the Zora standing near the stage, and he will ask if you want to help him with a soundcheck.
Agree.

Use your Transformation Masks to help him complete the soundcheck. Gorman will have fond memories of the song, The Ballad of the Wind Fish, and pull whatever he had up his bum earlier out. The now somewhat-cheered-up Gorman will give you the Circus Leaders' Mask, which is completely useless. What a guy.

Happiness!

Obtained - Circus Leaders' Mask [MSK14]

[BN xii] - Postman
Town's Postal Carrier
A very serious public servant

Event 1
Location - Post Office
Time - 6:00 PM - 12:00 AM, 1st or 2nd Day

Speak with the Postman. He's on his bed. He'll yell at you for disrupting his training, and then offer you a try. What he's doing is actually trying to count exactly to ten without looking at a clock. And he's not joking when he says it's difficult. If you don't make it first try (which you probably won't) it'll cost you 2 Rupees for every attempt after. There's no way to really describe what to do, just count. When you think you've gotten exactly to ten, press A to stop. If you make it, he will give you a Piece of Heart.

Event 2

Location - Post Office

Time - 6:00 PM (Or any time after,) Final Day

Complete the Anju & Kafei sidequest up until the point of getting the Special Delivery to Mama. Instead of taking it to Madame Aroma yourself, take it to the Postman, who is back at the Post Office. Show the Delivery to him, and since it is priority mail, he'll go out and deliver it. Follow him to the Milk Bar. Follow in after him, then listen to the exchange between him and Madame Aroma. He'll leave the Milk Bar. Follow him outside. He'll stop near the East Gate. Speak with him, and he will give you the Postman's Hat.

Happiness!

Obtained - Piece of Heart x1 [POH03], Postman's Hat [MSK01]

[BN xiii] - Rosa Sisters

Twin Dancers

Members of the Gorman Troupe

Event 1

Location - West Clock Town

Time - 6:00 PM - 6:00 AM, 1st or 2nd Day

After getting Kamaro's Mask, dance in front of the Rosa Sisters, who are in the north end of West Clock Town. They'll love the new dance and give you a Piece of Heart.

Happiness!

Obtained - Piece of Heart x1 [POH03]

[BN xiv] - ???

Person living in the Stock Pot Inn's restroom

Details are unknown

Event 1

Location - Stock Pot Inn

Time - 12:00 AM to 6:00 AM

Get the Land Title Deed from the Akindo Nut in South Clock Town, then go to the Stock Pot Inn's bathroom at 12:00 AM on any Day. This dude will pop out of the toilet and ask for paper. Show him the Land Title Deed. He'll take it and give you a Piece of Heart.

Happiness!

Obtained - Piece of Heart x1 [POH09]

[BN xv] - Anju's Grandmother
Storyteller and grandmother at Inn.

Event 1

Location - Stock Pot Inn

Time - 8:00 AM - 6:00 PM, 1st or 2nd Day

After getting the All-Night Mask, go to the Stock Pot Inn, then go to Anju's Grandmother's room. Put on the All-Night Mask, then listen to the story, "Carnival of Time." At the end of the story, she will ask you when the Clock Tower roof opens. Say "On the eve of the festival." She will give you a Piece of Heart, which she thinks is "candy."

Speak with her again and get her to read "Four Giants." At the end of the story, she will ask you what the people did to call the Giants. Say "I dunno," and you will receive a Piece of Heart for listening hard. Excellent.

Happiness!

Obtained - Piece of Heart [POH15, POH16]

[BN xvi] - Kamaro
Ghost of a charismatic dancer
Enjoys Moonlight

Event 1

Location - Termina Field

Time - 12:00 AM - 6:00 AM, Any Day

To get to him, go north from the West Gate and you'll see a boulder, and a Gossip Stone along the ledge. Just to the north of the Gossip Stone, climb up onto the ledge and you will see Kamaro on top of a mushroom-shaped rock. Jump out to the rock and speak with Kamaro. He's basically sad because he died and never got to teach his new dance to anyone. Play him the Song of Healing, and his spirit will be turned into a Mask.

