

# The Legend of Zelda: Majora's Mask FAQ/Walkthrough

by Dallas

Updated to v1.7 on Dec 9, 2003

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(Some nice art, compliments of RLee/marshmallow)

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Zelda: Majora's Mask FAQ/Walkthrough (N64)  
Version 1.7 - Last Revised on 03/16/2001  
By Dallas Scott (SDallas19@yahoo.com)

<http://www.gamefaqs.com> - <http://www.dallasmac.com>

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WARNING: This document contains massive spoilers for Zelda: Majora's Mask on the N64. If you do not want to have the game spoiled for you as you play, I advise not reading this document.

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## I. REVISIONS

---

### FRENCH TRANSLATION:

I'd like to give major thanks to Mathieu Ménard for translating this guide into French for me. French readers can now find the translated version of this guide at: [http://www.gamefaqs.com/console/n64/file/zelda\\_majors\\_mask\\_french.txt](http://www.gamefaqs.com/console/n64/file/zelda_majors_mask_french.txt) Once again, major credit goes to Mathieu Ménard for his excellent translating skills.

---

### V1.6 (01/06/2001):

Added three more monster descriptions to the Enemy Listing thanks to NPA Keaton, also changed the Legal Disclaimers to reflect the new year and added NPA Keaton to the credits section for his contribution. Thanks!

---

### V1.5 (12/28/2000):

Slightly reformatted the guide. All section titles are now centered and I spellchecked the guide again as well.

---

### PLAGIARIST CAUGHT!:

The person who registered Pyro X's domain name received my letter and shut down Pyro X's site, so the plagiarist has been caught.

---

### V1.4 (12/17/2000):

Added two more questions regarding the Great Fairy Sword to the "Frequently Asked Questions" section and fixed two mistranslations, both of these additions thanks to AstroBlue. Don't forget to read the news above this.

---

### V1.3 (12/16/2000):

Fixed a couple more translation errors that people have been correcting me on for some time now. There still may be a few random song names that I've mistranslated, so if you find any mistakes, let me know.

---

V1.2 (11/26/2000):

A few more errors fixed thanks to several readers correcting them for me. Also did some formatting changes and spellchecked a bit. Not much more to come, just error fixing, question adding, spellcheckings and format changes here and there.

---

V1.1 (11/15/2000):

Fixed some more minor errors in the guide, as well as added a couple more secrets to the "Secrets" section (both thanks to Aprosenf@aol.com.) Added one more enemy to the enemy listing, and spellchecked the entire guide again.

---

ANNOUNCEMENT:

It's seems the "Videogaming" web site (<http://www.videogaming.net>) has taken my guide without permission, but not only that...they've altered the legal disclaimer, the credits, and other sections of the guide, which is (believe it or not) breaking the copyright infringement law. If you are as sick and tired of these thieving sites as I am, give these guys a piece of your mind, their e-mail address is: [info@videogaming.net](mailto:info@videogaming.net). They've stolen literally thousands of other author's FAQs (including Dingo Jellybean's excellent Chrono Cross FAQ) and altered them. Thanks for any support you readers give me and the many other honest, hard-working authors out there.

---

V1.0 (11/14/2000):

After several e-mails, I've added the answer to the 22nd Keaton Question. Thanks to all who gave me the answer, although I can't credit you individually, I do thank you all. On a side note, please note that I receive tons of e-mail on a daily basis, and I can't reply to every single one. Don't take it personally, I just don't have time to reply to all of your e-mails.

---

V0.9 (11/09/2000):

This FAQ is now 100% complete! Everything is done; the walkthrough, the lists, the locations, everything. Of course, I'll still be updating with small things, like questions to add to the 'Frequently Asked Questions' section, or other small tidbits that I missed. Hope you enjoy the game as much as I did!

---

V0.84 (11/02/2000):

Fixed some names to match the US version of the game, also finished off the "Anju and Kafei" notebook activity in the Side Quests section (thanks to SirCheeveri.) Added a few more mask locations, and that's about it for this update. Still have a few things left to add, but not much.

---

V0.8 (11/01/2000):

Added the remaining heart piece locations thanks to SirCheeveri, also fixed a few more errors in the FAQ, and added the rest of the 1st Skulltulla House locations thanks to Mr. ReX. Please people, I appreciate you trying to help, but it is unnecessary to constantly send me e-mail fixing very minor events in my FAQ. The way things are will work fine, and unless the error you find affects the game majorly, please don't e-mail me about it. I get way too much e-mail as it is, and I really don't need more. Also, any site can now use this FAQ as long as they ask first; I removed the list of sites that can use my FAQ because there are just too many to keep track of.

---

V0.79 (10/30/2000):

More Enemies added to the "Enemy Listing" section, changed some more names to match the US version, fixed a couple more minor errors and added more heart piece locations to the respective section, plus added some more characters to the characters section. The rest of the final boss strategy will be coming soon, to finish off that section.

---

V0.784 (10/29/2000):

Added the Stone Tower Temple Fairy Locations thanks to SirCheeveri, as well as fixed some more minor errors thanks to Thortok2000. Reformatted the Heart Piece Locations section so they are listed by location rather than just having them randomly numbered. More heart piece locations and enemies coming soon.

---

V0.78 (10/28/2000):

Pretty big update here. I fixed a bunch of small little errors and changed some more of the names to match the US version. Started the Notebook Entries part of the Side Quests section. I did a lot of work on the side quests section today. Started the "Secrets/Tips/Codes" section, as well as added more enemies to the enemy listing and spell checked the guide again. More to come.

---

V0.77 (10/27/2000):

Added a few more monsters to the Enemy List section, plus a few more items and weapons. I also changed a few more names to match the US version of the game, plus a few more questions to the F.A.Q. section and finally some additions to the "Side Quests/Misc." section; And that's about it for this version. More enemies, and random items, heart pieces, etc. coming soon.

---

V0.762 (10/26/2000):

Started the Enemy List section, as well as added a map of Termina in the "Game Overview" section. With the next update, I'll start the "Secrets" section and add a bunch more enemies as well as start updating the other incomplete sections of the guide.

---

V0.76 (10/25/2000):

Revised the Prologue to match the US version (thanks to Devin Morgan) and completely finished the Spoiler-Free Walkthrough. I also have some new sections coming to the "Side Quests" section pretty soon, as well as all the other remaining sections I have to finish (or start in some cases.)

---

V0.75 (10/25/2000):

Finished some more of the Spoiler-Free walkthrough, as well as changed a few more of the names so they match the US version. I still have a lot of changes to make as far as the names of locations, items, weapons, masks, songs, etc. go, so if you find a misspelled name, let me know so I can fix it. I'll try to finish up the spoiler-free walkthrough by tomorrow and start on the Enemy listing as well as the rest of the heart piece locations.

---

V0.74 (10/24/2000):

Alright, walkthrough is complete, with the exception of the rest of the final boss strategy, which I will be added shortly. I've added Dungeon Fairy Locations for the first three dungeons, thanks to The 64 Chimp, and the final dungeon fairy locations are coming soon. I also changed some of the names of locations, masks, and songs to the US names, but there are still some items, weapons, masks, songs, locations, enemies, bosses, etc. that still have the Japanese names, and I need you people to correct them for me, as I don't have nor do I have intentions of buying the US version. I also took my Spoiler-Free guide and added it to this FAQ, so if you still see my Spoiler-Free FAQ on GameFAQs, it isn't my fault, as I've requested it to be removed. More to come with the next update.

---

V0.71 (10/18/2000):

Walkthrough is now 98% complete, all I have to add are the strategies for the last two forms of the final boss, and that's it. In this update, I've added more to the "Filling the Log Book" side quest, as well as added more to the walkthrough.

---

V0.7 (10/17/2000):

Started and Finished both parts of the Stone Tower Temple (Reality and Illusion) in the walkthrough. The walkthrough is now 90% complete, and the only thing that needs to be done is the final stage of the game, as well as the final boss strategy. The dungeon fairy locations will be coming very soon, and once the walkthrough is finished I will begin adding the rest of the heart piece locations, and the remaining sections of the guide.

---

V0.681 (10/16/2000):

Fixed a few minor errors and added an easier way to defeating Gyorg (the

third dungeon boss) thanks to The 64 Chimp. More on the walkthrough coming later today.

---

V0.68 (10/15/2000):

Finished up to the Stone Tower Temple. Walkthrough is now about 88% complete, but I still have to add the rest of the heart pieces, the remaining songs/masks/items and start/finish the enemy listing, along with add more questions to the F.A.Q. section, as well as start the secrets/codes/tips section + dungeon fairy locations and finish the 1st gold skulltulla house strategy. It sounds like a lot, but once I get the walkthrough done, the other stuff is a breeze to finish.

---

V0.65 (10/14/2000):

Started the "Filling the Log Book" side quest, not much finished on that yet, but I'm getting there. Added both Gold Skulltulla House side quests into the walkthrough, plus added up to the Underworld section in the walkthrough. A couple more masks have been added to the proper section, as well as another item to the "Items/Weapons" section, and that's pretty much it for this update. As usual, more to come.

---

V0.62 (10/13/2000):

Finished the Item Collection section after the Great Bay walkthrough, as well as the "Inside the Grave" section. Fixed some errors with a few of the heart pieces (removed the numbers of each heart piece all throughout the walkthrough) also added another mask and another song to the respective sections. This FAQ may now also be hosted by HYRULE: The Land of Zelda (<http://www.htloz.com>), more to come.

---

V0.6 (10/12/2000):

Started and finished the Great Bay Temple section in the walkthrough, including the boss strategy. Added a question to the F.A.Q. section, along with some more items/weapons, as well as the Gyorg Guardian Mask to the "Masks" section. I also remembered about the 15 dungeon fairies, and decided to list the locations of all 15 in each dungeon \_after\_ I finish the entire walkthrough itself. Also added another site to the list of sites who can post this FAQ, possibly more coming tonight, but most likely more coming tomorrow, if I feel better, that is.

---

V0.58 (10/11/2000):

All done with the (excessively long) Gerudo Lagoon section in the walkthrough, ready to start on the Great Bay Temple section. Added another song to the "Songs" section, along with a couple more weapons to the Item & Weapons section. Finally, I added another site to the list of sites who have permission to post this FAQ. More to come, as usual.

---

V0.5 (10/10/2000):

Got farther with the Gerudo Lagoon section in the walkthrough, added a bunch of items to the Item/Weapons list, along with 2 more heart piece locations in the "Heart Piece Locations" section. Also started the "Side Quests" section telling how to upgrade your Kokiri Sword to a Gilded Sword. Finally, added the controls for Zora Link, and spell-checked the document for the 2nd time.

---

V0.4 (10/10/2000):

Finished up the Great Bay/Zora Hall section in the walkthrough and began the Gerudo Lagoon section (finished up to the maze.) Also added a few items to the Items/Weapons section, as well as two more mask locations and descriptions to the Mask section (Zora Mask and Stone Mask.) More coming later today, or early tomorrow.

---

V0.3 (10/9/2000):

Not a big update, but I did add more to the walkthrough. Started the Great Bay/Zora Hall section in the walkthrough, almost finished with that. More item/weapons along with characters and more on the walkthrough coming with the next update. Now, I would like to ask all you readers a big favor. If you come across this FAQ posted on any web site other than the ones listed on the bottom of this FAQ, can you please notify me so I can take care of it. I really hate sites who rip off other people's work, and only you can help me find them. Thank you.

---

V0.2 (10/8/2000):

Added mask functions for all the masks I had listed under the "Mask Locations" section, plus started the Items/Weapons section. It doesn't have much, but it has a few items (listed alphabetically.) Ran a spell-check over the guide and fixed a ton of typos. Also finished up the Romani Ranch area in the Walkthrough. Make sure you check out my Spoiler-Free guide for the game along with my Boss Guide while your at it. That's pretty much it for this version. More items/weapons along with more of the Walkthrough with the next update.

---

V0.1 (10/06/2000):

Initial Release, started a lot of the main sections of the FAQ. Walkthrough is about 50% complete, characters section complete, overview complete (with the exception of the Termina Map), prologue complete, started the Heart Piece Locations section, as well as listed a bunch of songs and masks. If you see a section missing, that means it hasn't been added yet, but will within given time. Initially, I planned to release this FAQ when it was 100% complete, but I have SEVERAL reasons as to why I decided against that. This FAQ, however, will be updated daily, with large sized updates until it is finished, which shouldn't be too far off in the distance.

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## II. PROLOGUE

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

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

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

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

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

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## III. CHARACTERS

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You will notice some familiar and not-so-familiar faces in this game. Some returning favorites from Zelda: OoT, some not-so-favorites, and a bunch of new faces. You will also find some bosses from previous Zelda games here.

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### Anju the Innkeeper

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Anju is a woman who was once engaged to be wed to a man named Kafei. Anju has the Moon Mask in her possession, and when combined with the Sun Mask, the two create the "Mask of the Wedded Couple" so Kafei decided to steal the Sun Mask from the Happy Mask Man, but the Happy Mask Man put a curse on Kafei when he found out, and the two were never married. Anju went back to her normal job of running the Inn on the right side of Clock Town, and her worst feature would be cooking.

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### Anju's Grandmother

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Anju's Grandmother lives her life at the Inn, where her granddaughter works, but she can't be talked to unless you are wearing the All Night Mask (see the Masks section on how to get this mask.) If you talk to her while wearing this mask and listen to her stories, she will reward you with a heart piece. You can find her in one of the rooms of the Inn on the right side of Clock Town.

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### The Five Bomber Kids

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This group of kids have formed a group named the "Bombers." There are a total of 5 of these guys, and they hang out in Clock Town. You can play Hide-n-Seek with them, and as a reward for finding them (as Deku Link) you will



gain the password that gives you access to the observatory. You will only find these guys in Clock Town.

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#### Cremia the Ranch Owner

---

This is Romani's older sister and she helps out around the ranch with the animals. If you talk to her in the morning of the 2nd Day, you can help her on the 2nd day at 6:00 PM while she delivers the milk by fending off the Gormans who try to steal your milk bottles. Use arrows to push them back and make sure they don't break any of the bottles of milk to be rewarded with a heart piece.

