

sorry for not being able to respond to all your e-mails :-)

BTW, because of this freezing problem, I haven't been able to proofread V 3.3 before submitting it, so there may be a few wonky problems, just try to ignore it until I can check everything better.

NOTE TO ALL WHO HAVE E-MAILED ME: FCMail no longer exists because of stupid reasons. This means that I lost every single e-mail that was ever sent to my very first e-mail account *sniff* If you sent any questions or contributions to that address, please forgive me, it wasn't my fault.

NOTE TO ALL WHO HAVE E-MAILED ME: AOL no longer exists... er, just kidding. For now, I can't access my AOL e-mail so please send all e-mail to bedman@mail.com.

If you want to copy / quote / redistribute this FAQ, see the COPYRIGHT section at the end for details.

If possible, please read the E-MAIL section in the OTHER STUFF section before you e-mail me with non-Majora's Mask related mail. If you need to ask me something about Majora's Mask, PLEASE feel free to e-mail me!

Other websites by Bedman:

www.geocities.com/bedman_1985 (directory)

www.geocities.com/pokemon4dummies (about 20% done)

www.geocities.com/thejackfarm (Harvest Moon 64, about 25% done)

www.geocities.com/japanese4vg (Japanese for Video Gamers, about 15% done)

Other FAQs by Bedman:

Star Trek 25th Anniversary

Other FAQs in progress by Bedman:

The Legend of Zelda: Ocarina of Time

River City Ransom (coming soon, I promise!!!)

Jet Force Gemini (N64) (just started, who knows when it'll be released)

Castlevania: Circle of the Moon (maybe, release date unknown)

FAQs being considered by Bedman (in order of likeliness):

Other Zelda Games

Pokémon Red / Blue / Yellow (GB)

Star Wars: Rogue Leader (GCN)

Super Smash Bros. Melee (GCN)

Harvest Moon (SNES)

Super Mario 64 (N64)

Harvest Moon 64 (N64)

A cool Majora's Mask site:

www.angelfire.com/extreme/bboylethal

A horrible Majora's Mask site:

www.zelda.com

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XIX. COPYRIGHT

XX. THANKS!

|INTRO|

|_____|

This FAQ / Walkthrough is basically complete! I may add a couple things later, but it's done for now. Sorry for taking so long, I wrote the update like back in October 2001 or something, and I just didn't get around to submitting it.

In other news, my bedman@fcmail.com address no longer exists because they shut down FCmail >:-(. Send all your questions, comments, flames, etc. to: bedman@mail.com and DON'T YOU DARE SEND SPAM!!! Also, WHquestion shut down. I'm really really sad :'-(... *sniff* it was the best site I ever knew... But now I am also a neopets user (www.neopets.com). If you want to be my neofriend, my username is Bedman (duh).

Also, if you're trying to send me an IM and it doesn't look like I'm online, check to see if I'm online under the username of USJokerBedman. Please do NOT send ANY e-mail to this address since I almost never check it.

One other note: Up until now, I've been storing this file on a floppy disk. That floppy disk decided to go completely crazy and delete certain sections of my files. The result: I have to patch up some areas that were deleted with data from older versions of this file. Fortunately, nothing new was deleted and I am now storing my FAQs on my hard drive to be safe. I should have all the deleted areas replaced before I upload this, but if something seems really unusually tweaky, it means that I haven't gotten around to replacing it. Send me an e-mail with the exact location of the problem. Funny, I even switched disks, but BOTH of them have been giving me the same problems....

|BASICS|

|_____|

-*- OVERVIEW -*-

Zelda games often have unusual things, but this game is the most unusual of all Zelda games. It doesn't take place in Hyrule, but in a parallel world called Termina, where everyone looks like someone else in Hyrule. The Cucco Lady from Kakariko Village is the Innkeeper in Clock Town, the central town of Termina, and the Running Man from Hyrule Field is the Town Postman. Some items are returning, but some of them can now be used by Young Link, the only age you'll be using in this game. You will have to travel through time, but instead of going forward seven years, you have to go back three days. What happens on the third day? The moon will fall right out of the sky.... You'll have to go back in time to the beginning of your quest, though you keep most important items. Events that you watched once will unfold again, and some you'll be able to stop from happening. A poor old woman is attacked and a Bomb Bag shows up at an illegal shop a day later. If you save the old woman, the Bomb Bag reaches it's true destination and goes on sale at the Bomb Shop. You can watch the carpenters construct a tall wooden tower for the upcoming carnival, then you travel back in time and it reverts to it's original shorter height. So what do you need to do to win? Simple. Find something(s) to stop the moon from falling. And you only have the same three days to do it.

-*- OOT / MM COMPARISON -*-

You should know, of course, that Majora's Mask is the sequel to The Legend of Zelda: Ocarina of Time for the N64. For those of you who are relatively new to the Zelda series, please note that there were four and fifty-one hundredths other Zelda games that came before OoT: The Legend of Zelda, Zelda 2: Link's Adventure (both for the NES), A Link to the Past (SNES), Link's Awakening (GB), Link's Awakening DX (GBC, that's where the fifty-hundredths comes in), and the Second Worst Game of All Time: Wand of Gamelon for the Phillips CD-i system, or something like that (trust me, you really really really don't want to know what the game is like, and you also don't want to know what Nintendo was thinking when they endorsed it... in case you're math skills are poor, that's the one-hundredth, though it doesn't really deserve that much). Also for those who are new to the series, please don't call Majora's Mask "Zelda 2" because Zelda 2 is the title of one of the old-school NES Zelda games. I get a little confused when people are like "I need help with Zelda 2" and I'm like "I don't know much about it, I'm really more of an expert on Majora's Mask...." Also, there have been two games for Game Boy Color released since Majora's Mask (Oracle of Ages and Oracle of Seasons), and there is another half-game coming out for GameCube called The Legend of Zelda: Link Joins the Powerpuff Girls. It uses "innovative cel-shaded graphics" that make it look like a Powerpuff Girls cartoon.

Now, for those of you who aren't new to the series and you haven't yet played much of MM, here's a list of the similarities and differences between OoT and MM:

Differences:

- Link is slightly older than kid Link from OoT
- Only one age (no adult Link)
- Instead of traveling back and forth seven years, you repeat the same 3 days over and over
- There are three times the masks for a total of 24 masks to collect, many with special uses, plus you can carry more than one at a time!
- Expansion Pak Only (it's worth it)
- The graphics are better (because of previously mentioned Expansion Pak)
- More enemies to fight (also because of Expansion Pak?)
- Only four dungeons, which means that there are WAY more pieces of heart, plus more sidequests and mini-dungeons to make up for the low number of dungeons
- Saving is confusing and frustrating at first, and you may not like the game when you first start, but you'll love it after a while
- The atmosphere is more tribal than medieval
- There are stars at night :-)
- There are more character voices (YAH! UH! YAY!)
- You can't switch between swords and shields, upgrades replace old ones
- Young Link can use the Bow and Hookshot, no Slingshot or Boomerang
- Zelda theme music :-)
- More characters, more personality, more humor
- Dingy fairy instead of "Hey!" "Look!" "Listen!"
- More obnoxious and annoying enemy descriptions from previously mentioned fairy (Don't you know anything? That's a deku baba! It's easy! Just... whack it with your sword or something!)
- Stranger story line, but not too difficult to understand
- Incredibly pathetic final boss (there are ways to make it harder)
- Better warp system
- Species transformations (deku, goron, zora) with new musical instruments
- More mini-games
- No pesky golden skulltulas everywhere (only in two locations...)
- New enemies (duh)

- No magic items (Din's Fire, Farore's Wind, Nayru's Love)
- New items (Pictograph Camera, Powder Keg)
- More complex, unique, bizarre dungeons

Now for a few similarities...

- Same basic engine
- Many of the same character appearances
- A few returning Ocarina songs
- Some of the music is the same (like the shop music, mini-game music, house music, etc.), but sometimes it sounds like it's coming from a cheap radio
- Some returning enemies
- Items such as Deku Sticks / Nuts, Bombs / Bombchus, beans, etc.

-- OLD THINGS --

If you played Ocarina of Time, you can probably skip this section. This section just goes over the basics of the game, which you should already know if you played Ocarina of Time. It's also mostly covered in the manual, so if you read the manual, you won't learn much.

- CONTROLS -

The controls for this game are pretty simple. Here's a list of the basics:

A BUTTON:	VARIOUS (OPEN, SPEAK, NEXT, CHECK, PUT AWAY, ATTACK, etc.)
B BUTTON:	ATTACK WITH SWORD (SOME MASKS CHANGE THIS)
Z BUTTON:	CENTER CAMERA, Z-TARGET
R BUTTON:	RAISE SHIELD
L BUTTON:	TOGGLE ONSCREEN MAP, TURN OFF OCARINA EFFECTS AND ANIMATION
START BUTTON:	PAUSE GAME
C UP BUTTON:	LOOK AROUND W/ 1ST PERSON, LISTEN TO TATL
C LEFT/RIGHT/DOWN:	USE ITEM(S) SET TO C BUTTONS
CONTROL STICK:	MOVE CHARACTER, CURSOR

- Z-TARGETING -

Z-Targeting is a useful technique used to keep Link's attention on one enemy or object. While Z-Targeting, attacks will be more accurate, and talking to people or reading signs will be easier. Link will always face the item he has Z-Targeted, and the controls will change slightly while using Z-Targeting. Once you use it enough, you'll get used to it and it'll become natural. If you see a colored arrow above an item, you can Z-Target it. Green arrows mean there's a sign or something else you can check. A blue arrow means you can talk to a person or thing. Yellow arrows appear above enemies.

There are two types of Z-Targeting that you can change in the OPTIONS menu, but both of them use the Z Button found on the bottom of the controller. The two options are SWITCH and HOLD. Switch is good for beginners. To use it, simply tap the Z Button to target an enemy. Tap it again to stop targeting or to switch to a different enemy. The Hold option is for more advanced players (like me, obviously) who have mastered the Z-Targeting system. It's better, but can be a little tougher to get used to. To use it, you must HOLD the Z-Button to target an enemy. When you let go of the Z-Button, you'll quit using it.

Also while Z-Targeting enemies, you can press UP C to get a hint from Tatl. Just be warned that she can make you feel like a doofus, especially if you ask her about an enemy like a Deku Baba. She'll say "Don't tell me you don't know about Deku Baba! It's easy! Hit it with your sword!" or something like that.

If you don't know about an enemy, though, it's probably best to listen to her to figure out how to defeat it (or listen to my descriptions :-). We didn't have anything like this in the older games... Zelda games these days are just too easy. If you want a challenge, try playing Zelda II and you will think Majora's Mask is sooo easy.

- OPTIONS -

You can only change these options on the Game Menu after the Title Screen.

SOUND

There are four options for sound. They are STEREO, MONO, HEADSET, and SURROUND. Stereo is best on stereo TVs, while Mono is best on Mono TVs (meaning TVs with only one speaker, I don't know why they ever made them like that). Headset is best if you're using headphones, and Surround is if you have a really great Dolby Surround Sound System.

Z TARGETING

The two options are SWITCH and HOLD. See the Z-TARGETING section for more details.

CHECK BRIGHTNESS

At first, you may think this is for changing the brightness of the game. It's not, it's for checking the brightness on your TV. If you can't see all four shades of gray, adjust the brightness on your TV so that you can.

- MOVES / ADVANCED CONTROLS -

These are some moves that are returning from Ocarina of Time. Note that most of these can only be used while Link is in his Hylian form.

Z = While Z-Targeting is active, or while holding Z without targeting an object

ROLL ATTACK

BUTTONS: CONTROL STICK UP + A OR Z + A WHILE SWORD IS PUT AWAY

USE: A general rolling attack, doesn't do much to enemies. Useful for destroying crates, pots, etc. and to knock items out of trees (and to make small cow figurines' heads wiggle :)

NORMAL SWORD SWIPE

BUTTONS: B BUTTON (if sword isn't out, makes Link take out his sword)

BACK FLIP

BUTTONS: Z + CONTROL STICK DOWN + A

USE: To dodge enemy attacks, especially dodging the Iron Knuckle's axe.

SIDE JUMP

BUTTONS: Z + CONTROL STICK RIGHT / LEFT + A

USE: To dodge enemy attacks, especially dodging the Iron Knuckle's axe.

JUMP ATTACK

BUTTONS: Z + A + SWORD OUT

USE: Does twice the damage of a normal sword slash, but takes a bit more time to get up afterwards, leaving you vulnerable to enemy attack.

STAB ATTACK

BUTTONS: Z + CONTROL STICK UP + B + SWORD OUT

USE: Quick stabbing attack using the sword, useful for stabbing enemies with shields, or enemies that block normal sword slashes.

SHIELD STAB

BUTTONS: R + B

USE: While using your shield, you can make a quick stab at your enemy. You'll quickly stab the enemy, and then you'll raise your shield right away.

GRAB / THROW / DROP

BUTTONS: A

USE: If there's anything you can lift (clay pot, small crate, small shrub, snowball, Bomb, etc.) you can press A once to pick it up. Press A again to drop it (while standing still) or to throw it (while moving).

GRAB / PUSH / PULL / CLIMB

BUTTONS: A + CONTROL STICK

USE: Use the A button to grab large blocks or other moveable things. Press UP on the control stick to push it and DOWN on the control stick to pull it. Or, to climb on top of it, push UP on the control stick (towards the block) and then press A to climb on top of it when the blue icon says "Climb."

OPEN

BUTTONS: A

USE: While standing in front of a door or chest, press the A Button to open it up. Chests usually contain useful items. Sometimes, doors can be locked. If a door has chains on it and a lock, you need a key to open it. If it has metal bars on it, you must find a way to open the door (defeating all the enemies in the room, pressing a switch, shooting an eye switch, lighting torches, etc).

- C-ITEMS -

If you've played other Zelda games, this will likely be familiar. You can set different items to the bottom three C Buttons. To change the items, pause, switch to the ITEMS subscreen, then press a C Button to set that item to that C Button. While playing the game, press the C Button to use the item. I usually keep the Ocarina set to the Right C Button, the Hero's Bow set to Left C, and the Hookshot set to Down C, but you can choose to set any items to any buttons. My advice: always set the items to the same buttons, if possible. This way, you can take them out quickly without looking at what they're set to (example: I never assign the hookshot to the left c-button, and I never set the Bow to the bottom c-button and I never set anything but the Ocarina to the right c-button. This allows me to immediately take out an item without looking at what button it's assigned to as long as I know that it is assigned).

-*- NEW THINGS -*-

Most of this info was covered in the manual, but wasn't in Ocarina of Time.

- SAVING -

This drove me crazy the first few times, but you'll get used to it after a while. To permanently save the game, you must play the Song of Time, but this also sends you back in time to the beginning of the First Day. All events that you cleared will revert to their original state, people's problems will return, and dungeon puzzles will return to their original unsolved state. You'll also lose all your rupees, arrows, Bombs, powder kegs, Bombchus, deku nuts, deku sticks, etc. but you won't lose the ability to use them. You'll also keep all important items (like the Bow and the Hookshot) and all the masks you have collected (including the masks left behind after defeating a boss, which proves you've beaten them at least once). In some ways, this is annoying, but in some ways, it's good. It's sometimes fun to go back and pound the bosses again, especially after you're a lot stronger (it took me about 5 minutes to beat Odowla the first time, and 30 seconds once I got a bigger sword).

You can temporarily save the game, once you're Hylian again, using the game's Interrupt Save feature. Once you whack an owl statue with your sword, you can temporarily save the game by Checking the owl statue, then selecting "Yes" to save temporarily. This means that when you begin the game again, you'll return to the owl statue the same way you left it. BE CAREFUL! If you now turn off the Nintendo 64, you'll lose all the stuff you've done since you last played the Song of Time. To save again, either use the Song of Time, or save at an owl again. This is kind of like a really long pause, but you turn off the N64. Just like when you pause, you don't really save, it just stops for a while. Be sure you save again after using the Interrupt Save, unless you want to lose everything you did since the First Day.

Also, there's a way to save the number of rupees you have, even after playing the Song of Time. You can deposit rupees at the Bank in West Clock Town. These rupees will be saved and the guy will recognize you when you return (even if you return as a Zora). I think this is because he stamps your hand or something so he'll know you later when you return. You'll also get various rewards for depositing a lot of rupees in the bank. After depositing 200 rupees, you'll get a bigger wallet, and after depositing 1,000 rupees, you'll get about 5 rupees (that's called "interest"). You get something even nicer for depositing 5,000 rupees....

- MOVES -

One of the most interesting things about Majora's Mask is that you can actually change your form to become one of three different species. You'll have to collect the three masks to transform into the different form, and each form has it's own moves, strengths, and weaknesses. You'll often have to use a certain mask when you least expect it, like transforming into a Deku Scrub in the last temple to fly for short distances. Also, in each form, you'll take on the name of the character you got the mask from (except the Deku Scrub).

DEKU LINK

A BUTTON: SPIN ATTACK
B BUTTON: BLOW BUBBLE (USES MAGIC)
R BUTTON: HIDE UNDER WOODEN SHIELD

SPECIAL MOVES:

PINK FLOWER HELICOPTER

BUTTONS: Press and hold the A button while standing over a pink flower to burrow. Aim, then release to pop out and fly using two spinning pink flowers to fly for short distances. Control speed and direction with the control stick. Press A again to drop down, and B to drop Deku Nuts like little bombs (useful for judging what you're above when trying to land on small objects).
USE: Useful everywhere to reach distant or higher platforms / ledges / objects, etc. A required technique.

WATER HOP

BUTTONS: CONTROL STICK ON WATER
USE: You can hop across water up to 5 times. Use this to reach the other side of water as a Scrub and to cross poisonous water. After the fifth hop, you will fall into the water and sink, returning you to where you first hopped in (unless, of course, you reach the other side of the water or a lily pad).

WEAKNESSES: Fire, lava, falling from high places, and water.

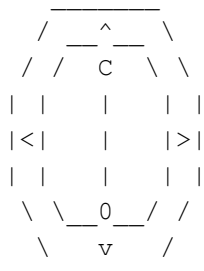
SPECIAL INSTRUMENT: Deku Pipes

DARMANI (GORON LINK)

The "O" in the outer ring will either be the sun (6:00 am - 6:00 pm), or a moon (6:00 pm - 6:00 am). Above the little sun or moon is a number. This is the current hour of the day. In the middle is a green or blue diamond. 1st, 2nd, or Final will be displayed here depending on the day. Around this diamond is a small point of light (⌘). This shows what minute it is. One second of Real-Time equals one minute of Game-Time (unless the Inverted Song of Time was played). This means it will take one Real minute for this dot to travel around the diamond. Once it reaches the top of the diamond, the hour indicator will change to the next hour.

TERMINIAN CLOCK

Here's a rough picture of what a clock from Clock Town will look like:



C=SUN / MOON

0=HOUR INDICATOR

<, >, ^= BLUE DOT

v=MINUTE INDICATOR

It's kinda hard to draw like this, but you'll understand, it's not too hard to figure out. The outer ring of the clock is the Minute Ring. There are four dots around it's edges, and sixty little tick marks. One of the dots is red, the other three are blue. As the Minute Ring turns, the red dot will travel around it. It's read the same way as a minute hand on a clock, meaning if it's at the top of the clock, it's at 0 minutes, if it's at the bottom of the clock, it's 30 minutes. The Hour Disk in the middle indicates the hour. There are four symbols around it, but only two of them are used. One of them is a bigger red circle. This points towards the hour, the same way the red dot is read. The other, larger, symbol changes between day and night. During the day, a sun is displayed. During the evening and night, a moon is displayed.

- DUNGEON FAIRIES -

This side-quest is optional and is similar to the Gold Skulltulas from Ocarina of Time. It does, however, have a much greater reward. In each dungeon, there are 15 lost fairies of the same color. They all look kinda ugly and have wings sticking out the top of their enormous heads. They look just like the lost fairy from Clock Town. You must rescue all 15 from each dungeon and return them to the nearby Fairy Fountain (there's a Fairy Fountain near every dungeon). Once you return all 15 mini-fairies, the big laughing fairy appears and gives you a cool upgrade (though I do wish Nintendo would make these fairies a little less... ugly). There are three upgrades and one special item you can get from these big fairies (not counting the magic power you get from the first one in Clock Town). For details about finding these fairies, see the SIDE MISSIONS section.

- THE BOMBERS' NOTEBOOK -

This item can be found on the Quest Subscreen once you get it. Move the cursor to it and press A to read it. This notebook contains pictures of 20 people (once you meet them) and their schedule for the three days. To complete this

notebook, you must solve all these people's problems. It may seem like it's unnecessary, but solving these problems will get you a lot more masks, pieces of heart, bottles, etc. so it's worth your time to solve these problems. Also, it may be confusing, so here's a rough picture of what a schedules might look like:

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          !           !                   !           !                   @
:)-----=====||-----||=====|
|-----=====||-----||-----|
          !           !
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The little smiley :) is the person's face... I didn't have enough space since each dash represents an hour for each day (and because GameFAQs.com requires all FAQs to be 79 characters wide or less, $24 \times 3 = 72$, $79 - 72 = 7$... ah, nevermind). There are three columns, one for each of the three days. A red arrow and a vertical line shows the current time of day. The ! @ and & are symbols you'll see in the middle of the blue bars, and the blue bars (the === bars on mine) indicate when you can get an item or solve a problem. The (!) symbol is to show an important event or a promise made to a person, or just a problem was solved. A @ symbol (it's really a small green face) means you received a mask from someone as a reward. A & symbol (a small red bow) means you received a gift or other item from someone. Also note that not everybody has two bars. That only happens when there are events or other notes that happen at the same time. One final note: if you solve all the problems of a person, a small medal symbol like [!] with a red circled star on top will appear to the right of their schedule. Also, when you play the Song of Time, their problems will return, but your notebook will permanently record the fact that you solved their problems. If you want the best ending, make sure you help out all 20 people!

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_____|
|STORY|
|_____|
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It had been a long time since Link and Navi had separated after defeating Ganon and saving Hyrule. Zelda had used the Ocarina of Time to return Link to his younger age. Now, with the Ocarina and a new shield, new sword, and his trusty horse Epona, Link set out to find Navi, his fairy friend. As he got deeper and deeper into the Lost Woods, he recognized less and less of his surroundings. He turned to take a look around, but Epona screamed and threw him to the ground....

He awoke a few minutes later. "Hey, Skull Kid, let me play!" said a shrill little voice.

"No way, you'd drop it and break it!" Laughter. Link slowly got up. A strange little Skull Kid was turned away from him, playing a few notes on the Ocarina of Time. Ding ding ding! Two fairies, a dark and a light, were trying to get the Skull Kid's attention. He turned around with a jump when he noticed Link, looked down at the Ocarina, and quickly hid it behind his back. Link lunged at the Skull Kid, but he quickly leaped over Link's head onto Epona and took off.

Link quickly grabbed onto the Skull Kid's leg as the Skull Kid rode quickly through the forest. Just before the Skull Kid reached a log tunnel, Link fell off. The Skull Kid continued, and Link followed at a swift run. Little did he know what lay beyond the log tunnel. He didn't have enough time to stop himself as he plunged off a cliff into darkness.

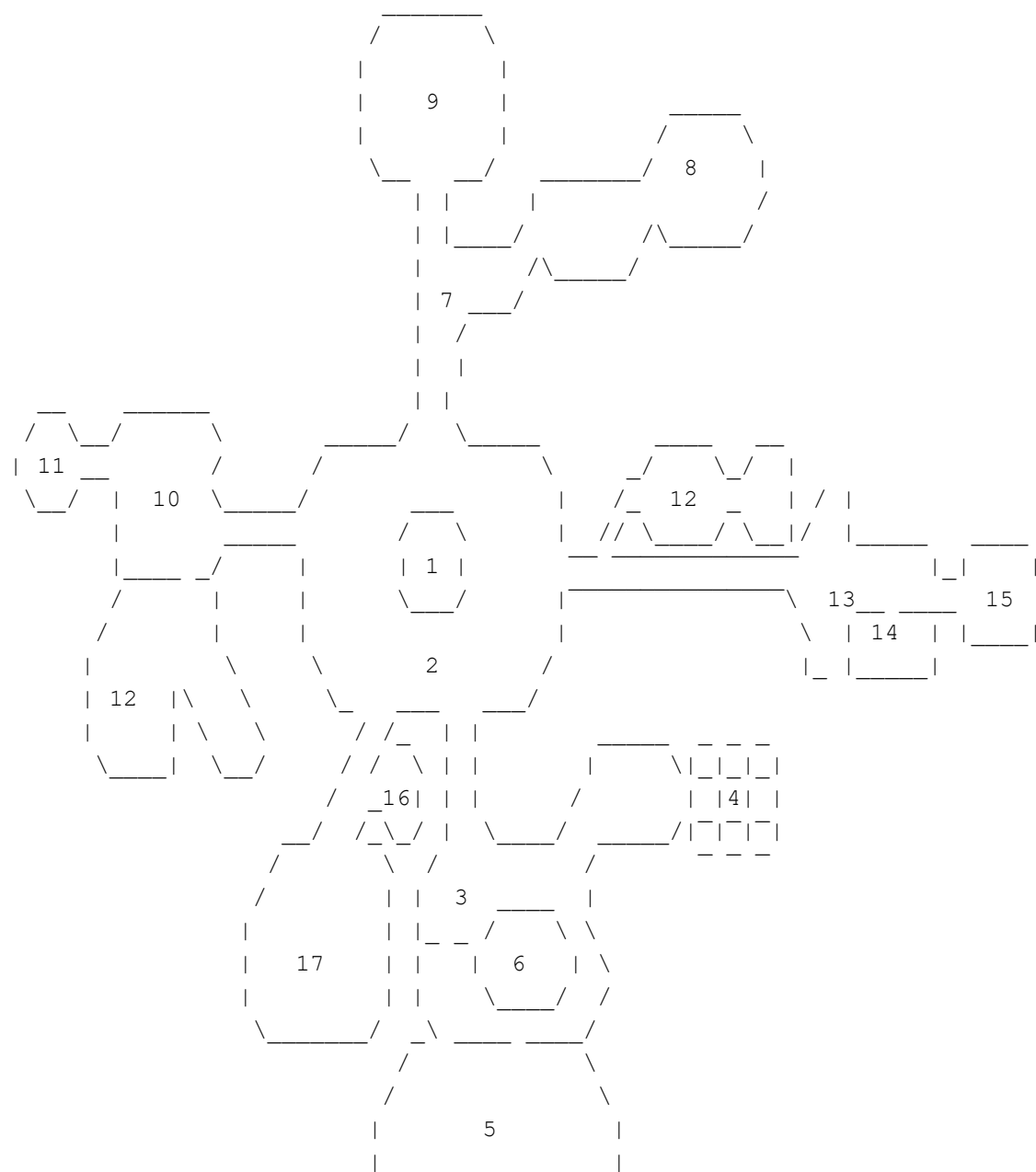
He landed on a small plant in the middle of a pool of water. Floating alongside his two fairies, the Skull Kid explained what he had done with Epona. Link was about to attack when the Skull Kid transformed him into a tiny little deku scrub. Link stared at his reflection in disbelief. He was a little wooden creature, with a little green hat and shorts. Laughing, the Skull Kid began to

float away through a doorway. Link tried to follow, but Tatl, the light fairy, stopped him. Tael, the dark-colored little brother of Tatl, noticed too late. The door slammed shut. The two fairies were separated. "This is all your fault!" Tatl yelled at Link. "Open that door!" she commanded. Link complied, and the two of them began their quest. Tatl agreed to follow Link, at least until she met up with her brother again. Link used his deku powers to fly with pink flowers until he reached a strange area. A waterwheel was turning some large gears which seemed to be part of a large clock. Climbing up higher, Link met the Happy Mask salesman. The salesman struck a deal with Link: once Link recovered the Ocarina and the Majora's Mask that the Skull Kid had stolen, he would teach Link how to become human again.

As Link stepped out of the clock, a whole new world filled his eyes. Clock Town, the center of Termina, was where he now stood. Everyone in the town looked oddly familiar, but none of them recognized him. Even stranger were the rumors that the moon was falling, and that it would hit in only three days....

—————
|WALKTHROUGH|
—————

-*- MAP OF TERMINA -*-

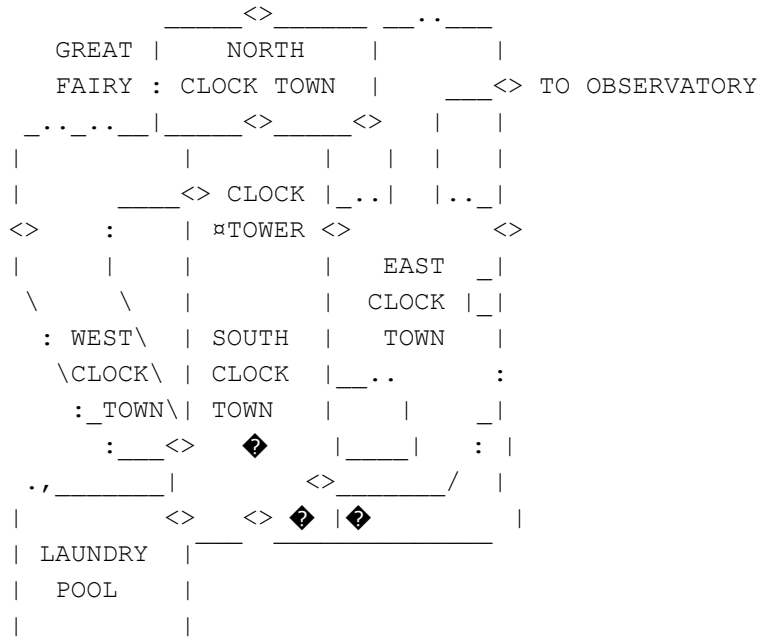


- | | | |
|---------------------|------------------|-------------------|
| 1: CLOCK TOWN | 2: TERMINA FIELD | 3: SOUTHERN SWAMP |
| 4: WOODS OF MYSTERY | 5: DEKU PALACE | 6: WOODFALL |

7: MOUNTAIN VILLAGE 8: GORON VILLAGE 9: SNOWHEAD
 10: GREAT BAY 11: PINNACLE ROCK 12: ZORA CAPE
 13: IKANA GRAVEYARD 14: IKANA VALLEY 15: ANCIENT CASTLE
 16: STONE TOWERS 17: GORMAN RACETRACK 18: ROMANI RANCH

-*- CLOCK TOWN -*-

MAP (FORGIVE THE CRUDITY, I'M DOING THIS FROM MEMORY)



KEY:

- <> = PASSAGEWAY
- : OR .. = DOOR
- ; OR ., = LOCKED DOOR
- ⌘ = OWL STATUE
- ◆ = TREASURE CHEST

- LOST WOODS -
 NEW ITEM: DEKU NUTS

Once you reach the part where you're a scrub and you can move around, follow the Skull Kid through the door, then use the pink flowers by pressing AND HOLDING the A button to burrow. Aim with the control stick, then release A to fly through the air using the pink flowers. They have a limited time, though. Use the control stick to move forward, and A to drop down. Use this technique to reach the Deku Nuts in the next room, then fly over to the next door. Inside is the Clock. Up above, talk to the Happy Mask salesman. He can return you to your original form once you recover the Ocarina of Time and the Majora's Mask. Leave the clock to find yourself in the heart of Termina: Clock Town.

- GREAT FAIRY -
 NEW UPGRADE: MAGIC

The Great Fairy is in Northern Clock Town, so take the path behind the clock to reach her. She'll ask you to find her missing piece, so find it in town. During the day, the piece will be at the Laundry Pool, and during the night, the fairy will be hanging out in East Clock Town. Use the pink flower move to get her at night, and the water hop to reach her during the day. Take it back to the Great Fairy. She will now give you magic power. As a deku scrub, you can press B to fire a bubble. Hold the B button to blow a larger bubble.

- NORTH CLOCK TOWN -

Now use a bubble to pop the Majora balloon in North Clock Town. Talk to Jim, the Bomber leader (the little boy with the red bandana, the others have blue bandanas), then he'll ask his buddies to hide all over town. Now you have to find all five of them before tomorrow morning (do this in the morning to get the most time). Two will be nearby in North Clock Town. They shouldn't be too tough. One of them will be in West Clock Town, no trouble. The toughest two will be in East Clock Town. One of them is on the thatched roof next to the Inn. Use the pink flower to chase him down. The last one is holding onto a cucco on another roof (use the stairs). He'll also jump down as soon as he sees you. Once you catch the fifth Bomber, they'll all gather with you at North Clock Town. They'll give you their secret password (I'm pretty sure it's different in each game), so write it down so you don't forget. Unfortunately, you're just a little deku scrub, so they won't accept you into their club. Use the password to get past the Bomber with a yellow bandana in East Clock Town. The Bombers' Secret Society of Justice forever!!!

- EAST CLOCK TOWN -

NEW TRADE ITEM: MOON'S TEAR (becomes LAND TITLE DEED)

NEW TRADE ITEM: LAND TITLE DEED (becomes SWAMP TITLE DEED)

Follow the passage down to the water. As a deku scrub, you can hop on the water five times in a row, but you can't swim. If you try to hop more than five times you'll return to where you first jumped onto the water. Hop along the stone platforms until you reach the skulltulla. Use a bubble against him when he turns around, then continue down the passageway. Use another bubble against the balloon. Follow the hallway to the observatory. For now, ignore the scarecrow. Climb the stairs to meet Professor Shikashi. Talk to him and look through his telescope. You can look at anything in Termina Field, but the important thing is the Skull Kid, dancing atop the Clock Tower. Press the A button to zoom in on the clock tower. The camera should center on the Skull Kid, then the moon will shed a single tear. Now you can go outside the observatory (take the upper door) and take the Moon's Tear. Take it back to South Clock Town and visit the Deku scrub with the flower. Trade him your Moon's Tear for a Land Title. Now you can use the flower (note: these kind of trading items can't be saved).

- SOUTH CLOCK TOWN -

NEW ITEM: OCARINA OF TIME

NEW SONG: SONG OF TIME

Use the flower to reach the upper door of the Clock Tower. If it's earlier than Night of the third day, you finished early! Take some time to explore town and get used to everything. Talk to people and explore. Get to know the town. Once you reach Night of the Third Day, it's time to go back to the tower. The door will only open at Midnight of the Third Day. Once it opens, go inside and you'll automatically go up to the top. Watch the cinematic, then shoot the Skull Kid with a bubble. He'll drop the Ocarina of Time. Grab it, then remember... Princess Zelda... the Song of Time... hey! Snap out of it! This is no time for memories! What can you do with a stupid old instrument? Well, you might as well try something. Set it to a C button, then try using it. Hey! Where did those big pipes come from?! Play the Song of Time to save your game and return to Dawn of the First Day. Why would you want to do this? Otherwise the moon would fall right on top of your little wooden head. Bye bye, Clock Town! We don't want that to happen, do we? Get used to the fact that you lose some items (not the important ones) and that people don't recognize you.

- INSIDE THE CLOCK TOWER -

NEW SONG: SONG OF HEALING

NEW SONG: INVERTED SONG OF TIME

NEW SONG: SONG OF DOUBLE TIME

NEW MASK: DEKU MASK

Go inside the Clock Tower (lower door this time) and meet up with the Happy Mask salesman. He'll teach you the Song of Healing, then he'll ask for the Majora's Mask... you didn't get it... oops. Too bad, Mr. Happy Mask Salesman. He'll go off complaining about how important it is and why it's so evil. Now that you're back to your human (hylian?) self again, you can use all sorts of cool stuff. Not only can you use your sword and shield, you can also use the Deku Mask (from the salesman) to transform into a deku scrub again, if you need to (you will). For now, you can either explore town or head south, though I recommend heading south on the first day (you can explore, then use the song of time to go back to the first day). This isn't really important, but you can visit the scarecrow in the Astral Observatory to hear about the two songs that manipulate time (you don't officially learn them, but they work). The two songs are the Inverted Song of Time (very useful) and the Song of Double Time. Play the Song of Time backwards (Inverted) to slow down time, and play the Song of Time pressing each button twice in a row (double) to warp ahead to the next morning or night.

- GET THE BOMBERS' NOTEBOOK -

NEW ITEM: BOMBERS' NOTEBOOK

I almost forgot this! This is extremely important. As Link, do the whole Bomber hunt again, but this time, you'll be accepted into their club (make sure you're human). They'll give you a Bombers' Notebook. The Bombers are a gang of kids devoted to solving people's problems (doesn't sound like a typical gang). Each time you meet someone, they'll be entered into your notebook (unless they're really minor and they have no problems that you can solve). Their whole schedule is entered, so use this to help them solve their problems. There are twenty characters who have problems that you can solve. NOTE: When you use the Song of Time, their problems will return, but if you've solved them, that info will be saved in the notebook. To use the notebook, go to the STATUS screen, choose it, then press the A button. Oh yeah, and, um, ... The Bombers' Secret Society of Justice Forever!

Also, an alternate way of getting the Bombers' Notebook is to use the password to enter the hideout as a human. When you leave, Jim will show up and ask you to join the club.

-*- SOUTHERN SWAMP -*-

NEW ITEM: PICTOGRAPH BOX

From South Clock Town, take the southern entrance to town (guarded by a guard). With your sword showing, he'll let you out. Head south through Termina Field (YES!!! THE ZELDA THEME MUSIC!!!) until you reach a tree with a sketch on it. Now it's Tat'l's turn to get lost in memories. She'll give you some background information on the Skull Kid. Once she'd done, follow the trail behind the tree towards the swamp. Ignore the pink flowers for now. Once you reach the swamp, climb up the ladder to the house and talk to the guy. Want to go for a boat ride? You can't. Koume is missing. Her sister, Kotake lives in the teapot-house a little ways away. Visit her, then enter the woods behind her house.