Happiness!

Obtained - Kamaro's Mask [MSK19]

[BN xvii] - Grog
Cucco Shack's breeder
His crest is frightful

Event 1

Location - Cucco Shack

Time - 6:00 AM - 8:00 PM, Any Day

Run over to the guy sitting beside the tree in the middle of the area, and talk to him. He'll mope about the end of the world a bit, and how he wished that he could have seen his cuccos grow up. Hmm. Not to fear, Grog!

Put on the Bremen Mask, and start marching around the corral with B. All of the chicks will start following you. Their locations are random, so you just have to go around and find them. When you have all them behind you in a line, they'll grow into roosters, instantly. The now regretless Grog will give you the Bunny Hood, the single most useful non-transformation mask in the game. It increases both your running speed AND your jumping distance by a considerable amount.

Happiness!

Obtained - Bunny Hood [MSK09]

[BN xviii] - Gorman Brothers
Horse trainers. Suspicious...

Event 1

Location - Gorman Track

Time - 6:00 AM - 6:00 PM, Any Day

Speak with the Gorman Brothers here, and they will mock Epona's size, the pricks. They will then challenge you to a race, one lap around the track, for 10 rupees. Accept their offer.

Now, beating these two buffoons can be kind of tough. For the first bit (up until about the first corner) you'll only want to use up one carrot, then wait for it to come back, then use it again. Around the first corner, hug the inside of the track and use however many carrots it takes to get out in front (if you aren't already.) Along the next stretch, let your carrots regenerate.

Keep to the inside of the track, then around the corner, look out for the trees. Again, just stay to the inside of the track. Around the last corner is really your big chance. Hug the inside tightly and use one carrot. Use up a carrot right before the hurdles. When you're over the hurdles, use all of your carrots to the finish line. Just keep trying the race until you beat them. When you do, they'll give you the Garo's Mask, which is needed to access Ikana Canyon.

Happiness!

Obtained - Garo's Mask [MSK22]

[BN xix] - Shiro

The inconspicuous soldier

He doesn't really stand out

Here, I'll answer readers' questions regarding the game or my guide. Don't hesitate to send in questions for this section. If it's something stupid or doesn't pertain to the subject, It'll be deleted. If you send in a question via email, please put the subject as "Majora's Mask FAQ" or something similar. Thanks.

Q - I keep running out of time. What gives?

A - You can slow time down with the Inverted Song of Time.

Q - What can I do to give the game more replay value?

A - Try beating it with three hearts. Or try beating it without getting any upgrades. Or try beating it with three hearts and without getting any upgrades. The possibilities are endless, there is so much you can do with Zelda games. If you really want a challenge, try beating the game in one three-day Cycle. Fuckin' torture!

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More from the Author

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Be sure to check out other video game guides and works by Wheels77

- To be updates as I write more guides.

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Special Thanks, Contact, & Conclusion

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Special Thanks

MrShotgun (whose writing style has significantly influenced my own. The 5000 rupee bit in this guide is also a modified version of the way he went through that part in the game. I take no credit for that). The folks over at Zelda Dungeon, whose guide helped me find a Piece of Heart that had been missing from my own. Also in this section I want to thank anyone who has commented, corrected, or criticized my guides. This includes Wendy Lane, Damon M, Alex Peterson, and Rebecca Sturwold.

Contact

If you want to send me an email, it must be pertaining to one of the guides I have written or a game that I have written a guide for. Please, no spam. If there is any of this, I will not-so-kindly ask you to take a hike. Also, don't type like you're having a seizure. Emails like "LOLOLOLOL ur sooooo awesome i want 2 do u wheelz ur hawt lolololol" will be promptly deleted. No matter how true they are.

Email me at - wheels7744[at]gmail.com

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August 14th, 2009

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