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#### The Deku Scrubs

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Yes, the Deku Scrubs are back! They only do favors for their own kind, so if you expect to get anything from them, you'll have to use your Deku Mask. Skull Kid will transform Link into a Deku Scrub in the beginning of the game, so you can see what the life of a Deku is. Their princess is missing, and you must find her to rescue the monkey they are holding for the crime.

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#### The Gorman Brothers

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The Gorman brothers run their own little ranch near Milk Road, but they are rather rude people. If you talk to them, one of them will offer to sell you some milk, and later on in the game, they will challenge you to a race (after you get Epona back.) If you win, you will get a new mask that helps in your progress of the game.

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#### The Gorons

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The groaning Gorons are in Termina too, on Snowhead Mountain, only now their fiery home has become all frozen over. If you don't rescue them, they will eventually die, ending their race. The Goron mask will allow you to morph into a Goron, giving you abilities which will allow you to save the Goron race, as well as converse with them in ease.

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#### The Happy Mask Man

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Yes, a returning face. The Happy Mask Man hangs around the Clock Tower in Clock Town. He informs Link that all of his masks are gone, including the Mask of Majora, and he needs you to collect them all back. You will also learn the Song of Healing from him, which will cure any curse (using masks.)

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#### Kamaro the Cursed Man

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This guy stands on a mushroom shaped platform near the outskirts of Clock Town, and he's cursed by a mask which constantly makes him do a weird dance. Jump over to him and play the Song of Healing to receive his mask, which you can then use to get a heart piece from the girls in clock town.

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#### Kafei, Anju's FiancŽ

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Kafei was engaged to be married to Anju, but the day before their wedding, he stole the "Sun Mask" from the Happy Mask Man in order to combine it with Anju's "Moon Mask" to create the "Mask of the Wedding Couple," but there was just one minor setback: the Happy Mask Man found out about it. He placed a curse on Kafei, which turned him into a little boy. From that day on, Kafei hid his face in a Keaton Mask and lived away in Clock Town. Anju went back to working at the Inn in Clock Town after her future husband never showed up for the wedding. (Note that this may or may not be true, as it is never mentioned in the game.)

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#### Link, The Hero of the Game

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Obviously, the game is nothing without it's hero, Link. After defeating Ganon, rides through the forest but ends up getting lost in a place called Termina. He must find his way back to Hyrule, but is interrupted by an imp named Skull Kid who steals his horse and Ocarina, so he decides to help out a bit at Termina (and get his prized possessions back) before he goes back to his home town. Link now has a new ability, transforming into characters. With certain masks, Link can transform into a new character with new abilities.

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#### The Postman of Clock Town

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The postman (who is dressed in a toga outfit) runs all around Clock Town on a daily basis, delivering and collecting mail. He is a fast runner, so if you plan to keep up with him, you'll need the Bunny Hood. If you follow him around for the whole day, and visit his home, he will test your reflexes with a little game to see if you can stop the clock on 10 seconds exactly, if so you'll win a heart piece. Other than that, the postman really has no other significance in the game, except delivering mail.

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#### The Rosa Sisters

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These two sisters are identical twins and are located on the left side of Clock Town. They dance to some weird music during the night (6:00 PM - 5:00 AM) on Days 1 and 2, and if you teach them a new dance using Kamaro's Mask, they will reward you with a heart piece. If you check the Inn on the right side of Clock Town, you will find them staying there during the day.

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Romani, The sister of Cremia

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This girl lives at the Romani ranch, she is one of the 2 sisters who live in a house near the barn. Talk to her after you finish the 2nd dungeon and you can play some cool mini-games (kill off ghosts to protect her animals, etc.) to gain useful items. She looks like the girl in Ocarina of Time as well.

---

Skull Kid, The Imp

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This evil thief is nothing but trouble. In the opening scene, you will find him robbing you of your Ocarina and your beloved horse, Epona. He hangs out with 2 little fairies, who are sort of like his evil minions. What makes him so evil? He's wearing the Mask of Majora, which has unbelievable powers. You will encounter him early in the game, right after he takes your valuables you must give chase.

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Tatl, Link's Companion

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This is 1 of Skull Kid's "minions" and strangely, Tatl looks very similar to Navi. After Skull Kid transforms Link into a Deku Scrub in the beginning of the game, Tael will follow him, so Tatl decides to join you and help you get back to Hyrule. So, I guess you could say that Tatl is evil, but a good kind of evil. Tatl will act the same way Navi did in Zelda: OoT, gives you important information about enemies, signs, items, etc.

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Tael, Skull Kid's Companion

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The 2nd, black fairy of Skull Kid's, Tael really has no significance in the game. He just likes to hang around with Skull Kid and help him do his dirty deeds by stealing from people. It may seem that Skull Kid treats Tael with very little respect, but the 2 are inseparable. You won't receive much help from Tael, he's not as kind-hearted as his sister Tatl.

---

Tingle the Map Maker

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Tingle is the map maker of the game with paint on his face that floats around different areas of the game with a red balloon. Shoot the balloon with an arrow (or anything else you have to shoot it with) to bring him down and you can buy various maps for him for (somewhat) reasonable prices.

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Twinrova, The Witches

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Remember those 2 witch sisters from Zelda: OoT (they were one of the bosses)

well, they're back. Koume and Kotake (which make up Twinrova) are back, but don't worry, they aren't villains anymore. You'll have to save Kotake early on in the game by gaining some potion from her sister's potion shop in the swamp.

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### The Zoras

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Wow, since the last time you saw these fishy people, they've now started up a musical band. They live in the Great Bay, but their nice cool habitat has become too warm for them to survive in, and to top it all off, their band isn't going so well. Your job is to save their band, as well as their lives.

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## IV. GAME OVERVIEW

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Whether you have played all previous Zelda games, or this is the first one you've played, this section contains vital information for the mechanics of how this game works. Some information you find in this section may be old news, but there is a lot of new stuff you must learn as well. I suggest all first time players of THIS game read through this section.

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### Controller Configuration

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The controls are pretty much the same as in Zelda: OoT, however, they are different depending on which mask you are wearing. Below are the controls for normal Link, Deku Link, Goron Link, and Zora Link, each having their own different abilities, plus there are some hidden combo controls for secret moves for some of the characters link plays in the game.

---

### Normal Link

---

A Button: Action button; Confirm

A + Up: Roll

Z + A: Overhead attack (Leap)

B Button: Cancel; Take out sword; Slash; (When tapped)

B: Spinning Slash (When held; Uses magic)

Z Button: Z-Target enemy/item; Use Shield while walking

Z + A: Overhead attack (Leap)

R Button: Use shield

R + Analog Stick: Move Shield in different directions

C-Up: First Person Mode

C-Down: Use set item

C-Left: Use set item

C-Right: Use set item

D-Pad: No Use

Control Stick: Make Link walk/run (depending on pressure)

Control Stick + R: Move shield around

Start: Brings up Menu; Pauses game

L Button: Toggle Map

Special Abilities: Link can swim in normal water, as well as can dive

for a certain amount of time.

---

### Deku Link

---

A Button: Twirling attack

A: Burrow into Deku Launcher (when standing over launcher)

B Button: Shoots bubble (When tapped; After you gain the ability)

B: Shoots larger bubble (When held)

Z Button: Z-Target enemy/item

R Button: Curl up into a ball; Used as a shield

C-Up: First Person Mode

C-Down: Use set item

C-Left: Use set item

C-Right: Use set item

D-Pad: No Use

Control Stick: Make Deku Link walk/run (depending on pressure)

Control Stick + R: Move shield around

Control Stick: Guide Deku Link while flying

Start: Brings up Menu; Pauses game

L Button: Toggle Map

Special Abilities: Deku Link actually has 2 special abilities. Not only can he jump 5 skips over water (before drowning) but he can also use Deku Launcher pads to fly through the air.

---

### Goron Link

---

A Button: Curl into ball

A + Control Stick: Roll (When pressed lightly)

A + Control Stick: Spiked Roll (When held)

A + B: Goron Stomp

B Button: Fire Punch

Z Button: Z-Target enemy/item

C-Up: First Person Mode

C-Down: Use set item

C-Left: Use set item

C-Right: Use set item

D-Pad: No Use

Control Stick: Make Goron Link walk/run (depending on pressure)

A + Control Stick: Roll (When pressed lightly)

A + Control Stick: Spiked Roll (When held)

Start: Brings up Menu; Pauses game

L Button: Toggle Map

Special Abilities: Goron Link has several abilities, even a hidden one. He can do a "Goron Stomp" to stomp down switches or open secret doors, plus he has the ability to access what seems to be inaccessible areas using his roll ability.

---

### Zora Link

---

A Button: Roll (like normal Link)

A: Swim (when underwater)

A: Dive (when on a platform)  
B Button: Attack with sword (when tapped)  
B: Throw swords (when held)  
Z Button: Z-Target enemy/item; Use Shield while walking  
C-Up: First Person Mode  
C-Down: Use set item  
C-Left: Use set item  
C-Right: Use set item  
D-Pad: No Use  
Control Stick: Make Zora Link walk/run/swim (depending on pressure)  
A + Control Stick: Move while swimming (while underwater)  
Up + Down: Dolphin Jump (while underwater)  
Start: Brings up Menu; Pauses game  
L Button: Toggle Map  
Special Abilities: Zora Link is the only character capable of walking on the floor of the ocean, along with swimming underwater, and throwing his two swords at switches or enemies.

=====

TIME SYSTEM

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You may have noticed there is now an on-screen clock with the Day number, and what current time it is. You will have a total of 3 days before the moon falls and you get game over. Every hour in the game = 60 seconds in real life. No, you don't have 3 days to finish the game but 3 days to finish up what you are currently doing. For instance, say you are in a dungeon and it's Day 3. You can play the "Song of Time" which will warp you back to Day #1, but you'll also lose all of your current item inventory (rupees, arrows, bombs, sticks, etc.) There are several songs which alter the game clock in all different ways. You can increase time, decrease time, etc. using different songs.

Keep an eye on your clock and make sure you aren't running low on time, and don't worry about losing your place in the game. There are now owl statues, which are located in almost every area of the game. Hit the statue to remember your place, and you can warp to that location with a tune of your Ocarina. This system may seem a bit complicated, but you will eventually get used to it after the first 20 minutes of gameplay. Also keep in mind that some tasks can only be accomplished at night, others during the day, and some must be done at a specific time.

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GAME SCREEN

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The game screen is pretty similar to that of "Zelda: Ocarina of Time" with a few changes and additions. In the upper left corner of the screen is your health meter. You start out with 3 hearts, and gradually increase as you collect heart pieces (4 heart pieces = 1 heart increase on meter.) Right under that is your Magic Meter, which can be increased by collecting dungeon fairies and taking them back to the great fairy (see the next section.) When you do things such as shoot bubbles, power charge your sword, shoot fire arrows, or anything that requires magic, you will lose a bit off your magic meter. To replenish magic on your meter, collect a bottle of magic or a jug which replenishes more.

In the bottom-left corner is your wallet amount. This will display how many rupees you have currently collected, and when in dungeons, you can see how many Small Keys you've collected so far. You can increase the size of your

wallet by depositing 200 rupees into your bank account in Clock Town. Right in the center of the screen (on the bottom) is your on-screen clock. You can see the hour and minute hand, as well as what day it is here, make sure you keep a watch on your clock, just to make sure you're not running low on time. Moving along, in the bottom right corner is your mini-map. Some areas have no maps, in which case there will be nothing here, but when you have a map of a dungeon or a town, it will appear in a mini version here.

Finally, in the top right corner of the screen is your action area. You have the A and B buttons, which light up when you are supposed to press them (for instance, when standing in front of a door, the A button will light up on the screen, saying the word "Open" meaning you press the A button to open the door) and you also have your 3 action buttons (C-Left, C-Down, C-Right.) You are allowed to set 3 items to your action buttons (1 on each button) and then when that button is pressed, the item that is set to it will be in use. For example, say you have the Ocarina set to the C-Right button, whenever you press C-Right, Link will take out his Ocarina. The game screen is pretty much the same as Ocarina of Time, with the addition of the on-screen clock.

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### DUNGEON FAIRIES

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A nice little puzzle has been added to the game (sort of replacing the Gold Skulltulla quest in Ocarina of Time.) In each dungeon (Woodfall Temple, Snowhead Temple, etc.) you have an optional little game to play. Hidden in each dungeon are 15 fairies, they can be in treasure chests, floating in bubbles, inside enemies, behind blocks, in pots, and almost everywhere else. Your goal is to collect all 15 of them, and take them to the nearby fairy fountain (there is a fairy fountain near every dungeon) and you will be rewarded for finding them all. If you're having trouble finding all of the fairies, my Walkthrough below has all of their locations in all of the dungeons you'll encounter in the game.

Remember, this is totally optional, but it is rather useful because you can maximize your Magic Meter, or receive other helpful rewards. You will also notice that some fairies are blue, while others are yellow. There is a difference between the colors of the two; whichever color the fairies are, that's the great fairy fountain you'll return them to. This new feature kind of replaces the Gold Skulltulla collection (which was found in Ocarina of Time) but it's totally up to you whether you want to collect the fairies or not, it is not mandatory, but if you do collect them, it's beneficial to your game.