- WOODS OF MYSTERY -

NEW ITEM: BOTTLE #1

Remind you of anything? Same music too, except this time, the little monkey will guide you through the woods. And remember, if you go through the wrong tunnel, you have to start over from the beginning. Once you reach the last room, you'll find Koume. She was attacked by the Skull Kid, so return to the Teapot House to tell Kotake. She'll give you a free red potion to take to

Koume, and she'll even let you keep the bottle. Take the potion to Koume and give it to her, though this is the toughest part of the whole darned game. This took me five or six tries. Seriously! Every time you try to give the potion to Koume, you just drink it yourself! Don't worry if this happens, you can get another free one at the Teapot. To actually give it to her, all you need to do is wait until she says "Press START and set it to a C button, then use the C button to give it to me." While this message is still displayed, set the bottle to a C button if you haven't already, then press the C button WHILE THE MESSAGE IS STILL DISPLAYED! Otherwise she'll just say "What good are you?" or something. Once you give it to her, she'll take the potion and drink it, then she'll return to the swamp house. Return there, then talk to her through the boat ride window. She'll give you free ride through the swamp. Yay. Won't this be fun.

- DEKU PALACE -

NEW ITEM: MAGIC BEANS

NEW SONG: SONATA OF AWAKENING

Enjoy the cruise, then jump off at the first stop (don't get your feet wet, the swamp water is poisonous, hop as a deku scrub if you need to). Transform into a deku scrub, then get past the guards. Check in the King's Chamber directly in front of you to find out what's going on with the monkey, then exit. Take the door on your left (on your right when you first come in). Avoid the guards (if they see you, they'll kick you out) until you reach an underground grotto. Hop down inside, then get the free sample of beans. Plant them and water them (fill your bottle with spring water) in the nearby dirt hole, then hop on the platform to find twenty rupees. Use this to buy at least one more bean. Get more water, then leave. Let a guard catch you to get outside the palace, then hop on the water and the lily pads to the right of the palace. You'll find another patch of dirt. Do the same thing, then use the plant to climb up higher. Now use the pink flowers (this is tough) to jump from platform to platform. You have to time it just right, or else it won't work. Cross the little bridge to the other side, then do the same until you reach the last platform. WAIT until it rises up, then jump out. Enter the tunnel and talk to the monkey. Do whatever he says (take out your deku pipes when he asks for some loud instrument), then let him teach you the Sonata of Awakening. Now the monkey's in trouble, so exit the palace and use the water hop to reach the Woodfall Shortcut (it's on the same path you took, if you're facing the exit, it's a small ledge on your left).

- WOODFALL -

NEW SONG: SONG OF SOARING

Transform into Link to take care of the dragonflies (use the shield, then attack the tail with your sword), then use the deku flower jump to fly over to Kaepora Gaebora the owl. He will teach you the Song of Soaring (very useful, you can fly to any owl statue you've hit with your sword, kind of like FLY in Pokémon). Now enter the door next to the waterfall (if you fall down, I think there's a vine wall you can climb). In the next area, stun the Hiploops with a bubble (don't fall into the poison water). Get over to the rock platform with the deku symbol on it and an owl statue. Hit the statue, then play the Sonata of Awakening to make the Woodfall Temple rise out of the swamp. Break open the middle pot and use your bottle to catch the fairy (if you die, your energy will automatically be refilled). Now use the deku flower hop to reach the temple (you will barely be able to make it, so keep pushing Up on the control stick).

-*- WOODFALL TEMPLE -*-

NEW ITEM: HERO'S BOW

1ST FLOOR

jump on them as Link. Use them to reach the pink flower in the center of the room (the water in this temple is poisonous). Fly to the left, to the chest (point K on the map) to get a key. If you want to, you can use the flower to fly to room 3.1 to get the dungeon map. Now return to room 1.1. Hop on the plants to reach the door to room 4.1. In room 4.1, push the block out of your way (forwards), then run to the right, then over to the lit torch. Take out the skulltula, then push the block the other way so that you have easy access to the door to room 5.1 which contains the compass. To unlock the door, light a deku stick on fire from the torch by the skulltula, then carry it over to the torch by the door. Kill the dragonflies to make the chest with the compass appear. Back in room 4.1, light another deku stick and take it up the stairs. Light the torch up there, then, if you need to, light another deku stick. Hop on the platforms to reach the cobwebbed passageway. With a lit deku stick, hit the deku stick button again to hit the cobwebs with the flaming stick. The webs will burn away giving you access to the stairs leading to room 6.2. In room 6.2, light the three torches on fire with a deku stick to open the door to room 7.2 Ignore the dragonflies (unless they're close by), then use the pink flowers to reach the staircase on the other side of the room. Take the stairs at point "b" down to room 1.1. Hit the switch to make the ladders appear. Use these to access the upper level easily. Enter the upper door leading to room 2.1, then enter room 8.1 (make sure you're back into Link). Stab the Lizalfos a couple times to win the Hero's Bow. Return to room 2.1. Shoot the eye switch with an arrow to make the platform with the flower on it rise up. Using the flower by the door to room 8.1, fly to the center platform, then fly to the door to room 9.1 (how many prepositions can I use in one sentence?) The bright orange Gekko is guarding the big key. Once he starts riding the snapper turtle, turn into a deku scrub and burrow into a flower. Wait until the snapper is about to run over the flower, then pop out. Quickly transform back into Link and shoot the Gekko. Repeat this strategy until he becomes a harmless singing frog. Take the big key and return to room 1.1. Nearby should be a torch. Stand between it and the big flower in the center. Shoot an arrow through the torch so that it catches on fire, hits the brazier in the middle, and lights it on fire. Now the big flower will rise up and begin spinning. Don't jump on yet. Return to the lower level, then swim across to the ramp. Climb up, then hop on to the spinning platform. Shoot an arrow through the flame in the middle so that it hits the torch on the ledge. This will open the door to room 10.1. In room 10.1, there are two pillars. On the right one is a deku flower, and nearby should be a crystal switch. Shoot the switch with an arrow, then fly to the now extinguished deku flower (the flames will return, so don't take your time), then fly up to the nearby platform with another deku flower. Use this deku flower to reach the door to Odowla.

- MASKED JUNGLE WARRIOR ODOWLA -
NEW SONG: OATH TO ORDER

Pretty easy. Just hurt him in any way you can. Your sword works the best, so use your shield, then run in and slash him. He seems to like to dance more than fight, but he does have one huge sword. A great strategy once Odowla sends in the little bugs is to grab a Bomb flower. The bugs will be attracted by the light. Place the Bomb next to Odowla if you can. When the Bomb goes off, all the bugs will die! If Odowla happens to be nearby, he'll also take some major damage. Get the hearts and such that the bugs leave behind. It's also a good idea to catch a fairy in a bottle. If you die (you likely will), the fairy will refill your energy automatically (note: the fairy must be a red one, shaped like Tatl, not an ugly dungeon fairy with wings on it's head). One final note: the Bow may seem like it would work well, but since Odowla is dancing all over the place, it may be a bit tough to hit him, even with Z Targeting, since the arrows will usually just hit his gigantic shield. As a scrub, you can also use the burrow-and-pop strategy, but it's tough to hit Odowla. The sword is probably the best. Once you hit him enough times, he'll turn into a mask. Take it


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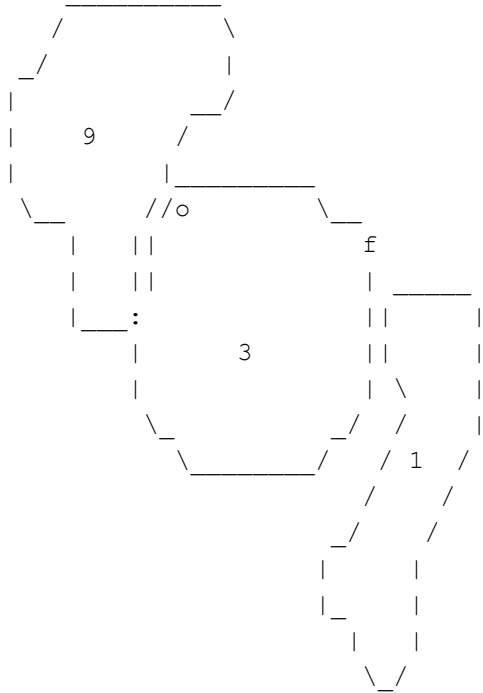
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BASEMENT



M=MAP

C=COMPASS

B=BOSS KEY

K=SMALL KEY

I=NEW ITEM

..=DOOR (HORIZONTAL WALL)

,,=DOOR, LOCKED

:=DOOR (VERTICAL WALL)

;=DOOR, LOCKED

#=ICE (when used next to a door, means both sides of door are frozen)

o=GORON SWITCH

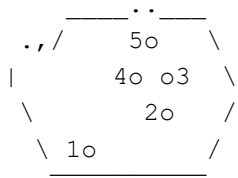
a=STAIRCASE (point "a" leads to point "a" elsewhere on map)

END=BOSS

In the first room, knock out the icicles with your sword, then use Darmani to push the block out of the way. Ignore the White Wolfos and go to the right, into room 1.1. Use Darmani to jump the ramp, then crash into the crate to stop yourself. If you do fall down, you can use Darmani to walk across the lava to the ladder. Climb the stairs at point "a" to get to room 2.2. Use your shield to block the Bombchu (bounce it off your shield and it'll explode). Take the map, then return to room 1.1 via the point "a" stairs. Enter room 3.1 through the door to your right.

Cross room 3.1 and enter room 4.1 to find a key. It's hidden behind two blocks to your left. Take the key and exit room 4.1. Aim your Bow so that it points towards the ice blocking the START room, and shoot the arrow THROUGH THE TORCH to melt the ice. Enter the START room, then use the key to get into room 5.1. Get the compass and ignore the rest, trust me, it's easier to get the fairies once you have the hookshot. Take the stairs at point "b" to reach room 6.2.

Use the same strategy you used on the ice blocking the path to the mountain village (shoot the large ice blocks on the ceiling). Use Darmani to turn the giant snowball into powder to reveal a small key. Use it to enter room 7.2. This is one of the more frustrating rooms, and you have to be quick. Here's a map of it:



You'll have to switch between Link and Darmani to jump and pound the switches respectively. First, pound the switch at 1o to make 2o and 5o rise. Use Link to jump to switch 2o, then use Darmani to pound o3. Pound switch 2o, then use Link to quickly climb onto 4o and then jump to the door. Now you should be in room 3.2. Use Darmani to jump the ramp, roll across the snow, then jump the other ramp to get to room 8.2 (you wouldn't believe how long this took me to figure out). Fight the Wizrobe in 8.2 to win the Fire Arrow. To fight him, shoot him with an arrow when he becomes solid. It's easy to tell where the real one is: just look at your compass. A red dot shows where he'll pop up next. Once he's gone, take the Fire Arrow. Now you can melt all the ice blocking the doors!

The first door to go should be the one leading to room 9.1, either one is fine. Inside, use the Fire Arrow or your sword to kill all the Freezards. Once they're all out of the way, light all three torches on fire with the Fire Arrow to open the door. Enter the middle door and use Darmani to pound the switch. The giant central pillar will rise all the way up to the top. Now return to room 9.1 and go to the left. Take the door to room 3.1, then go to room 1.1 through the START room. In room 1.1, shoot all the Freezards, then melt the ice block to reach a small key in a chest. Take the stairs up to room 2.2.

Take care of the Bombchu, then hop onto the center platform. From there, shoot the freezard with a Fire Arrow and then shoot the frozen eye switch. The platform will rise. Hop off, then take the door to room 3.2. Jump down onto the netting, climb the ladder, and shoot the ice with the Fire Arrow. Take the stairs up to room 3.3. Roll across the snow and use the small key to reach room 10.3. Shoot the Eenos with a Fire Arrow, or use the Goron Pound or something. Melt the ice and continue up the stairs. Kill the two Dinolfos in room 11.4, then enter room 3.4. Cross the central pillar to reach room 12.4, a rematch with the Wizrobe. Fight him the same way, then take the other door to get the big key. Now return to 3.2 (jump down to the netting) and punch the blue ice blocks out of the central pillar (as Darmani). Climb the stairs and do the same in 3.3. Return to 3.4 and jump down onto the central pillar. Bust the snowballs blocking the "e" staircase and enter it. Now you should be on the very highest level. Get a good rolling start and jump the gap to reach the door to Ghot.

- MASKED MECHANICAL MONSTER GHOT -

Ghot is pretty easy. Transform into Darmani, then keep on rollin' rollin' rollin'. Make sure you only attack him when your spikes are out. To refill on Magic, just roll through a green jar. When Ghot stumbles, don't stop! Keep it up until he really dies! Trust me, you'll know when he dies. If he just falls down, that's really an invitation to hit him more! A longer but easier way of doing it is to stand in the doorway and shoot Fire Arrows as he runs by.

Just to let you know, every time you hit him, he'll attempt to retaliate by sending a bolt of lightning at you. Try to dodge it, it really sucks to get hit in the middle of a Goron roll. He also causes an endless number of stalagtites to fall from the ceiling, and also throws Bombs at you during the second half of the battle.

- AFTER GHOT -

NEW ITEM: BOTTLE #2

Return to the Goron Village. The cave that was blocked with ice is now thawed. Enter to receive a Goron Powder Keg, an extremely explosive bomb only used by gorons. Throw it up to the next ledge, then roll up to it and repeat. Take it to the Goron Racetrack (just above Goron Pond). Use it to open up the track. Enter the race and win to get something nice (see SIDE MISSIONS section for details).

- ROMANI RANCH -

NEW RIDE: EPONA
NEW SONG: EPONA'S SONG
NEW ITEM: BOTTLE #3
NEW MASK: ROMANI'S MASK

Now I recommend playing the Song of Time (you can only get Epona on day one). Return to the Clock Town Bomb Shop to buy another Powder Keg (Darmani only). Take it to the Milk Road just south of Clock Town. Use the keg to blast away the boulder blocking the road (don't worry, the guy will run out of the way). Now you can reach Romani Ranch. If you want to, you can make a promise to Romani to protect her and the cows at 2:30 AM, but only on the first day. You'll also get Epona back (to call her after using the Song of Time, just play Epona's Song). You can use her to practice your archery skills while riding a horse. If you don't care about protecting the poor cows from "Them," then you can go to the Great Bay if you want. If you do save the farm from "Them," you'll win a bottle of milk. Return there the next night to find Cremia, Romani's older sister (if Cremia is in your notebook, you'll be able to see what time she'll be there). Talk to her to hitch a ride to Termina Field. On the way there, you'll have to pass through the Gorman Track. With your arrows, shoot off the "bandits," then take the Romani's Mask from Cremia. If you happen to have the Circus Leader's Mask, wear it to prevent the brothers from attacking! Of course, you need the Romani's Mask to get the Circus Leader's Mask, so it's kind of a catch 22 situation.

- STONE MASK -

NEW MASK: STONE MASK

Before you head to Great Bay, take Epona East of Clock Town, taking along a red potion as well. Hop over the fence with Epona, then use the Lens of Truth on the small circle of stones to find Shiro, the mysterious invisible soldier. Give him the red potion to receive the Stone Mask. Now, before going to Great Bay, make SURE you have at least three bottles. You almost definitely need them. It's possible with two, but time consuming. Definitely don't try this if you only have one bottle.

-*- GREAT BAY -*-

NEW MASK: ZORA MASK

To reach Great Bay, hop on Epona to jump the fence. Swim out to where the seagulls are flying to find Mikau. Grab onto him from behind, then push him to shore. With his last breath, he'll sing a song for you, then he'll leave you the Zora Mask. With this, you can transform into Mikau. Now head to Zora Hall.

- ZORA CAPE -

You aren't required to go to Zora Hall first, but it helps you understand what's going on a bit more. To get to Zora Cape, enter the cave on shore, west of the Fisherman's house. Enter the tunnel to reach Zora Cape, then swim underwater to find Zora Hall. Inside, you'll find the Zoras, who all mistake you for Mikau (actually, you ARE Mikau AND Link). Talk to everyone, especially Evan, to find out about the missing eggs. Now, head back to the northern beach. Stop by the Fisherman's House and talk to the Golden Sea Horse. The Fisherman wants

a picture of a Gerudo Pirate, so turn into Mikau to swim underwater. Go north to reach the Pirates' Fortress.

- PIRATES' FORTRESS -

NEW ITEM: HOOKSHOT

To enter, hit the skull-and-crossbone doors underwater by swimming into them (press and hold the A button to swim really fast). Turn back into Link and put on the Stone Mask to prevent the guards from seeing you. Swim north to the ramp, then transform into Darmani and hit the switch to open the underwater gate. Transform into Mikau to swim inside (make sure the pirates don't see you). Break down the barriers and pull the first block out towards you. Swim to the second block and push it forward. Swim around to the upward current. Swim past the strong current; if you get caught in it, you'll be taken back outside. Break down the barrels, hit the switch, then hurry down the ramp to the door to find a Piece of Heart. Now, hit the switch with an arrow (or Mikau's fins) to open the gate. Continue past the other current to the next room. Step on the switch, run to the geyser platform, then quickly hit the nearby crystal switch to activate the geyser (the door to the switch closes if you don't shoot the switch quickly enough, just hit the button again). Look through the telescope to get a glimpse of the inner fortress, then hit the mines with your fins or arrows. Once they hit each other, they'll both explode. Now shoot the switch on the other side of them and exit through the door down below. You'll now be in the inner fortress. Put on the Stone Mask to make sure the guards don't see you. You can also shoot them with arrows to knock them out, but only for about 10 seconds. Stand right in front of one of the guards and take a close-up pictograph. Climb the guard tower, cross the bridge, then enter the door behind the statue first. Look in the window to eavesdrop on the conversation, then fire an arrow at the beehive (if you're out of arrows, there are a few pots at the end of the hallway). The bees will escape and chase out the pirates. Exit the hallway, then enter the lower door to find the hookshot. Use this to latch onto wood and the little targets. Explore the whole fortress to find the four Zora eggs. Put one each in a bottle (if you don't have four bottles, rescue as many as you can and return them to the tank back at the lab). The first one is in the room with the hookshot, then the rest can be found by exploring the rest of the inner fortress. Once you fill up your bottles, all four or not, return to the lab in the bay (the one with the big tank and the crazy professor and the giant hook on the roof). Okay, this is another one of those toughest-things-in-the-whole-darned-game-that-shouldn't-be-this-tough. Climb the ladder, then stand in the CENTER of the bars (or right next to the center) so that when you drop the egg into the water, it will fall right in the center. Otherwise, it will just say "It looks like this item doesn't work here." Once you get all four eggs in the tank, go to the Fisherman's House back on shore.

- PINNACLE ROCK -

I better warn you.... You really should only go to Pinnacle Rock if you have at least three bottles, it'll make life a lot easier for you. You should also have either the magic upgrade from the Snowhead Great Fairy or a green potion or two (you'll need a lot of magic, just get as much as you can).

Show the pictograph to the Fisherman to get the Golden Seahorse in a bottle. Take it to pinnacle rock (west of the Pirates' Fortress) as Mikau, then release it into the water (dive down to the ocean floor, then release). Follow it to Pinnacle Rock. Kill all seven eels by using the electric shield as Mikau (press AND HOLD the R Button as Mikau underwater), rescue the three other eggs, and reunite the two Golden Seahorses. Take the eggs back to the lab. Once all seven are in the tank, they'll hatch. They seem to be in a certain formation, so take out your guitar and learn the New Wave Bossa Nova from them. Now return to Zora Hall. Take the back exit to find Lulu. Play the New Wave Bossa Nova for her to


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:=DOOR, LOCKED  
[ ]=TUNNELS DO NOT INTERSECT  
{=PASSAGEWAY UNACCESSIBLE FROM LEFT  
END=BOSS
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Forgive the crudity of the maps, they aren't to scale, and they look horrible. They're only to number each room for reference in the walkthrough. This is my favorite temple from all the Zelda games combined, so I know quite a lot about it. It's similar to the Water Temple in Ocarina of Time, except you have to transform into Mikau to go underwater instead of putting on the Iron Boots. There are also several switches that change the flow of water through pipes that eventually activate water geysers that you can step on. You also have to change the water flow half way through the temple so that you can use the water current to travel through new tunnels and reach new rooms.

Obviously, you start out in the START room. If you need to leave, use the Hookshot on the turtle's palm tree (that's what that messed up thing in the START room is). Anyway, enter the next room. This temple may seem big and complicated but it's also the funnest. You'll spend most of the time as Mikau, so only turn back into Link when necessary. Note that the yellow geyser is running the large waterwheel. The main goal of the temple is to get the water pressure flowing into the red pipe. Your first job is to reach room 2. To do this, you need to turn the green switch underwater. Once the switch is turned, a new geyser will activate. Take the elevator (when facing the entrance, take the left one), then jump to the platform to the right of the door. Be careful, the skulltula could knock you off. Wait for the geyser to lower, then jump onto it. Let it rise, then jump off. Enter Room 2. This is an important room. The waterwheel in room 1 is turning the gears, creating a strong spiraling current in room 2. Dive down and enter the upper tunnel that leads to room 3 (if you find that it's too hard to enter the tunnel, it must be the wrong one. Right now the current is going counter-clockwise, which should push you through the right tunnel). Pick up the Map, then take the tunnel to room 4 (the tunnel with the Dexihands). Enter the door to reach room 5. Shoot the Bombchu with an arrow (if you use the Hookshot, it will do more harm than good). Hop on the lily pads to reach the compass. Now dive down to find the small key. Take the current tunnel back to room 2 and dive down to the bottom. Enter the lower tunnel to reach room 6. Rise up, then walk on the red pipe to reach room 7 (shoot the Bombchu with an arrow first). Stock up on stuff before the mini-boss Wart. To fight Wart, first use your hookshot to pull the small eyeballs, kill them with your sword, then repeat. Once enough of them are gone, shoot Wart when the eye opens. Eventually all the eyes will jump off and Wart will start rolling around the room. Kill all the smaller eyes first with a few spin-attacks, then wait in the corner and shoot Wart in the eye when he faces you (if you have the Spin Attack upgrade from the Woodfall Fairy, use that when he's nearby). Once he's gone, open the chest to receive the Ice Arrow.

Now that you have the Ice Arrow, there are tons of things you can do. First, return to room six and use the Ice Arrow to freeze the octorok. Jump onto it, and from the octorok, jump to the red pump. Now return to room 2. Freeze the waterfall to enter room 9. Use the Hookshot to reach the yellow pump (take care of the tektites first). From the yellow pump, shoot the Ice Arrow at the water between you and the green pump to make a little stepping stone. Jump on and make another one. Do it quickly, since the ice will melt soon. Use the stepping stones (ice cubes) to reach the green pump and turn it on. Now return to room 3 and use the same strategy to reach the door to room 10. In there, use the Ice Arrow on the Chuchu and push it to the red switch. Push it, then head to room 5. Use the stepping stones to reach room 11. Another mini-boss? Hit the Gekko with your sword or arrows, then freeze the big blob on the ceiling with an Ice Arrow before it falls on top of you. Shoot the Gekko again or hit it with your sword. Once it's gone, exit through the second door to reach the Big Key.

From the Big Key room, use your hookshot to escape, then return to room 1. To the right is a geyser coming out of the red pipe. Use the Hookshot on the target above to fall onto the geyser, then jump to the red switch. It will activate the red geyser beneath the waterwheel and stop the wheel altogether. Now the current in room 2 is stopped! The downside? The elevators are stopped too, so you can't get to room 2! You'll have to deactivate the yellow geyser by turning the yellow switch off. Now the waterwheel will start turning the opposite direction which will reverse the current in room 2. The elevators are working again, so go back to room 2. Dive down then go to room 12 via the old exit to room 5. Beware of the Dexihands on the way. In room 12, get onto the elevator, then freeze the waterfall once it reaches the top. Jump down onto the machinery and make your way over to the upper door. Now in room 13, you'll have to control the seesaws by freezing and unfreezing the waterfalls. The goal in this room is to turn the green switch, then exit the room through the other door, which leads to the inaccessible passageway in room 3. Now that the green water is flowing, return to room 2 and sink to the bottom. Enter the tunnel to reach room 14. Now climb onto the green pipes and turn the last green switch to activate the green geyser. Jump onto it, let it rise, then jump off of it to reach the door to Gyorg. Enter the room and jump down the hole....

- GARGANTUAN MASKED FISH GYORG -

Make sure you have as many red fairies as you can cram into those bottles, because you will be taking some heavy damage. As Mikau, swim around and use the electric shield to attack Gyorg's head. This is dangerous, since Gyorg's mouth is on his head. He loves to chomp on you, so be careful. If you run out of magic, swim to a green jar in the corner and break it open. Hit Gyorg enough times to turn him into a mask.

Another strategy that I haven't tried yet but several people have told me about is to stand on the platform as Link or Mikau and shoot Gyorg with arrows or the boomerang fins. When he's stunned, jump in the water as Mikau, then use the electric shield to attack him.

- AFTER GYORG -

NEW ITEM: BOTTLE #4

NEW MASK: GARO'S MASK

Return to Zora hall to practice with the Indigo-gos. No logical purpose, it's just cool to hear them play. See the BOTTLES section to find out how to win a bottle from the beavers on top of the waterfall. Also, see the PIECES OF HEART section to find out how to win a Piece of Heart from the fisherman out in Great Bay. Before you go to Ikana Canyon, visit the Gorman Track and beat the brothers in a horse race to win the Garo's Mask. It's quite tough, but as always, it's possible.

-*- IKANA CANYON -*-

NEW MASK: CAPTAIN'S HAT

NEW SONG: SONG OF STORMS

NEW ITEM: BOTTLE #5

Before heading up the canyon, take a left and visit the Ikana Graveyard. Play the Sonata of Awakening for Captain Keeta. Before he runs too far, shoot him with your Bow, but wait in between each shot until he recovers. If he disappears around a corner, you'll have to beat the two stalchildren to get rid of the flame (use the quick spin attack if you know how). Once the music changes, go up to him and attack him with your sword. If he mysteriously disappears, look under you to see if there's a large shadow. If there is, run away a few feet and wait for him to land. Once you defeat him, you'll be warped to the

ledge near the beginning. Listen to him, let him turn off the flame, then use the Hookshot to reach the chest. Open it to add the Captain's Hat to your collection. Use it at night (first day only) to talk to the Stalchildren. Order them to open the grave, then enter. Jump across to the doorway. I will warn you that the next room is swarming with Keese. You should probably use the Stone Mask and either the hookshot or Bow. Light the three torches and continue until you reach the Iron Knuckle. In this game, he seems a little easier, but maybe that's because I've had so much practice fighting him in Ocarina of Time. Use the defensive maneuvers such as the Back Flip and Side Jump to dodge his big whopping axe, then jump attack him whenever his axe gets stuck in the floor. Once he's gone, talk to the Flat Brother Ghost and learn the Song of Storms from him. On night 2, you can use the Lens of Truth in the other grave to find a Piece of Heart. On night three you can win a bottle. Once you know the Song of Storms, you can continue up Ikana Canyon.

- IKANA CANYON -

NEW MASK: GIBDO'S MASK

To get past the guy on the cliff, show him Garo's Mask. Use the Hookshot on the tree to climb up higher. Continue using this technique, freezing the octoroks with the Ice Arrow (freeze the second one, then the first). Once you reach the top, hit the Owl Statue and go up to the cave at the top. Play the Song of Storms for the Sharp Ghost to restore the river. Now you can enter the water-wheel house (only while Pamela is outside). If Pamela runs inside, place a Bomb on her doorstep, then run around the southern corner and hide. Wait a few seconds, then enter the house. Go downstairs, open the cabinet, then play the Song of Healing quickly before Pamela returns (once you find her dad in the cabinet, she'll run back inside). Pamela's Dad will become human again and his gibdo body will turn into the Gibdo Mask. Now you can talk to the Gibdos in the well.

- BENEATH THE WELL -

NEW WEAPON: MIRROR SHIELD

Before you go down the well, you should buy the map from Tingle. It will help you navigate the well a lot easier. Just shoot him down and buy the map.

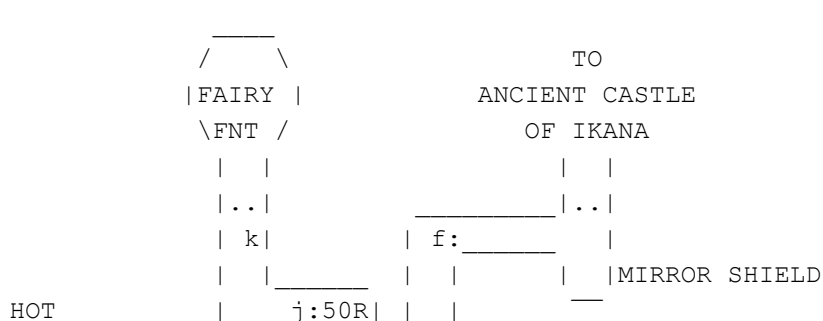
There are a couple of ways to do this. You can do this the quick and easy way, or the longer, confusing, and cheap way. For the quick way, you'll need to buy (and catch) several items before going down the well, but you need to know where to find a fish (they usually hang out in grottos). For the longer way, you don't need to catch a fish prior to going down. Here's what you'll need before heading down the well:

QUICK WAY:

- 5 Magic Beans (deku at Swamp Tourist Info)
- 10 Bombs (Bomb Shop)
- 10 Deku Nuts (Trading Post)
- Milk, regular (Gorman Bros. or Milk Bar)
- Fish (grottos in many places)

LONG WAY:

- 5 Magic Beans (Tourist Info)
- 10 Bombs (Bomb Shop)
- 10 Deku Nuts (Trading Post)
- Blue Potion (deku in Ikana near Sakon's Hideout)



ITEM LIST

- a: 5x Magic Beans
- b: 10x Deku Nuts
- c: 10x Bombs
- d: Fish
- e: Big Poe Spirit
- f: Milk
- g: Blue Potion
- h: Fish

the castle since you'll kick yourself if you don't get it beforehand.

This place is kinda crazy. Put on Garo's Mask and enter the castle. With the Garo's Mask on, you'll make the ReDead dance like ballerinas. Shoot the icy eyes on the pillars to open the doors, then open the door on the left. Hit the switch and run quickly under the large ceiling that rises (it will fall soon, so use the Bunny Hood to run faster). Once you reach the other side, transform into the Deku Scrub and hit the switch by pressing A. Quickly run to the pink flower before the ceiling falls on top of you. Once you're inside the flower, wait for the ceiling to fall, then pop out to make the ceiling rise again. quickly drop down and burrow into the flower, then fly up to the pillar with the button on top. Press it as Link, shoot the crystal switch with an arrow, then continue to the next room. Turn back into the Deku Scrub and fly to the switch on the left. Use Link to press the switch. Now, between you and the skulltula is an invisible platform (use the Lens of Truth). While standing on the platform, use the Hookshot on the skulltula. Jump to the platform, then jump to the first one. Transform into a Deku Scrub and fly to the platform on the right. Aim for the left side of the platform since a sneaky skulltula waits above the right side. Kill it, then use the hookshot on the hanging mines. Start them swinging, then once they hit each other, they'll explode. Use the flower to reach the now unlocked door. Before you enter the door, put on the Stone Mask. Enter, then sneak past the blue bubbles. Walk up the stairs, then climb up onto the outer wall. Pass up the tempting Piece of Heart for now, then walk along the wall until you reach the area above the main entrance. Shoot the two Guay, then use the deku flower to reach the switch. Hop over to the other flower and use it to return to the wall.

NOW you can try to get the piece of heart (it's no big deal if you fall down). To get it, shoot down the Guay, then hit the switch with the hookshot. Jump to the first flower, transform, then use it to reach the next flower. Use that one to reach the Piece of Heart. Now jump down to the ground and enter the castle.

Enter the right door (make sure you use the Garo mask on the ReDeads). Use the mirror shield to kill the Floormaster and the three mini versions. Aim the reflection on the sun block (keep the Garo Mask on!) Enter the door past the ReDeads to have yet another rematch with Wizrobe. Beat him, then take the stairs past the other ReDeads. Be careful on the roof, the first switch you pressed opened up a hole in the roof to let the light in so that you could get past the Sun Block. Don't fall down it unless you want to kill the Floormaster and the ReDeads again. Transform into Darmani and use the Powder Keg on the weak floor (ceiling?). Jump down and use the mirror shield on the sun block (remember the Garo's Mask!). Enter the hall and continue to the Throne Room. Igos du Ikana, the king, will close the drapes to darken the room. Ignore the two huge ugly skeletons he uses to try to kill you and fire two Fire Arrows at the two drapes. NOW start attacking the skeletons. Once one of them collapses, run into the light and use the mirror shield to shine it on him to defeat him for GOOD! You can also use the shield to annoy them and make them run away into the darkness. Once the two little skeletons are taken care of, the king, Igos du Ikana, will attack you. Use the same strategy, but this guy will remove his head a few times and let it fly around a little while just to annoy you. Just hit him and shine the light on him when he collapses. And if you wear the Captain's Hat before the battle, the king will think you're a mini-version of the captain! Anyway, once the three spirits are freed, learn the Elegy of Emptiness from the head of the king. Use the song to create a dummy of yourself in whatever form you're in (see the SONGS section for details).

To get into Stone Tower Temple, take the steep ramp in Ikana Valley to reach the Stone Towers. Hop across the stones, then place an Elegy Dummy on the switch to move one of the blocks. It may be blocked by one of the other blocks, but don't worry. Once you place three different elegy dummies (Link, Darmani,

and Mikau) on the first three switches, all three blocks should be nicely in place. If they aren't, try doing it again. Also, you may notice that there seems to be only one switch... Try looking around and you should see a hookshot target nearby. This leads to the second switch, and another nearby hookshot target leads to the third. Once you have placed all three different dummies on the switches (the Deku Dummy is too small), hop across the three blocks to the other side. Ignore the three switches in a row, they're red herrings. Continue up and place the three dummies on the next three separate switches. Once you cross the blocks a second time, use the hookshot a couple of times to reach the top level. First of all, hit the Owl Statue, then leave the three dummies on the switches in this order (facing the temple):

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3
2 1

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Now you can hop across the three stone platforms to reach Stone Tower Temple.

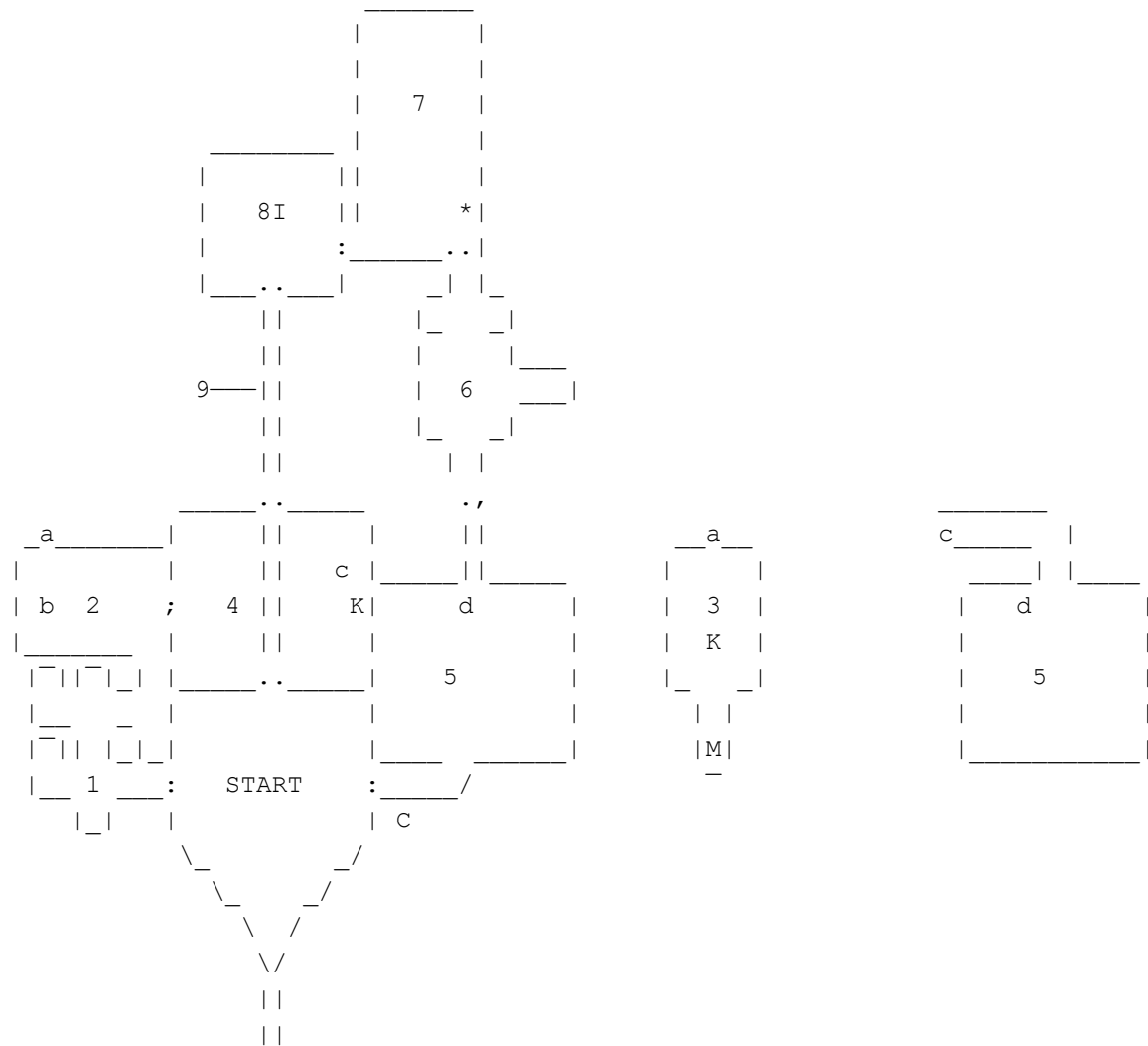
-- STONE TOWER TEMPLE --

NEW ITEM: LIGHT ARROW

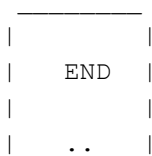
- MAP -

1ST FLOOR (NORMAL)

BASEMENT (NORMAL)



1ST FLOOR (FLIPPED)



get it.

In the START room, get rid of the enemies and enter room 1. Kill the Bombchus by Z-Targeting, raising your shield, then bouncing them off. They'll blow up after bouncing off. Bomb the cracked wall (tip: hit a wall with your sword to test if it can be bombed. If it goes "THONG!" it can't be bombed. If it goes "TWAING!" it can. It's easier to listen than to try to interpret my description. If you played Ocarina of Time, this may be familiar.) Roll through the big crates, then take the two small crates and use them to weigh down two of the switches. Use the Elegy of Emptiness to weigh down two others (if you need to, use Darmani's dummy on the bigger switch). Now you can enter room 2. In room 2, bomb the darker square (the one without the plants). Jump down and use your Mirror Shield to get rid of the blue block. Use Darmani to cross the lava and kill all the Armos Knights to make a small key in a chest appear (don't forget the map in the chest past the blue block). Climb back up the stairs, then use the key to enter room 4. Transform into Mikau, then hop into the water. Let the Dexihand grab you and throw you up to a small key in a chest. Jump back in and kill the Dexihand. Follow the tunnel to room 5.

Rise to the top, then hop out. Turn back into Link and stand in the middle of the sunlight. Aim your Mirror Shield towards the mirror. These mirrors collect sunlight, then reflect it back. The longer you shine your light on it, the longer it will shine back. Shine the sunlight on it for a good thirty seconds or so, then run into the light it shines back ("I wanna be in the light, as you are in the light! I wanna shine like the stars in the heavaaaaaans! Oh oh!" ... sorry). Shine this light onto the nearby sun block to reach the compass. Now go back to the locked door leading to room 6. Knock the blocks out of the way with Darmani, then use the charge-up method to get rid of the two sun blocks. The Black Boes can be really pesky here, so be sure to put on the Stone Mask so they won't attack.

In room 7, transform into Deku Link and use the pink flower to fly around to the next door. The air geyser things will help give you more air time, so be sure to stop at each one and let them push you as high as you'll go. Be careful of the Bombchu on one of the bars, if you fall in the lava, you're toast.

In room 8, you'll battle the Master Garo. He's a LOT tougher than his little underlings, so be sure you come stocked with Bombs (the Blast Mask is also good if you happen to have it). If you use Bombs, try to get the Master Garo to be in a corner and get between him and the rest of the room. Throw a Bomb and cross your fingers. If you have the blast mask, get right next to Garo and blow yourself up (hold the R button to prevent yourself from getting hurt). The downside to this is that it takes a minute or so for the Blast Mask to recharge. A combination of the two is probably best. You can also freeze him with an Ice Arrow, and then hit him with your sword, but that consumes magic and didn't seem to work too well for me. Once he dies without leaving a corpse, take the Light Arrow and exit the temple via room 9. In room 9, use your hookshot on the Hiploop to take it's mask, then shoot it again. In room 4, kill the Eyegore by running up to it, wait until it's about to pound you, run away, then shoot it's eye with an arrow or the hookshot when it turns yellow. Once you reach the outside of the temple, use the Song of Soaring to reach the owl statue on the other side, then move the three blocks out of the way. Shoot the red jewel between the last block and the entrance to the temple with a light arrow. WAAAHAH!!! You'll fall down into the sky as the whole area flips itself upside-down. Don't worry, you'll land back on the ledge that had the owl statue on it. Hey! Where did the owl statue go? Oh yeah, it's all upside down. Hop the blocks and re-enter the temple. Now you have access to all those items that you had seen on the ceiling.

The strange thing is, the temple is upside down, but the locations of the rooms

seems to be the same. Hmmm, maybe the programmers screwed up or maybe my eyes are just confused. Anyway, enter room 5 (use the Light Arrow on the block if necessary). Transform into a Deku Scrub and hop into the air geysers. Wow! You'll automatically take out your pink flower things and fly! Land carefully on the bridge with the Hiploop on it. Kill it, then run down the hall. At the end of the hall, you can jump off and let the Dexihand grab you if you want some rupees. Press the switch in the hall then go back to the bridge to find a key in a chest. Fly up to the platform. If you can, take out the mines with the hookshot. Use the key to enter room 10. There's lava dripping down from up above, and there's no way to cross the room this way. Shoot the red jewel with a light arrow to flip the temple. Use Darmani to cross the lava, then flip the temple again to enter the door to room 11.

You'll have to do more flipping in here, so kill the Green Chuchu and the Yellow Chuchu to get more magic and arrows respectively to keep those Light Arrows coming. Your goal is to move the block to the small hole next to the door to room 3. You'll have to flip the room several times to get the block past raised portions of the floor. Make sure you don't stand on top of the block as you flip the room, or else the block will fall right on top of you and you'll have to start over (I learned that from experience, but I just wanted to see what happened! Honestly! I was just making sure they checked that in bug-testing!). Anyway, just look up at the ceiling (floor?) to help you get the block to the right place (if you can't figure this out on your own, put the cartridge back in the box and take it back to the store, Zelda games aren't for you). Once you get the block in place, climb onto it and jump to the door. Enter to once again fight the Wizrobe. Use the same strategy of firing arrows and using the compass to see where he's coming up (literally and figuratively). Once he's out of the way, latch onto the chest that appears (with your hookshot) to reach the stairs down to room 2.

Kill the Poes if you need to, then use the Deku Flower to reach the other side. Before entering the door, use the other flower (or just transform into Link and walk on the support) to reach the tunnel off to the side leading to room 1. Dodge the floating Armos Statues and put an Elegy Dummy on the switch to turn off the fire around the chest with the key in it. Return to room 2, then enter the door to room 4. Shoot one of the mines with the hookshot to make it blow up itself and one other, leaving one left behind. Fly deku-style over to the next flower (it's inaccurate on the map, it's right under the walkway with the Eyegore on it). From there, fly deku-style again to the door leading to room 12. Technically, room 12 is really part of room 5, but you can't get to room 5 from this passageway. Before entering, put on the Stone Mask. If you're low on energy, kill the Blue Bubbles by Z-Targeting, bouncing them off your shield, then killing them with your sword. Be careful, if a Blue Bubble touches you when it's flames are burning, you'll be jinxed for a minute or two (meaning you won't be able to use your sword). Be sure you're un-jinxed and healthy before entering the door to room 13, and stock up on magic and arrows from the nearby crates too. A nasty monster is waiting for you behind that door.

Gomess looks mean and scary, but he's not that tough compared with some other mini-bosses I've seen. He's a cross between the Grim Reaper and Batman. Shoot a Light Arrow at him to disperse the bats, then run in and jump-attack him with your sword. Dodge the scythe (your shield probably works) and repeat your attack. Once he's out of the way, take the Big Key and return to room 12. Kill the Blue Bubbles to get more hearts, then return to the doorway leading to room 2 from room 4, but don't go in. Instead, take the doorway leading to the START room. This statue guy is kinda tough. Shoot him with a Light Arrow to flip him, then use the Bunny Hood, the Zora Mask, or a prayer to jump over to his platform. He should try to pound you, or something, so dodge him and let him destroy himself somehow :). Hit the switch to make a treasure chest appear on the ceiling. Hookshot yourself up to it, then let yourself drop down onto the walk-

way (it contains a fairy, but you'd need to flip the temple to reach it properly). Enter the door with the key you got from room 1, then kill the Eyegore by running up to it. Once it's about to pound you, run away and shoot it in the eye when it turns yellow. It'll leave behind a chest that contains the Giant's Mask. It seems useless, but make sure you have it, you'll need it in the coming battle.

- GIANT MASKED INSECT TWINMOLD -

This has to be the easiest final-temple boss ever! This is the only time you will need to use the Giant's Mask, but make sure you come armed with lots of green potions, blue potions, or just drink some Chateau Romani at the Milk Bar to give you infinite magic until you use the Song of Time. At Twinmold, simply use the Giant's Mask to make yourself bigger, then hit the bugs in the head or tail with your sword. Once you kill both of them, you'll get the final mask. Now you can stop the moon from falling....

-- THE MOON --

Before climbing the Clock Tower and heading to the moon, you should stock up on a few things. First, and probably most important, you should go to the Milk Bar and buy some Chateau Romani. Drink it to give yourself unlimited Magic power for the final battle and upcoming mini-dungeons. Next, max out on arrows, Bombs, and Bombchus (if you're a really bad player, you should get a lot of Bombchus, if you're a Bombchu expert, you won't need any). You may also want to get a few fairies in your bottles. Finally, it will make the final boss really easy if you take along all twenty masks (the Happy Masks, not the transformation masks). You will need to use all twenty to get the final transformation mask....

Also, I'm going to assume you're going to use the Fierce Deity's Mask during the final battle. The only reason you wouldn't want to is that it takes a while to get and it makes the final boss too easy, but you should get the mask at some point, so it's a good idea. Oh, yeah, and to get the Fierce Deity's Mask, you'll need to have all 20 non-transformation masks (well, technically the Giant's Mask is a transformation mask, but it's one of the 20 that you'll need to get the Fierce Deity's Mask).

To get to the moon, all you need to do is wait until midnight on the final day. You should remember how to get inside the Clock Tower. This time, it will be a little easier since you don't need to buy that flower from the deku. All you need is to walk up the small ramp to the right of the clock (as Link) and hop up to the platform. Wait for midnight to arrive, watch the fireworks, then climb the stairs.

Remember this? Only this time you're not a deku scrub, you're Link. Wait until the cinematic sequence is over, then... take out your Ocarina. Yes, I said take out your Ocarina. How can you beat the Skull Kid with an Ocarina, you ask? Simple. Play the Oath to Order. Don't you remember? After beating Odowla, a big giant taught you a song: the Oath to Order. If you've forgotten it, press START and look at the Quest Status subscreen, then select the note for Oath to Order. It should display the notes to play on a little stave below. Now play that song on top of the Clock Tower....

- ODOWLA CHILD -

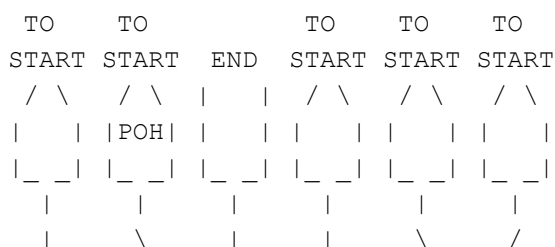
After flying up into the moon, you'll find yourself in a large field of green grass with a large tree sitting in the center. Run up to the tree to find five young children, each wearing a mask: Odowla's Mask, Ghot's Mask, Gyorg's mask, TwinMold's Mask, and Majora's Mask. First, find the Odowla child running around

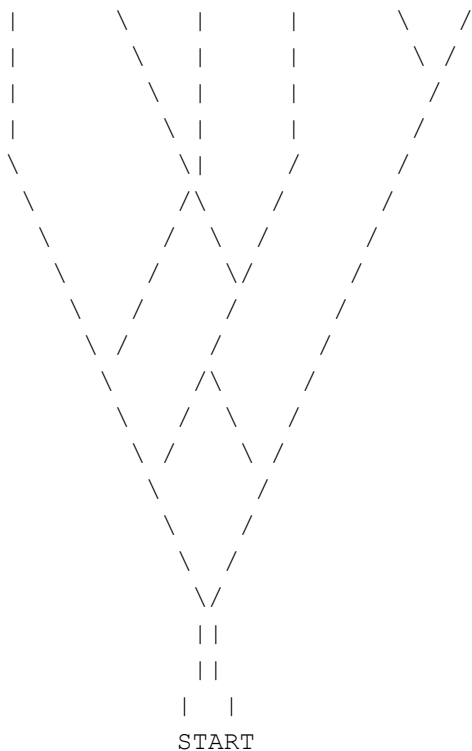
treasure chests as bumpers to reach the Piece of Heart and the Ghot child at the end. You'll obviously be doing this as a goron, and this is where the Chateau Romani comes in. There are a few magic jars, but it's easier just to use Chateau Romani. The best tip I can give you is to follow the lines on the paths (in the game). There are dark lines that are right in the middle of the paths. If you follow them precisely, you shouldn't have much trouble. Once you get spiked out and roll off a jump, just let go of the control stick and keep on holding A. If you're all lined up perfectly, you'll bounce off the empty treasure chests and start rolling on a new course. This means that from the first jump from the START to the four-way jump area, you'll never have to touch the control stick. The treasure chests will do all the work. Some things to keep in mind: you MUST be lined up correctly, or else the treasure chests will do more harm than good and you'll have to start over. Also, once you're in the air, you can't aim. Use this time to let go of the control stick if you're all lined up. Here's the order of where to go and what to do:

From the START, get sorta lined up for the first jump and get back as far as you can, then start rolling. Once you make the first jump, stop rolling and walk past the treasure chests. You should see a small colorful warp tile that will lead you back to the beginning. The good thing about this is that taking the warp tiles lines you up perfectly for the whole run. Crouch by pressing A, then push forward on the control stick. Try not to deviate too much from your course. Make sure you're lined up on the line before you hit the ramp. You should be spiked out just before you hit it. If you're lined up perfectly, you will bounce off the chests at point 1 and fly right off the ramp to the chests at point 2, which will set you on a direct course for point 3. Make sure you don't touch the control stick at all after the very first jump. After bouncing off of point 2, you'll fly over a series of three ledges, each with a warp pad. Don't worry, if you've done it correctly, you shouldn't hit any of them. You'll automatically hit the three ramps right in succession. If you're lined up perfectly, you'll bounce off the chests at point 3 and fly off the next ramp. As soon as you land, let go of the A button. You'll probably end up somewhere near point 4. You could conceivably roll all the way from the beginning to the Piece of Heart, but it would involve some very dangerous turning.

That was fun, wasn't it? Now cross the bridge and go around the two gossip stones and the warp pad. Cross the second bridge and go to point 5. Start your roll, and aim for the ramp at point 6. If you steer yourself along the dark line, you shouldn't have much trouble. After you make the jump, immediately let go of the A button to land. Walk over to point 8 and make sure you're lined up on the line perfectly. Begin rolling and jump the ramp. There's another warp pad to avoid at point 9, but you shouldn't have any trouble flying past it and jumping the next ramp. If you're lined up, you'll bounce off the chests at point 10 and continue across another ramp that will put you at point 11. Grab the Piece of Heart at the POH location on the map, then stand by point 11 and line up for the next jump. After you land, go to point 12 and cross the bridge. Walk past the warp pad and stand just past it at point 13. Face towards the exit and roll. It may be a bit trickier since you have to go across the narrow bridge. Once you jump the final ramp, enter the door, talk to the Ghot child and give him another 2 masks to make him disappear from the moon field.

- GYORG CHILD -





You'll need to give the Gyorg child 3 masks to play his hide-and-seek game. You'll be playing as Mikau for this one. Put on the Zora Mask and follow my map to reach the Piece of Heart first, then the END second. If you reach the end accidentally before you get the Piece of Heart and find that you can't go back because of the current, go ahead and talk to the child. When he asks for a mask, just press B to quit and he'll let you restart.

To get the Piece of Heart (POH), jump in and take the left fork, then take the right fork after that. Take the left fork immediately after that one and continue down that tunnel until you reach the Piece of Heart. Take it, then return to START through the TO START tunnel.

To find the Gyorg child, first take the left fork, left fork, right fork, then take the right fork. After that, continue down the tunnel to find the Gyorg child. Give him three more masks and he'll be happy.

- TWINMOLD CHILD -

The final child is wearing the TwinMold mask. Talk to him and give him four masks to play with him. In this mini-dungeon, you'll be playing as Link. You will have to fight three mini-bosses and use the Bombchus mentioned earlier to get through (note: there are 10 Bombchus that you will receive in the dungeon, but it may be easier if you have more). The first boss will be Dinofols. Not tough at all, especially with the Great Fairy's Sword. The next boss is a bit trickier: the Garo Master. You may remember him from the Stone Tower Temple. Some people say Ice Arrows work, but I tried and he always blocks them. You're welcome to try them, but I did it by using the Great Fairy Sword's spin attack. Bombs may also help, but he often blocks those too. I also beat him with the Blast Mask once, but that takes too long to recharge, plus it drains your energy a bit. You can also try to hit him in the back with the Great Fairy Sword, but it's really hard. Once he blows himself up, a chest will appear containing some arrows. You'll need to use the hookshot to reach it. Take the arrows, then enter the next door. You will now have to face the infamous Iron Knuckle yet again. In Ocarina of Time, he was pretty tough, but this will be a cinch. I highly recommend the Great Fairy's Sword for this, it will make Iron Knuckle seem like a deku baba. Z-target him, then run around to his back and hit him once to wake him up, twice to make him angry, then run away to really make him mad. Once he starts moving around, run up right in front of him and

use the side jump maneuver (make sure you're an expert at this move, or else you may end up doing a jump attack and placing yourself conveniently right under his axe). If he pounds his axe into the floor, he'll take a moment to recover. Use this time to do a jump attack with that sword. Quickly get out of the way before he starts smacking you with his axe. Repeat the same strategy until he falls apart. Another chest will appear. Oh yay, it contains ten Bombchus... uh, how do you get up to the next door? Simple. USE THE BOMBCHUS! If you look at the right wall, you'll see a portion of it that is cracked. There are a few ways to time this right, but here's how I did it. Go to the opposite wall and get lined up so that you're facing the crack in the wall. Take out a Bombchu, but wait until it flashes twice before setting it down. If you timed it right, it will explode right as it reaches the crack in the wall. Great, so how does that help? Look closer and you'll see a yellow eye switch. Whip out your Hero's Bow and shoot it to make a ladder appear nearby. In the next room, you'll find a Piece of Heart. Okay... how do you get rid of the bars over the door, you ask? Use the same strategy. This time, the crack is in the ceiling, so use another Bombchu to blow it open. This time, the eye is frozen solid, so shoot it with a Fire Arrow to open the door. In the final room, you'll meet up with the TwinMold child. Give him your last four masks and you'll be returned to the field.

-*- THE FINAL BATTLE -*-

NEW MASK: FIERCE DEITY'S MASK

There's only one more child left: Majora child. Run up to him and talk to him. Since you have no more masks, he'll give you the Fierce Deity's Mask. This is the final battle. Note that if you have the Fierce Deity's Mask and plan on using it, the next section is nothing but a spoiler about the final boss, and he's so easy you don't even need to read it.

- MAJORA'S MASK -

The first phase of the battle is against the Majora's Mask that the Skull Kid has been wearing the whole time. After the four boss masks have taken their places on the wall, the Majora's Mask will come alive and begin to fly around the room. Put on the Fierce Deity's Mask, then Z-target the flying mask. Using your sword, you'll be able to send fireballs at the mask. Only one is needed to bring the mask down to your level. Run over to it and whack it with that great ugly sword of yours. Repeat this until the mask is defeated.

- MAJORA'S INCARNATION -

The second form of the battle is against the Majora's Incarnation, which is basically the mask with two arms and two legs. Pretty simple, just hit it with your sword repeatedly.

- MAJORA'S WRATH -

The third and final form of the monster will sprout a head and gain some muscles, along with some very long whip-tentacles. Use the Fierce Deity's Mask and kill him for good with your sword. Easy as pie.

-+--+--+--+--+--+--+--
-+--+--+ THE END -+--+--+
-+--+--+--+--+--+--+--

At first, I only got a few questions, and half of them were: "How do I get epona?" (notice the lower-case initial letter of a proper noun). The other half were: "Can I use your walkthrough?" I don't really mind getting the same question over and over, but I do mind if I have to type up "Beat Snowhead... go to the Bomb Shop... Take the Powder Keg Test... Take it to the Goron Racetrack, etc." over and over again. This section has two purposes: to answer your questions quicker, and so that I can copy-and-paste the answer right into my e-mail. By now, I've been getting a lot more questions, so I'll probably include each question as I get it so that if the question comes up again, I can save typing time by copying it from here.

Q: How do I get epona (notice the lower-case... just kidding, bad grammar joke :)

A: To get Epona (notice the correct upper-case initial letter of the proper noun), you need to beat Snowhead Temple (or at least get the Fire Arrow from inside Snowhead Temple). Then, on your way back to Goron village, look to the left as soon as you enter the Goron Pond area (the part with three islands, wolfos, and Tingle). You should see some ramps. Remember that spot, it leads up to the Goron Racetrack (no, you won't find Epona up there). Now, go to Goron Village and find the cave (the Goron Bomb Shop). It was all frozen before. Enter, then talk to Medigoron (as Darmani the Goron) to get a test keg. Throw it up past the first ramp, roll up to it, then repeat. Take the keg to the Goron Pond area and throw it up the ramps to reach the stone blocking Goron Racetrack. Set it down, then yell "Fire in the hole!" and wait for it to blow up. Now RETURN TO THE GORON BOMB SHOP and talk to Medigoron to become certified to carry powder kegs (once you use the Song of Time, you will now be permanently certified to carry powder kegs). Return to the first day with the Song of Time and go to the Clock Town Bomb shop (it's cheaper there) and talk to the goron there (as Darmani the Goron) and buy another powder keg from him for 50 rupees. Here's where Epona comes in. Take this powder keg down to Milk Road (south of Clock Town) and place the keg in front of the boulder there, then wait for it to blow. Enter Romani Ranch, then talk to Romani (the little girl) and learn Epona's Song from her. Now, when you play the Song of Time, you'll still have the song in your memory. Play it to call Epona. NOTE: You can only get Epona on the first day before 6 pm.

Q: Where is the Great Bay Temple Fairy Fountain?

A: The Great Bay Fairy Fountain is on a cliff on shore. To get to it, hop along the small islands near the beach and use the hookshot on the palm trees if you need to. Once you reach the cliff wall, use a bomb to enter the fairy fountain.

Q: Where is the Stone Tower Temple Fairy Fountain?

A: It's south of Pamela's house in a small cave near the entrance to the Ancient Castle of Ikana.

Q: I didn't get all the eggs from Pinnacle Rock before returning to the lab. Can I get back to Pinnacle Rock without the golden seahorse?

A: Yes. As long as you haven't killed all the sea snakes and reunited the two long lost seahorses, the seahorse will be back at the beginning of the maze when you return and will lead you through.

Q: Okay, so I already reunited the seahorses. Can I still get back anyway?

A: No and yes. No because it's really really hard, yes because it is humanly possible. You have to follow the seahorse's path exactly. Otherwise, you'll just warp back to Great Bay. It may be easier to just play the Song of Time and start over. Sorry :-)

Q: How do you pronounce Termina?

A: It's pronounced tur-MEE-nah, not TER-min-uh. You may be thinking that it's based on the word "terminate." But actually, if you learn Japanese Katakana and go to www.nintendo.co.jp and check out the Majora's Mask page, you'll see that the name of Termina in Japanese is "Terumina" which is pronounced as "teh-rdoo-mee-nah." In fact, just like "Majola's Mask," the English name was originally going to be Talmina, due to the fact that the Japanese "r" sound is unlike any sound in English and sounds like a combination of r, d, and l. This was the cause of the Zola-Zora confusion. Anyway, if the intended English pronunciation was "TER-min-uh," the Japanese spelling would've been "Taamena."

Q: How do I get those rupees in the Laundry Pool?

A: I don't know why you'd want to bother with those, there's a Takkuri that spits out 200 rupees every time you beat him south of Clock Town, but in case you're dying to know, they'll float out into the main pool on the Night of the Second Day (I think).

Q: What time zone are you in?

A: I seriously get this a lot in Instant Messages. I am in the Pacific Time Zone, so unless you are too (or you're in Alaska time), chances are, you're an hour or two (or three or four or even eight) hours later than I am. Someone sent me an IM from Scotland, so it was the middle of the night there while it was my dinner time here.

I'll add more later when I get more e-mails.

|SONGS|

|_____|

KEY:

UC Up-C

DC Down-C

RC Right-C

LC Left-C

A A

:| Repeat

NAME: SONG OF TIME

NOTES: RC, A, DC, :|

LEARNED FROM: Memory of Princess Zelda

USE: Use this to save your game permanently and to go back to Dawn of the First Day. VERY important, you will get nowhere without this (duh). This is the same song that was in Ocarina of Time, but it's much more important this time (it can do more than just moving blue blocks).

NAME: SONG OF HEALING

NOTES: LC, RC, DC, :|

LEARNED FROM: Happy Mask Salesman

USE: To turn yourself back into a human (only once) and to HEAL people (when ever they say "I need my soul to be HEALed," or something like that, his song will solve their problems). It's also just a really peaceful song. Notice that this is Saria's Song in reverse.

NAME: EPONA'S SONG

NOTES: UC, LC, RC, :|

LEARNED FROM: Romani

USE: Calls your horse, Epona. Wherever she may be, she will magically appear in

front of you, galloping towards you even if you play it facing a wall or something. She may not be able to reach you, depending on where you are (if you can ride her there, she can get to you there, but there may be little obstacles in the way that any horse would be able to go around). This song was also in Ocarina of Time.

NAME: SONG OF SOARING

NOTES: DC, LC, UC, :|

LEARNED FROM: Kaepora Gaebora

USE: Once you play it, a map will be displayed. All the owl statues that you hit with your sword will be shown on the map. Choose one to fly there instantly. Very useful.

NAME: SONG OF STORMS

NOTES: A, DC, UC, :|

LEARNED FROM: Ghost of the Flat composer

USE: Waters beans and can restore dried up rivers. Also in OoT.

NAME: SONATA OF AWAKENING

NOTES: UC, LC, UC, LC, A, RC, A

LEARNED FROM: MONKEY

USE: Opens Woodfall Temple, awakens things.

NAME: LULLABY INTRO

NOTES: A, RC, LC, :|

LEARNED FROM: GORON ELDER

USE: Calms the baby goron who won't stop crying. GORON LULLABY will replace this song once you learn it from the baby.

NAME: GORON LULLABY

NOTES: A, RC, LC, A, RC, LC, RC, A

LEARNED FROM: BABY GORON

USE: Puts gorons to sleep, including ones with breath like a strong wind.... This song replaces LULLABY INTRO.

NAME: NEW WAVE BOSSA NOVA

NOTES: LC, UC, LC, RC, DC, LC, RC

LEARNED FROM: ZORA HATCHLINGS

USE: Awakens giant turtles disguised as small islands... and Lulu.

NAME: ELEGY OF EMPTINESS

NOTES: RC, LC, RC, DC, RC, UC, LC

LEARNED FROM: IGOS DU IKANA

USE: Creates a dummy of yourself in whatever form you're in. You can have up to one for each form (so you can only have one Link dummy at a time, one Darmani dummy at a time, etc.). You can leave the dummies on switches to keep them down (the Deku dummy can't be used, it's too light weight). Use this to enter the Stone Tower Temple.

NAME: OATH TO ORDER

NOTES: RC, DC, A, DC, RC, UC

LEARNED FROM: SOUTHERN GIANT

USE: Try playing this on top of the Clock Tower after Midnight on the 3rd day.

The following songs do not appear on the STATUS subscreen, nor are they saved. They do NOT need to be learned to be used

NAME: INVERSE SONG OF TIME

NOTES: DC, A, RC, :|

LEARNED FROM: SCARECROW

USE: Slows down time (VERY useful and important, this slows down time so that it takes two real-time minutes for one game hour to pass). You don't need to learn it before you use it.

NAME: SONG OF DOUBLE TIME

NOTES: RC, RC, A, A, DC, DC

LEARNED FROM: SCARECROW

USE: Skips ahead to either night or day. This is just like the Sun's Song from Ocarina of Time, just different notes. You don't need to learn it before you use it.

NAME: SCARECROW SONG

NOTES: DC, RC, UC, RC, LC, UC, RC, A

LEARNED FROM: ME! (you can make up your own eight-note song, but this is the one I always use). You must visit the scarecrow in Clock Town to teach him the song (you can teach him anything you want, as long as it's more than two notes). If you've played through Ocarina of Time, you'll know how this works. The only difference is that it's not saved.

USE: If a scarecrow is nearby, but underground, play the Scarecrow Song to make him pop up. You can shoot him with your hookshot to pull yourself to him. Useful for reaching distant heart pieces!

—————
|MASKS|

|—————|

-*- TRANSFORMATION MASKS -*-

DEKU MASK

RECEIVED FROM: HAPPY MASK SALESMAN

HOW TO GET IT: After recovering the Ocarina of Time, visit the Happy Mask salesman to learn the Song of Healing, which will turn you into a human and put the spirit of the Deku Butler's Son into the Deku Mask.

USE: Transforms you into a deku scrub (see CHARACTERS, MAIN section for details).

GORON MASK

RECEIVED FROM: SPIRIT OF DARMANI

HOW TO GET IT: After receiving the Lens of Truth from the Goron Village cave, use it to look at the Spirit of Darmani (above the shadow). Follow Darmani to the Hot Spring cave, then play the Song of Healing to receive the Goron Mask.

USE: Transforms you into Darmani (see CHARACTERS, MAIN section for details).

ZORA MASK

RECEIVED FROM: MIKAU

HOW TO GET IT: Out in Great Bay floats Mikau, on the verge of death, with the seagulls about to eat him. Spoil their dinner (or breakfast, or lunch) by grabbing onto the Zora and pushing him to shore. After singing his last, he will leave you his guitar, along with his spirit, sealed in the Zora mask.

USE: Transforms you into Mikau (see CHARACTERS, MAIN section for details).

FIERCE DEITY'S MASK

RECEIVED FROM: MAJORA CHILD

HOW TO GET IT: Give away all 20 masks to the children on the moon, then talk to the child wearing Majora's Mask. Since you have no more masks, he'll give you the Fierce Deity's Mask.

USE: This frightening mask can only be used in battle against bosses. It will transform you into a large armored version of Link carrying a bigger sword which can send out fireballs. You may see this character referred to as Oni Link, but this isn't in the English version. The word "oni" is the Japanese word for a demon, but the English version wouldn't sound very good as "Demon

Link," so I'm assuming they didn't name him. I just call him "Fierce Diety Link" since that's what the mask is called. Some people acall him "FD Link."

-*- NON-TRANSFORMATION MASKS -*-

Remember: Even though many of these masks may seem to be not very useful *coughcircusleader'smaskcough* and difficult to get *coughcouple'smaskcough*, you need to get all twenty of them to get the coveted Fierce Diety's Mask. I don't care if you think it makes the final battle too easy, it's an awesome mask to have even if you never use it much (plus it just seems kinda silly to have 23 masks). If you don't think it's worth it to get all 24 masks, then please do not complain to me about this game being shorter than OoT.

POSTMAN'S HAT

RECEIVED FROM: POSTMAN

HOW TO GET IT: Go through the Kafai side quest. When you get the Express Mail to Mama from the Curiosity Shop owner, take it to the post office and give it to the postman. He'll be so happy that he'll deliver it to Kafai's Mama. Talk to the postman outside the Milk Bar to get the Postman's Hat.

USE: Check the mailbox once to find a Piece of Heart. Use it again to find a green rupee (trust me, your time would be better spent killing Takkuri if you want lots of rupees). Ka-ching!

ALL-NIGHT MASK

RECEIVED FROM: CURIOSITY SHOP

HOW TO GET IT: At midnight on the first day, stake out North Clock Town with your sword ready. Sakon the thief will attack the old lady from the Bomb shop, so hit him with your sword to make him drop her pack. Now make sure you have 500 rupees (you must have the giant's wallet by finding all 30 skulltulas in the Great Bay Skulltula House on the first day). After 10 pm on the Final Day, visit the Curiosity Shop to find the All Night Mask on sale for 500 rupees. Buy it!

USE: Visit the Old Lady in the Stock Pot Inn and listen to her two stories while wearing the mask to stay awake the whole time. You'll win a piece of heart for each story, but only if you answer the questions correctly. For the first story, the answer is "The Carnival of Time." For the other story, the answer is "I dunno." Trust me.

BLAST MASK

RECEIVED FROM: OLD LADY FROM BOMB SHOP

HOW TO GET IT: At midnight on the first day, stake out North Clock Town with your sword ready. Sakon the thief will attack the old lady from the Bomb shop, so hit him with your sword to make him drop her pack. Once he takes off, the old lady will reward you with the Blast Mask.

USE: If you're out of Bombs, don this mask and press B to blast yourself. It hurts, and it has to recharge between uses, but it's worth it if you're out of Bombs. You can also prevent yourself from getting hurt by raising your shield as you use it.

STONE MASK

RECEIVED FROM: SHIRO

HOW TO GET IT: In Ikana Valley, across from the entrance to the graveyard, there is a circle of stones. In the middle sits Shiro, an unknown soldier who has sat there like a rock for years, but nobody has seen him. Use the Lens of Truth to find him, then give him a red or blue potion. He'll give you the very useful Stone Mask.

USE: Basically makes you invisible. Very few enemies will be able to see you, but you can still see yourself (obviously). Most Gerudo guards (female pirates) won't notice you, either (there are a couple of guards who can see you). Use this to get the perfect picture for the fisherman (a good shot is to hop onto

the Bow of a boat and face the guard in the boat, then take a pictograph). I'm not sure, but this may make you invisible to Sakon, the thief, on day three. Also, the Stone Mask is the ticket to fast and easy rupees! (uh oh, I'm starting to sound like some kind of spam mail). Put on the Stone Mask and shoot down Takkuri (the vulture bird near Milk Road). With the Stone Mask on, he won't steal from you since he can't see you.

GREAT FAIRY'S MASK

RECEIVED FROM: GREAT FAIRY

HOW TO GET IT: Complete the Great Fairy in Clock Town as Link to receive this mask.

USE: Wear it to attract the lost fairies in the duneons. Return all 15 of the lost fairies to the nearby Great Fairy to get a new ability or item....

KEATON'S MASK

RECEIVED FROM: CURIOSITY SHOP OWNER

HOW TO GET IT: Go through the Kafei sequence to enter the back door to the Curiosity Shop on day two after about 1 pm. The shop owner will give you Kafei's Keaton Mask and the Express Mail to Mama.

USE: Wear it, then chop up some of the moving shrubs (like in North Clock Town or the Milk Road). Keaton will appear. If you answer his questions, he'll give you a prize.

BREMEN MASK

RECEIVED FROM: GURU-GURU

HOW TO GET IT: Visit Guru-Guru at night by the Laundry Pool to listen to his story. He'll give you the Bremen Mask.

USE: Press AND HOLD the B button to march around playing a marching song on your Ocarina (where are those drum sounds coming from?). Only logical use: in the chicken coop on Romani Ranch, march around and get all the chicks to follow you. Once all of them are in line, they'll grow into chickens. Grog the chicken keeper will be so happy, he'll give you the Bunny Hood.

BUNNY HOOD

RECEIVED FROM: GROG

HOW TO GET IT: Use the Bremen Mask on the many chicks at Romani Ranch to make them grow older. The chicken keeper will be so happy, he'll give you the Bunny Hood.

USE: Wear it as link to run really fast. It also allows you to jump as far as Mikau can jump (for you Zora dummies, you can jump farther as Mikau than Link). Another random use is the postman's 10-second game. While wearing the bunny hood, you will be able to see the timer the whole time. I actually hit ten seconds on the nose the first time I used the bunny hood. Maybe this is because the postman is the running guy from Ocarina of Time, who buys the bunny hood from you.... Maybe this also explains the mysterious white bunny logo seen on the Postman's Hat.... What is it with this man and bunnies? Yah!

DON GERO'S MASK

RECEIVED FROM: HUNGRY GORON

HOW TO GET IT: Calm the baby Goron, then light all the torches in the Goron Shrine to make the chandelier start rotating. Start rolling in the baby's room, then jump off the ramp to break the pots on the chandelier. The Top Sirloin Rock is in one of these. Grab it, then take it to the hungry goron in the Mountain Village. Throw it up to him to receive Don Gero's frog mask.

USE: Show it to all five frogs (after defeating Snowhead), then return to the pond where the icebergs used to be. The five frogs will be sitting on lily pads waiting to sing you a song....

MASK OF SCENTS

RECEIVED FROM: DEKU BUTLER

HOW TO GET IT: After rescuing the Deku Princess from Woodfall Temple, enter the cave to the left of the Deku Palace (to the left while facing the palace). Follow the Butler through the cave all the way to the end to receive the Mask of Scents. If you have the Bunny Hood, transform back to your human form and put on the hood to make it much easier. Make sure you're human once you reach the fire maze. Touching the flames will scorch your little deku body, sending you back to the beginning. For the jumping parts, also make sure you use Link, since he can jump farther.

USE: Use it in the Woods of Mystery, the Southern Swamp, and the Stock Pot Inn to find purple mushrooms. Put the mushrooms in a bottle and sell them to Kotake.

ROMANI'S MASK

RECEIVED FROM: CREMIA

HOW TO GET IT: Save the ranch from "Them," then wait until the middle of the night on the Second Day to hitch a ride with Cremia, Romani's older sister. The wagon has to take a detour through the Gorman Track, so either shoot the Gorman Brothers with your Bow to save the wagon, or wear the Gorman Mask to prevent the brothers from attacking. You'll win the mask, and possibly a hug, from Cremia.

USE: Lets you into the milk bar at night.

CIRCUS LEADER'S MASK

RECEIVED FROM: GORMAN

HOW TO GET IT: Use the Romani Mask to enter the Milk Bar at night. Use your Ocarina, Deku Pipes, Drums, and Guitar to play the Ballad of the Wind Fish. The nearby Circus Leader will hear it and give you his sad mask.