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### THE OCARINA & SONGS

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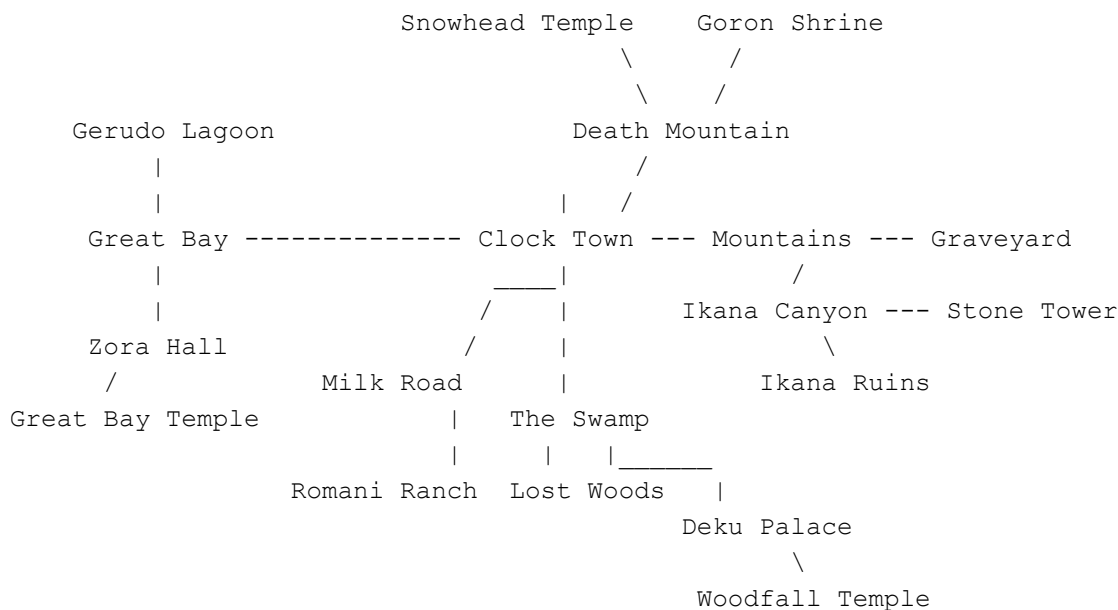
A brief history of the Ocarina: In Zelda V (Ocarina of Time) Link first received his Ocarina from a lovely girl named Saria. For those wondering what an Ocarina actually is, it's a musical instrument with finger holes and a mouthpiece for playing different tunes. Throughout the game, you will learn many, many songs on your Ocarina, each having its own purpose. Some songs alter time, others help you proceed with the game, some are hidden (meaning you will never learn them, but can still play them, hence why they are called "hidden" songs) and the rest you learn from different people. The whole reasoning behind the songs is to add some uniqueness to the game, after all, the Zelda series is known for being unique.

There is now a new feature with the Ocarina ("new feature" meaning that I'm comparing it to Ocarina of Time) which is different instruments. That's right, you can now play songs on other instruments other than the plain old Ocarina. When you are Deku Link, you can play with Deku Pipes, and as Goron Link, you can play with a bongo drum set. This is a nice change from Ocarina of Time, as it adds a variety of sounds to listen to. As you learn new songs, they are recorded in your game status menu, so you'll never lose them once you learn them. If you forget how to play a song, use the game menu as a reference on the correct buttons to press.

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MAP OF TERMINA

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V. BARE-BONED WALKTHROUGH

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The following walkthrough contains no spoilers as you read and play through the game, but it is also very bare-boned, meaning it isn't as thorough and detailed as the main walkthrough, which can be found directly after this one.

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Lost Woods

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- \* View the opening cinema to get a feel for the game.
- \* Cut the bushes up ahead to get at least 5 rupees.
- \* Go through the cave to the north and fall through the hole, watch the cinema with Skull Kid.
- \* Go through the north door, and use the flowers to launch over to the door on the ledge.
- \* Go through the door, use the flowers to transport from platform to platform,



and get the Deku Nuts in the treasure chest.

- \* Walk through the door, past the twisted hallway, and into the next room.
- \* Make your way up the ramps to the top, talk to the Happy Mask Man, then go through the double door into Clock Town.

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#### Clock Town

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- \* Walk up 2 floors of stairs, go through the opening, and talk to the elf.
- \* Get the town map from the elf for 5 rupees, then go to the far south of Clock Town.
- \* At the water, jump to get the fairy, then go back to where you got the map. Go through the cave, and release the fairy.
- \* Learn the Bubble Shooter ability from the big fairy.
- \* Shoot the balloon with your bubble shooter, then talk to the kid.
- \* Play hide and seek and find the 5 kids (2 are in this area, 2 are in the center of the map, and 1 is on the left of the map.)
- \* Get the password from the kids, then use it to pass into the tunnel.
- \* Skip the water, kill the skulltulla, pop the balloon, and climb the ladder into the next room.
- \* Go up the stairs, look through the telescope.
- \* Aim the telescope on top of the Clock Tower, watch the cinema, then go through the door and get the Moon's TearDrop.
- \* Leave the tunnel, go back to the middle of town, give the Deku Scrub the Moon's TearDrop in return for the Land Owner's Paper.
- \* On Day 3 (at 12AM) use the flower to glide over on top of the tower, and up the stairs to fight Skull Kid.
- \* Shoot 1 bubble at him, get your ocarina, then play the song of time.

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#### Item Collection (Optional)

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- \* Get the fairy at the lake, and return it to the Fairy Fountain to gain the Great Fairy Mask.
- \* Go into the observatory as Normal (young) Link and then come back out and talk to the bomber kid to receive the Notebook (Log Book).
- \* Deposit 200 Rupees into your account to get a new Adult Wallet.
- \* At 12AM on any night, go to the park area (where you got the map) and stop the burglar for the Blast Mask.

- \* At 12AM on any night, go to the lake and talk to the windmill man for the Bremen Mask.
- \* Talk to the woman in the 2nd room at the Mayor's house to receive the Mask of Kafei.
- \* Take the south exit of Clock Town, follow Milk Road to the ranch, use your Bremen Mask to round up the chicks and turn them into chickens to gain the Bunny Hood, then go back to Clock Town.
- \* Pay 500 rupees at 10PM on the 3rd night (after you stop the burglar on the first night, and you have the Mask of Kafei) to the man on the left side of town to get the All Night Mask.
- \* Take the south exit, and go straight into the Swamp Area.

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### The Swamp

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- \* Use the lilly pads to cross the water into the next section.
- \* Go into the cave behind the hut.
- \* Follow the monkey while wearing your Bunny Hood.
- \* Talk to Kotake (1/2 of Twinrova), then leave back into the swamp.
- \* Climb the ladder and go into the hut, talk to Koume to receive a red potion, then take it back to Kotake.
- \* Leave the cave, talk to the monkeys, and go back to the first area. Climb the ladder and go into the hut.
- \* Talk to Kotake through the hole in the wall to get the Pictograph Box and a free boat ride.
- \* Take the boat to the first stop, then get off to enter the Deku Palace.

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### Deku Palace

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- \* Talk to the 2 Deku Scrubs (as Deku Link) then go north into the next room.
- \* Take a picture of the King (you can give it to the Photo Shop owner for a heart piece) then go into the maze area.
- \* Fall into one of the holes and buy the Magic Beans from the merchant.
- \* Plant the beans in the dirt patch outside on the right.
- \* When it rains, take the transportation leaf to the upper level of the maze.
- \* Fly across the mazes, and into the room with the monkey.
- \* Take out your ocarina when you are by the monkey to learn the Sonata

of Awakening.

- \* Launch up the ledge and go through the cave into the Woodfall Temple.

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### Woodfall Temple

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- \* Use the flowers to launch over to the ledge.
- \* Read the block to learn the Song of Soaring.
- \* Launch across the waterfall, and go through the opening.
- \* Go up the ramps, and launch over to the central platform, play the Sonata of Awakening as Deku Link.
- \* Launch over to the structure, and go inside.
- \* Launch from platform to platform, and go through the door at the end.
- \* Go down the ramp, and use the Venus fly traps to get to the other side of the water.
- \* Walk through the door, and launch up to the left side to get a small key.
- \* Launch to the north door, go through and kill the enemies inside to receive the dungeon map.
- \* Cross the Venus fly traps again and use the small key to enter the door.
- \* Move the block, go around, move the block again, then light the torch next to the door to open it.
- \* Defeat the enemies inside to get the compass.
- \* Put on the Bunny Hood, light a deku stick, and run upstairs.
- \* Light this torch, jump across and burn the cobwebs.
- \* Go into the opening, through the dark hallway and into a circular room.
- \* Light the 3 torches to open the door.
- \* Launch across the room, ignoring the dragonflies, go through the door.
- \* Step on the switch, then go through the north door.
- \* Go right to fight Metal Dinalfos, and get the Hero's Bow.
- \* Shoot the eyeball across the room, launch across the room, and go through the door.
- \* Fight and defeat Gekko, then get the boss key from the chest.
- \* Go back to the main room, shoot an arrow through the fire to light the torch on the giant flower.
- \* Go around and jump on the spinning flower, and shoot an arrow through the

fire to light the un-lit torch.

- \* Turn into normal Link, use the Boss key and go through the door.
- \* Fight and defeat Odolwa (dungeon boss), cut the vines blocking the entrance, then capture the princess in your bottle.
- \* Return the princess to her palace.

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#### Item Collection (Optional)

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- \* As normal Link, take the left path at the Deku Palace.
- \* Go through the cave and talk to the Deku Scrub to have a race. If you catch up to him by the end, you will get the Mask of Scents.
- \* Talk to Kotake at the Photo Hut to play the archery mini-game. Shoot at least 20 targets to get a heart piece.
- \* Go through the one of the mazes at the Deku Palace to get another Heart Piece.
- \* At Clock Town, play the archery game for 20 rupees, if you break the current record (30 or so) you will get a new quiver that holds 40 arrows.
- \* On Day 1 at 12AM, take the north exit out of Clock Town, go left until you see a mushroom man. Play the Song of Healing to get the Kamaro's Mask.
- \* On Day 1 or 2 at night, put on the Kamaro's Mask in front of the dancing girls on the left side of town to get a heart piece.
- \* Purchase bombs at Shop in Clock Town before leaving.

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#### Death Mountain/Goron Shrine

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- \* Go up the path, and shoot 2 arrows at the icicle above.
- \* In the next area, bomb the giant snowballs blocking your path, and go into the next area.
- \* Find the path that leads to the bridges. Buy a map, then go into the next area.
- \* Talk to the owl, and cross over the invisible platforms using the feathers.
- \* Once in the cave, open the treasure chest to get the Lens of Truth, leave the cave, and cross back over the platforms.
- \* Talk to the Goron Ghost and follow him up to the graveyard.
- \* Play the song of Healing to get the Goron Mask.
- \* As Goron Link, pull the tombstone to let in hot water, fill your bottle with hot water and revive the frozen Goron just outside.

- \* Get another bottle of hot water, and run back to where you got the map.
- \* Break the snowball on the lower ground and revive the frozen goron.
- \* Talk to him as Goron Link.
- \* Continue into the next area, go in front of the door and press A + B.
- \* Go inside, talk to everyone (including the baby crying) and go back to the frozen goron.
- \* Unfreeze him, talk to him and learn part of the Goron Lullaby.
- \* Go back to the room where the baby crying was, and play the goron lullaby to learn the rest of the song.
- \* Walk to the main area (where the log cabin is) and take the path you haven't entered yet.
- \* As Goron Link, roll across the gaps, and avoid the snowballs, then enter the next area.
- \* Play the Goron Lullaby to stop the breath from the giant goron. Go up the ramp into Snowhead Temple.

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Snowhead Temple

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- \* Push the block out of the way, and go through the door on the right.
- \* As Goron Link, roll across the bridge, then turn back into normal Link and jump across to the platform and go through the door.
- \* Open the chest to get the Dungeon Map, then go out and jump back across.
- \* Go through the door into the main room, run across the platform and through the door on the other side (the only door that's open.)
- \* Pull the blocks on the left wall and go in the hidden room, open the chest for a Small Key.
- \* Go back into the room where you pushed the block and open the once locked door with your key.
- \* Bomb the far wall here and go up the stairs.
- \* Go on the other side of the room and shoot the icicle in the middle of the room (on the ceiling) with arrows.
- \* Hop across the platforms, break the giant snowball, and open the chest to get a small key.
- \* Hop down and go through the locked door.
- \* Goron Stomp the first platform as Goron Link, jump across and Goron Stomp the next one. Run down into the ditch, Goron Stomp the raised platform and jump back up to the now open door.

- \* Roll across the gap, go up the snow pile, and roll across the 2nd gap, go through the door.
- \* Fight and defeat Wizrobe, open the chest, and go back into the previous room.
- \* Drop down to the main floor.
- \* Melt the ice blocks in front of each door, and go through one of them.
- \* Kill the freezards to get a fairy, then light all the torches with fire arrows to open the door.
- \* Go through the door and Goron Stomp the platform.
- \* Leave this room and back into the first bridge room you came to when you first entered the dungeon.
- \* Kill the 3 freezards on the sides of the bridge to get a small key.
- \* Go into the room where you got the map, stand on the platform and shoot a fire arrow at the eyeball switch above.
- \* Walk through the next door, and go up all the stairways until you get to the top of the dungeon.
- \* Head through this door, kill the dinalfos, and go through the next door at the end of this room.
- \* Kill Wizrobe again to gain the Boss Key.
- \* Go down to the bottom of the platform room and punch out the 2 blue sections, then go back to the top and do the same thing to the last 2.
- \* Hop down onto the main platform, roll through the snowballs into the next room.
- \* Spike Roll across the gap, and use the Boss Key to enter the boss' lair.
- \* Melt him with a fire arrow, and fight/defeat him.

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#### Item Collection (Optional)

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- \* Head over to the Goron Shrine (where the crying baby is/was) and light all the un-lit torches in this room with a deku stick. After that, as Goron Link, roll from the top of the Shrine, breaking each spinning pot 1 by 1 to get a chunk of meat.
- \* Take the meat to the hungry Goron on the ledge in the main part of Death Mountain, he will give you the Don Gero Mask as a reward.
- \* Using the Don Gero Mask, talk to the 5 frogs located in: Clock Town, Death Mountain, the Swamp, and both dungeons, then talk to the one on Death Mountain again to gain a heart piece.
- \* Go back to the area where Goron Shrine is located, and talk to the Giant Goron for a huge bomb. Carry it up to the large rock blocking your path over

where the bridges are.