USE: Use it on the Gorman Brothers.... They won't attack the Milk Wagon! They will also be too sad to race you if you wear it in front of them.

KAFEI'S MASK

RECEIVED FROM: MADAME AROMA

HOW TO GET IT: Talk to Madame Aroma in the Boarding Room of the Mayor's Office on the first day to be hired by Madame Aroma. She asks you to find her son, Kafai. She'll give you this mask that looks like him.

USE: Use it to ask the townsfolk if they've seen him. This is a very long sequence that takes up all three days.

COUPLE'S MASK

RECEIVED FROM: KAFEI AND ANJU

HOW TO GET IT: Follow the Anju / Kafai sequence described in the SIDE MISSIONS section to get it from Anju and Kafai.

USE: Put it on, then use it to end the Mayor's meeting to win a Piece of Heart.

MASK OF TRUTH

RECEIVED FROM: SKULLTULA MAN

HOW TO GET IT: Enter the Woodfall Skulltula house and capture all 30 skulltula spirits (see SIDE MISSIONS section for details).

USE: Wear this mask to get secrets from the Gossip Stones (the rocks with the one eye just like the Mask of Truth). You can also read the thoughts of dogs by picking them up while wearing the mask. Dogs that say "Ruff!" run very fast, dogs that say "Rrr-ruff!" run kind of fast, and dogs that say "Ho-whine!" won't run fast. Use this to win the Piece of Heart from the doggy races (bet 80 rupees and get first or second to win).

KAMARO'S MASK

RECEIVED FROM: KAMARO

HOW TO GET IT: Between the hours of 12:00 am (midnight) and 6:00 am, visit Kamaro, dancing on one of the gigantic mushroom-shaped rocks north-west of Clock Town in Termina Field (you should be able to hear his music as he dances). Jump over and learn the dance from him in the form of a mask. Now,

go make it popular!

USE: Press AND HOLD B to dance like Kamaro. Dance in front of the Rosa Twins as they dance in west clock town every night to teach them how to dance. You'll be rewarded with a Piece of Heart.

GIBDO'S MASK

RECEIVED FROM: PAMELA'S FATHER

HOW TO GET IT: Play the Song of Storms in the cave up above in Ikana to restore the river. If Pamela runs inside her house, place a Bomb on her step and run around the south corner. She'll come out and head to the well, so run inside her house. Go downstairs and open the cabinet. Quickly play the Song of Healing for Pamela's dad to heal him. He'll turn back into a human and leave you the Gibdo Mask.

USE: When you wear this, the Gibdo's will ignore you. You can even talk to them....

GARO'S MASK

RECEIVED FROM: GORMAN BROTHERS

HOW TO GET IT: Once you get Epona, race the Gorman Brothers at their race track to win this mask. You must beat both of them in order to win this mask. A good strategy is to get in front of one or both of them and prevent them from passing you. This buys you precious seconds. Use carrots slowly, since they regenerate faster if you use less of them. Use a few, though, to jump over the fences that the Gorman Bros. have to go around. It's tough, but possible.

USE: Allows you to enter Ikana Canyon. The Garos will pop out of the ground in certain places. Beat them to get a hint.

CAPTAIN'S HAT

RECEIVED FROM: GIANT SKELETON

HOW TO GET IT: In the graveyard, play the Sonata of Awakening to wake up the giant skeleton. Shoot him with a few arrows, then fight him with your sword. Once you defeat him, run up the trail to talk to him. He'll turn off the fire, so use your hookshot to reach the chest. Open it to receive the Captain's Hat.

USE: Use it to get useful and funny reactions from the Stalchildren. If you wear it during the battle against Igos du Ikana, you'll get an even funnier reaction.

GIANT'S MASK

RECEIVED FROM: EYEGORE

HOW TO GET IT: In Stone Tower Temple, just before fighting Twinmold, beat the Eyegore to get this mask. To beat Eyegore, run up to him, let him raise his arms, run away a bit, then shoot him with the hookshot or an arrow when his eye turns yellow.

USE: Use it only during the battle with Twinmold in the Stone Tower Temple. Obviously, this mask makes you huge. It also consumes magic power. Make sure you have some magic-refilling potions and the magic upgrade, or the Chateau Romani from the Milk Bar.

| ITEMS |
|_____|

-*- ITEMS -*-

OCARINA OF TIME

USED BY: LINK, SCRUB, DARMANI, AND MIKAU

LOCATION: CLOCK TOWER

HOW TO GET IT: As a Deku Scrub on the last day after midnight, climb the clock tower and shoot the Skull Kid with a bubble. He'll drop the Ocarina, so take it

and don't lose it again!

USE: The most important item in the game, and the funnest too! Play with the four C buttons and the A button. Top C is the note D, Left C is the note B, Right C is the note A, Down C is the note F, and A is the note D. Using these five notes, you can play anything in the game that you need to. Using the control stick, you can push Up to push the note up one step, and vice versa. You can press R to push it up a half step, and Z to push it down a half step (usually to make the note sharp or flat). There are ten songs you can play on it, but you can also just play anything you want to. See the SONGS section for more details. One last note (Get it? Last note? Get it? Sorry...) is that when you transform into another creature (Deku, Goron or Zora), your instrument changes to the Deku Pipes, Goron Drums, and Mikau's Guitar respectively. This way, you can play different instruments by transforming into other people! Once you have all three masks and Romani's Mask, check out the Milk Bar at night and talk to Toto the zora....

One final note on the Ocarina. If, for some reason, you want to play a song that will do something special and you don't want it to have that effect, hold the L button while you play (meaning if you hold L while playing the notes to, for example, the Song of Time, it won't do anything at all). This will also prevent the transformed instruments from being animated (meaning if you hold L while playing Mikau's Guitar for example, you won't see Mikau actually moving his arm, but the notes will still sound).

HERO'S BOW

USED BY: LINK

LOCATION: WOODFALL TEMPLE

HOW TO GET IT: Beat the Lizalfos to win the Bow.

USE: Long range projectile. Press the C button to take it out, and the camera will switch to First Person (like you're looking through Link's eyes). Press and hold the same C button again to take out an arrow, then release to shoot it (you might want to aim first too). Or, if you're in a hurry, once you switch to first person, you can simply tap the C button to quickly fire an arrow, but make sure you've aimed first. Use the arrows to shoot flying enemies, distant enemies, dangerous enemies, crystal switches, balloons, the Gorman Bros., and whatever else you want to.

INITIAL AMMUNITION LIMIT: 30

UPGRADE ONE: LARGE QUIVER (40)

HOW TO GET IT: Go to either the Town Shooting Gallery or the Swamp Shooting Gallery. If you beat the record of 39 at the Town Shooting Gallery, you'll win this upgrade. If you get a perfect score at the Swamp Shooting Gallery, you'll also get it, as long as you don't already have it.

UPGRADE TWO: LARGEST QUIVER (50)

HOW TO GET IT: Once you have the Large Quiver, go to the other shooting gallery and complete that gallery to get the biggest quiver.

FIRE ARROW

USED BY: LINK

LOCATION: SNOWHEAD TEMPLE

HOW TO GET IT: In the central room, up above, there is a place where there are four ramps. Climb up to this area, jump the first ramp as Darmani, roll across the snow, then jump the next ramp to find the Wizrobe. Defeat him the first time to win the Fire Arrow.

USE: Melts any ice, and lights torches on fire, burns spider webs. Also hurts enemies (duh).

ICE ARROW

USED BY: LINK

LOCATION: GREAT BAY TEMPLE

HOW TO GET IT: Get the key, then go to the only locked door and enter it. Con-

tinue on to find the Wart. Shoot his little eyeballs with your hookshot to reel them in, then hit them with your sword. Once enough of them are gone, shoot the bigger eye with arrows. Continue hitting him in the OPEN eye to kill him. Your prize is the Ice Arrow.

USE: Freezes water, waterfalls, and some enemies. Usually, after freezing, the enemy will turn into a very large block of ice, which you can push or climb. Another use is to fire it at the water in Great Bay Temple to make small ice cube stepping-stones. The ice will melt after about 10-15 seconds.

LIGHT ARROW

USED BY: LINK

LOCATION: STONE TOWER TEMPLE

HOW TO GET IT: Kill the Master Garo to win the final magical arrow.

USE: Shoot the red jewels in Stone Tower Temple to flip the whole temple. Also useful for shooting the small sun images that usually require sunlight. Put on the Stone Mask, then shoot the Blue Bubbles with a Light Arrow for a quick purple rupee worth 50 rupees.

BOMB

USED BY: LINK

LOCATION: WEST CLOCK TOWN

HOW TO GET IT: Buy a Bomb Bag from the Bomb Shop in town, then you can find extra Bombs in pots, under rocks, and in bushes.

USE: Press the C button once to take out a Bomb, then press A while standing still to drop the Bomb, or press A while running to throw the Bomb. After about 5 seconds, the Bomb will explode, destroying nearby enemies, rocks, plants, snowballs, pots, weak walls, or anything else that can be blown up, including you.

INITIAL AMMUNITION LIMIT: 20

UPGRADE 1: BIG BOMB BAG (30)

HOW TO GET IT: On Day 1 at 12:30 AM, hit Sakon with your sword as he tries to run off with the bag belonging to the Old Lady from the Bomb Shop. If you rescue the luggage successfully, the Big Bomb Bag will go on sale at the Bomb Shop for a cheaper price. Otherwise, Sakon will sell it to the Curiosity Shop and you'll have to pay more for it. Save your rupees and buy it at the Bomb Shop.

UPGRADE 2: BIGGEST BOMB BAG (40)

HOW TO GET IT: Once you have the Big Bomb Bag and the Goron Mask, talk to the deku salesman in Goron Village as Darmani and buy the Biggest Bomb Bag for the price of 200 rupees and your old Big Bomb Bag.

BOMBCHU

USED BY: LINK

LOCATION: SHOPS AND CHESTS

HOW TO GET IT: Find one in a chest or buy them at shops.

USE: Press C once to take out, then press C again (or maybe A) to place it at your feet. It will then begin to move away, going over any obstacle (except water), going up walls, across ceilings, anywhere it can, until it blows up like a bomb. Modeled after the Real Bombchus in the game (they can also go over any obstacle, up walls, across ceilings, and anywhere else, except they chase after you instead of moving away from you).

INITIAL AMMUNITION LIMIT: 20

UPGRADE 1: See BOMBS

UPGRADE 2: See BOMBS

DEKU STICK

USED BY: LINK

LOCATION: PLANTS, POTS, ROCKS, SHOPS, AND DEKU BABAS

HOW TO GET IT: Just bust open some bushes, rocks, or pots, or buy them at some shops. You can also kill the kind of Deku Babas that just stand straight up and

chomp. The kind that fight back only give you deku nuts and such.

USE: Can be used to hit enemies, but it is weak and will break easily. The best use is to light them on fire and use them to light torches or spiderwebs.

Basically useless after getting the Fire Arrow.

LIMIT: 10?

DEKU NUT

USED BY: LINK AND SCRUB

LOCATION: LOST WOODS, PLANTS, POTS, ROCKS, SHOPS, AND DEKU BABAS

HOW TO GET IT: Either open the chest in the third room of the game (the one with the pink flowers and bottomless pit), or find them in the same kind of places that you would find a deku stick.

USE: Throw them at enemies to stun them, or drop them like bombs as a Scrub when flying with pink flowers. Use this to judge your location before you drop down.

LIMIT: 20?

MAGIC BEANS

USED BY: LINK

LOCATION: DEKU PALACE

HOW TO GET IT: Using the Deku Scrub, infiltrate the Deku Palace on the right side (as you enter). Sneak past the guards to find an underground grotto.

Inside is a guy selling beans. Once you have bought some from him, you can also buy them from the deku scrub next to the Swamp Tour House.

USE: Plant the beans in a soft patch of dirt with a little hole, then dump water on it (you can store spring water in a bottle), or use the Song of Storms to make it grow bigger. Hop on to go for a ride.

LIMIT: 10?

POWDER KEG

USED BY: DARMANI

LOCATION: GORON VILLAGE

HOW TO GET IT: Beat Snowhead Temple (or use a Fire Arrow) to enter the ice-blocked cave in Goron Village. Inside is Medigoron, who owns the Powder Keg Shop. After you've completed the test, you can carry Powder Kegs, but only one at a time. You can also buy one from the Goron in the Bomb Shop in Clock Town.

USE: Used it like a Bomb, but the explosion is much more powerful. Use it to blow up the gigantic boulders like the one near Romani Ranch.

LIMIT: 1

PICTOGRAPH BOX

USED BY: LINK, SCRUB, DARMANI, MIKAU

LOCATION: SOUTHERN SWAMP TOURIST INFORMATION

HOW TO GET IT: Talk to the big hairy man behind the counter to get it for free.

USE: You can take only one picture at a time, but you can choose to delete the picture. This item is essential for some parts, so be sure to get it. Press the C button to take it out, then press A to take a picture. If you've already taken a picture, you will be given the option of keeping the old one before taking a new one.

LIMIT: 1 PICTOGRAPH AT A TIME

LENS OF TRUTH

USED BY: LINK, SCRUB, DARMANI, MIKAU

LOCATION: GORON VILLAGE

HOW TO GET IT: As Link, talk to Kaepora Gaebora in the Goron Village. As he flies over to the cave, jump onto his falling feathers. Once you reach the cave, enter to find the Lens of Truth.

USE: Makes hidden things seen and fake things invisible, this shows where walls are and aren't. It also shows hidden things like ghosts, rungs, and hungry soldiers....

HOOKSHOT

USED BY: LINK

LOCATION: PIRATES' FORTRESS

HOW TO GET IT: Climb the guard tower, cross the bridge, enter the upper room, shoot the beehive, enter the lower room, and open the chest to receive the Hookshot.

USE: One of the most important items in the game. The Hookshot is a spike attached to a long chain. When fired, the hook will pull the chain out. If the hook latches onto something, the chain will retract and pull you to the object. It can also be used as a weapon. The hook will usually work on wood, scarecrows, targets, target posts, stone torches, and other things. It is aimed much like the Hero's Bow.

GREAT FAIRY SWORD

USED BY: LINK

LOCATION: IKANA VALLEY

HOW TO GET IT: Rescue all 15 fairies from Stone Tower Temple, then return them to the Great Fairy Fountain found near Pamela's house.

USE: The biggest and best sword, but it's used as a C Item and doesn't replace your Gilded Sword (you do have the Gilded Sword, don't you?). You can do jump attacks, stabs, and spin attacks by spinning the control stick in a circle and hitting the C button (it doesn't work if you just hold it and release, so you better practice spinning the control stick!).

BOTTLES

USED BY: LINK, SCRUB, DARMANI, MIKAU

LOCATION: VARIOUS (see BOTTLES section for details)

HOW TO GET IT: VARIOUS (see BOTTLES section for details)

USE: Press the C button once to swing it (if it's empty). If there is anything you can catch nearby, it will go into the bottle. Use it to store red fairies, red, green, and blue potions, spring water, hot spring water, milk, zora eggs, small princesses, and other small items. Use it again to take the item out / drink the contents / release the contents / etc.

TRADING ITEMS

USED BY: LINK, SCRUB, DARMANI, MIKAU

LOCATION: VARIOUS

HOW TO GET IT: VARIOUS

USE: Use these items (placed on the right side of the ITEMS subscreen) for many things. Usually, these items can be traded for different items, which can then be traded again, and again, etc. Some items are just used to give to people, while others may just be for your use. To give an item to a person, wait until the message "Press START to set the item to C" etc. is displayed, then press START and set the item to C if you haven't already done so, then press C to give it to them WHILE THAT MESSAGE IS DISPLAYED! Otherwise, they may not take it, or you may drink it, etc. Usually, trade items have no logical use for you, and you can't use them. Also, they will disappear when you use the Song of Time to save.

|PIECES OF HEART|
|_____|

LOCATION: SOUTH CLOCK TOWN

HOW TO GET IT: As a Deku Scrub on the first three days, buy the flower using the moon's tear, then use it to fly up to the clock tower. In front of the door is a Piece of Heart.

LOCATION: SOUTHERN SWAMP

HOW TO GET IT: Give the Land Title Deed to the scrub by the Tourist Info shop. Use the flower to fly to the roof of the shop.

LOCATION: GORON VILLAGE

HOW TO GET IT: AS A DEKU SCRUB give the Swamp Title Deed to the scrub. Use the flower to reach a ledge.

LOCATION: ZORA HALL

HOW TO GET IT: AS DARMANI give the Mountain Title Deed to the scrub in Lulu's room. Use the flower to fly up to the ledge.

LOCATION: IKANA CANYON

HOW TO GET IT: AS MIKAU give the Ocean Title Deed to the scrub by Sakon's hide-out. Use the flower to reach the Piece of Heart across the canyon.

LOCATION: NORTH CLOCK TOWN

HOW TO GET IT: Behind the slide, climb the short post, jump to the tall post, then jump to the slide platform. From there, jump to the post between you and the tree, then jump to the tree to get a Piece of Heart.

LOCATION: WEST CLOCK TOWN

HOW TO GET IT: Get the Kamaro's Mask (see MASKS section), then dance in front of the Rosa Twins as they practice at night.

LOCATION: CLOCK TOWN

HOW TO GET IT: Put on the Postman's Hat, then open one of the red mailboxes to get a Piece of Heart. Question: why did the Postman (YAH!) give you a hat that can be used to get a Piece of Heart instead of just giving you a Piece of Heart? Answer: so that you can get the FD Mask!!!

LOCATION: SWORDSMAN'S SCHOOL

HOW TO GET IT: Get a perfect score on the expert course by jump-attacking every post.

LOCATION: POST OFFICE

HOW TO GET IT: Wear the bunny hood and play the postman's 10-second game. Hit 10 seconds EXACTLY to win a Piece of Heart.

LOCATION: STOCK POT INN

HOW TO GET IT: Take any Land Title Deed and enter the Stock Pot Inn at night. Give it to ???, the hand sticking out of the toilet to get a Piece of Heart as a reward. YAY!

LOCATION: CLOCK TOWN, MILK ROAD, MOUNTAIN VILLAGE

HOW TO GET IT: Put on the Keaton's Mask, then chop up a few of the moving bushes (you don't have to chop them all up like most people say). Answer all of Keaton's questions correctly to win. I know there's more than these, but I'm only going to post the ones I have figured out myself (or guessed myself :) This way I'll have to actually find out the answers myself (it's more fun that way).

What time does Romani, the girl at the ranch, go to bed?: Eight

At what time does Romani, the girl at the ranch, wake up?: Six

How many balloons does romani use to practice?: 1

What weapon does Romani use in practice?: Bow

How many tiny cow figurines are there in Clock Town?: Ten

How old is Tingle, the Map Salesman?: 35

What is the name of the Mayor of Clock Town?: Dotour

What is the name of Anju's father?: Tortus

How many mailboxes are there in Clock Town?: Five

Mikau is of which race?: Zora

What is the name of Clock Town's Inn?: Stock Pot Inn

What is Anju, the Innkeeper, bad at doing?: Cooking

What color of trunks does Tingle the Mapmaker wear?: Red

How many cuccos are in the barn at Romani Ranch?: 1

How many members are there in the Indigo-gos?: 5

What is the name of Clock Town's Carnival?: Carnival of Time

What are the magic words Tingle the Mapmaker made himself?: Koolooh-Limpah!

What does the Old Man from the Bomb Shop call his mother?: Mommy

What is the name given to you by Romani, the ranch girl?: Grasshopper

What is the name of the song learned from Romani?: Epona's Song

What instrument does the Skull Kid play?: Flute

What bad habit does Anju have? Quick to apologize

What is the name of the singer in the Zora Band, the Indigo-Gos?: Lulu

LOCATION: PINNACLE ROCK

HOW TO GET IT: Defeat all the sea monsters at Pinnacle Rock and talk to the two golden seahorses to get a Piece of Heart. See the WALKTHROUGH section for details on how to reach Pinnacle Rock.

LOCATION: SWAMP TOURIST INFO

HOW TO GET IT: Take a good picture of Tingle on the road to the swamp and show it to the big hairy guy (his father) at the Tourist Info House.

LOCATION: GORON POND

HOW TO GET IT: After thawing the mountain, use Mikau to find a treasure chest under water in Goron Pond.

LOCATION: OCEANSIDE SPIDER HOUSE

HOW TO GET IT: Wear the Captain's Hat and talk to all the Stalchildren in the house. Write down the order of the colors, if you need to, then shoot the colored skulls in the last room in that order to open the door.

LOCATION: ANCIENT CASTLE OF IKANA

HOW TO GET IT: Get on the roof and shoot the nearby Guay. Shoot the switch, then hop to the first flower. Turn into a Deku Scrub, burrow, then fly to the next flower. Use that flower to reach the Piece of Heart.

LOCATION: IKANA GRAVEYARD

HOW TO GET IT: Use the Captain's Hat on the second day to order the stalchildren to open the grave. Use the Lens of Truth to find a Piece of Heart.

LOCATION: MAYOR DOTOUR'S OFFICE

HOW TO GET IT: Wear the Couple's Mask to end the meeting. Mayor Dotour will give you a Piece of Heart.

LOCATION: OLD LADY'S ROOM IN THE STOCK POT INN

HOW TO GET IT: Wear the All-Night Mask to listen to the Carnival of Time story. Answer "The Carnival of Time" to her first question, then "On the eve of the Carnival."

LOCATION: OLD LADY'S ROOM IN THE STOCK POT INN

HOW TO GET IT: Wear the All-Night Mask to listen to the Four Giant's story. Answer the question "I dunno" to receive the Piece of Heart (trust me).

LOCATION: DOGGY RACETRACK

HOW TO GET IT: First, you really should get the Mask of Truth from the Swamp Spider House (see the SIDE MISSIONS section for details). Go to the Doggy Race-track located on Romani Ranch. Enter and talk to Mamayu Yan, the doggy lady from Ocarina of Time. Talk to her and bet at least 80 rupees. Now, put on the

Mask of Truth and pick up a doggy. If the doggy says "RUFF!" at the beginning, then keep that doggy and use it in the race. If it just says "RR-RUFF!" Don't keep it, it probably won't win. If it says "HO-WHINE!" let it rest it's tired little legs, it won't win. Find one that says "RUFF!" and take it to Mamayu Yan. Say yes to enter it in the race. If it gets 1st place, you'll get three times the rupees you bet (meaning if you bet 80, you'll 240 rupees). If your dog gets 2nd place, you'll get double (if you bet 80, you'll get 160). If you get 3rd - 5th, you'll get your rupees back. As long as you picked a dog that says "RUFF!" you should get at least 5th place. If you win more than 150 rupees (if you bet 80 rupees and took 1st or 2nd place), you will win a Piece of Heart as a special prize!

LOCATION: GREAT BAY

HOW TO GET IT: After beating the Great Bay Temple, visit the small peninsula in Great Bay (near the lone Like Like). A small boat will be docked. Hop on to ride over to the islands. Use the hookshot to reach the tall island. Talk to the fisherman to play the Jumping Game. Jump onto the island with the lit torch to score a point. Score 20 points in 2 minutes to win.

LOCATION: GREAT BAY

HOW TO GET IT: Kill the Like Like in the pool by the falls. Either shoot it with arrows on land or dive down as Mikau to kill it and take it's prize.

LOCATION: EAST CLOCK TOWN

HOW TO GET IT: Get a perfect score at Honey & Darling's game three days in a row to win a Piece of Heart. Their game changes daily. The rules are simple: destroy all the targets (or baskets) with the item they give you in the time allowed. If you fall off the platform, you'll lose. Also, on day 3, if you happen to shoot Honey and/or Darling with an arrow they'll say "That hurts!" but you won't lose. In fact, you'll even gain a few seconds! Y'know, if I got shot with an arrow by a dippy kid in green, I'd do more than say "That hurts!"

LOCATION: EAST CLOCK TOWN

HOW TO GET IT: Get a perfect score at the shooting gallery (50). It's tough, but possible. Try to memorize where the red Octoroks will appear and shoot as soon as they pop up. You'll have to be fast and accurate. If you miss, you may not have time to reload and fire again. Sometimes, there will be multiple Octoroks hiding behind the front one, so don't stop just because you already shot one, another may be hiding behind it. Also, don't jump the gun and shoot a blue one, hitting only one blue octorok will cost you the whole game since you'll lose precious seconds. Practice a lot and you should eventually get it.

LOCATION: NORTH CLOCK TOWN

HOW TO GET IT: This has to be the hardest part of the game, but at least it's good practice. In North Clock Town is a Deku Scrub Playground, just south of the Great Fairy Fountain (it's in a grotto behind the fence, use a flower to reach it). You better have a lot of rupees, because this will be tough. You have to collect six rupees on floating platforms in under 1:15:00, three days in a row. Easier said than done. The game on the first day shouldn't be too hard. If it is, good luck, you'll never make it. The second day's game is a nightmare. First, land on one of the outer platforms, then try to get the two in the next row. Next, get the middle two, and now try to get the last one. It is possible. The third day isn't much better. The two outer platforms and the two inner platforms are revolving around the center, while the two in between will rise up and down. Use the starting flower on the left ONLY and fly to the first up-and-down platform. From there, it shouldn't be too tough to reach the two in the middle, then the other up-and-down one. Now go for the outer two. it may be a little easier if you try to land on one of the outer ones first, but be ready to head for the up-and-down one if you don't make it. Good Luck.

LOCATION: SNOWHEAD TRAIL

HOW TO GET IT: First, teach the scarecrow a song, then go to the trail leading up to Snowhead (the one with all the Goron ramp jumps). A Piece of Heart is waiting on a little platform waaay out there. No, your hookshot won't reach that far, so whip out your Lens of Truth to find the platforms leading to it. Be careful, they're made of ice. Once you jump, let go of the control stick so you don't go sliding off them. Once you reach the last one, play the Scarecrow Song to make him appear. Now use your hookshot to reach him and get the Piece of Heart. Now jump off (it won't hurt too much), or use the Song of Soaring to return.

LOCATION: ZORA HALL

HOW TO GET IT: As Mikau, go into Japas's room and take out your guitar. Jam with him by playing the following:

JAPAS: RC, RC, DC, A

YOU: A, DC, RC, A

JAPAS: LC, LC, RC, DC

YOU: DC, RC, LC, DC

Only play the YOU lines after Japas plays the JAPAS lines. The problem is, it's so cool that Evan, the band leader, won't like the fact that he didn't write it himself. Go to Evan's room and turn back into Link (or any other form other than Mikau). Play all four of those lines on your instrument, including the ones Japas played. Evan will hear the notes and say that he wrote it. He'll give you a Piece of Heart for teaching him the song. I'd say that's a pretty good deal, since he did steal your tune....

LOCATION: SOUTHERN SWAMP

HOW TO GET IT: On the road to the Southern Swamp is a tree, a really big one with lots of weird looking branches. Shoot all the Bad Bats first, then climb the vines growing on the tree. Hidden in the middle of the branches is a Piece of Heart.

LOCATION: TERMINA FIELD

HOW TO GET IT: Around Termina Field are four secret grottos, each with four Gossip Stones, three little and one big (they all say the same thing in the four different grottos, but you don't need to read them, I'll tell you what to do). In each of the grottos, one of the Gossip Stones is bigger than the rest. When you play a certain song for it, it will change color. Here's a list:

SONATA OF AWAKENING PLAYED BY DEKU BUTLER'S SON: Green

GORON LULLABY PLAYED BY DARMANI: Red

NEW WAVE BOSSA NOVA PLAYED BY MIKAU: Blue

You must hunt down all four grottos and play the same song for each of the Big Gossip Stones (so if you play the New Wave Bossa Nova as Mikau for one of them, play the New Wave Bossa Nova for the other three). You'll notice that once you find the second one, one of the smaller gossip stones is already that color. What you're trying to do is make all four Gossip Stones the same color. It's kind of confusing for me to describe, you'll understand. Here's the approximate locations of the four grottos:

NORTH OF CLOCK TOWN (just to the right of the snowy area outside the North Entrance to Clock Town)

WEST OF THE SOUTHERN SWAMP ROAD

WEST OF CLOCK TOWN (under the boulder)

JUST NORTH OF THE ASTRAL OBSERVATORY

LOCATION: CLOCK TOWN BANK

HOW TO GET IT: Deposit more than 5,000 rupees at the bank to fill up your account and win a Piece of Heart. Now you can't deposit any more rupees until

you withdraw some.

LOCATION: TREASURE CHEST GAME (CLOCK TOWN)

HOW TO GET IT: As Darmani, find your way through the invisible maze to the chest at the other end. Hold the Z Button to hold the camera up higher to give you a better view.

LOCATION: TERMINA FIELD

HOW TO GET IT: Just west of the Astral Observatory is a secret grotto, used as a storehouse for a deku scrub. If you try to go down there, all you'll find is some grass and a crate. So, get a bean and fly over the fence to the soft soil using the nearby pink flower. Plant the bean there, water it (with the Song of Storms), then enter the Astral Observatory. Look over Clock Town through the telescope, then follow the path of the scrub as he flies around, and then down into his storehouse. Exit the observatory, then use the bean platform to get outside the fence quickly. Run over and drop down to find the scrub salesman. He's not too pleased, so he'll try to sell you a Piece of Heart for 150 rupees. That seems a little steep, don't you think? I wouldn't take it for that much. Maybe you can get it down to 100 rupees if you refuse....

LOCATION: TERMINA FIELD

HOW TO GET IT: In the grassy area south-west of Clock Town, find the butterflies (near the Deku Baba), then drop down into the nearby hidden grotto. Inside is a Peahat, an enemy you may remember from Ocarina of Time. Kill him with arrows or your sword to win a Piece of Heart. Oh? He's not attacking? He's just sending little larva at you? Maybe he's too tired to fight, maybe he'll be ready when he wakes up. The Sonata of Awakening didn't work? Well, try using nature's way of waking things up: the time of day.

LOCATION: TERMINA FIELD

HOW TO GET IT: Right next to the fence blocking the way to Great Bay is another boulder. Bomb it, then kill the Bio Deku Babas and shoot the beehives to make a Piece of Heart fall into the water. Dive down and get it.

LOCATION: TERMINA FIELD

HOW TO GET IT: Find the juvenile Dodongo, then enter the grotto nearby. Kill the two adult Dodongos by slashing their tails to win a Piece of Heart.

LOCATION: SWAMP SHOOTING GALLERY

HOW TO GET IT: Get a perfect score once to win a bigger quiver. Later, get another perfect score to win a Piece of Heart. Just shoot all the deku scrubs, then shoot the guays that appear. Be sure to hit the Wolfos (big big points!) and the two hidden scrubs. One is in the tree on the right, the other is on the big rock to the left.

LOCATION: DEKU PALACE

HOW TO GET IT: On the other side (the left side), a Piece of Heart is hidden in the garden. Use the Stone Mask to help you sneak past the guards.

LOCATION: WOODFALL

HOW TO GET IT: Use the deku flowers to reach the big chest, just to the left as you enter Woodfall.

LOCATION: SOUTHERN SWAMP

HOW TO GET IT: After restoring the swamp by defeating Odowla, talk to Koume in the Tourist Info Shop. She'll challenge you to a target shooting game. Shoot her target (not her!) 20 times in one round to win a Piece of Heart. FYI, my high score is currently 38.

LOCATION: RAPID RACE

HOW TO GET IT: Beat the Beaver Brothers once to get a bottle (or 20 rupees), then beat them both again in under 1:40 seconds to win a Piece of Heart.

LOCATION: GREAT BAY LABORATORY

HOW TO GET IT: Catch five fish (easiest way: get five bottles and fill them up with fish from the Stock Pot Inn Kitchen, enter a room and return to the kitchen for more). Drop them all into the small fish tank in the Great Bay Laboratory. One of the fish will eat them all, and then he'll eat the other one already there. He'll then spit out a Piece of Heart.

LOCATION: MOUNTAIN VILLAGE

HOW TO GET IT: Round up the five frogs all over Termina with Don Gero's Mask, then conduct their song after defeating Ghot and restoring the Mountains. One of the frogs already waits there, and another is easy to find by the Clock Town Laundry Pool. Two are being held by the Gekkos in the Woodfall Temple and Great Bay Temple, and you'll find the fifth sitting on a log in the Southern Swamp after defeating Odowla (you may have noticed him during the cruise). Once all five have been found and returned, go to the pond in the Mountain Village to conduct their song.

LOCATION: GREAT BAY

HOW TO GET IT: First, teach the Scarecrow a song and buy a Magic Bean pod, then go to the shore by the Pirates' Fortress (the shore with a million Like Likes). Use the Hookshot to reach an upper ledge with some soft soil. Plant the bean and water it to reach another ledge, then summon the Scarecrow and use the Hookshot to reach the Piece of Heart.

LOCATION: PIRATES' FORTRESS

HOW TO GET IT: Infiltrate the Pirates' Fortress (see the WALKTHROUGH section for details) until you reach an area without any pirates where a Piece of Heart is locked behind a door. Break through the barrels by rolling into them, then hit the switch. Put on the Bunny Hood and run down to the room with the Piece of Heart inside.

LOCATION: IKANA GHOST HOUSE

HOW TO GET IT: First, I recommend getting the Great Fairy's Sword, then pay 30 rupees to try to defeat the four Poe Sisters (Joelle, Amy, Beth, and Meg). Use the Great Fairy's Sword on the first three, then fight Meg. Meg's a bit tougher: there's one of her, and three illusions. The real Meg is the one that spins around once as soon as she appears (once she's solid). Hit her with the sword or an arrow and the Piece of Heart is yours.

LOCATION: IKANA VALLEY

HOW TO GET IT: Arm yourself with the Light Arrow, the Great Fairy's Sword, a lot of arrows, about 18 hearts (trust me), and a healing fairy or two (you may not need the fairy, but it wouldn't hurt). Dive into the river and swim north of the Octoroks. Behind the waterfall is a cave leading to the Secret Shrine. Shoot a Light Arrow at the sun to open the door, then talk to the one-eyed guy. Jump to the different tunnels to reach some mini-bosses. The tunnel on the left leads to three Dinofols, no problem with the Great Fairy's Sword. The second room from the left holds a Wizrobe. Use arrows against him, but this time, you don't have the map or compass to help you. The next room has a Wart. Now instead of using the Hookshot to remove the smaller eyeballs, you can use the spin-attack with the Great Fairy's Sword (if you know how to do it well). The last room holds the Master Garo. He's a lot easier now that you have the Great Fairy's Sword. You need a lot of hearts to get in to fight him, though. Just use the sword on him and you shouldn't have any trouble. Once all four mini-bosses are gone and you have accumulated a whopping 400 rupees, return to the central room to get a Piece of Heart.

LOCATION: ODOWLA MINI-DUNGEON

HOW TO GET IT: Use the Deku Mask to fly across the room to the ledge on the right side in the back of the room to find the Piece of Heart.

LOCATION: GHOT MINI-DUNGEON

HOW TO GET IT: Using the Goron Mask, roll across the paths and bounce off the chests. Navigate the paths to find the Piece of Heart.

LOCATION: GYORG MINI-DUNGEON

HOW TO GET IT: Using the Zora Mask, swim through the tunnels. If you find a fork, take it, use it for dinner... j/k, bad joke. Take the following forks: left, right, left, left. Hop out to find the Piece of Heart hiding behind the Gossip Stone.

LOCATION: TWINMOLD MINI-DUNGEON

HOW TO GET IT: Beat the bosses to find the Piece of Heart in the last room.

|BOTTLES|
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LOCATION: SOUTHERN SWAMP

HOW TO GET IT: Visit Kotake in the Teapot House to get a free bottle filled with a red potion.

LOCATION: ROMANI RANCH

HOW TO GET IT: Use a Powder Keg to blast open the large rock on the first day. Talk to Romani to make a promise to protect the ranch from "them." "They" always come a few days before the festival, then "they" visit the cow barn and steal the cows. Practice a few times, then wait form "them" to come. Once "they" arrive, shoot arrows to prevent "them" from reaching the cow barn. The best ambush spot is on top of the house. There's a laddar behind the house. From the roof, you can shoot any of "them" that try to approach the barn. If you run out of arrows, you can take some "left behind" by "them," or you can break open the crate in front of the house. Once dawn arrives, "they" will leave. If you're successful, Romani will give you a bottle filled with milk.

LOCATION: GORON RACE TRACK

HOW TO GET IT: After beating Snowhead Temple, visit the Powder Keg shop in Goron Village to get a test keg. Take it to the Goron Race track (above Goron Pond) by throwing it up the ramp, then rolling up to it. Carry it up to the large rock, then BOOM. Win the race to receive a bottle with some gold powder in it.... Maybe the Zubora the Sword Smith could use this stuff....

LOCATION: BEAVER'S GAME

HOW TO GET IT: In the area with Zora Hall, hike up the river towards the waterfall. Use the hookshot to pull yourself up to the ledges on the cliffs (shoot the trees). Make your way over to the cave above the waterfall. Inside lives a pair of beaver brothers. As Mikau, follow the smaller beaver through all 20 rings. Now, follow the big brother through all 25 rings. If you complete it both times, they'll give you their very special empty bottle.

LOCATION: MILK BAR

HOW TO GET IT: First, get Romani's mask, then follow the Kafei sequence until you get the Express Mail to Mama. On the final day, after 6 pm, give the mail to Madame Aroma in the Milk Bar. She'll give you a bottle full of Chateau Romani milk.

LOCATION: GRAVEYARD

HOW TO GET IT: At night, 3rd Day, put on the Captain's Hat and talk to the

three stalchildren around the grave and order them to open the grave. Enter the hole, then talk to Dampé. Lead him around to the dirt piles and tell him to dig them up. For the two up higher, lead him to the squares on the ground, then run up to the upper platforms. Lead him to those dirt piles and tell him to dig. Once all three blue flames have been found, Dampé will run away and a giant Poe will appear. Wait until it hits your shield, then shoot it with an arrow. After about five shots, it will die and a treasure chest will appear. Open it to receive the bottle. This may take a while, so I highly recommend playing the Inverted Song of Time first. You only have 12 hours of game time to do this, since it only works on Day 3. Also, to make this MUCH easier, Z-Target Dampé and slowly walk in the direction you want him to go. As long as you have a target lock on him, he'll follow you. If you get too far away from him, the lock will break and he'll be lost.

SHOPS AND PRICES

All the shops, items for sale, and games to play are listed here. For the hours, if it says "1ST - 3RD, 6:00 - 6:00 AM" it means the shop / game / etc. is always open (meaning they're open all three days, from six in the morning until six in the morning).

-*- WEST CLOCK TOWN -*-

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- 1: POST OFFICE -

OWNER: POSTMAN
 HOURS: 1ST - 2ND, 3:00 PM - 12:00 AM, 3RD, 3:00 PM - 6:00 AM
 ITEMS FOR SALE: NONE
 GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
10-SECOND GAME	FREE	PIECE OF HEART	PRESS "A" AFTER EXACTLY 10-SECONDS

- 2: MIGHTY TRAINING CENTER -

OWNER: SWORDSMAN
 HOURS: 1ST - 3RD, 6:00 - 6:00 AM
 ITEMS FOR SALE: NONE
 GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
NOVICE COURSE	1 RUPEE	NONE	OBEY THE MASTER
EXPERT COURSE	10 RUPEES	PIECE OF HEART	PERFECT SCORE

- 3: LOTTERY SHOP -

OWNER: UNKNOWN
 HOURS: 1ST - 3RD, 6:00 AM - 11:00 PM
 ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
LOTTERY	10 RUPEES	50 RUPEES	CHOOSE 3 LUCKY NUMBERS (DIFFERENT IN EACH GAME BUT DOESN'T CHANGE).

- 4: BOMB SHOP -

OWNER: OLD MAN FROM BOMB SHOP
HOURS: 1ST - 3RD, 6:00 - 6:00 AM
ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
BOMB	10	30 RUPEES	BOMB BAG
BOMB BAG	1	50 RUPEES	NONE
BIG BOMB BAG	1	50 RUPEES	RESCUE OLD LADY FROM SAKON
BOMBCHU	10	40 RUPEES	BOMB BAG
POWDER KEG	1	50 RUPEES	CERTIFICATION

GAMES TO PLAY: NONE

- 5: TRADING POST -

OWNER: MAN FROM CURIOSITY SHOP
HOURS: 1ST - 3RD, 6:00 - 6:00 AM
ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
ARROW	30	30 RUPEES	HERO'S BOW
ARROW	50	40 RUPEES	HERO'S BOW
DEKU NUT	10	30 RUPEES	NONE
DEKU STICK	1	10 RUPEES	NONE
RED POITON	1	30 RUPEES	EMPTY BOTTLE
GREEN POTION	1	30 RUPEES	EMPTY BOTTLE
HERO'S SHIELD	1	80 RUPEES	MISSING SHIELD
FAIRY	1	50 RUPEES	EMPTY BOTTLE

GAMES TO PLAY: NONE

- 6: CURIOSITY SHOP -

OWNER: MAN FROM CURIOSITY SHOP
HOURS: 1ST - 3RD, 10:00 PM - 6:00 AM
ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
BOMB BAG	1	? RUPEES	LET SAKON ATTACK OLD WOMAN
ALL-NIGHT MASK	1	500 RUPEES	SAVE OLD WOMAN, GIANT'S WALLET

GAMES TO PLAY: NONE

- 7: CLOCK TOWN BANK -

OWNER: BANKER
HOURS: 1ST - 3RD, 6:00 - 6:00 AM
ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
ADULT WALLET	1	200 RUPEES	200 RUPEES DEPOSITED
5 RUPEES (INTEREST)	1	1000 RUPEES	1000 RUPEES DEPOSITED
PIECE OF HEART	1	5000 RUPEES	5000 RUPEES DEPOSITED

GAMES TO PLAY: NONE

-*- NORTH CLOCK TOWN -*-

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BOMBCHU GALLERY	10 RUPEES	50 RUPEES	1ST DAY
BASKET BOMB	10 RUPEES	50 RUPEES	2ND DAY
TARGET SHOOTING	10 RUPEES	50 RUPEES	3RD DAY
3-DAY CHALLENGE	30 RUPEES	PIECE OF HEART	PERFECT SCORE ALL 3 DAYS

- 4: TREASURE CHEST SHOP -

OWNER: NAME UNKNOWN

HOURS: 1ST - 3RD, 6:00 AM - 10:00 PM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
CHEST MAZE (LINK)	20 RUPEES	PURPLE RUPEE	NAVIGATE ENTIRE MAZE
CHEST MAZE (SCRUB)	10 RUPEES	DEKU NUT	NAVIGATE ENTIRE MAZE
CHEST MAZE (DARMANI)	30 RUPEES	PIECE OF HEART	NAVIGATE ENTIRE MAZE
CHEST MAZE (MIKAU)	5 RUPEES	?	NAVIGATE ENTIRE MAZE

- 5: TOWN SHOOTING GALLERY -

OWNER: UNKNOWN

HOURS: 1ST - 3RD, 6:00 AM - 10:00 PM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
TARGET SHOOTING	20 RUPEES	BIG QUIVER	BREAK RECORD
		BIGGEST QUIVER	BREAK RECORD, BIG QUIVER FROM SWAMP
		50 RUPEES	BREAK RECORD, BIGGEST QUIVER
		PIECE OF HEART	PERFECT SCORE: 50

-*- SOUTHERN SWAMP -*-

- TINGLE THE MAPMAKER

OWNER: TINGLE

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
WOODFALL MAP	1	20 RUPEES	NONE
SNOWHEAD MAP	1	40 RUPEES	NONE

GAMES TO PLAY: NONE

- SWAMP SHOOTING GALLERY

OWNER: UNKNOWN (I like to call him Hagrid :)

HOURS: 1ST - 3RD, 6:00 AM - 10:00 PM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
TARGET SHOOTING	20 RUPEES	BIG QUIVER	PERFECT SCORE
		BIGGEST QUIVER	PERFECT SCORE, BIG QUIVER FROM TOWN
		PIECE OF HEART	PERFECT SCORE, BIGGEST QUIVER

- DEKU SALESMAN -

OWNER: DEKU SCRUB

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
MAGIC BEANS	1	10 RUPEES	BOUGHT BEANS FROM DEKU PALACE, DEKU MASK

GAMES TO PLAY: NONE

- SWAMP TOURIST INFO -

OWNER: TINGLE'S FATHER

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
KOUME'S BOAT CRUISE	10 (1ST FREE)	ACCESS TO DEKU PALACE	SAVE KOUME
SWAMP PICTURE CONTEST	FREE	20 RUPEES / CRUISE	PICTURE OF BIGOCTO, SAVE KOUME
		PIECE OF HEART	PICTURE OF TINGLE ON ROUTE TO SWAMP
KOUME'S SHOOTING GAME ?		PIECE OF HEART	BEAT ODOWLA, SCORE 30

- KOTAKE'S SHOP -

OWNER: KOTAKE

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
RED POTION	1	20 RUPEES	EMPTY BOTTLE
GREEN POTION	1	10 RUPEES	EMPTY BOTTLE
BLUE POTION	1	FREE / 60	MASK OF SCENTS, GIVE A MUSHROOM TO KOTAKE, GET IT FREE, EMPTY BOTTLE

-- DEKU PALACE --

- MAGIC BEAN SALESMAN -

OWNER: MAGIC BEAN SALESMAN

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
MAGIC BEANS	1	FREE	HAVEN'T GOTTEN FREE SAMPLE
	1	10 RUPEES	ALREADY GOT FREE SAMPLE

GAMES TO PLAY: NONE

-- MOUNTAIN VILLAGE --

- MOUNTAIN SMITHY -

OWNER: ZUBORA

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
RAZOR SWORD	1 (TEMP.)	100 RUPEES	HERO'S SWORD, MELTED FORGE
GILDED SWORD	1 (PERM.)	FREE	GILDED SWORD, GOLD DUST

GAMES TO PLAY: NONE

- TINGLE THE MAPMAKER -

OWNER: TINGLE

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
SNOWHEAD MAP	1	20 RUPEES	NONE
ROMANI RANCH MAP	1	40 RUPEES	NONE

GAMES TO PLAY: NONE

-- GORON VILLAGE --

- POWDER KEG SHOP -

OWNER: MEDIGORON

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
POWDER KEG	1	100 RUPEES	FIRE ARROW OR GHOT DEFEATED, POWDER KEG CERTIFIED

GAMES TO PLAY: NONE

- DEKU SCRUB -

OWNER: DEKU SCRUB

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
BIGGEST BOMB BAG	1	200 RUPEES	BIG BOMB BAG, GORON MASK

GAMES TO PLAY: NONE

- GORON SHOP -

OWNER: UNKNOWN

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
(WINTER)			
ARROW	10	40 RUPEES	HERO'S BOW
BOMB	10	40 RUPEES	BOMB BAG
RED POTION	1	80 RUPEES	EMPTY BOTTLE
(SPRING)			
ARROW	10	20 RUPEES	HERO'S BOW
BOMB	10	10 RUPEES	BOMB BAG
RED POTION	1	50 RUPEES	EMPTY BOTTLE

GAMES TO PLAY: NONE

-*- GORON RACETRACK -*-

- GORON RACETRACK -

OWNER: THE GORONS

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
GORON RACE	FREE	GOLD DUST + BOTTLE	GHOT DEFEATED, GORON MASK

-*- MILK ROAD -*-

- TINGLE THE MAPMAKER -

OWNER: TINGLE

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
ROMANI RANCH MAP	1	20 RUPEES	NONE
GREAT BAY COAST MAP	1	40 RUPEES	NONE

- GORMAN RACETRACK -

OWNERS: GORMAN BROS.

HOURS: ?

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENT
MILK	1	?	EMPTY BOTTLE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
GORMAN RACE	?	GARO MASK	BEAT BOTH BROTHERS

-*- ROMANI RANCH -*-

- DOGGY RACETRACK -

OWNER: MAMAYU YAN

HOURS: 1ST - 3RD, 6:00 AM - 8:00 PM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
DOGGY RACE	10-90 RUPEES	TRIPLE WINNINGS	1ST PLACE
		DOUBLE WINNINGS	2ND PLACE
		MONEY BACK	3RD - 5TH PLACE
		PIECE OF HEART	WIN 150+ RUPEES

-*- GREAT BAY -*-

- TINGLE THE MAPMAKER -

OWNER: TINGLE

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
GREAT BAY COAST MAP	1	20 RUPEES	NONE
STONE TOWER MAP	1	40 RUPEES	NONE

GAMES TO PLAY: NONE

- JUMPING GAME -

OWNER: FISHERMAN

HOURS: 1ST - 3RD, 7:00 AM - 4:00 PM, 7:00 PM - 4:00 AM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
JUMPING GAME	20 RUPEES	PIECE OF HEART	GYORG DEFEATED, 20 POINTS

-*- ZORA CAPE -*-

- BEAVER RIVER -

OWNERS: BEAVER BROTHERS

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
LITTLE BROTHER RACE	FREE	NONE	SWIM THROUGH 20 RINGS
BIG BROTHER RACE	FREE	EMPTY BOTTLE	BEAT LITTLE BROTHER, SWIM THROUGH 25 RINGS
LI'L BROTHER RACE #2	FREE	NONE	BEAT BIG BROTHER SWIM THROUGH 20 RINGS
BIG BROTHER RACE #2	FREE	PIECE OF HEART	BEAT LITTLE BROTHER 2ND TIME SWIM THROUGH 25 RINGS

-*- ZORA HALL -*-

- ZORA SHOP -

OWNER: A ZORA

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
ARROW	10	20 RUPEES	HERO'S BOW
HERO'S SHIELD	1	90 RUPEES	MISSING YOUR SHIELD
RED POTION	1	60 RUPEES	EMPTY BOTTLE

GAMES TO PLAY: NONE

- DEKU SCRUB -

OWNER: DEKU SCRUB

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
GREEN POTION	1	40 RUPEES	EMPTY BOTTLE, ZORA MASK

GAMES TO PLAY: NONE

-*- IKANA CANYON -*-

- DEKU SCRUB -

OWNER: DEKU SCRUB

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
BLUE POTION	1	100 RUPEES	EMPTY BOTTLE

GAMES TO PLAY: NONE

- TINGLE THE MAPMAKER -

OWNER: TINGLE

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE:

NAME	QUANTITY	PRICE	REQUIREMENTS
CLOCK TOWN MAP	1	40 RUPEES	NONE
STONE TOWER MAP	1	40 RUPEES	NONE

GAMES TO PLAY: NONE

- SPIRIT HOUSE -

OWNER: ONE-EYED GUY

HOURS: 1ST - 3RD, 6:00 - 6:00 AM

ITEMS FOR SALE: NONE

GAMES TO PLAY:

NAME	PRICE	PRIZE	REQUIREMENTS
SPIRIT HEALING	30 RUPEES	PIECE OF HEART	BEAT ALL FOUR POES

|ENEMIES|
|_____|

Here's a list of all the enemies, mini-bosses, and bosses in the game (excluding info on the final boss, of course). Enemies that are returning from Ocarina of Time have "-" marks around them, and new enemies have "=" marks around them. Enemies with "-=" and "=-" around it are returning, but are slightly different.

-*- ENEMIES -*-

- ARMOS -

DESCRIPTION: A large stone statue, round, carries small sword.

USUALLY FOUND: Stone Tower Temple.

WAY IT ATTACKS: Bounces around, explodes.

HOW TO KILL IT: Hit it once (Goron punch works). Run away and let it explode.

== BAD BAT ==

DESCRIPTION: Identical to the Keese

USUALLY FOUND: Outside temples

WAY IT ATTACKS: Flies towards you.

HOW TO KILL IT: Shoot it down with an arrow.

- BEAMOS -

DESCRIPTION: A rotating eye on top of a stone base.

USUALLY FOUND: Stone Tower Temple.

WAY IT ATTACKS: Shoots blue beams at you (use Mirror Shield to defend).

HOW TO KILL IT: Use a Bomb or the Blast Mask

- BIG POE -

DESCRIPTION: A big ugly ghost.

USUALLY FOUND: Ikana area.

WAY IT ATTACKS: Flies through air and attacks.

HOW TO KILL IT: Shield up, bounce it off, then shoot it with an arrow before it recovers.

= BIO DEKU BABA =

DESCRIPTION: A blue plant with green arms, hangs from a lily pad.

USUALLY FOUND: Great Bay Temple, elsewhere.

WAY IT ATTACKS: Snaps at you, throws you off its pad if you jump onto it.

HOW TO KILL IT: Use Mikau's boomerang fin attack to kill the blue part (if you hit the green part, it will fall off and run around).

= BLACK BOE =

DESCRIPTION: A small black shadow with orange glowing eyes (blends into dark spaces).

USUALLY FOUND: Woodfall Temple, elsewhere.

WAY IT ATTACKS: Often attacks in swarms.

HOW TO KILL IT: Hit it with your sword (a fairly weak enemy). Use the Goron Pound or the Spin Attack if you're attacked by a large swarm.

== BLUE BUBBLE ==

DESCRIPTION: A floating skull surrounded by blue flames.

USUALLY FOUND: Termina Field (night), Ikana, elsewhere.

WAY IT ATTACKS: If the blue flames touch you, you will temporarily be jinxed, and you won't be able to use your sword until the jinx wears off (about one minute).

HOW TO KILL IT: Stone Mask helps. Z-Target, shield up, then walk up to it. Hit it with your shield to make the flames disappear, then attack the skull with your sword.

= BLUE CHUCHU =

DESCRIPTION: A pale blue blob with eyes.

USUALLY FOUND: Great Bay Temple.

WAY IT ATTACKS: Jumps towards you.

HOW TO KILL IT: A very weak enemy, the Blue Chuchu is the only kind of Chuchu that doesn't hold anything in its stomach. Its only use is to freeze it with the Ice Arrow and use it to climb up to high places.

- BLUE TEKTITE -

DESCRIPTION: A spidery-like monster with four yellow legs and a blue body.

USUALLY FOUND: Northern Mountains.

WAY IT ATTACKS: Hides in snow, then jumps out suddenly to attack.

HOW TO KILL IT: A weak enemy, use your sword to take it out.

- DEKU BABA -

DESCRIPTION: A round, blue mouth on a long green stalk.

USUALLY FOUND: Southern Swamp.

WAY IT ATTACKS: Either lunges at you, or raises and makes chomping noise.

HOW TO KILL IT: Use your shield if it lunges, then chop it with your sword.

= DESBREKO =

DESCRIPTION: A bigger fish.

USUALLY FOUND: Battle against Gyorg.

WAY IT ATTACKS: Swarms around you.

HOW TO KILL IT: Use the electric shield.

= DEXIHAND =

DESCRIPTION: A withered blue hand.

USUALLY FOUND: Great Bay Temple, elsewhere.

WAY IT ATTACKS: Grabs you and throws you (doesn't do damage).

HOW TO KILL IT: Use Mikau's electric shield or boomerang fin attack.

- DINOFOLS -

DESCRIPTION: A medium-sized fire-breathing dinosaur on two legs.

USUALLY FOUND: Snowhead Temple, TwinMold Moon Dungeon.

WAY IT ATTACKS: Breathes fire and attacks with sword.

HOW TO KILL IT: Z-Target it, shield, dodge the flames, then jump attack.

-- DODONGO ==

DESCRIPTION: A very large two-legged lizard.

USUALLY FOUND: North of Clock Town in Termina Field.

WAY IT ATTACKS: Turns towards you and breathes fire.

HOW TO KILL IT: Dodge fire, then jump attack the tail. BIG TIP! Defeat it repeatedly for easy rupees (50 per Dodongo!).

= DRAGONFLY =

DESCRIPTION: Large dragonfly with an electric tail.

USUALLY FOUND: Southern Swamp, Woodfall Temple, elsewhere.

WAY IT ATTACKS: Flies towards you, attacks with electric tail.

HOW TO KILL IT: Use shield to guard against electric tail, then kill with your sword / Bow.

= EENO =

DESCRIPTION: Snow monster that sticks out of the snow.

USUALLY FOUND: North of Clock Town in Termina Field, Snowhead Temple.

WAY IT ATTACKS: Throws snowballs.

HOW TO KILL IT: Shoot it with a Fire Arrow, use your sword, etc.

- FIRE KEESE -

DESCRIPTION: A bat on fire that flies around

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Flies towards you, sets you on fire if it comes in contact.

HOW TO KILL IT: Shoot it with the Hero's Bow.

- FLOORMASTER -

DESCRIPTION: A large brown hand.

USUALLY FOUND: Ikana.

WAY IT ATTACKS: Flies towards you.

HOW TO KILL IT: Attack it with your sword (or shine light on it with your mirror shield), then kill the three mini-hands it leaves. If you don't kill them quickly, they'll grow into more Floormasters.

- FREEZARD -

DESCRIPTION: A pillar of ice.

USUALLY FOUND: Snowhead Temple.

WAY IT ATTACKS: Breathes ice (if it touches you, you'll be frozen temporarily).

HOW TO KILL IT: Hit it three times with your sword, or shoot it with a Fire Arrow.

= GARO =

DESCRIPTION: A small hooded creature with two glowing eyes. Only appears if you're wearing the Garo Mask. Gives useful hint before dying (without leaving a corpse).

USUALLY FOUND: Ikana.

WAY IT ATTACKS: Jumps at you with two swords.

HOW TO KILL IT: Stay inside the ring of fire, z-target, raise your shield, then wait for it to attack. After it bounces off, jump attack it before it recovers. Listen to it's advice before it dies without leaving a corpse.

= GIANT BEE =

DESCRIPTION: A large yellow bee.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Flies towards you.

HOW TO KILL IT: Shoot it or kill it with your sword.

-- GOLD SKULLTULA --

DESCRIPTION: A medium-sized spider with a gold skull.

USUALLY FOUND: Skulltula houses.

WAY IT ATTACKS: Crawls around :)

HOW TO KILL IT: Sword or hookshot, then take the golden token left behind (use the hookshot to reel in distant tokens).

= GREEN CHUCHU =

DESCRIPTION: Clear green blob.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Hops around.

HOW TO KILL IT: Use sword, leaves behind a magic jar.

- GUAY -

DESCRIPTION: A black crow-like bird with a large orange beak.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Flies towards you.

HOW TO KILL IT: Shoot it with the Bow (it's no fun to use the sword, Guays are always fun to kill from a distance, good target practice :)

= HIPLOOP =

DESCRIPTION: Small monster, sometimes with an iron mask later in the game.

USUALLY FOUND: Woodfall, Stone Tower Temple.

WAY IT ATTACKS: Runs towards you.

HOW TO KILL IT: In Woodfall, use deku bubbles twice to kill it. Later, use the hookshot to remove its protective mask, then kill it.

- ICE KEESE -

DESCRIPTION: A small bat surrounded by icy blue flames.

USUALLY FOUND: Northern Mountains.

WAY IT ATTACKS: Flies towards you, freezes you if it comes in contact.

HOW TO KILL IT: Shoot it with the Bow.

- IRON KNUCKLE -

DESCRIPTION: A very large knight in armor armed with a giant axe.

USUALLY FOUND: Ikana Graveyard.

WAY IT ATTACKS: Slowly walks towards you, then does major damage with its gigantic axe.

HOW TO KILL IT: Lure it close to you, quickly jump to the side, wait for it to get its axe stuck, then jump attack it. Above all, dodge the axe at all cost. Use the defensive maneuvers like side jumping and back flipping.

- KEESE -

DESCRIPTION: A small black bat.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Flies towards you.

HOW TO KILL IT: Shoot it with the Bow.

- LEEVER -

DESCRIPTION: Cone-shaped green monster that hides in sand.

USUALLY FOUND: Great Bay.

WAY IT ATTACKS: Pops out of the sand and spins around.

HOW TO KILL IT: Use the sword or let Epona stomp it.

- LIKE LIKE -

DESCRIPTION: Large cylindrical blob.

USUALLY FOUND: Great Bay.

WAY IT ATTACKS: Sucks you inside, then usually steals one of your items (especially your Hero's Shield).

HOW TO KILL IT: Shoot it with arrows or kill it with your sword to retrieve any stolen items (or to get lots of rupees). NOTE: Using the hookshot will freeze it, but it will also pull you right up close to it. Kill it or get away before it awakes.

-- MAD SCRUB --

DESCRIPTION: Yellow-colored Deku scrub.

USUALLY FOUND: Woodfall.

WAY IT ATTACKS: Shoots Deku Nuts at you.

HOW TO KILL IT: Sword or arrows.

= MINI DEKU BABA =

DESCRIPTION: The mouth of a Deku Baba that pops out of the ground and snaps.

USUALLY FOUND: Southern Swamp.

WAY IT ATTACKS: Uh... annoys you?

HOW TO KILL IT: Hit it with your sword.

- OCTOROK -

DESCRIPTION: Small purple octopus that floats in water.

USUALLY FOUND: Great Bay Temple, Ikana.

WAY IT ATTACKS: Shoots rocks at you.

HOW TO KILL IT: Use your shield to bounce the rocks back at it. Also useful if you freeze it with the Ice Arrow.

- POE -

DESCRIPTION: A ghost that carries a small lantern.

USUALLY FOUND: Stone Tower Temple.

WAY IT ATTACKS: Disappears, then spins around and hits you with its lantern.

HOW TO KILL IT: Hit it when it reappears.

= REAL BOMBCHU =

DESCRIPTION: A light brown mouse with a purple bomb on its tail.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Crawls over any obstacle, walks on walls, ceilings, etc. Uses "divine wind" tactics.

HOW TO KILL IT: Z-Target, raise shield, let Bombchu bounce off, then it will explode. Also use an arrow, but DON'T use the hookshot, it pulls the Bombchu to you and blows up in your face. If you're travelling through a swarm of them, be sure to call Epona if you can, since you're invincible while riding Epona.

-- RED BUBBLE --

DESCRIPTION: A skull surrounded by a bright orange flame.

USUALLY FOUND: Snowhead Temple.

WAY IT ATTACKS: Similar to Blue Bubble.

HOW TO KILL IT: Similar to Blue Bubble.

= RED CHUCHU =

DESCRIPTION: Clear pink blob.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Bounces towards you.

HOW TO KILL IT: Use your sword to get a rupee or a refill heart.

- SHELL BLADE -

DESCRIPTION: Clam-like enemy.

USUALLY FOUND: Great Bay Temple.

WAY IT ATTACKS: Bounces through water and hits you.

HOW TO KILL IT: Use Mikau to kill it when it opens it's shell.

= SKULLFISH =

DESCRIPTION: A fishy skeleton.

USUALLY FOUND: Great Bay, Great Bay Temple.

WAY IT ATTACKS: Swims towards you and attacks.

HOW TO KILL IT: Use Mikau's electric shield.

-- SKULLTULA --

DESCRIPTION: A very large spider with a face like a skull.

USUALLY FOUND: Everywhere.

WAY IT ATTACKS: Hangs out above, then drops down to attack. Spins around and hits you if you get too close. More dangerous than the pitiful Ocarina of Time skulltulas.

HOW TO KILL IT: Use the hookshot or some other long-range weapon (sword works, but not as well, hit it on it's soft back).

= SNAPPER =

DESCRIPTION: A turtle with spikes around its body.

USUALLY FOUND: Southern Swamp, Woodfall Temple.

WAY IT ATTACKS: Pulls in head and legs, then spins around and attacks.

HOW TO KILL IT: Bomb it, or use the burrow-and-pop strategy as a Deku Scrub.

-- STALCHILD --

DESCRIPTION: Small skeleton.

USUALLY FOUND: Ikana Graveyard, Oceanside Skulltula House.

WAY IT ATTACKS: Hits you with its hand.

HOW TO KILL IT: You actually don't want to kill it, you want to talk to it. Put on the Captain's Hat and speak to it to get info, hints, or help. Once it's done, it will kill itself if you order it to.

= TAKKURI =

DESCRIPTION: A large vulture-like bird.

USUALLY FOUND: Termina Field (near Milk Road).

WAY IT ATTACKS: Hits you and steals items from you. Use the Song of Time to get important items back, or buy them back from the Curiosity Shop (I'm not totally sure of how this works, since I've never been dumb enough to let them steal an item from me).

HOW TO KILL IT: Best way to earn fast rupees. Wear the Stone Mask, then shoot it with arrows to kill it. If you wear the Stone Mask, it won't steal any items from you. If you don't have the Stone Mask yet, use Epona. If you don't have Epona yet, follow Tatl's advice: run.

= WHITE BOE =

DESCRIPTION: A small white ball, just like the Black Boe except white.

USUALLY FOUND: Northern Mountains, Snowhead Temple.

WAY IT ATTACKS: Attacks in swarms, does twice the damage of a Black Boe.

HOW TO KILL IT: Same way you kill a Black Boe, just kill it.

- WHITE WOLFOS -

DESCRIPTION: A white wolf with a loud howl.

USUALLY FOUND: Northern Mountains, Snowhead Temple.

WAY IT ATTACKS: Runs around you and slashes you with its claws.

HOW TO KILL IT: Z-Target, then stab it right before it attacks (it'll block all

other attacks, but how could an animal have something that blocks sword attacks on it's arms?).

- WOLFOS -

DESCRIPTION: Identical to a White Wolfos, only black and gray colored.

USUALLY FOUND: Mountains after defeating Ghot, route to swamp at night.

WAY IT ATTACKS: Exactly like White Wolfos.

HOW TO KILL IT: Exactly like White Wolfos.

= YELLOW CHUCHU =

DESCRIPTION: A yellowish colored blob.

USUALLY FOUND: Everywhere

WAY IT ATTACKS: Bounces around.

HOW TO KILL IT: Hit it with your sword to get more arrows.

-*- MINI-BOSSSES -*-

= GEKKO =

DESCRIPTION: A bright orange and black gecko with razor teeth.

LOCATION: Woodfall Temple, Great Bay Temple

WAY IT ATTACKS: In Woodfall, it rides atop a Snapper. In Great Bay, it uses a large blob of green goo to trap you, then pummel you.

HOW TO KILL IT: In Woodfall, use the burrow-and-pop strategy to knock it off the Snapper, then shoot it with the Hero's Bow. In Great Bay, attack it with the sword or arrows, then freeze the green goo with the Ice Arrow BEFORE it falls on top of you.

= GOMESS =

DESCRIPTION: A giant Grim-Reaper with a giant scythe.

LOCATION: Stone Tower Temple

WAY IT ATTACKS: Flies around and attacks with its giant scythe.

HOW TO KILL IT: Shoot it with a Light Arrow to chase away his protective swarm of bats, then jump-attack it.

= DINOFOOLS =

DESCRIPTION: A large lizard who walks on two legs.

LOCATION: Woodfall Temple, Ikana Shrine

WAY IT ATTACKS: Breathes fire.

HOW TO KILL IT: Defend yourself then attack it with your sword.

= MASTER GARO =

DESCRIPTION: The soul of a ninja living in a purple robe with two swords.

LOCATION: Stone Tower Temple, Ikana Shrine

WAY IT ATTACKS: Flies around and attacks with its swords.

HOW TO KILL IT: Use Bombs to attack him, or the Ice Arrow to immobilize him (using the Ice Arrow can be tough, so get close and use the Blast Mask and Bombs). Also, you can use the spin attack if you need to (even better if you have the Great Fairy Sword).

= WART =

DESCRIPTION: Returning from The Legend of Zelda: A Link to the Past. A giant eyeball surrounded by many smaller eyeballs

LOCATION: Great Bay Temple, Ikana Shrine

WAY IT ATTACKS: Slowly moves towards you, eventually releases all smaller eyes and rolls around the room crashing into you.

HOW TO KILL IT: Use the hookshot to remove the small eyes and kill them with your sword. Once enough of them are gone, shoot the giant eye with an arrow when it opens. Once all the small eyes fall off, use the spin-attack to kill them off, then use the spin attack to kill the giant eye. Another way is to hang out in a corner, then shoot it in the eye with arrows.

= WIZROBE =

DESCRIPTION: Another returning enemy from previous Zelda games. A blue-skinned wizard.

LOCATION: Snowhead Temple, Stone Tower Temple, Ikana Shrine

WAY IT ATTACKS: Shoots energy balls at you.

HOW TO KILL IT: Look for a small red dot on the map in the corner (only if you have the compass, it's a lot tougher if you don't). This tells you where the real one is coming up. Wait for him to rise and start dancing before you shoot him with an arrow.

-*- BOSSES -*-

= ODOWLA =

DESCRIPTION: A very large jungle warrior with a huge sword. Dances and sings.

LOCATION: Woodfall Temple

WAY IT ATTACKS: Dances around the room, attacks with its huge sword, then leaps away to dodge your attacks.

HOW TO KILL IT: Use your shield to protect yourself, then stab it in the legs with your sword. Bombs work well too, especially against the small bugs he sends after you.

= GHOT =

DESCRIPTION: A large mechanical monster with four legs, runs around a circular tunnel.

LOCATION: Snowhead Temple

WAY IT ATTACKS: Runs around, knocks stalagmites and rocks, shoots lightning bolts, throws bombs.

HOW TO KILL IT: Transform into Darmani, then use the Goron Roll to attack it. Only attempt to attack it once your body is spiked out. Once it collapses, keep attacking it. Only stop once it really goes crazy and crashes.

= GYORG =

DESCRIPTION: A giant fish with a big mouth.

LOCATION: Great Bay Temple.

WAY IT ATTACKS: Grabs you in its mouth, chops on you a while, then spits you out. Does major damage.

HOW TO KILL IT: Use Mikau's electric shield to hit it in the head. Once it's hit once, hit it again before it recovers. Alternate strategy: stun it with your boomerang fins, then shock it with the electric shield attack.

= TWINMOLD =

DESCRIPTION: Two giant insects like long caterpillars, similar to boss from A Link to the Past in the second temple.

LOCATION: Stone Tower Temple.

WAY IT ATTACKS: Flies around and doesn't do much.

HOW TO KILL IT: Drink Chateau Romani, use Giant Mask to become huge, then attack both monsters with your sword in the head or end of their tail.

|CHARACTERS|
|_____|

-*- MAIN CHARACTERS -*-

- LINK -

The most important character in the game (obviously) since YOU are Link (well, actually, you're controlling Link, I don't know who you are). Link is a courageous young boy from Kokiri Forest in the land of Hyrule. Link has plenty of experience dealing with big ugly monsters. He's an incredible hero, but

still remains humble.

- DEKU BUTLER'S SON -

Link's smaller, wooden form, Deku Link can do many strange but useful things. At the beginning of the game, Link can't turn himself back into his hylian form until he recovers the Ocarina of Time and talks to the Happy Mask Salesman. Deku Link can use a simple spin attack by pressing A, he can blow bubbles using B, and he can fly for a short distance by burrowing into the pink flowers (press and hold the A button, then release after the dust pops out). Deku Link can't swim, but he can hop up to five times across the water.

- DARMANI -

Once Link gets the Goron Mask from Darmani, he can turn himself into the buff, rock-munching goron warrior, Darmani. All the gorons recognize Darmani as the strongest goron in the land. Press B to punch, uppercut, then butt-smash the baddies (and that's one big goron butt). Press A to curl up, then press B to jump, then pound. While pressing A, push on the control stick to roll around. Build up speed, then, if you have magic, you can mow down monsters and run the ramps once you have spikes sticking out of your body. It looks like he should go on a diet, since all those rocks have made him heavy as a boulder. And, as most smart people know, boulders sink in deep water. So does Darmani. And, as most smart people know, heavy boulders, even living ones, have a tough time jumping. So does Darmani.

- MIKAU -

After Mikau leaves you his guitar and his spirit in the form of a mask, you can become the sleek, athletic, guitar-playing Zora himself. The control descriptions are hard to explain, but easy to figure out, so I'll do my best. To sink, (SINK SINK! you mean dive dive! oh, you're right, that is a sink... sorry, inside joke) press B, to surface, press A. While in the water (but not walking around on the bottom), press and hold A again to swim forward. Press R to form an electric shield around you (when walking on the bottom, press R and B). Press B to punch, chop, and flip-kick. Press and hold B, then release to use your fins as boomerangs. Mikau can also jump the farthest. YAY!

- EPONA -

Link's trusty horse. He goes riding through the Lost Woods one day, looking for Navi, when the Skull Kid steals the Ocarina of Time and rides off with Epona. Once you can use the Powder Kegs, you can learn Epona's Song from Romani at Romani Ranch. Use this song to call Epona from anywhere she can reach you and she'll come galloping towards you.

- TATL -

This fairy is better than Navi in some ways, and worse in others. A lot of people must have complained to Nintendo after Navi's repetitive "Hey! Look! Listen! Watch out!" This fairy just goes "Ding ding ding!" to get your attention. Though this may seem like an improvement, she's not a very nice fairy, especially compared to Navi. She used to follow the Skull Kid around, along with her brother, Tael, helping him play tricks on people. Now, she's helping you find the Skull Kid. Her attitude could use some improvement, and she often assumes that you know how to defeat enemies, and then, in a rather insulting way, says something like "Don't tell me you don't know about [insert enemy name here]" whenever you ask for help.

- TAEEL -

Tatl's little brother. He's purple colored. He cares a lot about his sister, and will give you and Tatl a hint early on about where to find the Four Giants.

NOTE: Tatl's name is pronounced like "tattle," and Tael's name is pronounced like the word "tale" or "tail." Why, you ask? Try saying both their names like

this in order... :-)

- SKULL KID -

Before the Skull Kid stole Majora's Mask, he was lonely, without any friends. Then he met Tatl and Tael, two fairy siblings. The trio began playing tricks and stealing things. Not only did they steal Link's Ocarina and his horse, Epona, the Skull Kid also stole Majora's Mask from the Happy Mask Salesman. The Majora's Mask, an evil, powerful mask, gave the Skull Kid incredible powers. Using the powers of the mask, the Skull Kid caused all sorts of problems for the inhabitants of Termina. Worst of all, he's using the power to control the moon.... or is he?

- MAJORA'S MASK -

This evil mask was used by an ancient tribe in it's hexing rituals. It's evil powers are extremely strong and shouldn't be underestimated.

-*- BOMBERS' NOTEBOOK CHARACTERS -*-

KEY

- !=! (important event)
- &=RED BOW (received a gift)
- @=MASK (received a mask)

Characters returning from Ocarina of Time have -'s around their name, while new characters have ='s around their name. Characters with -= and =- around their name are returning, but are slightly different.

-= BOMBERS =-

BACKGROUND: The Bombers are a gang of little kids devoted to helping people and solving their problems. There are six members, including one leader (red bandana, named Jim), four other members (blue bandanas) and one hideout guard (yellow bandana).

SCHEDULE:

1!	1!	1!
=====	=====	=====
=====	=====	=====
2&	2&	2&

1: SECRET CODE

TIME: 1st - 3rd, 6:00 am - 6:00 am

As a human, pop the balloon in North Clock Town and take the challenge from the Bomber leader. Find all five Bombers before sunrise to win. They'll give you their secret code, which will be permanently recorded in your notebook.

2: BOMBERS' NOTEBOOK

TIME: 1st - 3rd, 6:00 am - 6:00 am

Your other prize from the Bombers is acceptance into their club. As a member, you'll get an officail Bombers' Notebook.