- \* Partake in the Goron Race, and by getting 1st place, you will gain a new bottle with some gold dust inside.
- \* Near each exit of Clock Town is a hole leading to a gossip stone. Play the Goron's Lullaby to all 4 stones to get a heart piece.
- \* Walk in the grassy area on Milk Road to fall through a hidden hole, then defeat the flying enemy by bombing it, then goron punching it for another heart piece.

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#### Romani Ranch

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- \* Talk to the giant Goron again and he will give you 1 free Powder Keg (you must pay 100 rupees after that.) Take it to the owl statue near milk road and bomb the giant rock in the path which leads to the ranch.
- \* On Day 1, talk to Romani outside to engage in the horse riding mini-game.
- \* Shoot 10 balloons while riding Epona to learn Epona's Song and to gain your horse back.
- \* At 2AM, follow Romani into the barn, come out, and guard against the UFOs by shooting them with arrows. Continue doing this until 5:30 AM to get another bottle with specialized milk inside.
- \* Talk to Romani and her sister in their house on the next morning, come back at 6:00 PM and guard them while they deliver their milk (using arrows) to get the Romani Mask.
- \* Ride Epona to the beach on the west side of Clock Town. Hop over the fence to get to the Great Bay.

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#### Great Bay/Zora Hall

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- \* Look out to the ocean and you'll see a swarm of birds.
- \* Swim out here and talk to the Zora. Push him to dry land, then talk to him.
- \* Play the Song of Healing, watch the cinema, and collect the Zora Mask, then transform into Zora Link.
- \* Swim out and do a diving jump onto the platform, hit the owl statue with your Kokiri sword, then swim back to dry land.
- \* Go into the 2nd area of Great Bay (to the right) then swim out to the fish tail structure. Sink to the bottom, kill the enemy and go straight through into the Zora Hall.
- \* You can get a heart piece later after you get the hookshot, by helping the Zora Band.
- \* Go out and talk to Lulu, then hit the owl statue.

- \* You can practice diving here if you wish as well.
- \* Play the Song of Soaring, and warp to Clock Town. Take the south exit and go to the 2nd area of the swamp.
- \* Buy a Red Potion from Koume, then warp back to Clock Town.
- \* Take the lower east exit, and play Epona's Song.
- \* Ride Epona down through the mountain terrain, hop over the 2 fences and get off, using the Lens of Truth on the circle of stones.
- \* Give the tired soldier the red potion to get the Stone Mask.
- \* Warp to the 1st area of the Great Bay, then swim to the right of the owl statue until you reach the end where the wall is.
- \* Sink down and walk toward the beach along the wall.
- \* Underwater Swim into the 2nd set of boards with the crossbones on them, go up the ramp and into the Gerudo Lagoon.

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Gerudo Lagoon

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- \* Put on the Stone Mask, and hop down into the water.
- \* Hitch a ride over to the left side on one of the Gerudo guards' boats.
- \* Get out of the water and go up the ramps to the top platform where you will find a circular switch.
- \* Transform into Goron Link, and goron stomp the switch.
- \* Hop back down into the water and swim through the newly opened hole to enter the underwater maze.
- \* Go through the maze (see map in main walkthrough.)
- \* Take the pipe pumping sewage upward to the next level.
- \* Beware of spikes and pipes pumping sewage on the sides of the walls, if you get caught in one you have to go through the maze again.
- \* Go through the door out of the water, swim through the spikes and go up onto dry land.
- \* Walk up the stairs, fire punch the barrels and goron stomp the switch to open the cell door.
- \* Go down the stairs quickly, get the heart piece and go back up the stairs.
- \* Stand on the edge, and throw your Zora swords at the switch to open the gate.
- \* Jump into the water and quickly swim through the gate into the next area.



- \* Swim over the pipe pumping sewage, and climb the ladder.
- \* Step on the switch, then run over to the grated pipe and throw your Zora swords at the wall plate while standing on the grated pipe.
- \* Take the water spout up to the next level, get off, climb the ladder and throw your swords at the wall plate across the way.
- \* Quickly jump down and go through the next door.
- \* Go across the ledge and through the opening on the other side.
- \* Wearing your Stone Mask, climb the ladder of the tower in the middle of the settlement here.
- \* Go across the bridge and through the door on the other side.
- \* Watch the cinema, then fire an arrow at the beehive.
- \* Run around the corner, hop down and open the treasure chest to get the hookshot.
- \* Fire the hookshot at the ledge above the tank and as Zora Link, sink down into the tank and capture the zora egg in an empty bottle.
- \* Exit this room and use the hookshot posts in the northeast area to go into the next room.
- \* Ignore the patrolling guard and go into the next room to fight the guard.
- \* Defeat her and go into the next room to get the zora egg from the tank with another empty bottle.
- \* Exit and go through the next door on the right side of the settlement.
- \* Defeat the guard here as well, then collect the zora egg from the tank with your third empty bottle.
- \* Warp to the owl statue in the first part of Great Bay and drop off the 3 eggs into the marine tank (climb the ladder next to the owl statue.)
- \* Swim back to the settlement and use the hookshot posts near the back of the settlement to enter the final room.
- \* Defeat the 3rd guard and collect the 4th zora egg from the tank.
- \* Warp to the owl statue again and drop off the 4th egg, then walk in between the 2 tall rocks to the north of the owl statue in the first part of the Great Bay.
- \* Follow the signs to get through the confusing maze, then drop down to the bottom of the underwater cavern.
- \* Defeat the eels in the holes with your zora swords and collect the egg with your bottle.
- \* Float up to the 2nd level, and kill the eels to collect the 6th egg.
- \* Finally, float up to the top of the cavern and get the final egg from one of the holes.

- \* Swim back to the marine room and drop off the 3 remaining eggs.
- \* After they hatch, take out your Ocarina as Zora Link to learn the New Wave Bossa Nova.
- \* Warp to the owl statue in the Zora Hall, and play the New Wave Bossa Nova to Lulu as Zora Link to awaken the turtle.
- \* Use the hookshot on the palm tree for the turtle to take you to the entrance of the Great Bay Temple.

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### Great Bay Temple

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- \* Go through the door and into the dungeon itself.
- \* Swim over to the northeast corner as Zora Link, drop down and pull the turnkey to activate the elevators/water spout.
- \* Swim back to the entrance and take the left elevator.
- \* Kill the skulltullas, and hop across the water spout to get to the other side, then go through the corridor into the main core room.
- \* Following the current, swim into the yellow corridor on the top level of the main core room.
- \* Float up to the top, use the hookshot on the treasure chest, and open it to get the Great Bay Temple map.
- \* Sink back down to the bottom, and kill the 2 enemies blocking the red corridor, then go through it to find some deku babas.
- \* Kill the deku babas, climb out of the water, and go through the next door.
- \* Use the hookshot on the treasure chest across the room, (watch out for the bomb dog) and open the chest to get the compass.
- \* Look into the water and kill the deku babas, as well as the enemy blocking the chest below.
- \* Sink down and open it to get a small key.
- \* Go back to the main core room, and swim through the red corridor on the bottom.
- \* Find the red pipe, and walk on it to find the locked door.
- \* Go through the door and collect items from the pots, then enter the next open door to fight the big-eye mini-boss.
- \* Kill off all the mini-eyes surrounding it, then hit the big-eye with your sword until it's defeated, then collect the Ice Arrows from the chest.
- \* Go back to where you got the compass and fire ice arrows into the water leading to the inaccessible opening.

- \* Use the newly formed ice platforms to get up to the opening and fire an ice arrow to melt the ice block.
- \* Go through the door to fight Gekko again.
- \* Slash him with your sword then fire an ice arrow at the blob he's in. Repeat until he dies, then go through the open door to get the boss key.
- \* Go back to the main core room, and climb onto one of the spinning blades, take it to the ladder covered by a waterfall.
- \* Shoot an Ice Arrow at the water fall to stop it from falling, climb the ladder and go through the corridor into the new room.
- \* Hookshot to the wooden barrel, and make ice blocks with your ice arrows leading to the next platform.
- \* Push or pull the turnkey, then go back to the main core room.
- \* Hop into the water and take the red corridor on the bottom, and hop onto a platform in the corner of this room.
- \* Shoot an Ice Arrow at the Octorok enemy to turn it into a block of ice which you can use to get up to the turnkey platform.
- \* Turn the key and go back to the main core room once again.
- \* Take the yellow corridor on top, get out and stand on the platform with the treasure chest.
- \* Make Ice platforms leading to the ledge, and go through the door.
- \* Lure the blob toward the turnkey platform, then freeze it with an ice arrow.
- \* Climb up to the platform and push/pull the key.
- \* Swim back to the first room in the dungeon and use the hookshot on the plate above the red water spout.
- \* Jump over to the platform and turn the key.
- \* Hop down into the water and swim over to the yellow platform and turn that key.
- \* Make your way back to the main core room and take the newly opened green corridor on the bottom.
- \* Climb up the pipe, and turn the key.
- \* Swim back to the main core room and go through the new corridor in the middle.
- \* Take the 2 elevators to the top ledge, and shoot an ice arrow at the water spout, but only when the blades are aligned with the platform you are standing on.
- \* Cross over the blades and hop down into the next room, go through the door.
- \* Stand on the far seesaw and shoot a fire arrow at the ice above to make your end rise up. Jump across to the next see-saw and repeat, then jump

over to the platform with the key on it, and push/pull it.

- \* Swim back through the green corridor at the bottom and use the new spout to access the boss.
- \* Defeat Gyorg, and collect the items he leaves behind.

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#### Item Collection (Optional)

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- \* At 10:00 PM on any day, go to the Milk Bar in Clock Town, put on the Romani Mask and talk to the fat Zora.
- \* Stand on the right circle as normal Link to learn part of the song, do the same for Deku Link, Goron Link, and Zora Link to play the whole song together and get the Chairman Mask.
- \* In the second part of Great Bay (buy a pile of sticks) hookshot up all the platforms using the palm trees and enter the cave at the top.
- \* Challenge the beaver brothers to a race through the rings and if you win, you'll get another bottle.
- \* Challenge them a second time and win to get a heart piece.
- \* In Zora Hall, in the drummer room, hookshot up to the ledge and read the journal as Zora Link to learn 2 melodies, remember them.
- \* Go into the guitar room and play the melodies as the ending of the guitarist's songs.
- \* Play the entire song to the pianist to get a heart piece.
- \* Sink down into the water near the waterfall in the second area of Great Bay and kill the Like Like (blob) to get a heart piece.

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#### Inside the Grave

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- \* Take the East exit of clock town and play Epona's Song to get on your horse.
- \* Ride through the mountains, jumping over the fences and ignoring the enemies, past the Ikana graveyard until you get to the skeleton.
- \* Play the Sonata of Awakening and defeat the skeleton to get the Captain's Hat.
- \* Go back to the graveyard at night on Day 1, then command the mini-skeletons marching around the tombstone to break it open.
- \* Jump inside the grave and go through the door.
- \* Fend off all the keese to get a rupee worth 50 then shoot fire arrows at the three un-lit torches to unlock the door.
- \* Hit Iron Knuckle to start the battle, and once he's defeated, read the stone

tablet to learn the Song of Storms.

- \* Go to the owl statue near Milk Road with Epona, and take the left path of the statue to come to a farm.
- \* Pay the guy 10 rupees to race him, and once you win, you get the Garo Mask.
- \* Go to the mountain terrain area with Epona (jumping over the two fences) and talk to the man sitting on the cliff while wearing the Garo Mask.
- \* Hookshot up to the tree and go past the rolling rocks into Ikana Canyon.

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### Ikana Canyon

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- \* Take off the Garo Mask and walk straight, up to the broken bridge.
- \* Freeze the Octoroks with Ice Arrows and jump across to the platform.
- \* Use the trees to hookshot up to the main part of Ikana Canyon.
- \* Walk up the left ramp and go into the cave opening at the end of the dried out riverbed, then walk toward the hole with water in it.
- \* Play the Song of Storms, then go out and wait for the little girl to walk far away, then run quickly into her house and down to her basement.
- \* Play the Song of Healing for the human/gibdo in her closet to get the Mask of Gibdo.
- \* Do "Anju and Kafai (Log Book)" side quest. (See "Side Quests" section.)

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### Underworld

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- \* Make sure you have a bottle of milk; 5 magic beans; 10 bombs; 1 fish; 10 Deku Nuts; and one empty bottle for this next section.
- \* Jump through the giant hole on the left side of Ikana Canyon while wearing the Mask of Gibdo.
- \* Give the gibdo on the right door 5 magic beans and go into the next room to give the next gibdo 10 deku nuts.
- \* The next gibdo wants 10 bombs, give them to him to go into the next room.
- \* Kill the Giant Poe by shooting it with 5 arrows, then collect the flame it leaves behind in your empty bottle.
- \* Go back to the 2nd room and give the other gibdo the fish in your bottle to pass into the next room.
- \* Give the Big Poe flame to this gibdo to gain access to the last room. Shoot fire arrows at all 4 torches, and get the mirror shield from the chest.
- \* Warp to the owl statue in Ikana Canyon and go through the small crack on

the right wall to enter the next area of the game.

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### Ikana Ruins

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- \* Go into the large crack while wearing the Gibdo Mask and shoot a fire arrow at the frozen switch to unlock the door ahead.
- \* In the next room, as Deku Link, hit the first switch, run to the end of the corridor, and hit the switch there twice so the roof raises back up, then burrow into a deku launcher, and launch up to the platform.
- \* Step on the switch as normal Link, then jump down and go through the next door near the switch you just hit.
- \* Launch over to the left ledge and step on the switch as normal Link, then use the Lens of Truth to see the invisible platform.
- \* Kill the skulltullas, then jump to the door and go through into the next room, where you will have to run to avoid being hit by the skulls.
- \* Go upstairs and through the short hallway out to the rooftop. Hop up onto the ledge here and follow it to the center of the ruins to find a small ledge with a deku launcher on it, jump down here.
- \* Launch to the pillar with the switch on it and step on it to make a block below move.
- \* Jump down and go back into the ruins, but shoot the other switch this time, then go through the door on the right.
- \* Kill the floormaster with your mirror shield, then remove the sun block by shining light onto it, and finally go through the door at the end.
- \* Fight and Defeat Wizrobe (strategy in the next section.)
- \* Go through the door, and walk around the corner to find a circle on the ground. Put a Powder Keg on it to blow it up, then jump inside to be back inside the entrance of the ruins.
- \* Reflect light onto the sun block then fight and defeat King Yigorse and his two minions.
- \* Play the Song of Soaring and warp back to the Ikana Canyon owl statue, then go east of where the dried out lake is to find the entrance to Stone Tower.

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### Stone Tower

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- \* Hop across the three blocks, and step on the switch on the other side. Play Elegy of Emptiness to clone yourself as normal Link on the switch.
- \* Hookshot up to the post, and step on the switch here as Goron Link; clone yourself again, then hookshot up to the next post.
- \* Clone yourself as Zora Link on the next switch then jump across the three

blocks again.

- \* Step on each of the three switches here to reset the blocks back to their original position, then hookshot up to the next post.
- \* Clone yourself as normal Link while standing on the switch, then hookshot up to the next platform.
- \* Throw a bomb at the beamos, then clone yourself as Goron Link on the switch.
- \* Hookshot up again, and clone yourself as Zora Link on the switch, then jump across the three blocks and hit the owl statue on the other side.
- \* Step on the three switches here in this order: Left, Right, Center (cloning yourself as a different character on each one) then cross the three blocks to enter the Stone Tower Temple.

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### Stone Tower Temple (Reality)

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- \* Kill the dragonflies with arrows and go through the door on the left. In this room, clone yourself as Normal Link and Zora Link on the two normal switches, then clone yourself as Goron Link on the big switch.
- \* Bomb the crack in the wall and carry a small crate to set on the final switch, then go through the newly opened gate.
- \* Place a bomb on the discolored spot of the ground, and hop down through the hole it makes.
- \* Hookshot to the chest across the lava and open it to get the dungeon map, then kill at least 4 statues to get a small key.
- \* Go back out of the hole and through the locked door, then swim underwater as Zora Link until you reach a hand that will throw you onto a platform with a chest containing a small key in it.
- \* Go past the hand this time and into the next room. Climb onto the middle platform and shine light onto the mirror, then shine from the mirror to the sun block to remove it.
- \* Open the chest for the compass, then go back to the strip of land and through the once locked door at the end.
- \* As Goron Link, punch out the parts of the pillar in this room, then kill the Black Boes, and start shining light on the left mirror (for at least 15 seconds.) Run to that mirror and shine it onto the next, and then shine from that mirror onto the sun block.
- \* Use the Deku Launchers and the air pipes to fly around the building over to the left side, where you will find a platform; land on it.
- \* Go through the door and fight/kill the Ghost of Garo (see below section for strategy.)
- \* After it's dead, go through the door and lure the eyegole towards you, then quickly back off and shoot it's yellow eye with an arrow (repeat until he's dead.)

- \* Go through the door, save your game, then warp to the owl statue in Stone Tower to enter the dungeon again, only this time it's an illusion.

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### Stone Tower Temple (Illusion)

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- \* Make the three blocks appear again by cloning yourself on the 3 switches (Left, Right, Center) but stop on the 3rd block.
- \* Shoot an arrow at the red switch in front of you (on the wall below) then enter the dungeon again.
- \* Go through the door on the right this time, and shoot a light arrow at the sun block to move it out of your way.
- \* Use the Deku Launchers and air pipes to launch up to a platform with an enemy on it. Kill the enemy and go through the opening, step on the switch and come back.
- \* Open the newly appeared chest for a small key. Launch up to the tip top of the ceiling and float over to the ledge with a locked door on it.
- \* With your key, open the door and shoot an arrow at the red switch across the room, then go through the lava pit as goron link.
- \* Shoot the switch again and go through the door to find another red switch; fire an arrow at it, then jump down and push the block so it's centered with the room.
- \* Shoot the red switch for the 2nd time and push the block to the other side of the room. Shoot the switch again, and push the block up against the raised floor, and shoot the switch one last time, then push the block into the hole to open the barred door.
- \* Go through the door and fight/defeat wizrobe again. Use your hookshot on the chest that appears on top and go through the door.
- \* Launch across the room and go through the door, then use the hookshot on the hanging spikes over to the left to make them explode.
- \* Launch over to where the spikes were and use the launcher there to get across to the other end of the room, where you can go through the next door.
- \* Fight and defeat Gomez (see strategy in next section) and collect the Boss Key after he's dead.
- \* Go back to the room before the hanging spikes and launch to the alcove to the left.
- \* Find the switch in this area and step on it and get the small key from the treasure chest that appears.
- \* Head back to the previous room and go through the door into the hanging spike room once again. Turn right and go through the door here.
- \* Kill the Eyegole here, then open the chest to get the Giant Mask, which you will be using for the boss battle for this dungeon.



\* Go through the door here, watching out for the spiked rod, and hit the switch then hookshot up to the chest.

\* Hookshot to the plate and collect items, then go through the door to fight and defeat Twin-Mold using the Giant Mask (see strategy in below section.)

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### The Moon

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\* Make sure you have all the 20 normal masks for this next part, then when you are ready, warp to day 3 and wait until 12:00 AM.

\* Go to fight Skull Kid again, but this time, play the Oath to Order and view the cinema.

\* Talk to each of the four kids around the tree and give them the respective amount of masks to get in and out of each dungeon.

\* See the below section for strategies on all 4 of the "mini-dungeons" you will go through. You will get the Fierce Deity Mask after you go through each dungeon.

\* Talk to the kid sitting down near the tree to fight the final boss. See the below section for boss the boss strategy.

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## VI. WALKTHROUGH

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The following walkthrough is completely accurate for all regional versions of the game (NA, JP, EU) and was composed from my experience of playing through the game. Although the following pertains to all regional versions of the game, it was based on playing the JP version, therefore some names/locations, etc. in the walkthrough may be inaccurate (I'm not very good at translating.) If you find an error of a location name, character name, song name, mask, name, item name, etc. and would like to correct it, please do so by e-mailing me (e-mail address is in the "Information" section.)

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### The Beginning

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Link, is riding Epona through the forest, calmly, quietly, when suddenly, 2 fairies appear. One appears to look like Navi (but it isn't) and the other is a darker colored fairy. These 2 are Chat and Trail (JP) also known as Tatl and Tael (US). These 2 fairies stick around with an evil creature named Skull Kid. Tatl and Tael will frighten Epona, who kicks Link off and onto the ground, where he becomes unconscious. Moments later, Skull Kid appears (wearing the mask of Majora.) He giggles a few times, then walks up to Link, kicks him over and searches his pockets (yes, he's a thief.) He finds the Ocarina, takes it, and begins to play notes.

Link awakens at the sound of the Ocarina, and looks at Skull Kid. Startled, Skull Kid hides the Ocarina behind his back, but it's too late. Link approaches him, but just as he gets there, Skull Kid hops onto Epona. The thrill music

begins to play, and as Skull Kid starts to ride away with your Ocarina and your horse, Link grabs on to Epona, and is taken alongside his horse. He can't hold on for long, and eventually falls off to watch Skull Kid get away with his 2 most prized values. Link then picks himself up, and you are left to go after Skull Kid to reclaim your valuables.

-----  
 Lost Woods  
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Items: Deku Nuts

Alright, head north, where there are 2 patches of bushes on both sides of the path. Cut them up to gain at least 5 rupees (you will need them for the upcoming town) then continue north through the cave opening. Jump across the platforms, and through the opening at the end. A cinema will show link falling from the cliff all the way down to a little area. Floating in mid-air will be Skull Kid. He puts a spell on Link that turns him into a Deku Scrub, then laughs a bit, and floats back through a door. When you are left to play again, go through this door, and into the next room. Here, you will find some Deku Launchers (flowers on the ground) which will Launch you into mid-air where you can glide. Use the flowers to cross all the platforms, then land on the ledge, and go through the door into the next room.

This place has the same Deku Launchers, but much taller platforms. Float over to the 2nd platform, and open the treasure chest to gain 10 DEKU NUTS. Continue gliding across, from platform to platform (dodging the walls in between) until you reach the end, where a Deku plant will be standing. Ignore him for now, and go through the door into the twisted hallway. A cinema with motion blur engages, and you are taken to the next room (which happens to be the inside of the Clock Tower.) When here, follow the ramps leading upward, where the Happy Mask Man is waiting. He will converse with Link, then let him be on his way. Go through the big double doors to be brought into Clock Town, the first town of the game.

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 Clock Town Map  
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```

          ### ^###  #####
##### | #####  ##
##      North Exit  Buy Map  ##
####                                         #####
<-- Fairy Fountain  ##      ##      ##
####                                         Balloon  ##      ##      ##
##      Main Town  ##      ## ^ ##
##### | #####  ## | ##
##### v #####  ##### | #####
####      #####  ######Observatory ##
<-- West Exit  #####  ##      #####
####      #####  ##  Clock  ##  ##      Bomber Kid
##  Left  ##  ##  ##  Tower  ##  ##      ####
##  #####  ##  #####  ##Bldg.  ##
##  ##  ##  ##  ##      ##
##  ##  ##  ##      Right Side  ##
##  ##  ##  Main Part of Town  ##  #####
##  ##  ##  #####
####  ##  #####  ##      #####
  
```