- ANJU -

BACKGROUND: Anju is the Innkeeper of the Stock Pot Inn. She's not the most organized person in the world, and she often gets reservations mixed up. She's Kafei's fiancé, but he seems to be missing. Your job is to find him and help reunite the two lovers. Her cooking is horrible, and she the bad habit of being quick to apologize.

SCHEDULE:

1!	3!	5!	5!	6@
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2! 4!

1: ROOM KEY

TIME: 1st, 1:50 - 4:10 pm

After the postman leaves, wait until 1:50 and talk to Anju at the Stock Pot Inn. Tell her you have a reservation and she'll find your name. She'll give you the Room Key. How'd you have a reservation? Well, the Goron Postman's name is Link-goro, or whatever you named your character plus -goro. Anju mistakes his reservation for your reservation. Now the poor Goron Postman has to sleep outside where the air is damp-goro, tomorrow is rain-goro, goro-goro....

2: ARRANGE RENDEZVOUS

TIME: 1st, afternoon

Put on Kafei's Mask and talk to Anju to arrange a meeting in the Inn Kitchen at 11 pm, first day.

3: MEET ANJU

TIME: 1st, 11:30 pm - 6:00 am

Use the room key to get inside the inn after 8 pm, or use the deku flower to reach the upstairs door that's always unlocked. Go to the kitchen (downstairs, behind the front desk) and wait for Anju to arrive at 11:30 pm. Talk to her.

4: RECEIVE LETTER TO KAFEI

TIME: 1st, 11:30 pm - 6:00 am

See point 3 above. Talk to Anju to receive the Letter to Kafei. Before morning, put it in one of the red mailboxes all over town. The postman will pick it up the next morning and deliver it.

5: GIVE ANJU THE PENDANT

TIME: 2nd, 5:00 pm - 9:00 pm, 3rd, 6:00 am - 12:00 pm

Once you receive the Pendant of Memories from Kafei, give it to Anju at the Inn.

6: COUPLE'S MASK

TIME: 3rd, about 5:00 am

After you help Kafei get the Sun's Mask, warp back to town and enter Anju's room upstairs, the one that's always locked (employees only). Wait there for Kafei to come to receive the Couple's Mask.

= KAFEI =

BACKGROUND: Kafei is Anju's fiancé, but recently, he has disappeared. It turns out that the Skull Kid was up to his usual tricks. He turned the real Kafei into a pint-sized younger version of the blue-haired man. Now Kafei is hiding from the rest of the world, only coming out wearing his cherished Keaton Mask he received from the Curiosity Shop owner. He's hanging out in the back of the curiosity shop, through the door by the laundry pool. Your job is to help him recover the Sun's Mask that was stolen by Sakon the Thief. He also happens to be the son of Mayor Dotour and Madame Aroma. She'll hire you to try and find him.

SCHEDULE:

1!

2!

3@

1: RECEIVE PENDANT OF MEMORIES

TIME: 2nd, 4:15 - 10:00 pm

After the postman gives Anju's letter to Kafei, you can enter the back door at the laundry pool after 4:15 pm. Anju mentioned Link in her letter to him, so he'll trust you. Talk to him to find out more, and he'll give you the Pendant

of Memories. Give it to Anju back at the Inn.

2: ENTER SAKON'S HIDEOUT

TIME: 3rd, 7:00 pm

After you give the pendant to Anju, make sure you meet up with Kafei behind the rocks near Sakon's Hideout before 6 pm on the final day. At 7 pm, Sakon will arrive. If he doesn't see you, he'll open the door to his hideout. If he does see you, he'll run away. Inside the hideout, step on the first switch as Link to open the door, then take control of Kafei. You'll have to work together to get to the final room and press the two blue switches to save the mask. See the SIDE MISSIONS section for details.

3: COUPLE'S MASK

TIME: 3rd, about 5:00 am

After you help Kafei get the Sun's Mask, warp back to town and enter Anju's room upstairs, the one that's always locked (employees only). Wait there for Kafei to come to receive the Couple's Mask.

-- MAN FROM CUROSITY SHOP --

BACKGROUND: This guy isn't one of the best people in the game. By day, he runs the Trading Post next door. By night, he runs the Curiosity Shop, a store that can be described in one word: illegal. He will sell anything, even if it's stolen. But, like most people, he does have some good in him. He gave the Keaton Mask to Kafei when Kafei was young, and will give it to you after helping Kafei.

SCHEDULE:

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|-----| |-----| |-----|

2!

1: RECEIVE THE KEATON MASK

TIME: 3rd, 1:00 pm - 6:00 am

After giving Anju the Pendant of Memories, enter the Laundry Pool Door on the third day and talk to the Curiosity Shop Owner to receive Kafei's Keaton Mask.

2: RECEIVE THE EXPRESS MAIL TO MAMA

TIME: 3rd, 1:00 - 10:00 pm

See point 1 above, though you can only get the Express Mail to Mama until 10pm.

- OLD LADY FROM BOMB SHOP -

BACKGROUND: An old lady. She's from the Bomb Shop.

SCHEDULE:

1@

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1: RECEIVE THE BLAST MASK

TIME: 1st, 12:30 am

At 12:30 am on the first day, stake out North Clock Town with your sword ready. Sakon the thief will attack the old lady from the Bomb shop, so hit him with your sword to make him drop her pack. Once he takes off, the old lady will reward you with the Blast Mask. DANGER: do not shoot Sakon with an arrow if you are actually trying to get the Blast Mask.

- ROMANI -

BACKGROUND: Named after the ranch itself, Romani is the younger of two sisters who works at the Romani Ranch. She knows that ghosts will be arriving soon to

take away the cows, but her sister doesn't believe her. She needs someone who's good with a Bow to help save the ranch from the invading ghosts.

SCHEDULE:

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      1!                2!  
|=====|-----||-----|-----|  
|-----|-----||-----|-----|  
                        3&
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1: PROMISE TO HELP FIGHT "THEM"

TIME: 1st, 6:00 am - 6:00 pm

Blast apart the gigantic boulder blocking the trail to Romani Ranch on the 1st day. Talk to Romani, the little girl outside the barn. Agree to meet with her at 2:30 am tonight.

2: SAVE COWS AND ROMANI FROM "THEM"

TIME: 1st, 2:30 - 5:15 am

You may have practiced on Epona, but it'll be easier on foot, or maybe on the roof (what else could the ladder on the back of the house be for?). Use the Inverted Song of Time to slow down the ghosts, then shoot them each with an arrow. As long as you've got good aim (like me, I like to call myself ol' one-shot) and/or a really big quiver, you shouldn't run out of arrows. Just make sure no ghosts get inside the barn between now and dawn and you'll win. If you do run out of arrows, then take some left behind by the ghosts or break open a crate.

3: RECEIVE MILK BOTTLE

TIME: 1st, 2:30 - 5:15 am

See point 2 above (they're separate entries in the notebook). Once you save the ranch from "Them," talk to Romani to get your reward: Milk in a bottle! Later that evening, you can also practice your archery skills by saving Cremia from the "bandits."

- CREMIA -

BACKGROUND: The older of the two sisters, Cremia is in charge of Romani Ranch. She doesn't believe that the ranch is in danger of a ghost attack, she just thinks her little sister is making it up. Now that the boulder is out of the way, she needs to deliver a large shipment of milk to the Milk Bar.

SCHEDULE:

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                        2@
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1: PROTECT MILK SHIPMENT FROM BANDITS

TIME: 2nd, 6:00 pm

After saving the ranch from "Them," wait until the evening of the second day to ride along with Cremia as she drives her covered wagon to town to deliver the milk. The gate has been closed, so she'll have to take a dangerous detour through the Gorman Race Track. Shoot the "bandits" (the Gorman Brothers) with arrows to keep them away (you have an infinite supply, maybe Cremia has a big stash in the wagon). Keep them away until the wagon reaches Milk Road. Cremia will give you the Romani Mask, and maybe a hug!

2: RECEIVE ROMANI MASK

TIME 2nd, 6:00 pm

Protect the milk shipment from bandits to receive the Romani Mask

BACKGROUND: The Mayor of Clock Town, a VIP. He's stuck in a VERY long meeting that doesn't really need him (it's just between the carpenters and the soldiers). He's the father of Kafei (notice their purple hair), and the husband of Madame Aroma.

SCHEDULE:

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1: END THE MAYOR'S MEETING

TIME: 1st - 2nd, 10:00 am - 8:00 pm, 3rd, 10:00 am - 6:00 pm

Once you receive the Couple's Mask from Anju and Kafei, put it on before entering the Mayor's Office. The mask will remind everyone of their families and Mr. Dotour will end the meeting. He'll reward you with a Piece of Heart.

= MADAME AROMA =

BACKGROUND: The Mayor's wife and the mother of Kafei. Her son recently disappeared, so she'll "hire" you to look for him. She spends most of her time at the Mayor's Office or at the Milk Bar.

SCHEDULE:

1@ 1@ 2!
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1: RECEIVE KAFEI'S MASK

TIME: 1st - 2nd, 10:00 am - 8:00 pm

Talk to her as Link during the first or second day in the Mayor's Boad Room to be hired by her to look for Kafei. She'll give you Kafei's Mask. Whenever you wear it and talk to people, you'll automatically ask them about Kafei.

2: RECEIVE BOTTLE W/ CHATEAU ROMANI

TIME: 3rd, 6:00 pm - 6:00 am

Once you receive the Express Mail to Mama from the Curiosity Shop Owner, take it to Madame Aroma in the Milk Bar at night and give it to her. She'll give you a bottle filled with Chateau Romani, but it's not really worth it on the third day. Chateau Romani will give you unlimited magic power until you play the Song of Time (plus, items in a bottle are not saved). The main reward from this is the Empty Bottle that you get after using the Chateau.

= TOTO =

BACKGROUND: Toto is the manager of the Indigo-Gos, the zora band. He's visiting clock town to make preparations for their concert during the carnival. During the day, he's with Madame Aroma at the Mayor's Office, and in the evenings he does sound checks at the Milk Bar Stage.

SCHEDULE:

1@ 1@
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1: PLAY "BALLAD OF THE WINDFISH"

TIME: 1st - 2nd, 10:00 pm - 5:00 am

Once you have Romani's Mask, the Deku Mask, the Goron Mask, and the Zora Mask, go to the milk bar and talk to Toto. Play the "Ballad of the Windfish" for him on all four instruments to complete his sound check.

- GORMAN -

BACKGROUND: Gorman is a very sad guy. He used to lead a circus, but now he's grumpy and sad because his performance has been cut from the Carnival of Time. He's related to the Gorman Brothers (obviously). He spends a great deal of time

drinking at the Milk Bar or walking around town telling you that he's busy if you try to talk to him.

SCHEDULE:

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1@

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1: RECEIVE CIRCUS LEADER'S MASK

TIME: 1st - 2nd, 10:00 pm - 5:00 am

Once you have the Romani's Mask, the Deku Mask, the Goron Mask, and the Zora Mask, go to the milk bar and talk to Toto. Play the "Ballad of the Windfish" for him on all four instruments to complete Toto's sound check. Gorman will hear it and will give you the Circus Leader's Mask for cheering him up.

- POSTMAN -

BACKGROUND: YAH! The Clock Town Postman is always on schedule. He doesn't like people interrupting him when he goes to make a delivery. He can count ten seconds exactly in his head. His absolute highest priority is his schedule. This guy is crucial to the Anju-Kafei sequence since he's the only one who knows where Kafei is hiding. YAH!

SCHEDULE:

1&

2!

2!

1&

3@

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1: WIN 10-SECOND GAME

TIME: 1st - 2nd, 3:00 pm - 12:00 am

After the Postman finishes his deliveries, go to the Post Office with the Bunny Hood and play his Ten-Second game. Hit ten seconds exactly to win a piece of heart.

2: SEND ANJU'S LETTER TO KAFEI

TIME: 1st, 12:00 - 6:00 am, 2nd 6:00 am - 12:00 pm

After the midnight meeting with Anju in the Inn (actually, it's more like the 11:30 pm meeting), send Anju's letter to Kafei by putting it in a mailbox. The Postman will pick it up on his morning run and will deliver it to Kafei at the Laundry Pool.

3: RECEIVE THE POSTMAN'S HAT

TIME: 3rd, 6:00 pm - 6:00 am

Give the Postman the Express Mail to Mama on the third day. He'll deliver it to Madame Aroma in the Milk Bar. Afterwards, talk to the Postman just outside the Milk Bar to receive his Postman's Hat.

= ROSA SISTERS =

BACKGROUND: The Rosa Sisters are twins in the Gorman traveling troupe of entertainers. The two twins are trying to come up with a special dance for the carnival, but everything they try is too plain and basic. They're trying to come up with a special dance. During the day, they stay at the Stock Pot Inn, thinking of new ideas. At night, they practice outside the Lottery Shop in West Clock Town.

SCHEDULE:

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1&

1&

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1: TEACH THEM NEW DANCE

TIME: 1st - 3rd, 6:00 pm - 6:00 am

Use the Kamaro's Mask to teach the Kamaro Dance to the Rosa Sisters as they practise in West Clock Town at night.

= ??? =

BACKGROUND: A mysterious and very sickly looking hand sticking out of the Stock Pot Inn's bathroom. The mysterious and unnamed hand needs some toilet paper.

YAY!!S!

SCHEDULE:

1&	1&	1&

1: HELP OUT THE BATHROOM HAND

TIME: 1st - 3rd, 12:00 - 6:00 am

Enter the Stock Pot Inn late at night using the room key or using the nearby deku flower to fly up to the balcony and enter the upper door. Take a land deed or a letter and give it to the hand downstairs (beneath the stairs). Yay! It will reward your kindness with a Piece of Heart (question: why does this guy stay in the bathroom the whole time and why does he have a Piece of Heart?)

-- ANJU'S GRANDMOTHER --

BACKGROUND: An old lady who lives in the Stock Pot Inn. She's the mother of Tortus, Anju's father. She sits in a wheel chair all day. It seems like she thinks you're a very young tortus, and she'll read you stories. If you put on Kafei's Mask, she'll think you're a very young Dotour :-)

SCHEDULE:

1&	1&	
2&	2&	

1: LISTEN TO "CARNIVAL OF TIME"

TIME: 1st - 2nd, 8:00 am - 6:00 pm

Wearing the All-Night Mask, talk to her and listen to the "Carnival of Time" story. Answer the question correctly to win a Piece of Heart.

2: LISTEN TO "THE FOUR GIANTS"

TIME: 1st - 2nd, 8:00 am - 6:00 pm

Wearing the All-Night Mask, talk to her and listen to "The Four Giants" story. Answer "I dunno" to win a second Piece of Heart.

= KAMARO =

BACKGROUND: This ghost dancer wanted to teach his dance to the whole world, but he died before he got a chance. Now his ghost dances on one of the large mushroom-shaped rocks north-west of Clock Town every night.

Translation: This ghost dancer wanted to teach his dance to the whole world, but he died before he got a chance. Now his ghost dances on one of the large mushroom-shaped rocks north-west of Clock Town every night.

SCHEDULE:

1@	1@	1@

1: RECEIVE KAMARO'S MASK

TIME: 1st - 3rd, 12:00 - 6:00 am

You can find Kamaro dancing on one of the stone mushroom-like formations north of Clock Town. Jump onto the stone and talk to him. Play him the Song of Healing to receive the Kamaro's Mask. While wearing it, press and hold the B button to dance like Kamaro.

- GROG -

BACKGROUND: Grog the chicken guy heard that the moon is falling, and now he's worried that he'll never see his little chicks fully grown. He sits sadly in the middle of the Romani Ranch Chicken Coop.

SCHEDULE:

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1@

1@

|=====| |=====| |=====|

1: RECEIVE BUNNY HOOD

TIME: 1st - 3rd, 6:00 am - 8:00 pm

Wear the Bremen Mask and press and hold B to march around playing the Bremen March on your Ocarina (where are those drums?). As you march around the Chicken Coop at Romani Ranch, the little chicks will follow you around. Once all of them are in line, they'll grow up into full grown chickens. Grog will be so glad he'll give you the Bunny Hood

-- GORMAN BROTHERS --

BACKGROUND: The Gorman Brothers are a mean pair who own the Gorman Track near Romani Ranch. They're related to Gorman, the Circus Leader from Clock Town.

SCHEDULE:

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2!

1@

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1: RECEIVE THE GARO'S MASK

TIME: 1st - 3rd, 6:00 am - 6:00 pm

With Epona, challenge the Gorman Brothers to a race. Beat them both to win the Garo's Mask.

2: PROTECT MILK SHIPMENT FROM BANDITS

TIME: 2nd, 6:00 pm

After saving the ranch from "Them," wait until the evening of the second day to ride along with Cremia as she drives her covered wagon to town to deliver the milk. The gate has been closed, so she'll have to take a dangerous detour through the Gorman Race Track. Shoot the "bandits" (the Gorman Brothers) with arrows to keep them away (you have an infinite supply, maybe Cremia has a big stash in the wagon). Keep them away until the wagon reaches Milk Road. Cremia will give you the Romani Mask, and maybe a hug!

- SHIRO -

BACKGROUND: Shiro is a soldier who seems to be invisible, and has been for a long time. Nobody sees him, they all walk past like he's just another stone in the canyon. He must be pretty hungry by now.

SCHEDULE:

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1@

1@

|=====| |=====| |=====|

1: RECEIVE STONE MASK

TIME: 1st - 3rd, 6:00 am - 6:00 pm

Using the Lens of Truth, look for Shiro in the middle of the circle of stones near the intersection leading to Ikana Graveyard. Give the poor soldier a red or blue potion to revive him to full strength. He'll give you the stone mask which will make you as unnoticable as a rock on the side of the road. Useful for getting past the pirate guards and other enemies.

- GURU-GURU -

BACKGROUND: Guru-guru used to be in a group of performing animals. He stole the mask that the group's leader used, and now he needs someone to listen to his confession.

SCHEDULE:

1@

1@

1@

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1: RECEIVE BREMEN MASK

TIME: 6:00 pm - 6:00 am

Talk to Guru-guru at the laundry pool as Link to listen to his confession. He will give you the Bremen Mask.

-- MINOR CHARACTERS --

This is the section for all the other minor characters that don't appear in the Bombers' Notebook. The descriptions aren't very detailed, since these characters are minor. Also, if there are little '-'s around a character's name, it means they're returning from Ocarina of Time, but they're not necessarily the same character, they just look alike. Characters with little '='s around their name are new. Characters with '-='s around their name mean they are returning, but they're a bit different, both how they act and how they look.

- LEAD CARPENTER -

The leader of all the carpenters in charge of building the tower in South Clock Town. He doesn't believe the moon will fall. He wants the carnival to go on as normal.

- THE CARPENTERS -

The guys responsible for building the tower in Clock Town. Another one seems to be trying to break through the boulder blocking Milk Road.

- THE BANKER -

A strange guy with hair over his eyes and green clothes. He's always waving his arms and hitting his knees with his hands.

- THE SWORD MASTER -

Small guy who runs the Sword Training Center. He thinks he can chop through the moon with his sword. I'd like to see that sword....

- BOMB SHOP OWNER -

A pale old man who runs the Bomb Shop.

- TWINS IN THE GORMAN TROUPE -

These guys are funny! They're always laughing and making jokes. During the day, they juggle balls between each other. At night, they play cards in the Stock Pot Inn.

- HONEY & DARLING -

A couple of lovers who are always dancing, but now they own their own game shop in East Clock Town.

= TINGLE =

A very funny and strange little man (he's about as big as Link, but he's 35!). He's looking for fairies like Link's, and makes maps in his spare time. You can buy them from him, but it's cheaper if you buy them for the area you're in right now. He is the son of the big hairy guy at the Swamp Tourist Info....

-- MR. BARTEN --

The bartender at the Milk Bar. Get it? Bartender? Barten? Get it?

- PROFESSOR SHIKASHI -

The owner of the Astral Observatory, an old guy in blue.

= DEKU KING =

A large deku with a very large head and small feet. He always makes decisions without thinking first, which frequently embarrasses his daughter, the Deku Princess. WA-OH!

= DEKU PRINCESS =

Yet another princess who can't walk on her own, she demands to be carried (in a bottle, this time).

- KOTAKE -

The witch who runs the Magic Hag's Shop (the teapot) in the Southern Swamp.

- KOUME -

The witch who runs the Swamp Cruise. She was attacked by the Skull Kid in the Southern Swamp.

-- TINGLE'S FATHER ==

The big hairy man running the Swamp Photo Contest.

= GORON ELDER =

A very old goron, the father of the Baby Goron.

= BABY GORON =

This little dude won't stop crying! It's so cold, and he misses his father!

-- LINK-GORO ==

This guy's name is the same as yours-goro. He's quite funny-goro. He appears to be the goron postman-goro. He stays in the Knife Chamber in the Stock Pot Inn-goro. You can steal his reservation-goro on the first day-goro.

- KAEFORA GAEBORA -

The owl, returning from Ocarina of Time. He doesn't show up as much, but he does help more.

= DARMANI =

By the time you arrive, the great goron warrior, Darmani, is already dead. You can transform into the rolling rock-eater once you acquire the Goron Mask. You'll also meet up with his ghost.

= ZUBORA =

A small man with a big friend. He runs the Smithy Shop in the Mountain Village.

= GABORA =

A big monster with a small brain. He's the guy doing all the work for his small friend Zubora.

- GREAT BAY LABORATORY SCIENTIST -

A really strange looking guy who lives in the Great Bay Laboratory performing many strange experiments.

= MIKAU =

The guitarist in the Indigo-gos, the Zora band. With his last breath, he'll give you his guitar and the Zora Mask.

-- LULU ==

The lead vocalist in the Indigo-Gos. She doesn't respond when you first find her, but once you play her a certain song, she'll wake up.

= TIJO =

The drummer in the Indigo-Gos. He knows a little bit about why Lulu is acting funny.

= JAPAS =

The bass player in the Indigo-Gos. He wrote a tune for you (Mikau) and him to play, but he's worried that Evan won't accept that he wrote it.

= EVAN =

The keyboard player in the Indigo-Gos. He's trying to come up with a new tune to play for their performance in the Carnival of Time.

= THE BEAVER BROTHERS =

A strange pair of beavers who love to swim up the rapids. They run a game, and they'll give you their treasure if you beat them. They don't seem to be quite right in the head.

- ONE-EYED MAN -

A mysterious man with a purple robe and a single large red eye. He pops up in a few places in Ikana.

= PAMELA =

A small girl living with her father in Ikana.

= PAMELA'S FATHER =

A strange man who studies paranormal beings, like ghosts, poes, Gibdos, Re-Deads, and the like (like... just kidding, he doesn't study Like Likes).

-*- CHARACTER COMPARISON -*-

You should know by now that most people in this game are somewhere in Ocarina of Time (unless, of course, you have never played Ocarina of Time, in which case I recommend you go out and buy it right now). In case you never noticed some of them, I typed up this little list.

ANJU: Cucco Keeper in Kakariko

ANJU'S GRANDMOTHER: Special Potion Shop lady

BANKER: "Please... with C" guy slapping his knees in both towns

BEAN SALESMAN: Bean salesman

BOMB SHOP SALESMAN: Bombchu Shop Salesman

CARPENTERS: Carpenters

CREMIA: Malon (adult Link)

CURIOSITY SHOP MAN: Fishing pond owner (adult Link)*

CURSED MAN IN SKULLTULA HOUSE: Skulltula House Father

DAMPÉ: Dampé

DANCING GUYS SEEN FROM OBSERVATORY TELESCOPE: Skulltula kids

FISHERMAN: Treasure Chest Game Operator

FLAT COMPOSER: Flat composer

FUNNY TWINS: Laughing pair from both towns

GORMAN: Ingo (adult Link)

GORMAN BROTHERS: Ingo (young Link)

GREAT BAY SCIENTIST: Lake Hylia Scientist

GROG: Cojiro guy (adult Link) / "Everyone's Disgusting" guy (young Link)

GURU-GURU: Bob the Crazy Windmill Guy (I don't know who named him that)

HAPPY MASK SALESMAN: Happy Mask Salesman

HONEY AND DARLING: Dancing couple in both towns

JIM: Little boy in graveyard w/ Spooky Mask

KOTAKE: Kotake

KOUME: Koume

LULU: Ruto (adult Link)

MAMAMAYU YAN: Owner of Little Richard

MR. BARTEN: Talon
 OCEANSIDE SPIDER HOUSE BUYER: Skulltula Kid
 OLD LADY FROM BOMB SHOP: Old lady from both towns
 ONE-EYED MAN NEAR IKANA: Dead Hylian Soldier in guard post (Poe salesman)
 POSTMAN: Running man w/ Bunny Hood
 PROFESSOR SHIKASHI: Old man in blue from both towns
 ROMANI: Malon (young Link)
 SAKON: Man running around town
 SHARP COMPOSER: Sharp composer
 SKULL KID: Skull Kid
 PART-TIME WORKER IN TRADING POST / MAN CLIMBING TREE:
 Man on roof in Kakariko who needs some serious fashion help
 SWORD MASTER: Magic Carpet Salesman
 TATL: Navi
 TINGLE: 35 year-old version of Mido?
 TRADING POST MAN: Fishing pond owner (young Link)
 TREASURE CHEST GAME GIRL: Bombchu Bowling girl

*What's the fisherman's difference between ages? Notice he has hair as young Link. As old Link, he has a hat... Sorry, I can't tell, I promised him :) If you really want to know, read the fishing rules. Something about not casting your line at people?...

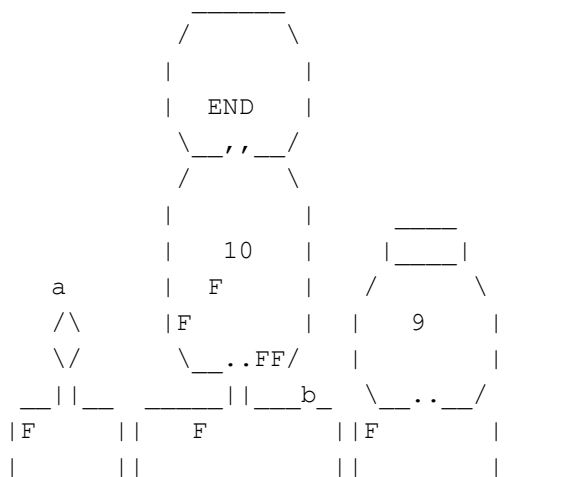
Also, any time it says "from both towns," that means they'll be in the Village as young Link, then in Kakariko as adult Link, since nobody lives in the village as adult Link, except the poe salesman.

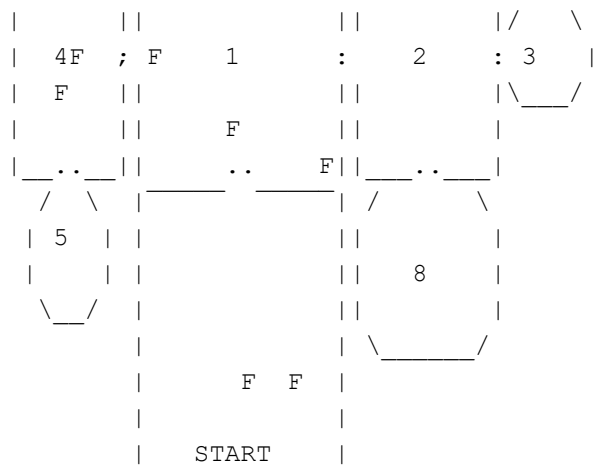
 |SIDE MISSIONS|
 |_____|

-*- TEMPLE FAIRIES -*-

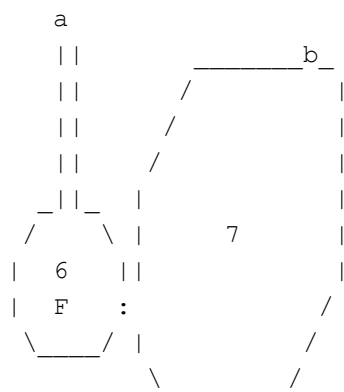
For now, I just have maps and really short descriptions. There are always ways of finding them. You can use the Great Fairy's Mask to draw free fairies to you, and when you wear it, you can tell if there are more fairies in the room if the hair on the mask gives off little pink sparklies. Also, there are lots of times when fairies are hidden behind fake walls which can be found by using the Lens of Truth. Just remember: nothing is too crazy. I noticed an unreachable hidden ledge in the main room of Snowhead temple. At the top of the temple was a pink deku flower. I didn't think it would work, but it did! It lasted long enough! It took me about a full minute to drift down there, but it worked! So just remember: try anything.

- WOODFALL TEMPLE -
 1ST FLOOR





2ND FLOOR



KEY

F=FAIRY

: OR .. = DOOR

; OR ., = LOCKED DOOR

START ROOM

A fairy is floating without a bubble. Put on the mask to make it come to you.

A fairy is hidden in a treasure chest.

ROOM 1

One is hiding in a pot in the corner.

Kill the Deku Baba to free a fairy.

Over by the torch is a fairy in a bubble.

Fly to the switch or use the hookshot on the torch to reach the switch. Press it to make a chest appear over by the entrance.

ROOM 2

A fairy is hiding in the beehive in the mouth of the gargoyle. Shoot it with the Hero's Bow.

ROOM 4

Another beehive contains a fairy in here.

There's a fairy hiding under the platform. Shoot it with an arrow and use the Great Fairy's Mask or swim to it after un-poisoning the water.

A Skulltula holds another fairy. Kill it.

ROOM 6

Kill all the Black Boes to make a chest appear.

ROOM 10

Three fairies hide in the little alcoves in room 10. Use the pink flowers to reach them.

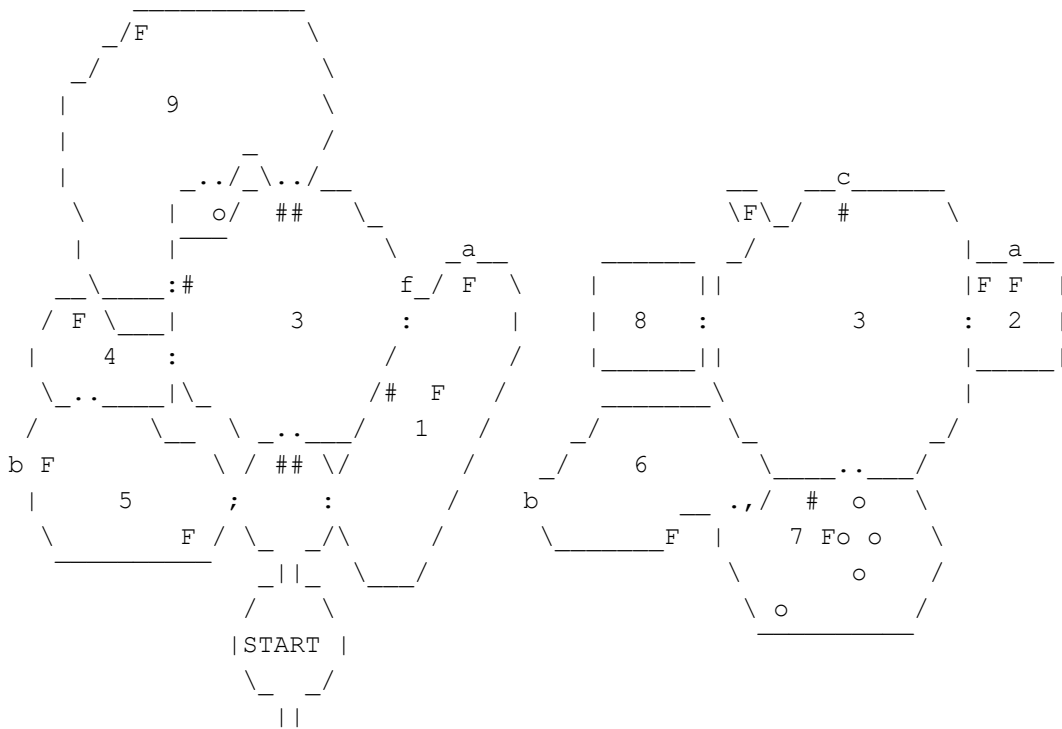
One fairy is hidden behind the flames on the left pillar. Rescue it.

Once you have all 15 fairies, take them to the small cave near Woodfall. It should be nearby, you'll need to use the pink flowers to reach it. Enter to receive an upgraded Spin Attack.

- SNOWHEAD TEMPLE -

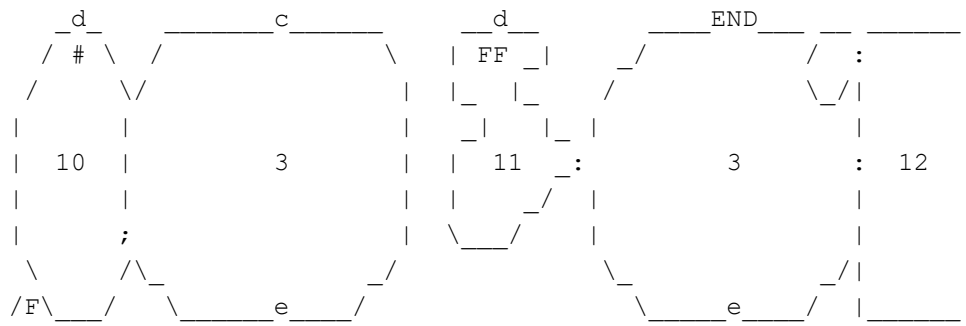
1ST FLOOR

2ND FLOOR

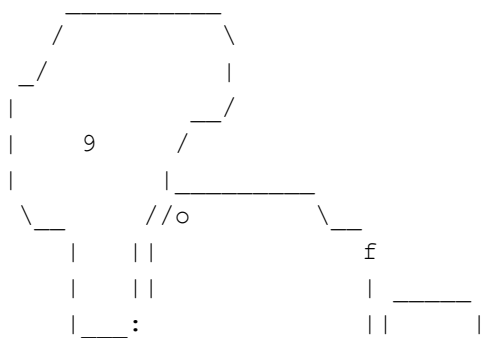


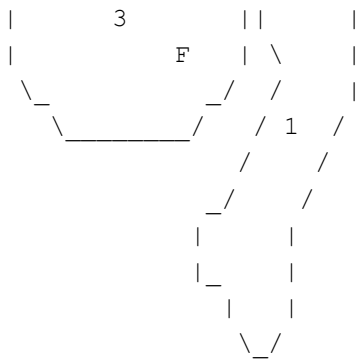
3RD FLOOR

4TH FLOOR



BASEMENT





KEY

F=FAIRY

: OR .. = DOOR

; OR ., = LOCKED DOOR

#=ICE

I recommend coming back once you get the hookshot so you can reach the chests easier. Also, any time you see some snow on the wall, check it out with the Lens of Truth. There's probably a fairy behind it.

ROOM 1.B

A fairy is trapped in a bubble in the central pillar. Pop it, then use the mask to lure it to you.

Another trapped fairy hangs out under the platform by the stairs. Use the same strategy.

ROOM 2.2

One fairy is easy. It's off to the side, without a bubble.

There are some hidden steps leading up to a hidden fairy in a chest just above the stairs. Use the Lens of Truth.

ROOM 3.B

In the Basement of room 3, use Darmani to step on the switch in the middle of the lava. Use him again to open a chest in the nearby lava pool.

ROOM 3.2

A fairy is hidden in an inaccessible alcove off to the side (use the Lens of Truth). Up at the top of room 3 on the fourth floor (3.4), a deku flower sits next to the door to Ghot's lair. Up until now, every deku flower has run out after a few seconds, but that's only because you've never used them for slowing vertical descent. As long as you don't use the control stick too much, it will last long enough, so use it to drift down to the fairy on the second floor (3.2). Trust me, it works. Just be sure you jump off the correct side (I was about to type "jump off the right side," but, as you know, "right" can have multiple meanings in English. In reality, it's to the left of Ghot's lair.

ROOM 4.1

Move the blocks over to the spot in the snow that sinks lower (as far away from the door as possible). This will make a chest appear. Use the Hookshot to reach it (if you don't have the hookshot, use the block in room 5.1 to reach it).

ROOM 5.1

Melt the ice and step on the switch, then use the Hookshot or the block to reach the chest.

Push the block over to the two pillars by the stairs. Hop onto the block, jump to the empty pillar, jump to the crate on the other one, then use Darmani to

break open the crate with a Goron Pound. You can also use the block now to reach the fairy in room 4.1.

ROOM 6.1

Look for the snow on the wall. Use the Lens of Truth to find a chest in a small alcove in the wall.

ROOM 7.1

The ceiling is false. Use the Lens of Truth to free a bubbled fairy.

ROOM 9.1

Defeat all three Freezards, then jump to the chest that appears.

ROOM 10.3

In yet another alcove hidden behind a false wall, a bubbled fairy waits.