```

## ## ##      Main -->                ##                ##
##      ## #####                #####                ##
##      #####                #####                ##
## Lake Area      ##                #####                ##
##                #####                South Exit        ### #####
#####          ##### | #####
                        ## v ##

```

-----  
Clock Town  
-----

Items: Town Map, Fairy, Moon's Tear, Land Title Deed  
Heart Pieces: 2

In order to make your way around town with ease, you'll need to get a map. From the starting point, turn around and go up the ramps to the right, and head through the opening at the top. This leads you into a new area with a kid shooting at a balloon. Near the exit of this area, you will find a tiger faced elf named Tingle who draws maps for a living. Buy the Clock TOWN MAP from him for 5 Rupees (buy the Woodfall one for 40 if you have enough) and go back to the main area of Clock Town (where you first started.) Using your brand new map, follow it all the way to the southwest of Clock Town, where there is a lake, and a bridge. Hovering over the lake is a FAIRY, hop over to it (in as few jumps as possible) to collect it. Now go back to the place where you got the map.

In this area is a little fence with an opening next to it. Walk through the opening and into the Fairy Fountain. Drop off the fairy you got earlier, where she will join up with all the other fairies and turn into one Great Fairy. The Great Fairy (who still has that laugh from Zelda: OoT) will give Deku Link a new Magic Meter as well as a new ability, Bubble Shooting! Hold down the B button to blow a bubble, and release it at the desired size to shoot it at a specified object or person. However, if you hold B too long, the bubble will pop before you even get to fire it. Leave the Fairy Fountain, and test out your new ability by firing a bubble at the blue balloon in the sky. Once you pop it, the little kid (who has been trying to pop it) will become upset.

Talk to him, and he will offer you a little game of Hide and Seek. He and 4 of his buddies will hide from you (all within Clock Town) and give you exactly 1 day (24 hours) to find all of them. This will be rather easy and rewarding at the end. The first 2 kids are in this very area, one behind the tree and one behind the slide (they will try and run from you, so give chase if they attempt escape.) Once you catch those 2, make your way to the right of town (use your map) where the next 2 are. One is on top the roof holding a chicken, and when you approach him, he flies down (follow him until you catch him.) The next one, you must use a Deku Launcher to capture. Fly up to the roof near the Deku Launcher to get him.

The final one is on the left side of town (use your map) and he's just out in the open, not very hard to catch. Once you catch him, you will be transported back to the area where you got the map, where the 5 kids will all turn around revealing numbers on the back of their shirts. This is a password, so remember it (you can always ask the kid on the roof if you forget.) Go to the northeast part of town, where a kid (similar to the ones you just caught) will be blocking you from going into a new area. Give him the password to make him move, then walk down the ramp and into the underground area. Hop the water, and kill the Skulltulla that drops down. When you come to the room with the balloon, pop it so you can climb the ladder.

Break the pots for some extra money, then go up the colored stairs to the top of the observatory, where an old wise man is looking through his telescope. Talk to him and he will offer you a look, use A to zoom and B to cancel. Aim the telescope towards the top of the Clock Tower, and zoom in to see Skull Kid. A cinema will play, showing the moon shedding a teardrop that lands right outside, followed by Skull Kid giving Link an obscene gesture. Go through the door, which leads to the outside of the observatory. Walk over the MOON'S TEAR to pick it up and put it in your item stash. Go back through the observatory, and out of the underground area with the water, back into the main part of Clock Town. Near a set of stairs is some water with a Deku Launcher next to it, head here to see a Deku Scrub fly from above with 2 bags in his hand.

He will land on the Deku Launcher, and requests a Moon TearDrop from you. Set the Moon's TearDrop to one of the C-Buttons, and give it to him. In return, he will give you the LAND TITLE DEED (a.k.a. - a map) and fly away with 3 bags, allowing you to use the Deku Launcher. Now all you can do is wait until 12AM on the 3rd day to proceed, so in the meantime, you may as well collect some heart pieces. Go back to the area (all the way north) where you got the Town Map, and use the boxes/platforms near the slide to reach the tree, which has a HEART PIECE located in between its branches. Now, make your way back to the center of town, where the Deku Launcher is.

Use it to launch yourself up on the small roof in the middle of the Clock Tower, where you will find another HEART PIECE waiting for you to collect. Now, you must wait until 12AM on the 3rd night. If you wish, you can talk to the Scarecrow at the observatory to speed up time. Once 12AM strikes on the 3rd day, fireworks will be set off on top of the Clock Tower. The tower will fall revealing steps that lead to the roof. You now have 5 hours (5 minutes real-time) before the final day is over. Launch yourself on top of the little roof on the Clock Tower (where you got the Heart Piece) and climb up the stairs to find Skull Kid floating around, time for a fight!

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MINI-BOSS: Skull Kid the Imp  
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Items: Ocarina  
Songs: Song of Time

Skull Kid uses his powers on the moon above in order to help him with the battle. Anyway, he doesn't have any attacks, so you can't really get hurt. Just shoot him once with your Bubble Shooter and he'll drop your OCARINA. Pick it up, and Link will have a flashback of the time when Princess Zelda taught him the SONG OF TIME (Zelda: OoT) he then re-learns the song now. When played, this song will take you back 1 day in time (it will also save your game in the JP version of the game.) The battle continues with Skull Kid, but there is no way you can defeat him, so just play the Song of Time to end the battle. You will be left back in the main part of Clock Town on Day 1 again.

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Item Collection #1 (Clock Town)\*  
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Items: Fairy, Bomber's Notebook, Adult Wallet  
Songs: Song of Healing  
Heart Pieces: 2

Masks: Deku Mask, Great Fairy Mask, Blast Mask, Bremen Mask  
Mask of Kafei, Rabbit Hood, All Night Mask

Remember, not all of the items, masks, and heart pieces have to be collected now. I suggest you try and get them now, to help you with your quest later in the game, but if you can't get them, or don't feel like getting them, you can always come back later. Now that Skull Kid is out of the way, go through the double doors of the clock tower once again, and a rather odd conversation will engage with the Happy Mask Man. He will teach you the SONG OF HEALING on your Ocarina, which allows you to heal anybody that has a curse on them with a mask. When you play the song, Link's DEKU MASK will come off, and you will gain it for one of your masks. Finish the conversation with the Happy Mask Man, then leave the Clock Tower and go back to the south, where the river is.

Remember that FAIRY hovering over the water before? Well, there is now another one in the same spot. Hop in the water to get it, then take it back to the Great Fairy over in the Fairy Fountain where you got the Town Map earlier. Once you re-join all the fairies again, the Great Fairy will appear and give you the GREAT FAIRY MASK, which will attract roaming fairies in caves when worn. A lot of obstacles in Majora's Mask are time-based, meaning you can only do them at certain times on certain days. At 12AM on any day, go to the area where you got the Town Map, and you will see an old woman walking by with a bag in her hand. Moments later, a thief will come along, snatch the bag and try to escape, leaving you to catch him.

Hit him with your sword before he escapes through the exit, and he will drop the bag. When he finally leaves, you will be rewarded with the BLAST MASK (given by the old woman) for your heroism. Now, if you hurry, you can get another mask at the same time. Run down to the south where the river is located, and you will find a man playing his music box (he looks as if he is the man from Zelda: OoT.) Talk to him, and he will give you the BREMEN MASK, which looks like a bird's face. When worn, press the B button, hold it and move with the Control Stick to do the Chicken March. When it is daylight once again, go to the north part of town (where you got the map), and as normal Link talk to the bomber kid blocking the path to the observatory again.

Go into the observatory, then come back out and talk to the bomber kid here and you will receive a BOMBER'S NOTEBOOK (also known as the Log Book) with which you can record your events in (you will record faces and items in this book as you talk to people and collect new items/masks.) Don't go too far, because if it's between 10AM and 8PM, head through the door next to the kid who was blocking your path. Once inside, go into the door on the right, and talk to the woman sitting in the chair. Say Yes, and she will give you the MASK OF KAFEI to add to your collection

There is a man on the left side of Clock Town (refer to your map) who runs a bank. You can deposit and withdraw money with him. Go just outside of Clock Town, chopping up the plants to gain at least 200 rupees, then take them back and deposit them with the man to receive the ADULT WALLET. If you have the patience, go out and collect up to 5,000 rupees and the man will give you a HEART PIECE. Now, to get the last mask, you will have to come back here at a later time. You will need the Mask of Kafei, the Giant Wallet, and 500 rupees to get this next mask. Once you have the above, stop the burglar on the 1st night, then on the 3rd night at 10:00 PM go to the Curiosity Shop on the left side of town to purchase the ALL NIGHT MASK.

On the 3rd night, at 12AM, leave Clock Town through the south exit, and walk along the southwest path (fighting the enemies as you go.) You will soon come to Romani Ranch, where you will find Epona, you can't get her just yet,

so go into the back of the Barn, where there will be a man sitting, upset. He will tell you that his chicks won't hatch into Chickens. Put on the Bremen Mask, hold the B button, and march around, collecting all the chicks so they follow you (there are 10 chicks total.) Once they have all been collected, they will mature, 1 by 1 into full grown chickens. The man will reward you for your kind deed with the BUNNY HOOD, which allows Link to run faster and jump farther when worn.

Head back into Clock Town, and put on your new Bunny Hood. Search around town to find the mailman (the guy who is running with a bag) and follow him around, until he eventually stops at his house, follow him inside. Talk to him while he is sitting on his bed (make sure you have 3 rupees) and he will offer to play a time game. He starts the clock, and if you stop it on exactly 10 seconds, you will gain a HEART PIECE. When you are all done collecting the items (if you want to collect them) leave through the south exit of Clock Town.

\*Most items here are optional, but I suggest you collect them for future use in the game, that way you won't have to come back later.

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### The Swamp

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Items: Bottle, Red Potion, Pictograph Box  
Heart Pieces: 2

Once out of Clock Town, take the straight path up to the tree where you will see a cinema of Skull Kid and his 2 fairies (if you didn't see it on the way to Romani Ranch, you'll see it now.) Go past the tree with the carving on it, into the next area, where there are several trees. First, kill the bats near the first tree, then climb up the tree to the top to find a HEART PIECE [5]. Continue following the same path into the next area with water and a building. Here, you will see a cinema of a witch flying out from the building, then you are left to play. Climb up the ladder and give the Land Owner's Paper to the Deku Scrub, then use the deku launcher to fly up to the roof of the photo hut to get another HEART PIECE. Find the lilly pads, and follow them until you come to dry land again. Go through and into this new area, and make your way to the back of the hut to find a cave entrance, go inside.

Here, you will find a monkey, put on your Bunny Hood, talk to him and follow him through the caves, where he will lead you to Kotake (one half of Twinrova from Zelda: OoT) who is lying on the ground, in need of some red potion. Exit the cave, and climb the ladder leading into the hut. Talk to Koume (the sister of Kotake, making up Twinrova from Zelda: OoT) and she will give you a BOTTLE of RED POTION to take back to Kotake. Go back into the cave, and follow the monkey to Kotake. Take off your Bunny Hood before talking to her, and set the Potion to one of the C-Buttons. Then talk to her and when she asks you to press the C-Button you have the potion on, do so to give it to her (if you drink it, you'll have to go and buy some more from Koume.)

She will fly away, leaving you to play again. Exit the cave, and you will be confronted by 3 monkeys. Talk to them, and follow them once again to the area you were previously in. Climb the ladder, and go into the Photo Hut. In the little hole in the wall, you will see Kotake, talk to her and you will receive the PICTOGRAPH BOX as well as a free boat ride. Take the boat, until it asks if you want to get off. Say yes, and put on your Deku Mask when you get off.

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## Deku Palace

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Items: Magic Beans

Songs: Sonata of Awakening

Heart Pieces: 2

Go straight through, and talk to the Deku Scrubs blocking your way and they will move. Continue going north and into the next room, where you will find the Deku King and his people. Talk to the king to find out the Princess has been kidnapped. Take out your Pictograph Box and get a good picture of the king, then talk to the monkey on the left side of the room (when facing the king.) Now leave, and the monkey will confront you outside. If you haven't bought any MAGIC BEANS yet, go through the maze (either door on the left/right) and drop through a hole in the ground to find a salesman who will sell them to you. You can also drop through one of the holes in the maze to find a HEART PIECE. Once you have the beans, go back to the outside area and use the lilly pads to cross over the poisonous water (the right side.)

At the end, you will find a dirt patch where you can plant the magic beans. On the 2nd day, it will rain, and the plant will grow into a transportation leaf (if you don't want to wait for the 2nd day, you can get some water from the Photo Hut.) Use the leaf to go on the top part of the maze you saw before. You will have to use the Deku Launchers to go through the maze. If you fall, go back and use the transportation leaf, because you must stay on the top part of the maze. Use the Deku Launchers to cross over both sections of the maze to get where the monkey was inside the throne room. On the way, to kill the Deku Scrubs, use your Bubble Shooter from a distance, one shot should kill them. Talk to the monkey, then take out your ocarina.

The monkey will teach you the SONATA OF AWAKENING, followed by some Deku Scrubs coming and throwing you out of the Deku Palace. If you wish, you can take the picture over to the Pictograph Box guy in the Photo Hut for a HEART PIECE or you can wait until later to drop it off. Take the lilly pads to the right, but this time, jump to the platform with the Deku Launcher on it. Launch up to the cave entrance above your head, and go through it into the pathway to the Woodfall Temple. (Note: The latest version of this guide can always be found at [gamefaqs.com](http://gamefaqs.com).)

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## Woodfall Temple

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Items: Small Key, Dungeon Map, Compass, Fairy (15)

Songs: Song of Soaring

Heart Pieces: 1

As you first enter, shoot bubbles at the Dragonfly that is coming at you. 2 shots will kill it. Use the Deku Launchers to go from platform to platform until you reach the end. You will find a big slab of rock, read it to learn the SONG OF SOARING, which allows you to warp to any owl location you've been to (to gain an owl location, hit an owl statue with your sword whenever you see one.) Launch across the waterfall, and go through the opening into a water-filled area. Take the path to the right, killing the charging enemies that come at you (2 shots with the bubble shooter.) If you launch over to a lone platform on the left side of the room (it has a treasure chest on it) you can get a HEART PIECE. Launch over to the platform near the north of this

area.

As Deku Link, stand on the little platform and play the Sonata of Awakening. A large structure will rise from the watery depths below will rise, allowing you to launch over and enter it. This is the Woodfall Temple. In each dungeon, you must find a total of 15 fairies hidden within, if you find them all, you rewarded. Once you get inside the dungeon, put on the Great Fairy Mask to attract Fairy #1. Morph into Deku Link, and use the Deku Launchers to go across the platforms. On the 2nd platform there is a treasure chest containing Fairy #2. Continue to the last platform, and go through the door. Walk down the ramp on the left, and kill the plant down below for Fairy #3. Use the Venus fly trap plants in the water to get to the door on the other side.

Before entering the door, hop to the platform on the right with a bunch of pots on it. Break one of them to get Fairy #4, then go back and through the door. Use the Deku Launcher in the center of the room to float up to the ledge where you will receive a SMALL KEY inside the treasure chest. Use the Deku Launcher to go into the next room (the doors will bar when you enter.) You must kill these 3 enemies in order to leave the room, and unless you have bombs, you'll have to use the Deku Launchers to your advantage. Burrow into a Deku Launcher and wait for the enemy to cross over you, then launch up on them to kill them. When they are all defeated, the door will open and you will receive the DUNGEON MAP from the treasure chest.

Make your way back to the main room, hopping across the Venus fly trap plants, over to the locked door. Use your small key to open it, and go through into the next area. Push the box that's blocking your way forward a little bit, then take the right twisted path until you come to the Skulltulla that drops from above. Kill it to get Fairy #5, then continue along the path, pushing the block out of your way once again. Go back to where you killed the Skulltulla, make sure you are young Link, and put on your Bunny Hood. Light a Deku Stick with the fire, then run along the path, and light the un-lit torch to open the door. Go inside, to find 2 dragonflies, kill them using the Deku Launchers, and collect the COMPASS in the chest.

Leave back into the room you were just in, transform back into normal Link, and put on the Bunny Hood. Light another stick with the fire, then run up the stairs, and light the un-lit torch at the top (watch out for the bats, they may knock you off the edge of the cliff.) Jump across the gap over to the middle platform (you can jump farther when wearing the Bunny Hood) then jump to the left to burn the cobwebs blocking your path. Kill the plants, and continue north up the stairway. Go through the hallway, and into a very dark room. Kill all the Black Boes to gain Fairy #6 from a treasure chest. Once finished doing that, light a Deku Stick with the torch in the middle of the room, then run around the edges of the room to light the 3 torches.

This will open the barred door, allowing you to pass. In this next room, just ignore the dragonflies, and use the Deku Launchers to cross the room. If you are hit by a dragonfly, and you don't fall all the way down through the hole, you can just use the stairs to climb back up, otherwise you'll have to use your map to get back up. Once across the gap, go down the stairway, and step on the switch as normal Link. 2 ladders will appear, but first go through the door right in front of you. Take the right path, and go through the door to engage in a mini-boss fight with Metal Dinalfos.

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MINI-BOSS: Metal Dinalfos  
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Items: Hero's Bow, 30 Arrows

This is semi-easy battle. The Metal Dinalfos only has 2 basic attacks. First he will slash at you with his weapon, then after you give him a shot when it's safe to do so, he will breath a stream of fire. To defend his attacks, use your shield (Left) and then attack when he does his leap attack. When you hit him, he will blow fire at you, just back away to avoid this one. Continue this method until he's defeated, where a treasure chest will then appear. Open it to gain the HERO'S BOW already equipped with 30 ARROWS. Leave back out through this door, and test out your new arrow.

Use your new Hero's Bow by aiming at the eyeball across the room. Shoot it to make the middle platform down below start moving up and down. Transform into Deku Link, and launch over to the platform, then launch to the ledge from there. Go through the door and another mini-boss battle will engage, this time it's with Gekko.

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MINI-BOSS: Gekko

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Items: Boss Key

A bit more difficult now. First, hit Gekko a couple of times, he will then summons his buddy, who will aid him in battle. As Deku Link, burrow into a Deku Launcher and wait for the snapper to come over you, then launch to knock Gekko off. Now is your chance to hit him, use Z-Targeting and your Fairy Bow, hit him, then transform back into Deku Link and repeat the process until he dies, opening the barred door. Go through, and open the chest to receive the BOSS KEY. Leave these 2 rooms, and go back to the main room. Stand on the little switch you stood on earlier, and shoot an arrow through the fire, so it lights the torch on the very large flower in the middle of the room. If done correctly, the flower will begin to spin.

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Woodfall Temple (Continued)

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Run around to the other side of the upper level, break the bubble to get Fairy #7, and jump across onto the spinning flower. This part will be a bit tougher, because you have to have precise aim. Aim your arrow so it is aligned with the un-lit torch on the lone platform across the way. When the flower spins in front of it, shoot the arrow and hope it lights. Once it's lit, the door will open, allowing you to go through. Launch over to the platform with the rupees on it, and kill the 2 dragonflies. Now, fly back over, and go up the ledges on the right side of the wall, via the Deku Launchers. Collect Fairy #8 on the way. Go up the left side to get Fairy #9. Head back up the right side, and fly over to the lone platform. Pop the bubble with your arrow, and use the Great Fairy Mask to get Fairy #10.

Transform back into Deku Link, fly back to the top platform, and shoot an arrow at the crystal across the room, this will turn the fire off on top of each of the pillars. Quickly transform back into Deku Link, launch down to the lower platform, from there launch to the 2nd pillar, and finally over to the boss door. Take off the Deku Mask, break the pots, then go inside to fight the first actual boss, Odolwa.

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BOSS: Odolwa (Dungeon Boss)

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Items: Heart Container

Masks: Guardian Mask #1

Songs: Ode to Order

Odolwa has a primary weapon (a huge sword) but comes equipped with several attacks. Start off by hitting him several times on the legs with your sword. Once he starts summoning skulltullas from above, start using your arrows. When you have a clear shot in view, shoot him with an arrow, and continue this method of attack until you run out of arrows. Once again, hit him on the legs with your sword, and watch out for his fire ring and gnats. When he spreads a ring of fire around you, just stand there to avoid being hit. He will also use his sword attacks, which can easily be dodged, and finally he uses gnats and skulltulla's to attack you (these are a good source of hearts when you are low on energy.) After your 3 repeated attacks, he will be defeated.

Collect the HEART CONTAINER, then step on the glowing ground, where you will gain the GUARDIAN MASK #1, as well as learn the ODE TO ORDER song on your Ocarina, which will remove all poisonous water when played. You will then be transported to the lair where the Deku Princess is locked up. When you are left to play again, cut the vines blocking the path, and go into the room to engage in a conversation with the Deku Princess. Use your empty bottle to catch her, then leave back to the Deku Palace. Go to the throne room (where the Deku king is located) and release the Princess. The monkey will be free to go, and that's that. Now it's time to collect some optional items again.

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#### Woodfall Temple Fairy Locations

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1. Directly in front of you when you enter - wear the Great Fairy Mask to get it.
2. Inside the chest in the first room of the dungeon as you're flying over the pit.
3. Kill the Deku Baba next to the locked door in the second room with the giant flower.
4. Smash all the pots in the far corner of the giant flower room.
5. When you collect the first Small Key, shoot the beehive on the left of it with a bubble then wear the Great Fairy Mask.
6. Under the platform with the stone block on it. When you light the torch on the giant flower, the poison in the water disappears, allowing you to collect it.
7. Inside a beehive above the giant stone block - shoot them with bubbles.
8. Kill the Skulltula in the stone block room.
9. In the dark passage, wipe out the Black Boes to make a chest appear.
10. Burst the bubble on the ledge above the giant flower, then wear the Great Fairy mask.

11. Fly over to the switch behind the un-lit torch above the giant flower, then drop down and open the chest.

12. On the third ledge up on the left of the large room before Odolwa.

13. On the first ledge up on the right of the large room before Odolwa.

14. On the third ledge up on the right of the large room before Odolwa.

15. On the flaming pillar in the large room before Odolwa. Hit the crystal switch, fly to the right-hand pillar before flying left to the fairy.

(Thanks to The 64 Chimp)

After collecting all the dungeon fairies, return to the platform that you played the Sonata of Awakening on. As Deku Link, burrow into the Deku Launcher, and turn the camera (using the joystick) until you see the cave in the southeast wall. Fly to the stump with the Deku Launcher on it, then use that Deku Launcher to fly to the Fairy Fountain. When you return all 15 fairies from the Woodfall Temple, the Great Fairy of Power will give you a more advanced spin attack for Normal Link's sword. (Before, you could only charge blue, now you can charge blue, then hold longer, and charge red, which uses more magic power but in turn does more damage) This works with every sword.

(Thanks to Thortok2000)

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#### Item Collection #2 (The Swamp)\*

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Items: Quiver (40), Bomb Bag, 20 Bombs

Masks: Mask of Scents, Kamaro's Mask

Heart Pieces: 2

In the Deku Palace, transform into normal Link and put on the Bunny Hood, take the left path (you can swim through the water now) and go through the now open cave. Talk to the Deku Scrub inside, and he will challenge you to a race. If you manage to keep up with him all through the cave (using the Bunny Hood) he will reward you at the end with the MASK OF SCENTS. Leave the Deku Palace, and go back to the Photo Hut, as normal Link, talk to Kotake at the hole in the wall, but instead of giving you a normal boat ride, she will give you a little mini-game to play. You will ride the fairy all the way around The Swamp, and back to the Photo Hut, along the way, Kotake will follow with a target hanging from the end of her broom.

Your goal here is to hit at least 20 targets before the ride is over. If you hit Kotake a maximum of 10 times, you automatically lose. It costs 10 rupees to play again, so make sure you have enough money. Once you hit the target at least 20 times, you will be rewarded with a HEART PIECE. You are pretty much finished with The Swamp area for now, so head back to Clock Town. Go over to the Archery Game building to play for 20 rupees. Your goal here is to hit at least 30 red Octoroks before the time is up. If you succeed, you will gain a new QUIVER that now carries 40 arrows. On the 1st day, at 12AM, take the north exit of Clock Town, and follow along the fence to the left. You will see a man dancing on top of a mushroom-shaped platform.

Play the Song of Healing to cure him, and you will gain the KAMARO'S MASK. Make your way back into Clock Town, and on the 1st or 2nd day, go to the left

part of town, wearing the Kamaro's Mask in front of the dancing twins, press B to teach them a new dance to get another HEART PIECE. In this same area, go into the Bomb Shop, where you can buy a new BOMB BAG for 50 rupees, and it's already filled with 20 BOMBS. Take the north exit of Clock Town, and go straight.

\*Most items here are optional, but I suggest you collect them for future use in the game, that way you won't have to come back later.

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SIDE QUEST: Gold Skulltulla House #1 (Optional)

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Masks: Mask of Truth

The Gold Skulltullas are now in houses. There are 2 houses with 30 golden skulltullas in each, and it's your job to kill them off. This is the first house (the second is found later in the game) and it is located in the first part of the Woodfall Temple (where you launch from the giant flowers.) Hop down to where you see a door blocked by a spider web, and burn it off using a deku stick and the nearby torch, then enter. Talk to the deformed spider and go through the door into the actual house itself (make sure you have 2 magic bean pods and 3 empty bottles before proceeding.)

1. Go down the ramp and walk around to the left side where you will find 2 pots, break them to find the first skulltulla, kill it with your sword.
2. Go through the first door on the left, then along the far wall, ram into the wooden crates revealing the 2nd skulltulla, kill it with your sword.
3. Along the right wall are some more crates, break them open to find the 3rd skulltulla.

ACTION: Right next to those crates is a large rock. Place a bomb by it to blow it up revealing a dirt patch. Plant a magic bean pod here and water it (get water from the main room with your empty bottle.)

4. Climb the ladder on the left wall and run around the corner to find the skulltulla hiding behind a torch. Kill it with your sword.
5. Continue through the door up here and go left to find the 5th one on the side of a pillar, hit it with your sword and collect the token.

ACTION: Transform into Deku Link and launch across the gap, then go through the door on the other side, then launch to the ledge to the left. Throw the rock and capture some bugs in your empty bottle, then go through the next door and hit the switch to make a ladder appear.

6. Hop down and kill the skulltulla on the ladder with an arrow, then climb the ladder to collect the token.
7. Hop back down and go through the door which leads to the first room, then kill the skulltulla in the water on the left side of the ramp.
8. Look on the pillar to the left, and wait for the skulltulla to climb all the way down, then kill it when it stops to get the token.
9. Go back into the room where you planted the magic bean, and ride the transportation leaf around the room until you get to the skulltulla on the

wall, kill it and collect the token.

10. Climb the ladder in this room and hop over to the block in the middle of the room while wearing the Bunny Hood, then kill the skulltulla.

ACTION: Hop down, and climb back up the ladder again, then go through the door on the top leading back into the main room.

11. Kill the spider on the left wall with an arrow, then transform into Deku Link and launch over to get the token it leaves behind.

ACTION: Launch across the gap again and go through the door on the other side. From here, launch over to the left ledge again.

12. Kill the spider on the wall when it crawls down to you, that way you can reach the token.

ACTION: Go through the door and climb up the ladder on the other side again. Plant another Magic Bean on the dirt patch and water it to make it grow.

13. Hop down below and wait for the skulltulla on the pillar to crawl down to your level, then kill it and get the token.

14. Climb back up the ladder and ride the transportation leaf around the room, killing the skulltulla on the wall as you go by.

ACTION: Let the transportation leaf take you to the opening and go through the door into a room with a tree.

15. Roll into the tree to make 5 golden skulltullas pop out, kill each one of them and collect their tokens.

16. See above location

17. See above location

18. See above location

19. See above location

20. Back in the room with the transportation leaf, fire arrows at the beehives to break them open, one has the skulltulla inside.

ACTION: Go back up the ladder, go through the door and launch across the gap then go through the door.

21. Shoot arrows at the beehives above to release a skulltulla, hop down and kill it, then collect the token.

22. Shoot another arrow at the rest of the beehives to release another gold skulltulla, kill it and take its token.

23. Down in this area with the big pots, break open some of the smaller ones to release another skulltulla.

24. Transform into Goron Link and roll into all the giant pots to release 2 skulltullas, kill them and take the tokens.

25. See above location

ACTION: Wake the sleeping deku scrub in this room with the Sonata of Awakening.

26. Chop away the wall there the deku disappeared through, in there you will find a gold skulltulla, kill it and take it's token.

ACTION: Dive into the flower and get back onto the ledge, pick up the same rock you did before and get another bug in your finished water bottle.

27. Back in the main room, stand in front a soft dirt patch on the left or right wall, and open a bottle with a bug.

28. See above location

ACTION: Go back to the very first room you entered, climb the ladder and go through the door, and launch across the gap to the other side.

ACTION: Go into the room, and launch to the left side (yet again), lift the rock and get another bug.

ACTION: Go back to the very first room you entered, climb the ladder and go through the door, and launch across the gap to the other side. (again)

29. Turn right on the other side, here you will find a soft dirt patch on the wall, open a bottle and let a bug in for a gold skulltulla, kill it and take its token.

ACTION: Go back to the room where the big tree was (the room where the 5 skulltullas were.)

30. Shoot the beehives down for the last skulltulla, kill it and take its token.

ACTION: Head back to where the huge deformed spider was, to claim your prize!

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### Mountain Village/Goron Shrine

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Items: Snowhead Map, Lens of Truth

Masks: Goron Mask

Songs: Goron Lullaby

Go down into the snow area, and up the ramp where you will be blocked by some icicles. Z-Target the icicle above, and shoot 2 arrows at it so it will fall and break the ones blocking your path. Continue into the next area, using your map as a reference of where to go. You will now be blocked by some big snowballs. Use a bomb to get rid of them and continue along the path, until you finally arrive at Mountain Village. Head northwest to find the owl statue, hit it with your sword to remember your place. Talking to the Goron on the platform reveals that he's hungry and wants some food, but you'll get to that later. Death Mountain has frozen over and if you don't help fix it, all the Gorons will die off. Find the path you haven't gone through yet, which will lead you to a series of bridges.

On the 2nd bridge, you will see the elf who sells maps floating with this balloon. Shoot and arrow at it to make him fall, and buy a SNOWHEAD MAP for 20 rupees. Continue along the bridges and into the next area. Walk down the little wooden bridge and jump off the cliff to the lower grounds where you

will find the (real) owl perched on a wooden post. He will fly across the gap, leaving feathers on each invisible platform. Using his feathers as a guideline, jump across each invisible platform and go through the cave at the end. Chop up the bushes for some bombs, then open the treasure chest to gain the LENS OF TRUTH. Put on the lens of truth and blow up some of the boulders in here to find some extra rupees.