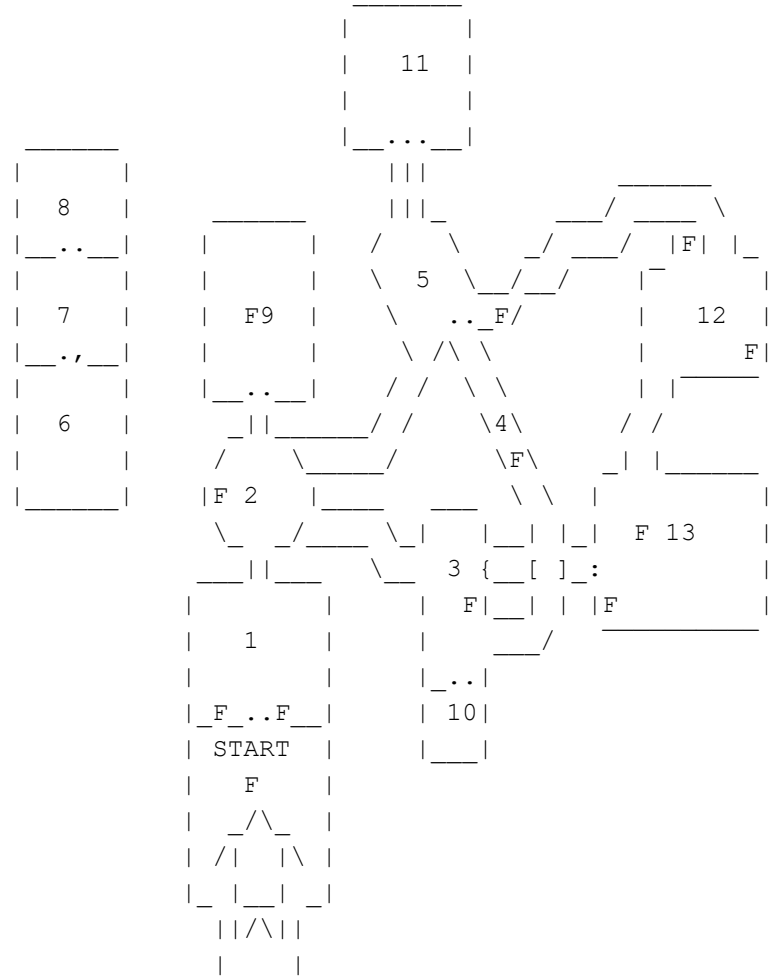
ROOM 11.4

Kill the two Dinofols to win two fairies.

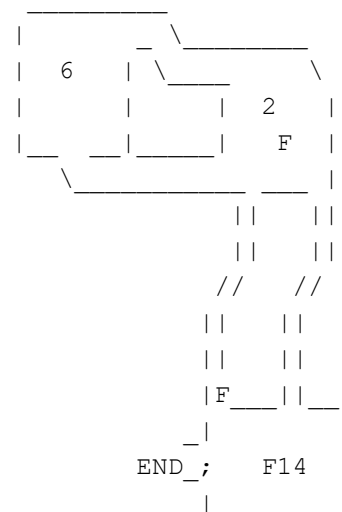
Now take all 15 fairies to the Fairy Fountain located in a cave at the base of Snowhead. You'll be rewarded with an upgraded magic meter.

- GREAT BAY TEMPLE -

1ST FLOOR



BASEMENT



KEY

F=FAIRY

: OR .. = DOOR

; OR ., = LOCKED DOOR

{=ONE WAY (CAN ONLY COME FROM ROOM 13)

[]=TUNNELS DO NOT INTERSECT, THEY OVERLAP

START ROOM

Light all the torches with the Fire Arrow to make a chest appear.

ROOM 1

Up on a ledge to the left of the door, a Skulltula holds a fairy captive.

A bubbled fairy waits underneath the doorway platform.

ROOM 2

A barrel on the left holds a fairy inside.

A pot at the bottom of the room holds a fairy. Use Mikau's boomerang fins to break it, then the Great Fairy's Mask or a prayer to retrieve it.

ROOM 3

A jar contains a fairy.

ROOM 4

Kill all the Bio Deku Babas to make a chest appear. Hop the lily pads to reach it.

ROOM 5

Use Mikau's boomerang fins to break the jar, then use the mask on the fairy.

ROOM 9

This is really tricky. Stand on the yellow water pump, then use the Ice Arrow to reach the back wall (look up at the framework on top, you should see two gaps, take the left one). Quickly use the hookshot to pull yourself up to the framework. You'll find a chest in the center.

ROOM 12

Stop the machinery, climb onto the waterwheel, then use the Hookshot to latch onto the chest. A fairy hides inside.

Easy to miss, there's a chest underneath one of the walkways. Use the hookshot to latch onto the torch next to it.

ROOM 13

Another one that's very easy to miss, there's a hidden room under one of the see-saws. Use Mikau to sink down, then roll into the barrel to free a fairy.

I'm kicking myself for not figuring this out myself. AS MIKAU, walk along the green pipe, then climb up higher onto it, then drop down. From there, use the Hookshot to reach the chest across the gap.

ROOM 14

Use Mikau's boomerang fin attack to pop the bubble, then use the mask out on dry land (or would that be dry metal?).

A fairy hides under the last green switch.

Now, after getting a ton of e-mails asking where the Great Fairy Fountain is, I have finally found in the course of proofreading this FAQ that I did, in fact, forget to include the location of the Great Bay Fairy Fountain. I apologize for any inconvenience this may have caused.

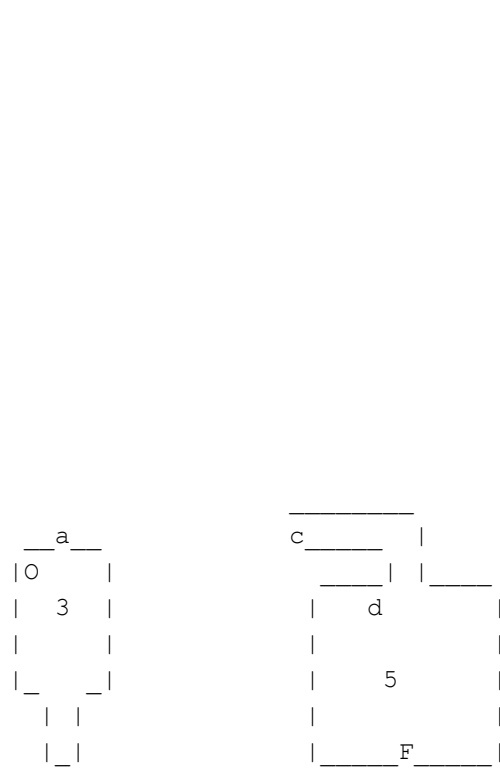
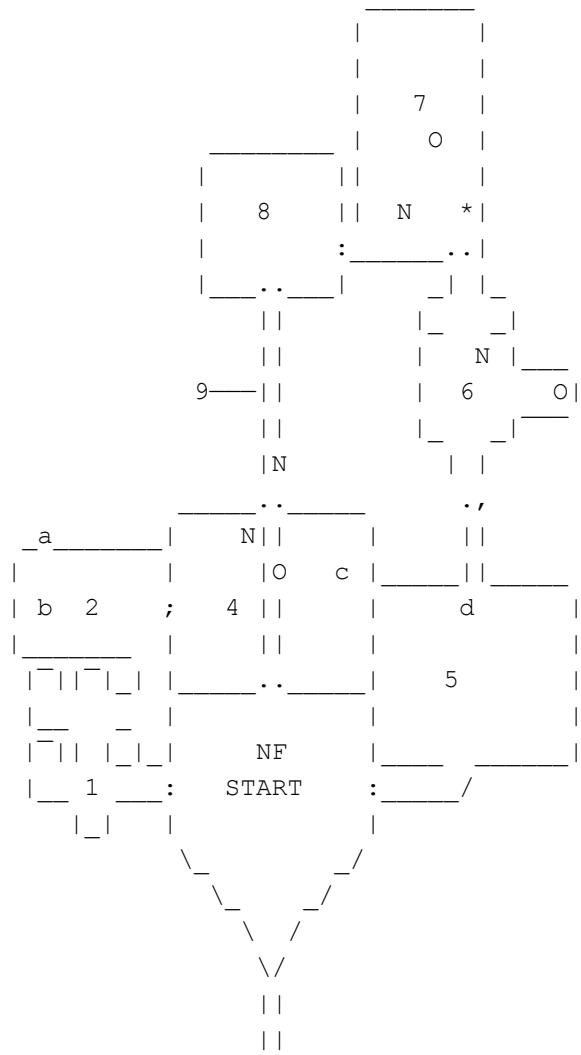
The Great Bay Fairy Fountain is on a cliff on shore. To get to it, hop along the small islands near the beach and use the hookshot on the palm trees if you need to. Once you reach the cliff wall, use a Bomb to enter the fairy fountain.

- STONE TOWER TEMPLE -

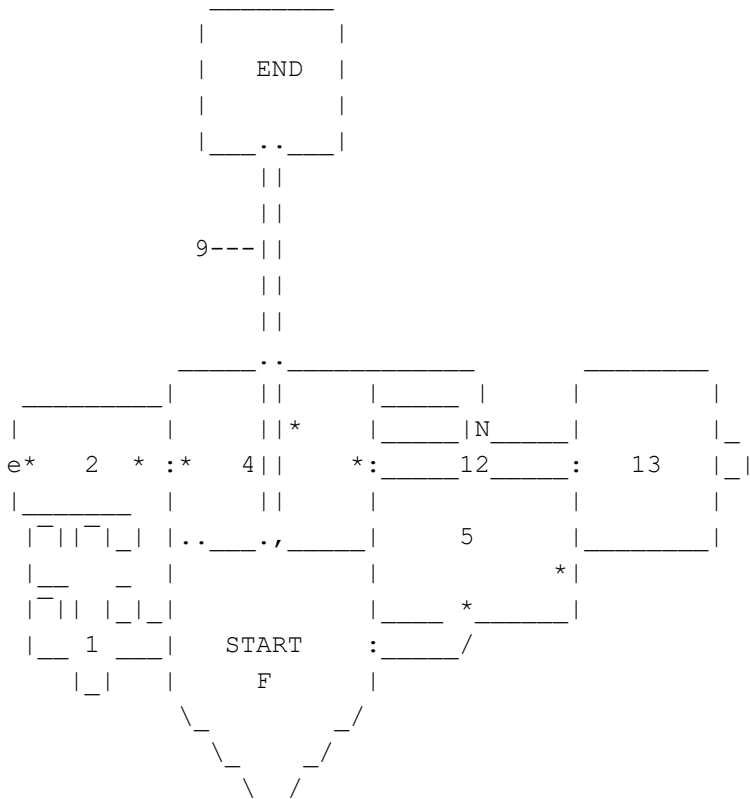
- MAP -

1ST FLOOR (ACCESSABLE NORMAL)

BASEMENT (ACCESSABLE NORMAL)



1ST FLOOR (ACCESSABLE FLIPPED)



\/
||
||

2ND FLOOR (ACCESSABLE FLIPPED)

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eF      |      |      |      |
|   3   :  11  :  10  ;      |
|      |      |      |      | |
|__  __|      |      |      |
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KEY

N=CHEST REVEALED WHILE NORMAL

L=CHEST REVEALED WHILE FLIPPED

O=OTHER (CHEST ALREADY OUT IN THE OPEN, HELD BY ENEMY, ETC.)

In Stone Tower Temple, you can easily find the fairies since MOST of them are in treasure chests. Once you get the compass and open all the other chests, you can easily find them. The trick is pushing the right buttons to make the chests appear. You'll often reveal a chest, then realize its on the ceiling. You'll have to do a lot of flipping to find all 15 fairies, but the reward is certainly worth it.

REVEABLE WHILE NORMAL, ACCESSABLE WHILE NORMAL

START ROOM

Shoot the yellow eye switch to make a chest appear.

ROOM 3

Use your hookshot in the dark room to find a chest.

ROOM 4

Once you get the Light Arrow, use it on the left sun block, but don't waste an arrow on the one on the right. Kill the Beamos, then swim over and let yourself be thrown by the Dexihand. Throw a Bomb over the fence so that it lands next to the crystal switch. Swim back and retrieve the fairy in the chest that appears.

Defeat the Eyegore to win a fairy.

ROOM 6

Shine your light on the suns along the walls to make a chest appear nearby.

Shine your light on the sun block to the right (or return with the Light Arrow) and look for the chest down the hallway.

ROOM 7

Use the deku flower to reach a small ledge on the left that holds lots of rupees and a chest.

This is tricky. Transform into Darmani, pound the Goron Switch, then carefully roll around to the extinguished switch. It may take a few tries. Once the chest appears, fly to it using the deku flower.

ROOM 9

Hit the crystal switch, then open the chest on the floor.

REVEALABLE WHILE FLIPPED, ACCESSABLE WHILE FLIPPED

START ROOM

This is also revealable while normal. Shoot the sun in the start room to make a chest appear near the Boss Warp Pad.

ROOM 3

Defeat the Wizrobe to reveal a chest. Use the hookshot to reach it.

REVEALABLE WHILE NORMAL, ACCESSABLE WHILE FLIPPED

ROOM 5

Sink to the bottom of the water. Use the boomerang fins to destroy the mines, then hit the switch. When the temple is flipped, put an Elegy Dummy on the blue switch to extinguish the flames, then fly up to the chest before the flanes return.

ROOM 5

This may be revealable while flipped, too. Shoot a Fire Arrow at the frozen eye switch.

REVEALABLE WHILE FLIPPED, ACCESSABLE WHILE NORMAL

START ROOM

When you step on the yellow switch in the start room, a chest appears. You'll use it as a hookshot target to pull yourself to the platform, but don't forget to come back for it later once the temple is back to normal.

ROOM 5

While the temple is flipped, shoot the frozen eye with a Fire Arrow. Return as Mikau and sink down into the water to find the chest.

Take the 15 fairies to the Great Fairy of Kindness in Ikana Valley (just south of Pamela's house) to get the biggest and best sword in the whole game: The Great Fairy's Sword. See the ITEMS section for more details.

-*- SKULLTULA HOUSES -*-

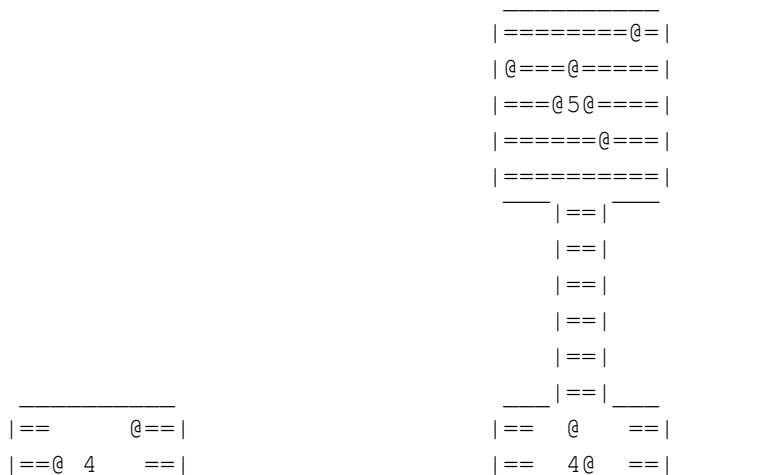
Yep, it's those pesky Gold Skulltulas from Ocarina of Time, except this time, they're confined to two houses, the Swamp Spider House and the Oceanside Spider House. In each house, you must find 30 Gold Skulltulas, kill them, AND take their Gold Skulltula Tokens that they leave behind. Once you have all 30 tokens return to the first room to get a reward.

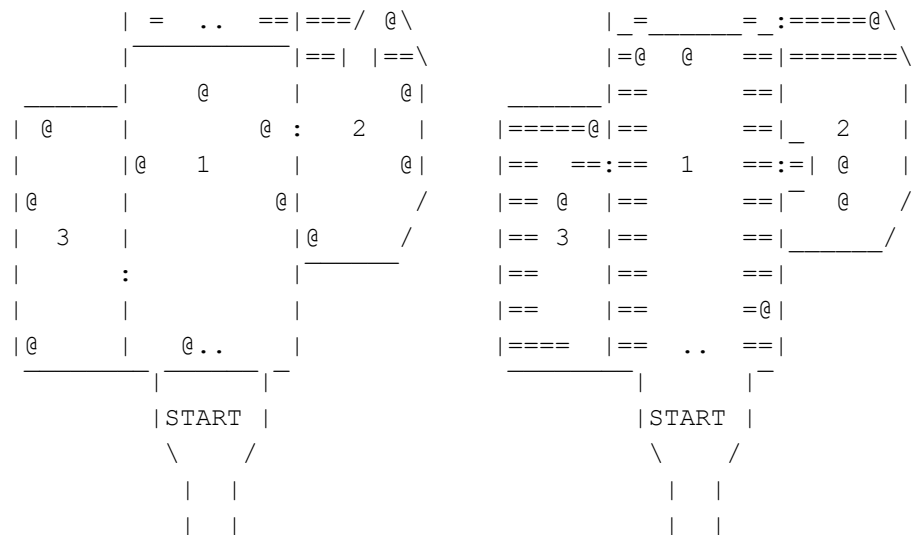
- SWAMP SPIDER HOUSE -

MAP

1ST FLOOR

2ND FLOOR





@:SKULLTULA LOCATION

=:UPPER LEVEL

Map © 2000 Bedman

First of all, I'll give you a huge tip that you may or may not want to follow: skip this whole place until you have the hookshot, it will be SO much easier. I just waited until I got the Hookshot and thought to myself "How would that have been possible without the Hookshot?" Well, it is possible, but it's MUCH easier if you return with the Hookshot. For now, I'll assume you have the Hookshot and give instructions accordingly. The prize isn't really all that necessary (the Mask of Truth), so it's best to come back with the Hookshot. Also, forgive the crudity of the maps, they're kinda confusing. The little '='s are places on the second level if you didn't figure that out already. The '='s on the lower level show places where you can't go, since it's only on the upper level, and '='s on the second floor show where you can go without falling down to the lower level. One last thing: bring lots and lots of bottles. You'll need them. There are many dirt holes in here, and some of them hold a Gold Skulltula just like in Ocarina of Time. Also, you'll either need a bean pod, the Bunny Hood, or the Zora Mask.

One final tip that applies to both Skulltula houses: you can always tell if there are more skulltulas in the room if you hear them scratching and scraping and clanking (if you played Ocarina of Time, you'll recognize the sound).

ROOM 1.1

A Skulltula is hiding in a pot just to the left of the entrance.

There are two patches of dirt on the walls. Catch two bugs and release them nearby. The bug will multiply into three, and all three will crawl into the hole, releasing a Skulltula.

A Skulltula crawls up and down one of the pillars. Use the hookshot.

Another Skulltula is in the pond somewhere.

ROOM 2.1

Two Skulltulas are hiding in two of the beehives. Shoot them until two of them have fallen to the floor (on the map, they're shown on the 2nd Floor, but you have to kill them on the 1st Floor).

Roll into all the pots to knock out two more.

Behind the sleeping Deku Scrub is a curtain of ivy. Cut it down to find a hidden alcove.

Smash the small jars to find another Skulltula.

ROOM 2.2 (To reach it, play the Sonata of Awakening for the Deku Scrub to make him leave, then use the Deku Flower to reach the upper level)

Use the Hookshot on the Skulltula on the wall.

ROOM 1.2

Release some bugs near the dirt patch near the wall closest to the entrance.

Use the Hookshot to get the Skulltula out of reach above the door to Room 4.

Use the pink flower to reach the other side, then find another Skulltula waiting on the pillar closest to the door to Room 4.

ROOM 3.2

There's a Skulltula to the right of the entrance.

Another Hookshot job waits in the center of the room.

ROOM 3.1 (jump down to the lower level)

Use your Hookshot to reach one too high to reach.

Two more are hiding in the crates. Use a roll attack to break them open and retrieve the Skulltulas.

ROOM 4.2 (to reach it, use the Deku Flower in room 3.1 and take the upper door to room 4.2)

Grab one hiding behind the pillar to your right as soon as you enter.

Use the Hookshot to reach two more, one above the hallway leading to Room 5, and another on the wall on the other side of the room.

Shoot down the beehive.

To reach room 5.2, first hit the crystal switch to make the ladder appear. If you don't have the Bunny Hood or the Zora Mask, go back into room 1.1 and get some spring water, unless you already know the Song of Storms. Return to room 4.2 and plant some Magic Beans in the soft soil. Water it, then hop on to reach the tunnel to room 5.2. If you have the Bunny Hood or the Zora Mask, put one on to increase your jumping distance, then just jump to the hallway leading to room 5.2.

ROOM 5.2

Two skulltulas are hiding in the grass. Wander around through the grass until you find them.

Shoot down another beehive.

THREE Skulltulas are hiding in the tree. Roll into the tree to knock them down.

- Now return to the front room to find that the poor cursed Skulltula man is back to normal! He'll give you the Mask of Truth, which you can use to read Gossip Stones and listen to the thoughts of doggies.

- OCEANSIDE SPIDER HOUSE -

MAP

Burn the webbing on the ceiling to reach the third. Shoot it with your Hookshot and pull in the token.

ROOM 2.1

A Skulltula is crawling back and forth on the rafter. Bring it down with the Hookshot.

Another is hanging out above the stairs.

Burn the webbed-up vase in the corner (the one in a group of four), then roll into the vases on the far left and far right to get two more.

LIBRARY

Move the Card Catalog (*gasp* a card catalog?? *faints*) out of the way to find a long hole in the wall. Use the hookshot.

Shoot down the painting near the card catalog.

Move the bookcase next to the wall out of the way to reach two more.

Back near the Card Catalog, climb up the bookshelf that has some books missing. From here, shoot the Skulltula between the wall and the ceiling.

Jump across the tops of the bookshelves to reach the other side. Knock down the painting and shoot the Skulltula in the long hole in the wall.

Jump over to the bookcases in the corner to find the last one in the Library.

ROOM 2.B (take the stairs in room 2.1)

Get on the stairs to reach an out-of-reach Skulltula in between the wall and the ceiling.

Roll into the vase next to the door leading to room 4.B.

Burn the webs covering the boxes in the corner, then smash the jar on top.

Burn another web on the wall to reveal another long hole in the wall.

To the left of the door leading to room 3.B, wait for the Skulltula to crawl out from behind the mask, then get it.

ROOM 3.B (burn the web covering the door)

Smash a box near the right wall (to your right when you enter, see map).

Climb the boxes on the far wall and shoot the Skulltula behind the boats.

Stay on the boxes and burn the webs to find another.

Smash the box on the other wall to reveal a small alcove. Enter to find a Skulltula.

Climb the big pile of boxes, then look around (especially up) to find a Hookshot target. Latch onto it to pull yourself up to the loft. A Skulltula hides in one of the pots.

ROOM 4.B

Wait for the Skulltula in between the floor and the ceiling to crawl out from behind the web, or waste a Fire Arrow to burn it.

One of the paintings hides a Skulltula (see map)

The vase on the far left holds a spider. Roll into it.

Turn into Darmani, then do a Goron Pound on the table to knock the three Skulltulas off the chandelier.

If it's still the First Day, return to the first room and talk to the man. He'll give you the Giant Wallet.

-*- THE GILDED SWORD -*-

The Gilded Sword is the second most powerful sword in the game. There are a few steps you need to take in order to get this golden sword:

The first three steps can be skipped if you have already accomplished them. If you haven't, be sure you have before you begin the 2nd Three Day Sequence.

1ST 3-DAY SEQUENCE:

ACQUIRE THE ADULT'S WALLET BY DEPOSITING 200 RUPEES AT THE BANK
DEFEAT GHOT IN SNOWHEAD TEMPLE
TAKE POWDER KEG CERTIFICATION TEST

2ND 3-DAY SEQUENCE:

UPGRADE YOUR KOKIRI SWORD
DEFEAT GHOT
BLAST OPEN THE RACETRACK
WIN THE RACE
TALK TO THE SMITHY

- ACQUIRE THE ADULT'S WALLET -

All you need to do to get this is deposit 200 rupees at the Clock Town Bank. The Banker will then give you the Adult's wallet, which allows you to carry up to 200 rupees. Make sure you leave at least 150 rupees inside your account.

- DEFEAT GHOT IN SNOWHEAD TEMPLE -

Enter and complete Snowhead Temple. Use Darmani's roll attack to defeat Ghot. Once you have his remains, that's all you need.

- TAKE THE POWDER KEG CERTIFICATION TEST -

After defeating Ghot and thawing the mountains (or by using the Fire Arrow), find the Bomb Shop in Goron Village. Take the Powder Keg to the Goron racetrack located above Goron Pond (the area with three islands in between Goron Village and Snowhead). Throw the keg up the ramps, then roll up to it, then repeat to get it outside, then carry it to the track to bust it open. If it's later than Day 1, just return to the Bomb Shop and talk to the Medigoron inside. Now, you are certified to carry Powder Kegs.

NOW PLAY THE SONG OF TIME TO RETURN TO DAY ONE

From here, you MUST follow the instructions to get the Gilded Sword. You must start this on Day 1.

- UPGRADE YOUR KOKIRI SWORD -

Withdraw 150 rupees from your account, then buy a Powder Keg from the goron in the Bomb Shop, then go to the Mountain Smithy in the Mountain Village (the log cabin). Talk to him and pay him 100 rupees to upgrade your Kokiri Sword up to a Razor Sword. You may need to use the Fire Arrow to thaw the forge. Don't rest now, there's lots more to do.

- DEFEAT GHOT -

Since you've already defeated Ghot once, it will go quicker this time. Play the

Goron Lullaby to get past the giant goron, then climb up to Snowhead Temple. Step into the blue light to be warped directly to Ghot. Beat him again, then return to Goron Pond. Use your Powder Keg to blast it open.

- WIN THE RACE -

After blasting open the racetrack, enter the race and win. Easier said than done. Just keep on rolling and break the green jars to refill your magic. Try to avoid the other racers, they can knock you off course, into a wall, and ruin your roll, forcing you to build up your speed again. Avoid the ramps unless you're spiked out. If you win, you'll get another bottle, filled with Prime Gold Dust.

- TALK TO THE SMITHY -

If it's not the 2nd Day yet, wait until it is (or play the Song of Double Time) and then return to the Mountain Smithy. Your sword should be ready by now, so take it. Admire it, then turn back around and talk to him again. Let him take the gold dust and your sword (again). Wait another day and return to receive the Gilded Sword!

NOTE: To get the Gilded Sword, you need to have your Kokiri Sword upgraded to the Razor Sword. The Razor Sword doesn't last, so make sure you have it by Day 2, or else it won't work. When you play the Song of Time, you will lose the Razor Sword, but once you have the gilded sword and you play the Song of Time, you'll have it forever and you won't be able to use the Kokiri Sword ever again.

-- ANJU & KAFEI --

This is the most complicated side mission ever! It will take up more than 1 three-day cycle to get everything done, since there's more than one way to do it. The whole thing involves five Bombers' Notebook characters and will get you four new masks, a bottle, and a Piece of Heart. Here's a bare-bones list of what to do and when to do it. Events marked with a * must be done in the same 3-Day sequence. Events marked with a ** must be done in the same 3-Day sequence to finally reunite the two lovers (meaning to get the final mask, you must do all the ** things in the same 3-day sequence, but items with a * aren't required for the final mask, but must be done in the same 3-day sequence).

REQUIREMENTS:

Epona
Garo's Mask

LOCATION: MAYOR'S DRAWING ROOM

TIME: 1ST - 2ND, 10:00 am - 8:00 pm

WHO: MADAME AROMA

WHAT: Talk to her to receive Kafei's Mask, use it to ask people about Kafei.

LOCATION: STOCK POT INN

TIME: 1ST, ABOUT 1:00 pm

WHO: ANJU AND POSTMAN

WHAT: Listen to conversation between Anju, the Innkeeper, and the Postman. YAH!

LOCATION: STOCK POT INN

TIME: 1ST, 1:50 pm - 4:10 pm

WHO: ANJU

WHAT: Talk to Anju (without mask on) and tell her you have a reservation to get a room key, allows you to get in to the Inn at night.

**LOCATION: STOCK POT INN

TIME: 1ST, After Postman leaves.

WHO: ANJU

WHAT: Talk to Anju (with Kafei's mask on) to arrange a meeting at 11:30 pm.

**LOCATION: STOCK POT INN KITCHEN

TIME: 1ST, 11:30 pm

WHO: ANJU

WHAT: Talk to her and get the letter from her to Kafei.

**LOCATION: CLOCK TOWN MAILBOX (any of the five)

TIME: 1ST, 11:30 pm - 6:00 am

WHO: YOU

WHAT: Mail Anju's letter by placing it in one of the Mailboxes before morning.

*LOCATION: LAUNDRY POOL

TIME: 2ND, 3:30 pm

WHO: POSTMAN AND KAFEI

WHAT: Watch the letter be delivered to a small boy wearing Keaton's Mask.

**LOCATION: LAUNDRY POOL

TIME: 2ND, 4:15

WHO: KAFEI

WHAT: Enter the Curiosity Shop's back door, located at the Laundry Pool. Enter and talk to Kafei. Recieve the Pendant of Memories.

**LOCATION: STOCK POT INN

TIME: 2ND 5:00 - 9:00 pm, 3RD 6:00 am - 12:00 pm

WHO: ANJU

WHAT: Give Pendant of Memories to Anju.

*LOCATION: LAUNDRY POOL DOOR

TIME: 3RD, 1:00 - 10:00 PM

WHO: CURIOSITY SHOP OWNER

WHAT: Listen to Curiosity Shop Owner, then receive Keaton's Mask and Express Mail to Mama (letter from Kafei to his mother, Madame Aroma).

*LOCATION: MILK BAR

TIME: 3RD, 6:00 PM -

WHO: MADAME AROMA

WHAT: Hand-deliver Express Mail to Mama, receive extra bottle. WARNING! Doing this may compromise your time to get to Sakon's Hideout! Once you do this, you may have to start over the whole thing, unless you have the Stone Mask.

*LOCATION: POST OFFICE

TIME: 3RD, 6:00 PM -

WHO: POSTMAN

WHAT: Give mail to Postman at Post Office (doesn't work if you already hand-delivered it to Madame Aroma).

*LOCATION: OUTSIDE MILK BAR

TIME: 3RD, AFTER DELIVERY

WHAT: Talk to Postman outside the Milk Bar to receive the Postman's Hat (only if you gave it to him and he delivered it to Madame Aroma himself).

**LOCATION: BEHIND ROCKS OUTSIDE SAKON'S HIDEOUT (in Ikana Valley, to the right of the dock).

TIME: 3RD, 6:00

WHO: YOU AND KAFEI

WHAT: Talk to Kafei behind the rocks just outside Sakon's Hideout. Wait there for Sakon to open the cave (put on the Stone Mask if you have it to be doubly sure he doesn't see you). Wait for Sakon to go inside before you head in after

him.

Here's a map of Sakon's Hideout:

KEY:

B#=BLUE SWITCH (#=door opened by switch)

YY=YELLOW SWITCH (slows conveyor)

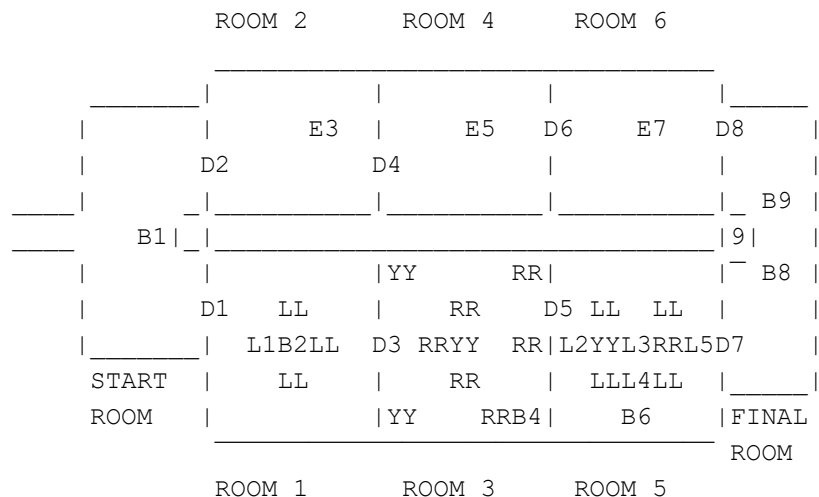
RR=RED SWITCH (speeds up conveyor)

L#=BLOCK (#=reference number)

D#=DOOR (#=switch that opens the door)

E#=ENEMY (#=door opened by enemy)

Map © 2000 Bedman



The basic strategy is to use Kafei in the lower rooms (1,3, and 5) to step on the blue switch, which will allow Link to enter his next room. Once Link defeats all the enemies in that room, Kafei's next door will open. This is highly confusing if you're just reading this, but you'll understand when you're playing it. You can press START in each room to pause after seeing what it looks like, then my descriptions will be clearer. The camera position will stay the same for all six rooms, so this is roughly what it looks like from above.

Here goes!

In the first area, you'll see the Sun's Mask. Kafei will hop on the blue switch to try and retrieve it. Of course, the switch also starts a conveyor belt which will slowly pull the mask towards the hole at the number 9 in the very last room. The goal is to get both Link and Kafei onto the switches at B8 and B9. So, first put Link onto B1 to open the door D1. Leave Link there and now you will control Kafei. As Kafei, grab Block L1 and push it onto B2. This will open the door D2, allowing Link to enter his first room. Now use Link to enter Room 2 and defeat all the enemies (E3) to open D3. Now take Kafei into Room 3. DON'T step on the RR (red switches). Leave Kafei on B4 and take Link into Room 4. Defeat the E5 enemies to open D5. Take Kafei into Room 5. Push block L2 DOWN, then pull block L3 to the LEFT (onto the yellow switch). Run down to block L4 and push it DOWN onto switch B6. Now take Link into Room 6. Defeat the enemies to open the door at D7. To reach it, push block L5 DOWN. Enter, then put Kafei on B8. Now take Link through the door and step on switch B9 to close the door to the hole. The Sun's Mask is safe! Warp back to town and go to the Employees Only room. Wait there for Kafei to get the Couple's Mask (trust me, as long as Anju is there and you saved the Sun's Mask, he'll show up, though he may not get there until 5 am).

-*- BOMBABLE WALLS -*-

To find out if a wall can be bombed, hit it with your sword. If it can be bombed, it will make a unique sound. Most walls make a THONG noise when you hit them, but bombable walls will make a TWAING sound. The only real use for this is to test a wall before you waste a Bomb on it. Note that this doesn't count for walls and stones that can only be broken by a Powder Keg.

-*- EASY RUPEES -*-

- TAKKURI -

The easiest way to get rupees. THIS IS SO EASY!!! You need either Epona or the Stone Mask (see the MASKS section for details). Head south from Clock Town until you reach the entrance to Milk Road. Flying around this area is Takkuri, a kleptomaniac bird who loves to steal your items and rupees. Make sure you put on the Stone Mask or get on Epona before approaching Takkuri. Shoot him with arrows (I like using Fire Arrows, but you don't need to). Sometimes, when you shoot him, he may drop about three rupees. Don't bother with this chicken feed, just keep shooting him. Once he finally falls and dies, he'll leave behind a giant gold rupee worth 200 rupees! This is the quickest way to fill up your bank account to get a Piece of Heart.

- DODONGOS -

This is another easy way to get 50 rupees, but it's only good during the day. North of Clock Town are two dodongos, who will each give you 50 rupees when you kill them (there's another pair in the secret grotto). To kill the dodongos, Z-target them, then run around to their back and jump-attack their tale. Immediately raise your shield as he turns towards you. While he's busy building up some fire for you, run back around to his tail and jump-attack it again. Once he finally dies, run like heck away from him and wait for him to blow up. Run back to find a purple rupee.

- BLUE BUBBLES -

This really only works at night, just east of Clock Town, and only once you get the Light Arrow. It also helps if you have the Stone Mask. At night, Shoot the Blue Bubbles with Light Arrows to get 50 rupees each. Simple. Once you have 200 rupees, it might be easier to buy a Chateau Romani from the Milk Bar (after 10 pm). Drinking this will give you unlimited magic until you play the Song of Time. This way, you can shoot all the Light Arrows you want and you only have to worry about running out of arrows.

- TREASURE CHESTS -

There are about four treasure chests in Clock Town containing 100 rupees each. Two of them can be reached easily, but the other two are a bit more difficult. One of them is located in East Clock Town. Using the Bunny Hood or the Zora Mask, climb the stairs behind the Milk Bar (the ones that lead to the roof of the Bar). From there, jump across to the stone ledge just past the exit to Termina Field (you must use the Bunny Hood or the Zora Mask). From there, jump to the basket above the entrance to Honey & Darling's, then jump to the roof of the Town Shooting Gallery. Hop up, then run south, then west to find a chest containing a silver rupee. Another chest is located in the sewer leading to the Observatory. As soon as you reach the water (coming from Clock Town), jump in and swim left. Swim past the Skulltula, then climb into the small alcove. Bomb the wall (the cracked one), then open the chest. The other two chests are located in the Stock Pot Inn. To get one of them, you need the key to the Knife

Chamber (the locked room upstairs). You can only get it on the first day by talking to Anju at the Front Desk in the afternoon. Tell her you have a reservation, then take the key upstairs and enter the Knife Chamber. Inside is a chest with another silver rupee. The other chest is in the Employee's Only room (Anju's bedroom). You can only enter it after midnight on the Final Day.

-*- GLITCHES -*-

They really should've bug-tested this game a LOT more. It has some really obvious glitches that any bug tester should have found. Of course, whenever you change the person being controlled in the middle of the game, there are going to be some glitches that need to be worked out. There are quite a few glitches that can be done in Sakon's Hideout when control switches from Link to Kafei. And of course, if you have a special character that the main character can transform into only in the boss rooms, someone is GOING to find a way to use him outside of boss rooms, which then leads to even more glitches. It's kinda like the glitch in Ocarina of Time where you save at Ganon after loosing your sword, which leads to the ability to use C-items while riding Epona, which leads to using the hookshot to pull yourself off of Epona but tricks the game into thinking your still riding Epona.... It just goes on and on.

- FALL THROUGH THE STAIRS -

I don't know why I'm bothering to put this in here, but I'm sure that if I don't, some newbie will e-mail me saying "Hey, wow, I've found a glitch that you don't have!" Actually, it's so boring that I never bothered to put it in. There are a couple of ways to do this. One way is to get onto the roof of the Town Shooting Gallery (near the chest with the silver rupee). From there, jump off right next to the wooden wall onto the stairs. You'll fall through the stairs and warp to South Clock Town. The other way to do this is to use the Deku Flower in South Clock Town and fly over to the stairs leading to West Clock Town. Once the flower runs out (or once you push A), you'll fall through the stairs and warp to West Clock Town. No logical use except that it's kinda funny to see Link fall through the stairs.

- GIANT MASK SPASTIC LINK GLITCH -

To do this, enter Sakon's Hideout on day three (use the glitch below to help). Put on a mask (best if you don't use the Keaton Mask), then when control switches to Kafei, pause and set the Giant Mask to the same C button that the mask you were wearing was set to. Now, when control returns to Link, you'll see Link put on the Giant's Mask, bluelight will appear like a halo around Link's head, and he'll go all spastic like he's transforming. The game will freeze and the only way out is to shut off the N64.

- ENTER SAKON'S HIDEOUT EARLY -

This is easy. YOU CAN ROLL THROUGH SAKON'S UNBREAKABLE DOOR! You can roll right through the crack on the right side if you do it right. You might fall down and land in some water. If this happens, you'll be returned to the canyon. Stop N Swop claims the Triforce of Time is down there, but nobody should ever listen to Stop N Swop because Stop N Swop can't even get past the stumps at the beginning of the game. Thankfully, Stop N Swop has been banned from the GameFAQs Message Boards. Anyway, as soon as you roll through, Link will make a sound like he's hopping. Push left on the control stick to prevent him from falling into the water below.

- FIERCE DIETY LINK OUTSIDE -

This only works on Day 3 and it helps if you can do the above glitch. Do this

early in the morning for the most time. Roll through the stone door into Sakon's Hideout. Put on a mask (other than the Keaton Mask) and make sure the Fierce Diety's Mask isn't set to a C item. Now, when control switches to Kafei, set the Fierce Diety's Mask to the same C button that the mask you were wearing was assigned to. When control returns to Link, he'll transform into Fierce Diety Link. Now finish the hideout and leave. Jump in the river and swim south to reach the Southern Swamp. From there you can get to Termina Field. Have fun!

NOTE: There are many glitches that go along with this glitch. If you talk to certain people in Clock Town, the game freezes, etc. Explore at your own risk.

- STOP THE WATERWHEEL -

NOTE: THIS DOESN'T STOP THE CURRENT, IT ONLY STOPS THE WHEEL. YOU CANNOT STOP THE CURRENT IN ANY WAY, YOU CAN ONLY REVERSE IT!

I can't believe this wasn't found in bug-testing. In the Great Bay Temple, go through any door in the temple (other than the very first one) and then return to the first room (the one with lots of geysers and the waterwheel). Stop all the geysers that are making the waterwheel turn so that it stops. Now transform into Darmani and hop in the water. 'Nuff said.

- SPASTIC BUNNY HOOD -

Okay, yes, I got this from Anju's Glitch FAQ, but this is just too funny to leave out. It's not really useful, but I found it funny. In the Milk Bar, play the Ballad of the Windfish with all four instruments, then put on the Bunny Hood. Talk to Toto (the zora) and go up on stage. Stand under the spotlight and you'll replay the song. After that, you'll become SUPER SPASTIC BUNNY!!! For some reason, you'll run about four times faster than normal now. This wears off once you leave the Milk Bar, but still, it's really funny to watch Link run around the Milk Bar at super spastic speed :->

- FISH OUT OF WATER -

If you catch a fish in a bottle and then release it into the big tank in the Great Bay Laboratory, it will swim OUT of the tank and float through the air to the smaller tank. It will then stay right next to the tank, floating in mid-air and flapping it's fins trying to get it. I don't know about you, but if I were a fish, I'd want to stay away from that tank, not get inside it.

- SOME KINDA MATRIX RIP-OFF PART II -

I got this off of the MM message boards at GameFAQs a while ago and I haven't tried it. If you can manage to jump off a ledge in Ikana and get frozen by a Gibdo while in mid-air, it looks like it goes into bullet-time while Link stays frozen in mid-air.

|OTHER STUFF|
|_____|

This is a bunch of other stuff that may or may not be related to Majora's Mask, but is most likely related to this FAQ somehow.

-*- BEDMAN'S SWEET HOME -*-

I was thinking, last night, at 2:21 AM about how I don't have my own Sweet Home thing like Armagetz does. This may seem random, unnecessary, and like I just

stuck this here to take up memory, but if Dallas can cheat and add hundreds of little '='s and '+'s and '-'s to make his FAQ look bigger, I can show everyone how much this FAQ affects my life (and how hard it is to write a 300 KB + solid-text guide for Majora's Mask). Here's a day (actually, more like three) that was quite unusual, and would've been better if it weren't for this FAQ! I still enjoy writing it, though. Also note that some of the times may be off a little, and it's a little longer than I expected, but it's funny!

BEDMAN'S SWEET HOME
(inspired by Armagetz)

DECEMBER 21, 2000

11:55 AM - Bedman looks at watch, double checks clock, then leaps out of bed.
Wasted too much time sleeping! !:-o Must get to work on FAQ!

12:10 PM - Brother got up too, hogs Laptop :-(
12:12 PM - Bedman goes to his room to play Pokémon Stadium. :P
1:45 PM - Bedman won the Prime Cup Great Ball Tournament! :-D
1:46 PM - Bedman plays Sushi-go-round, has way too much fun. "O-Sushi wa totemo oishii yo!"

2:00 PM - Bedman decides to try and fight his own Mewtwo with his own Mewtwo in a free-play battle.
2:30 PM - Bedman's Mewtwo won! Then again, it also lost. :[
2:40 PM - Bedman and brother waste time listening to fake radio commercials from Streets of Sim City on the Laptop.
3:00 PM - Bedman collapses with laughter ("Hack & Mickey's Roadkill Scrapin's. This week featurin' Greasy Grimy Gopher Guts, Steamed Moose Turd Pie, and lip-smackin' Rotten Log Surprise, MmMMM! Fresh daily! USDA avoided and completely unlicensed!") ROTFLMHO!!!
3:32 PM - Brother realizes what time it is, promptly quits listening to funny radio commercials.
3:44 PM - Bedman helps brother straighten Christmas tree.
4:00 PM - Brother leaves for work! Bedman has whole house (and computer) to himself. Writes FAQ, of course :-)
6:00 PM - Mom gets home, watches news on TV.
6:45 PM - Sister gets home from work.
7:00 PM - Jeopardy is on! Bedman forces himself to stop writing his FAQ and eat Tuna Noodle Cassarole leftovers. Yummy! (seriously!)
7:30 PM - Jeopardy is over and dinner is finished. Bedman continues FAQ.
9:30 PM - Sister asks if she can check e-mail.
9:31 PM - Bedman opens AOL.
9:32 PM - Bedman enters username and password, then hits OK.
9:33 PM - Bedman runs and gets the phone line and quickly plugs it into his laptop's modem before error messages begin popping up.
9:35 PM - Sister is on-line! Bedman patiently reads Majora's Mask Instruction Manual while he waits (looking for things to add to the BASICS section!).
9:46 PM - Sister is done! Bedman checks his own e-mail.
9:48 PM - No new Majora's Mask e-mails :-(), Bedman is disappointed. Bedman e-mails himself. Doesn't seem to work.
9:49 PM - Bedman e-mails himself at AOL.
9:50 PM - "You've got mail!" wakes up Bedman!
9:52 PM - Sends self an e-mail from AOL :-P
9:55 PM - Bedman stops what he's doing and goes to WHquestion.com.
10:00 PM - Bedman laughs hard at answers he got to his Bedman question :)
10:01 PM - Sister comes over from making cookie dough to see what's so funny.
10:15 PM - Brother returns from work (delivering pizza).
10:33 PM - Sister tells Bedman to stop using the internet so the phone is free.
10:34 PM - Bedman resumes writing FAQ.
10:40 PM - Bedman is interrupted by sister with cookie dough sample.
10:45 PM - Bedman is interrupted again by sister with cookie dough in a spoon.

11:08 PM - Sister says goodnight in French. Bedman says goodnight in Japanese.
O-nesan, oyasumi nasai!

DECEMBER 22, 2000

12:24 AM - Bedman realizes what time it is and forces self to stop writing FAQ.
12:35 AM - Bedman decides to go on the internet to "check a few things."
12:57 AM - Finished checking a few things. Realizes what a waste it was to spend so little time on the internet. Bedman goes to WHquestion.com again.
12:59 AM - Bedman writes silly question: "If you were rolling down the ocean on a jet ski and the wheel came off, would it take the same number of pancakes to cover a doghouse?"
1:01 AM - Bedman laughs hard. :P
1:02 AM - Bedman calls brother over from putting lights on tree to read funny question.
1:32 AM - Bedman stops looking for Star Trek walkthroughs and checks WHquestion.com.
1:34 AM - "You have 2 new answers to your question." Bedman is surprised! :-O
1:35 AM - "Yeah, I guess so...." someone answered. Bedman rates it a :|
1:38 AM - "Well to start with, you can't alleviate a frequently used partition with the elves of a noise." Perfect! Bedman laughs and rates it a :), assumes person must be as sleep deprived as he is.
1:39 AM - Brother laughs at silly answer.
2:07 AM - Bedman forces himself to log off and go to bed. |-)
2:08 AM - Bedman brushes his teeth like he always does.
2:10 AM - Bedman reads a chapter of the Bible like he always does.
2:15 AM - Bedman says "Goodnight Teddy," then "Goodnight everybody," (in English) then turns off the light, just like he always does.
2:16 AM - Bedman decides not to listen to Supernatural (by dc Talk) on his CD player like he always does.
2:30 AM - Bedman counts sheep.
2:32 AM - Done counting sheep, 12 in all. Bedman realizes he hasn't gotten sister a Christmas present! Decides to get her another stuffed sheep.
3:02 AM - Bedman realizes what's wrong.
3:03 AM - Bedman starts listening to Supernatural.
3:06 AM - Bedman is rocking out listening to the music.
3:13 AM - Bedman skips past boring love song and listens to funky love song.
3:23 AM - Bedman reaches title song! Rocks out even more, wonders what others would think of him rocking out to a Christian rock song.
3:30 AM - Music is over, didn't help :-(
3:40 AM - Bedman can't stop thinking about his Majora's Mask FAQ!
4:00 AM - Realizes mom will probably be getting UP soon to go to work. Considers getting up and working on FAQ. Decides not to when he realizes Brother is still up too and would send him back to bed.
4:23 AM - Bedman finally falls asleep |-|
8:12 AM - Sister comes in and asks to borrow money for Christmas shopping.
8:28 AM - Bedman and brother discuss sleep deprivation and funny question (Bedman and brother share a room).
8:46 AM - Bedman falls back asleep |-(
10:00 AM - Alarm wakes Bedman.
10:26 AM - Radio program is over, "Nice radio program," Bedman says to himself. Whoops! Must... get... up... (Bedman falls back asleep).
11:01 AM - Bedman wakes up and FORCES himself to get out of bed.
11:05 AM - Bedman eats Cosco croissant while typing on the computer.
11:47 AM - Bedman stops and decides to go find the last five fairies in the Stone Tower Temple (emphasis on "decides").
12:17 PM - Bedman was delayed by dragging brother out of bed. Now goes to find fairies.
12:20 PM - Reaches Stone Tower Temple, realizes he has SIX fairies to find, notices six chests on his dungeon map. Makes note to add hint to his

FAQ.

- 12:35 PM - Bedman rescued all 15 fairies! Gets a really cool looking sword!
Time to add that Stone Tower Temple map to FAQ :-)
- 12:36 PM - Brother is hogging computer again :(Bedman decides to go looking
for more Pieces of Heart in Majora's Mask.
- 4:00 PM - Brother leaves for work again! Bedman continues FAQ, but delays add-
ing Stone Tower Temple fairies (surfs the net and adds ENEMIES and
BASICS sections).
- 9:21 PM - Bedman FINALLY stops working on other sections of FAQ (enemies) and
surfing the net to add the Stone Tower Temple fairies.

DECEMBER 23, 2000 (yeah, I know this is too long, almost done!)

- 1:12 PM - Bedman sacrifices his sleep to finish version 2.0! Next comes quick
proofreading and upload tomorrow (technically, later today).
- 10:08 AM - Bedman quickly gets up. Choir practice at 11:00 AM!
- 10:31 AM - Bedman inhales breakfast (bacon and waffles without butter) :-[
- 10:44 AM - Bedman leaves for church. Sings. :-o
- 11:40 AM - Choir practice is over, but Bedman has a Chirstmas party to go to.
Begins proofreading FAQ while he waits until family is ready to
leave.
- 1:15 PM - Bedman leaves for Christmas party a little later than expected.
- 7:15 PM - Bedman, having left the party, arrives at Blockbuster. Calls sister
on her own Cell Phone and reads titles of interesting movies. (What
do you mean back to comedy?... just kidding).
- 7:30 PM - Bedman is home :)
- 7:40 PM - Bedman resumes proofreading FAQ. Notices how few errors there were
before proofreading. Realizes he's a lot better at spelling and
grammar than most FAQ riters :-P
- 8:49 PM - Family starts watching rented movie (U-571). Bedman futilely tries to
proofread FAQ, but movie has too much shooting and explosions (and
subtitled german).
- 10:44 PM - Movie is over, Bedman realizes he has only proofread half the FAQ.
Decides to upload it now instead of wasting time.
- 11:07 PM - Fortune City Mail isn't working >:-(Decides to use AOL.
- 11:10 PM - VERSION 2.0 UPLOADED!!! !:-D

-*- E-MAIL -*-

Preferred Majora's Mask e-mail: bedman@mail.com

PLEASE put Majora's Mask in the Subject line! NO SPAM!!! Don't send me porn
offers or you will be sorry!!! >:-(

Read this before you e-mail me with anything not related to Majora's Mask.

A while ago, I got the following e-mail in my mailbox. I obviously censored out
a lot. If I hadn't, CJayC may not let me put this up, it's pretty much X rated:

[START OF E-MAIL]

This Is Kind Of A Test And If You Got One Of Them It Would Be 1 Point Send Me
Back Your Amout Of Them

- 1)Had Thoughts Of [word young children shouldn't see here] Your Parents (If You
Do That You Are One Sick [f-word here])
- 2)Done [a word young children wouldn't understand, but still shouldn't see]
- 3)Jumped Out A Window And Broke A Body Part
- 4)[Something I don't want to think about here] With Some One
- 5)[Same here] With Family
- 6)Thoughts Of [bad word here] Your Best Friends B/F Or G/F

- 7)Are Completely Crazy(Thats Me) [editor's note: "That's obvious"]
- 8)Slit Your Wrist [editor's note: DO NOT TRY THIS AT HOME OR ANYWHERE ELSE!]
- 9)Tried Sufficating Yourself [editor's note: DON'T TRY THIS EITHER]
- 9)[F-word here] A Veggy
- 10)[Same here] A Fruit
- 11)Had [a typical word describing Pokémon here] [word young children shouldn't see here]
- 12)[Questionable word here] Over The Internet Or Phone
- 13)Kissed Some One In A Public Place Like The Mall
- 14)Pretended To Trip Over Some One But[something I'm glad I've never done here]
- 15)Had A Dream About [something bad here] A Animal

Remember Send Me Your Answers Back

[END OF E-MAIL]

You can be sure I sent my answer back: zero points, and glad about it. This is a perfect example of the kind of e-mail I don't want to see in my mailbox. I totally love getting questions, comments, praise, constructive criticism, etc. about Majora's Mask, or any of my other FAQs. I don't even mind getting something not related to Majora's Mask (usually). I just don't want anything disgusting (like this), insulting to ANYONE, insulting anything I believe in (like Christianity), or anything bad, gross, disgusting, dumb, stupid, etc. The same goes for AOL instant messages (see next section for details).

- AOL INSTANT MESSAGES -

AIM USERNAMES: NathanDale7
 USJokerBedman

DO NOT SEND ME ANY SPAM!!! I WILL SEND ALL SPAM THAT I RECEIVE TO TOSSPAM@AOL.COM AND THEY WILL DEAL WITH IT!!! IF YOU ARE WITH AOL AND YOU SEND ME SPAM, I WILL FORWARD YOUR MAIL TO TOSEMAIL1@AOL.COM AND YOU WILL LIKELY HAVE YOUR AOL ACCOUNT REVOKED!!!

Many people are sending me Instant Messages (one person was from Scotland!). I love getting instant messages, but keep some things in mind:

- 1: Your question may already be answered in my FAQ.
- 2: If I am online, I may not be for long. If I'm online during the afternoon, morning, or early evening, I may have to log off soon (I don't like holding up the phone line). The best time is after 10:00 pm when I usually go online (though not for long, now that school is starting up again soon). Other than that, I'm probably just checking my mail, checking neopets.com, etc. You can still send me an Instant Message, just don't take your time and be prepared for me to log off. If I do, then you can see if your question is answered in the FAQ, or you can e-mail me and I'll get back to you soon.
- 3: Don't ever do anything like the person who sent the above e-mail (also, don't insult me, ANYONE, anything I believe, etc.) Do NOT send any bad swear words through Instant Messages or I will notify AOL. I don't really mind, it's just that I'd rather not have anybody else see that kind of stuff.

Also, I'm in the Pacific Time Zone, just to let you know. I've gotten a lot of people asking me "Why are you up so late?" or something. It's a little after 10 pm here, and for them, it's a little after 1 am :) Then there's my friend in Scotland who will wake up and come online when it's 2:30 am for me, and he'll go to bed at 4:00 pm for me....

- MAJORA'S MASK THREE-DAY CHALLENGE -

I read about this on the GameFAQs message board and it sounds very interesting.

You can't really do this very well with any other zelda game. So far, only four people have been able to accomplish this amazing feat of skill, knowledge, and incredible speed. Here's the challenge: beat Majora in six days. "That's easy," you say. "Six times twenty four is 144 hours to play through the game, right?" Wrong. You must beat Majora in six TERMINIAN days. Obviously, you have to wait until night of the third day to get the Ocarina of Time back, but can you beat all four bosses and the final boss in one single sitting and in only three Terminian days? Yes. You can. Because three people so far have accomplished it. Also, I highly recommend taping this feat on video tape (only tape the second three day sequence, don't bother taping the first three days since those don't count much). Most people won't believe you unless you have video proof to back it up.

But you're probably saying "It's impossible! You can't get to Epona on the first day because you'd have to beat both Odowla and Ghot before 6 pm." No you don't. Here's how to do it:

- Before you attempt this, practice practice practice! You must know all of the dungeons better than Shigeru Miyamoto does. You must personally introduce yourself to each individual pixel.
- Ignore anything not crucial in getting to Majora. This includes side-quests, unnecessary masks, getting dungeon maps / compasses, exploring, etc. You should get three bottles for the eggs, though. You should also do enough of the Anju-Kafei sequence to get the free Chateau Romani and extra bottle. Also, you can't get the FD Mask because you can't get all 20 masks in time.
- You MUST use the Inverted Song of Time to slow down time.
- Don't forget to buy Bombs, deku sticks, and any other essential items before you begin.

- Start a new game and go through the first three day sequence, then use the Song of Time ONLY ONCE to return to Dawn of the First Day. From here, you cannot use the Song of Time any more. You must do the entire game in three days.
- Immediately run and get the Red Potion and give it to Koume. Run to the Deku Palace and learn the Sonata of Awakening. Quickly make your way to Woodfall Temple.
- Get the Hero's Bow, then get out of there.
- Break through the ice to get to Snowhead.
- Talk to the Goron Baby.
- Get the Lens of Truth.
- Follow Darmani, get the Goron Mask, get hot water, thaw the elder, learn the Lullaby Intro.
- Learn the Goron Lullaby, enter Snowhead.
- Get Fire Arrows, then skip Ghot and return to the Goron Village and become powder keg certified.
- Return to Clock Town at some point at the right time and arrange to meet with Anju at night. Go to Milk Road and bomb the boulder, then get Epona. THIS MUST BE DONE BEFORE 6 PM ON THE FIRST DAY!
- Then you must use Epona to get to the graveyard, get the Captain's Hat, then enter the grave and learn the Song of Storms.
- After that, return and beat Odowla and Ghot, and don't forget to meet with Anju, then mail her letter. You should also teach the scarecrow a song.
- Get the bottle by winning the goron race.
- Get the Zora Mask, then gather all the eggs at the Pirates' Fortress (don't forget to get the Stone Mask to make it go faster).
- Once you have the hookshot and the Scarecrow Song, get the bottle from the Beaver Brothers.
- Show the picture to the fisherman, then get the three remaining eggs from Pinnacle Rock.
- Learn the New Wave Bossa Nova, then enter the Great Bay Temple.

- Beat Gyorg, then return and talk to Kafei. Later, get the letter from the Curiosity Shop owner and deliver it to Madame Aroma to get the Chateau Romani.
- Go to Ikana and get the Mirror Shield and learn the Elegy of Emptiness.
- Enter the Stone Tower Temple and beat Twinmold using the Chateau Romani.
- Immediately warp back to town and climb the stairs in the Clock Tower.
- Go to the moon and don't bother with the mini-dungeons since you don't have the masks. Defeat Majora.

This can't be done easily. It is very challenging, but it can be done. Anyone can do it with enough practice (except Stop N Swop). Don't forget to video tape the whole thing. It will probably take about six hours, so use a blank video tape. If the tape runs out, immediately pause the game and switch tapes. If you accomplish this, e-mail me and let me know and I'll add your name to the list. You can also post it on the MM Message Board at GameFAQs and I'm sure many people will give you praise (and maybe some doubts). I wish you luck.

By the way, I have not yet done this myself, but I will probably try to do it someday. Wish me luck too.

People who have accomplished this amazing feat:

Snapdragon
ParagonX9
VGman2
Saiyan Girl

People who claim to have accomplished this amazing feat:

Luis Sanchez

Snapdragon is the person who originally came up with this challenge.

VERSION HISTORY

1.1 11-5-00 - Really sucked, incomplete, didn't get posted on GameFAQs.com. Oh well, I'll keep trying.

1.2 11-20-00 - Better, walkthrough incomplete. Added NEW ITEM/SONG/ABILITY feature in walkthrough. Added SONGS and MASKS section.

Still didn't get posted... I'll keep trying!

1.3 11-26-00 - Added several masks, added HOW TO GET IT to mask descriptions, added info on Great Bay. Started Pieces of Heart section. Added Bottles section. Added ITEMS section and THANKS section. Also added COPYRIGHT section.

FINALLY got posted on GameFags.com!

1.31 11-29-00 - Added small note about quotations in COPYRIGHT section after getting requests for permission to post my FAQ on other sites (see COPYRIGHT section for details). Nothing else updated, just wanted to clarify quotation rules.

1.4 12-4-00 - Added to walkthrough, masks nearly complete, added CHARACTERS section. Added SIDE MISSIONS section. Reformatted walkthrough slightly, set max line width to 79 characters instead of 80 :(, don't ever try this at home

especially in Notepad). Added Great Bay Temple info, added lots of pieces of heart.

1.5 12-18-00 - Added Woodfall Temple walkthrough, a week late since I spent all weekend getting ready for Christmas :). Redrew the Majora's Mask at the top of the FAQ so that it's huge and much more detailed. Added Character Comparison section in CHARACTER section. FINISHED the Bombers' Notebook section. Also added Giant's Mask to Transformation Masks section, masks almost done ! :[Decided to add Temple Fairies to SIDE MISSIONS section later on. Hope to get version 2.0 ("done enough" as I like to say) before next monday (CHRISTMAS! :)

2.0 12-23-00 - Added Snowhead Temple and Stone Tower Temple walkthroughs (that was sooo tiring! :-(Added fairy guides for the temples in the SIDE MISSIONS section. Also added ENEMIES section and BASICS section. Also added Skulltula House section in the SIDE MISSIONS section. Added Bedman's Sweet Home to brand new OTHER STUFF section. Also added bare-bone instructions for Anju-Kafei sequence in SIDE MISSIONS section. First "done enough" copy, but I'll still add Pieces of Heart and other side missions, and a few more things. Feel free to e-mail me if you have any questions (or for any other reason)! Also, if you really want to, you can now e-mail me to ask me if you want to post this elsewhere.

(-: THIS FAQ IS FINALLY DONE ENOUGH! MORE UPDATES LATER, OF COURSE :-)

2.1 12-31-00 - Goodbye 2000! Hello new millenium! YES, this IS the start of the new millenium (assuming we've been keeping correct count of the years). Never mind. Added a Price List. THE PIECES OF HEART ARE FINALLY DONE! Of course, I'll still add more Keaton Questions and the descriptions on how to get the Pieces of Heart on the Moon, but I'll probably wait until I get more e-mails... c'mon people, I wrote a FAQ for Majora's Mask and you're not e-mailing me enough! Keep 'em coming! Speaking of e-mails, I also added the e-mail section. In other5 news, my keyboard is starting to go wonky, s\o don't be surpris\ed if the5res\ a bunch of junk s\omewhere (like an extra s, \, r, 5, q, or d). It's a laptop, so I can't 5really get a new keyboa5rdq. I do always go back and edit anything I typed to make sure there5's nothing there that shouldn't be. I also added the MINOR CHARACTERS to the CHARACTERS section, and the GILDED SWORD to the SIDE MISSIONS section.

2.11 1-4-01 - Added warning about the Hybris virus that I was infected with, possibility that the virus spread from my computer after I was infected. I wanted to get info about the Hybris virus (hahaha@sexyfun.net) out ASAP. Also contains work in progress on version 2.2, since I've added stuff since my last update (2.1). Basically, between 2.1 and 2.2, I have done some work on 2.2, but I added info on the virus and submitted it without proofreading it.

2.2 1-17-01 - The 01's! (year-wise, not version number-wise). Added a Frequently Asked Questions section (I'd call it FAQ, but that would be a bit confusing) after getting about four e-mails asking "How do i get epona" (notice the lower-case initial letter of a proper noun... j/k :). Began adding the maps for each different area, didn't get very far. Fixed a problem in the Pieces of Heart section (two descriptions of the mailbox thing and added missing description about the Doggy Racetrack). Fixed a few things here and there. Added note about Spam to e-mail address at the top and also in the e-mail section. Added the TIPS, HINTS, CHEATS, TWEAKS, ETC. section, and also corrected the day of the week for the Curiosity Shop meeting in the Anju / Kafei guide. Thank you Sicarius!

3.0 1-30-01 - Added some nifty smilies :-P :-) If you want to use these symbols you can just highlight them and press Ctrl C to copy them, then Ctrl V to paste them. Also added a Width guide at the end of the FAQ. ADDED MOON INFO AND

FIERCE DEITY'S MASK INFO!!! WALKTHROUGH IS COMPLETE!!! VERSION 3.0!!! If you're wondering why I'm numbering these wierd, then here's why: I don't think it makes any sense to use decimals if you're just going to make little updates and big updates increase by .1 every time. If I increased by 1 every time, the number would be too big. This way, if it increases by .1, you can tell that it's a small update, and if it updates up to a nice round number, it means I made a very large or very important update.

Also in 3.0, I fixed some graphics by adding characters like - and ^ to help make them look better. I also added some cool glitches. Totally rewrote the Under the Well section. Fixed a few things here and there.

3.1 6-1-01 - It's been too long... updated a few things like e-mail, WHquestion, neopets, etc. Added a few things to make it 300k... It was when I sent v3.0, but with the zipping and unzipping, it must have come up as 299k on CJayC's computer. Fixed some errors caused by faulty floppy disk.

3.2 2-9-02 - Proofread ENTIRE document >_< and fixed a few words here and there, updated a few things, added more to FAQ section (yeah for more e-mail!). Added Majora's Mask Three-Day challenge. Added submitted artwork. Updated several sections after playing MM a second time, causing a major delay.

Total number of spelling and grammatical errors found so far: 17

3.3 7-26-02 - Fixed a few things after finishing second MM game. Added "Some Kinda Matrix Rip-off Part II" to glitch section, look for part I coming soon... Also added e-mail note after major freezing problem arises.

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|_____|

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- 2: Credit is not given to someone else
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- 4: You don't criticize it in an unconstructive way
- 5: You place the following at the end of the quotation:

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- 8: You don't use it for profit (money or anything else).
- 9: You basically don't do anything bad (selling it, messing with it, using it to line the bottom of your bird cage, etc.)
- 10: Anyone breaking ANY of these rules will be sorry >:-(so don't break them (don't cut them, rip them, snap them, crack them, tear them, or bend them either).

Also, the two maps of the Spider houses are Copyright © 2000 by Bedman. Don't copy them. Don't redistribute them without my permission. The maps in THE MOON section are also Copyright © 2001 by Bedman. If you wish to use them, e-mail me and I'll probably let you.

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If you want to quote more than a paragraph, then you must follow the following rules:

- 1: E-mail me and let me know
- 2: Include in your e-mail what you wish to copy and the address of where you want to post it
- 3: Follow all the rules in the COPYING SMALL QUOTATIONS section (except for rule number 7).

If you wish to post this FAQ / Walkthrough in it's entirety, you must follow the follow all 3 rules above and one more: KEEP UP WITH MY UPDATES! If you're posting the whole thing, it REALLY helps if you can check back at www.gamefaqs.com every so often and see if I've updated my FAQ. It would make me really happy. I will keep a record of which sites this is on, and if you have an exceptionally older version, I'll let you know. If you don't respond and continue to use the older version, I will likely flame you with so many e-mails that your e-mail provider's server will get angry at you. KEEP UP WITH MY UPDATES!!! IT WILL MAKE ME VERY HAPPY!!!

- PROPER QUOTATION FORMAT -

So what's proper quotation format? Basically, just quote it like this example if you wish to change it:

ORIGINAL SENTANCE: Use the Bremen Mask on the many chicks at Romani Ranch to make them grow older.

QUOTED SENTANCE: "Use the Bremen Mask... at Romani Ranch to make [the chicks] grow older."

(note: this is only an example. I can't see why anyone would want to quote it like this, but it's only an example)

If you want to replace a word with your own, be sure to put brackets [] around the new word. If you want to omit text (leave stuff out), put little elipsis, like... or . . . where the omitted text used to be. Also, be sure to place quote marks "" around quotations, and be sure to give me credit! See the above section for details about giving me credit.

Also, if I happen to misspell a word or make some obvious grammatical error, first, e-mail me at bedman@mail.com and tell me the exact location of the error (section, paragraph, sentence if possible). If you want to quote text and I've misspelled something in the quotation, put (sic) after it. This is a latin word usually used to show that something is wrong or misspelled in the text that was quoted.

| THANKS! |

| _____ |

I'd like to thank the following people / companies / parties / etc.:

- *- GameFAQs.com for posting this FAQ. THANKS A MILLION!!!
- *- CJayC for running GameFaqS.com all by himself! You're awesome!!!
- *- Armagetz for daring me to write a Majora's Mask FAQ (I still haven't gotten hundreds of e-mails!).
- *- Nintendo for making this deeeeeeep game.
- *- Shigeru Miyamoto for creating Zelda and Link (if you care, that's probably pronounced shee-geh-rdoo mee-ah-moh-toh, don't even try pronouncing that "rdoo" sound unless you know Japanese, just pronounce it as "roo").\
- *- Un-thank you to Shigeru Miyamoto for screwing up the GameCube Zelda game!!! If you want my thanks back, then change Zelda GCN back to how it was! You aren't getting any thanks from me ever again unless you change it back! You ruined my life!!! Baka! Baka baka baka!!! Baka yaro! Kuso desu yo! I'll never buy another Zelda game ever again!!! Un-thank you so much!!! >:-(
- *- All the programmers who worked hard to make this game (I know how hard programming games can be, even on a Texas Instruments calculator!).
- *- The people / person who translated this game (I want to be a game translator when I grow up!).
- *- Dallas for motivating me to make my FAQ bigger than yours :-P
- *- AOL for providing free internet trials. Weekly updates would not have been possible without them!
- *- I would now like to un-thank AOL for allowing so much spam to be sent to my address, overcharging us, and sending us piles of free trial disks that we now use as coasters. Un-thank you so much!!! >:-)
- *- I'd also like to thank Armagetz (again) for daring me to write this FAQ. I never would've done this if you hadn't dared me to. Double thanks to you!
- *- I'd also like to thank Armagetz AGAIN for writing that hilarious "Armagetz's Sweet Home" thing in your Harvest Moon FAQ. It inspired me to write my own.
- *- APool555 for all your fun Instant Messages!
- *- Sicarius for correcting the day of the week in the Anju / Kafei guide! Thank you so much! MWAHAHAHAHAHAHA!!! *small explosions are heard*
- *- Rubzo for making me realize that this FAQ can be seen from anywhere in the world, even Scotland! Say hi to William Wallace for me :-P
- *- All the UKJokers, including UKJokerRubzo AGAIN! Thanks for being such great friends!!
- *- Argh! I just got an IM from the person who contributed and I still can't remember their name! Sorry!... If you're the one who pointed out the Mido-Tingle similarity, I'm sorry! Thank you!
- *- Anju for writing that Glitch FAQ. I hope I didn't violate any of your copyright rules. I didn't copy any text, I just tried some of your glitches and added them to this FAQ in my own words.
- *- Snapdragon for coming up with the Three Day Challenge idea.
- *- Stop N Swop for being stupid.
- *- Perfect Light for your awesome artwork.
- *- FireDragonStarr for correcting the spelling of kleptomaniac. That was a typo. Honest.

- *- YOU for taking the time to read this FAQ!
- *- Anybody who e-mails me!
- *- All those wonderful people who have asked me questions. I LOVE getting questions about Majora's Mask, so e-mail me if you have ANY questions!

- *- I hope I don't insult anybody, but I'd also like to thank Jesus for many reasons (dying for me and forgiving my sins to name a few). Thank you so much for being born and inspiring Christmas (even though it's too commer-

cial) so that I'm motivated to get this completed by Christmas for all you people who get it for Christmas. Thanks also for being so cool and loving me to death (literally).

-*- I'd also like to thank our really horrible public education system for providing a very relaxing vacation (yeah right) so that I could spend it all writing this FAQ.

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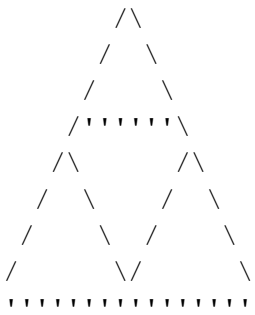
Artwork by Bedman, Copyright © 2001

Here's some new artwork submitted by Perfect Light. All of the following graphics are Copyright © 2001 Perfect Light. All rights reserved.

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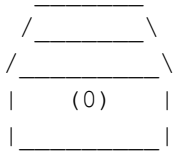
The Gilded Sword

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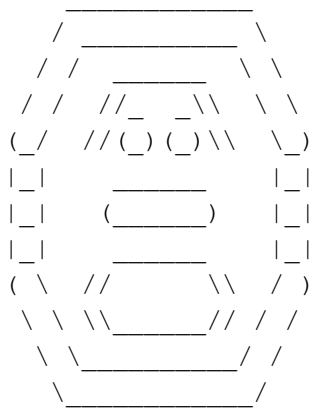
Large Triforce

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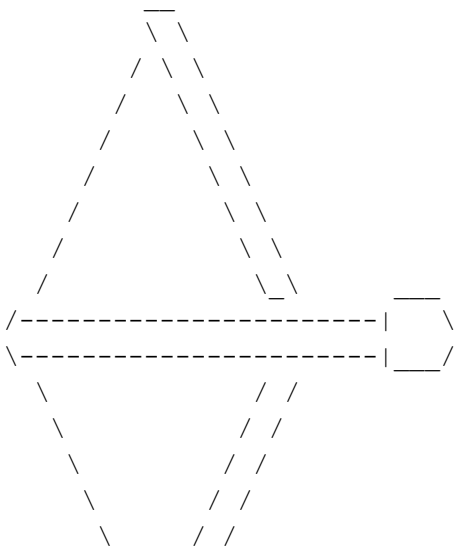
Chest

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- WIDTH GUIDE -

If the above lines look strange, then try widening the window. This FAQ is designed to be viewed using a fixed-width font like Courier and a width of 79 characters. Here's a test to see if the font you're using is fixed width:

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If these rows are lined up perfectly, then the font you're using is fixed width. If you're using a font such as Times New Roman, then the I line will be much shorter than the W line. This FAQ was written using the Courier New font size 10 pt. If you're viewing this in Times New Roman or some other non-fixed width font, some of the maps, indents, tables, etc. will look wonky. If you're viewing this in a word processor, try setting the font to a fixed width font like Courier. Most of the graphics look best using Courier New. If you're viewing this on the web, it is most likely a fixed width font. If it seems wonky, try seeing if your browser has a font option. If all else fails, load this into Notepad or another word processor and set the font to Courier New (most computers have this font, if you don't have it, try and find something else that is fixed width). In Notepad, you can change the font by clicking on Options, then Options again, then the ... elipsis next to the Screen font. Set it to Courier New, 10 pt for best viewing.

In case you don't know, a fixed width font is a font in which all characters, letters, numbers, symbols, etc. take up an equal amount of space. This means a lower case i takes up the exact same space as a W. This is useful for making maps and lining up tables.

One last thing. This FAQ uses some special symbols like ¤ © | and Ð. You may or may not be able to view them, but you should. If you can't see these symbols or if there's some other problem that may be related to them, please e-mail me. If you want to see more symbols like this, open Character Map. If you're using Windows (any version) it's usually found in the Accessories group. This is a useful little program, try experimenting with it to find special characters.

Speaking of other characters....

¤; "ú, í ¤ I ¤ Ÿ, ì fy ¤ [fW, í ¤ @%pEê, Å ¤ @, Å, · ¤ B, ·, Ý, Ü, ¹, ñ ¤ I

You can ignore this if you aren't reading this on a Japanese-friendly computer. I just felt like randomly sticking this in here. Also, if you happen to be viewing this FAQ on a Japanese-friendly computer, many of my special symbols (such as maps and dividers and such) will look like Kanji or Kana. Just ignore it. If you want to see it properly, try viewing it on an English friendly computer!

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