Leave this cave, and use the Lens of Truth to see the invisible platforms, cross back over them and onto the other side, where you will now see the ghost of a Goron (who died because of the cold weather, you can only see him when the Lens of Truth is on.) He will ask you to follow him to the Goron graveyard. Remove the Lens of Truth and follow his shadow, periodically using the Lens of Truth in order to continue (when you see his shadow stop moving, put on the Lens of Truth to make him start walking again.) He will lead you all the way to where you first entered, and over to some platforms in the water. From here, put on the Lens of Truth, and jump across the water. You will now be able to see the invisible ladder, so climb up to the top (moving left and right at the forks) and go into the graveyard.

Talk to the goron ghost, then play the Song of Healing to remove his curse, and you will gain the GORON MASK which allows you to transform into a Goron whenever you want. Put on the mask, and pull the tombstone from the back, which will ventilate a pool of hot water into the graveyard. Turn back into normal Link, and fill your bottle with hot water, go outside the cave and dump it on the frozen Goron to revive him. Go back in and get some more hot water in the bottle, then put on your Bunny Hood, leave the cave, do a dive into the water below and go all the way back to where you got the map (you must be quick, or the water will turn cold.) Go down to the lower area here (where the giant snowballs are) and go near the north end.

As Goron Link, punch the giant snowball to reveal an old, frozen Goron. Dump the hot water on him to revive him, then talk to him as Goron Link. You won't get much from him yet, first you must continue into the next area. Head to the lower grounds until you see a closed door. Do the Goron Stomp to open it (A + B) and go inside (alternatively, you can talk to another goron up on the mountain and he will do the Goron Stomp to open the door for you, but it's much easier to do it yourself.) You will hear a baby crying. Talk to all the people in the Shrine, then go up to the top level and talk to the baby.

Now, leave the shrine and go back to where the old frozen Goron was. He will be frozen once again, so get more water and unfreeze him (you can get water from the hole in the ground here once you get rid of the ice.) Talk to him and he will teach you part of the Goron Lullaby (he forgot the ending to it.) Once you've learned the first part, go back into the area you just came from, use the Goron Stomp to open the secret door and go inside once again. Head straight up to the baby, and play what you know of the Goron Lullaby to make the baby stop crying. He will teach you the ending of the song, then fall asleep along with the other 2 gorons in this room. Leave Goron Shrine back to the main area (where the log cabin is) and take the northwest path.

Before, this area was inaccessible because of the gaps. Now, as Goron Link, you can roll over them. Go up the path, avoiding the rolling snowballs and rolling over the gaps. Soon you will come to a new area, known as the Snowhead Dungeon, when you first enter, hit the owl statue with your sword. Looking straight ahead with the Lens of Truth shows that a giant Goron is blowing his breath making it impossible for you to pass. Take out your ocarina as Goron Link and play the Goron Lullaby to make him fall asleep and get out of the way. Go up the spiral ramp which leads to the Snowhead Temple itself, go inside.

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## Snowhead Temple

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Items: Dungeon Map, Small Key (2), Compass, Fairy (15)

Mini-Bosses: Wizrobe (Phase 1), Wizrobe (Phase 2)

Bosses: Goht

When you first enter, you will see a block hidden by some icicles. Punch them (as Goron Link) to get rid of them, then push the block inward. In the next room, kill the wolf and go through the door on the right. This room holds a bridge with molten lava below. Back up all the way, and charge up Goron Link's roll ability, then when no more icy breath is being blown, roll across the gap in the bridge and onto the other side. Transform into normal Link and jump over to the platform, then go through the door. Open the treasure chest inside this room to receive the DUNGEON MAP, as well as pick up Fairy #1 on the side of the room. Go back out, and into the other door. Run straight across the platform here and into the next room.

To the right, you will notice a stack of 2 blocks on the wall. Pull them out to reveal a hidden room, with a treasure chest inside. Open the chest to get a SMALL KEY, then leave back through the door you came in. The only opening left is the stairs, take them down to the lower level. Run around here until you find a switch in a lava pit, step on it as Goron Link to make a treasure chest appear in another lava pit. Open the chest to get a fairy. Head back up the stairs, and through the blue door you first came through. Spin back across the bridge (or climb the ladder if you fall) and go back to the first room. Unlock the door across the way, and once in the next room, open the chest to get the COMPASS, then bomb the cracked wall as normal Link.

Go up the stairs and hop up on the first platform in the next room. Watch out for the icicles above, and jump to the next open platform. You will see some white ice on the wall, jump over to it and you will crawl into a hidden area with a treasure chest, containing another Fairy. Jump down, and hop onto the ledge on the other side of the room. Use Z-Targeting and fire 2 arrows at the icicle hanging in the middle of the room. It will cause the ice block on the middle platform to break, allowing you to jump across and break open the giant snowball revealing a treasure chest with a SMALL KEY inside. Hop down and go through the once locked door. This room contains a little puzzle for you to figure out.

See those circular platforms all over the room? Stand on the first one as Goron Link, then do the Goron Stomp to press it down, causing the one in the little ditch to rise. Transform back into normal Link, and jump across to the other side. As Goron Link again, step on the other circular platform and do the same thing. This time, a smaller platform will rise in the ditch, and you will only have a limited time before it goes down. Run over to the first platform you rose in the ditch, Goron Stomp on it to make it go down, then as normal Link, quickly hop onto the small platform and up to the other side where you can now go through the door.

Roll across the gap in the bridge over to the other side. You will see a pile of snow against the wall, roll across it to the other side of the bridge. Don't go through the door here, but instead look straight across and roll across another gap, then go through the door at the other side to engage in a mini-boss battle with Wizrobe (Phase 1.)

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MINI-BOSS: Wizrobe (Phase 1)

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Items: Fire Arrows

Wizrobe only has one attack: shooting a giant ball of frozen ice and you, causing Link to freeze. There are 4 teleportation pads on the ground that he uses to move. Once you see him on a pad, quickly run over to him as Goron Link and give him a Fire Punch (before he shoots the ball of ice at you.) Alternatively, as normal Link, you can shoot arrows at him, but they do little damage and you'll end up wasting a lot of time and energy. Continue this method of attack until Wizrobe becomes upset and clones himself 3 times. Now there will be 3 clones and 1 real at the teleport pads, he's not too hard to find, since his clones are transparent. Continue attacking the same way you have been and he will soon be defeated, leaving you the Fire Arrows in a chest.

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Snowhead Temple (Continued)

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Items: Small Key

Roll back over the gap and the snow pile, and drop down to the lower level (where the platform is.) Use your new fire arrows to melt the ice blocks in front of each door. Go through the one to the right of where you got the first small key. First thing you need to do in here is melt all of the ice breath enemies here (there are 3 of them, shoot fire arrows to melt them) and a chest will appear containing a fairy on the other side of the room. Next, using the fire arrows, light all 3 un-lit torches before one goes out and you will have access to a new room. Go through the door in the middle and transform into Goron Link so you can Goron Stomp the circular platform here.

Doing so results in the main platform rising all the way to the roof of this icy dungeon. Go back to the room with the ice breath enemies and the broken bridge. Melt all 3 of the enemies to make a chest appear, melt the ice block to get to the chest, and open it revealing a SMALL KEY. Transform into normal Link if you aren't him already, and jump across to the small room where the Dungeon Map was. Stand on the platform in the middle of the room here, then shoot a fire arrow at the ice breath enemy up on the 2nd level, followed by another fire arrow to the eyeball switch, which will make the platform you are standing on rise up to the 2nd level, allowing you to jump off and go through the next door.

This leads back to the main room with the platform that was risen to the top of the dungeon. Since you can't roll across the gaps anymore (because the platform is blocking your way) you must use the snow piles on the sides of the walls. Go up all the stairways, rolling over snow when needed until you get to the top of the dungeon, go past the snowmen, then go through the locked door. From here, go through the door and into a new room with 2 dinalfos in it. Kill them both, and continue through the next open door. Now you will engage in another mini-boss battle, and it's with the same guy again, Wizrobe.

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MINI-BOSS: Wizrobe (Phase 2)

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Items: Boss Key

You'll be using the same tactics you did the first time, the only difference is now Wizrobe has 6 platforms to teleport with instead of just 4 like the first time. As he comes out of a teleportation pad, give him a fire punch as Goron Link (or use arrows, but punching is faster and easier.) After a few hits he will once again clone himself, but this time he'll have 5 clones instead of 3 (the clones are transparent, so he's easy to find) continue attacking like you have been until he is finally defeated for the 2nd time. Collect the Boss Key from the treasure chest, and leave this room. You must now lower the main platform in order to gain access to the boss' lair.

Head down to the bottom of the platform room (ground level of this dungeon) and you will see 2 blue colored sections of the platform. As Goron Link, fire punch each one of them out, causing the platform to decrease in size. Go back up to the top of the platform room, and do the same thing with the last 2 blue sections, until the platform is so small that you can reach the boss' lair. >From the top, jump down onto the platform, and roll through the giant snowballs into the next room. Do a spiked roll across the gap in the bridge and use your Boss Key to begin the next boss fight.

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BOSS: Goht  
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Items: Heart Container  
Masks: Guardian Mask #2

When you first enter, you will see a horse frozen in a giant block of ice, this is Goht. Melt him with a fire arrow to start the battle. This battle strategy is rather simple, all you do is run around in circles, ramming Goht as Goron Link until he dies. There is a bit more to it, however, Goht will throw a lot of obstacles in your way, such as rocks, bombs, boulders, spikes, etc. All you have to do is constantly do a spiked roll, chasing Goht around in circles, running into his back-side until he dies. Rocks will not hurt you if you roll into them, and you can collect magic from the pots. Once he's defeated you will gain another Heart Container and the 2nd Guardian Mask. After that, all the ice in Goron Shrine will melt, meaning you've saved the Gorons!

S E E   H O W   T O   G E T   T H E   G I L D E D   S W O R D  
I N   T H E   S I D E   Q U E S T S   S E C T I O N

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Snowhead Temple Fairy Locations  
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1. Over the broken bridge, burst the bubble under the end platform and wear the Great Fairy Mask.
2. Over the broken bridge, burst the bubble in the stone tower beneath the bridge then wear the Great Fairy Mask.
3. Hit the switch in the lava on the bottom level of the central pillar room to reveal a chest.
4. When you move the pile of blocks to the end of the room, a chest appears. You can reach it by entering this room through the door from the Compass room.

5. In the corner of the Dungeon Map room.
6. On the upper ledge of the Dungeon Map room, use the Lens Of Truth to see hidden platforms through the air to the alcove on the wall opposite the Eye switch.
7. Jump through the wall above the ice marks in the room with lots of pillars covered in ice blocks.
8. Melt the ice blocks in the Compass room and hit the switch, then move the block beneath the ledge where the chest appears and climb up.
9. Use the stone block to reach the ledge above the chest where the Compass is. Throw a bomb at the wooden box on the pillar, then wear the Great Fairy Mask.
10. In the room with the gold and green Goron switches, look at the lighter-colored patch on the ceiling with the Lens Of Truth.
11. In the room with lots of ice platforms over a massive pit (outside the room with the switch that moves the central pillar), kill all the Freezards and open the chest that appears.
12. On the third floor, stand on the northern bridge and wear the Bunny Hood. Jump down to the left towards the ice marks on the wall to find a hidden chest.
13. In the room with all the snowmen, look above the ice marks on the wall with the Lens Of Truth.
- 14 & 15. The Dinalfos twins both have a fairy on them, so kill them both.

(Thanks to The 64 Chimp)

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Item Collection #3 (Goron Shrine)\*

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Items: Bottle, Gold Dust  
Masks: Don Gero Mask  
Heart Pieces: 4

First thing you'll want to do is pick up the new mask, which can only be done before defeating Goht. Before you go into the Snowhead Temple, go over to the Goron Shrine (where the crying baby is) and you will notice several un-lit torches all throughout the village. Go up to the room where the baby is, light a deku stick and run through the Shrine with your Bunny Hood lighting each torch, until they are all lit. A big structure up on the ceiling with lots of pots will begin to spin, and your goal is to break the pots for something special. As Goron Link, do a spiked roll from the top level of Goron Shrine and break each pot 1 by 1, going back up to the top each time. Once they are all broken, a piece of meat will fall from the last one.

The meat is too big to carry as normal Link, so you'll have to be Goron Link to pick it up. Take this piece of meat to the hungry Goron you talked to earlier in the main part of Goron Shrine (the one standing on the platform) and throw it to him. He will gobble it up, and in return give you a new mask which allows you to talk to frogs, the DON GERO MASK. Go back to Clock Town, put on the Don Gero Mask, and talk to the frog in the lake area. There are a

total of 5 frogs you must talk to with this mask. One you just talked to, the next appears after you defeat Goht in the Snowhead Temple, the 3rd and 4th are in the 2 dungeons, after you defeat Gekko, they appear, and the final one is in the swamp next to the Photo Hut (after defeating Odolwa.)

Once you've talked to all 5, the one in Goron Shrine will reward you with a HEART PIECE. After defeating Goht, and Goron Shrine has melted back into it's normal self, head over to the area with the actual Goron Shrine is. You will see a cave opening now, go inside to find the Giant Goron. Talk to him as Goron Link and he will give you a giant barrel of dynamite, pick it up and walk all the way back to where the frozen old goron was earlier in the game. Near the entrance of this area is a huge rock on top of some steep platforms. Use the dynamite stick to blow it up and go through to the Goron Races. To partake in a race, just talk to the baby Goron and you will be entered.

Roll through the course, collecting magic from the green jars, and if you end up placing in first, you will receive another BOTTLE with some GOLD DUST inside. Later on in the game (after you get the Zora Mask) make sure you come back to Goron Shrine, and in the area where the old frozen Goron was, you can find a treasure chest underwater containing a HEART PIECE but you can only get it with the Zora Mask. Go back near Clock Town until you are walking along Milk Road. You will find some grass here, walk through it and you will fall through a hidden hole into a room with an enemy. As normal Link, bomb it to make it fly, then, as Goron Link, fire punch it continuously to defeat it and collect another HEART PIECE.

Near each of the 4 exits of Clock Town are holes in the ground, you'll have to find them within the radius of the town exit. In each one there is a large gossip stone, which you can play the Goron Lullaby to, and it will turn red in color. Do this to the remaining 3 stones in the other areas (one near each exit of Clock Town) and you will be rewarded with a HEART PIECE. If you wish, you can also upgrade your sword now, see the "Side Quests" section on how to do that. Now, it's time to get your horse back!

\*Most items here are optional, but I suggest you collect them for future use in the game, that way you won't have to come back later.

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#### Romani Ranch

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Items: Epona, Bottle, Normal Milk  
Songs: Epona's Song  
Masks: Romani Mask

Now that Goron Shrine is no longer an ice tomb, head over to the area past where you got the map. Once here, go to the giant Goron in his cave for the 2nd time (1st if you didn't go to the Goron Races yet) and you will gain 1 giant bomb for free (after the first time, he will charge 100 rupees per bomb.) With this new bomb, warp to the owl statue near Milk Road, and take the bomb over to where the man is chopping a big rock. Place the bomb on the rock to explode it and go through to Romani Ranch (making sure it's still the first day, if not you'll have to warp back in time.) Talk to the smaller girl (Romani) outside and you will see some UFOs abducting a cow, then you will be able to play a little challenge with your horse, Epona.

Your goal is to pop 10 red, floating balloons while riding horseback. Ignore the clock, as you have unlimited time to complete this challenge. Once you've

popped them all, you will learn EPONA'S SONG from Romani, as well as get your horse, EPONA back (by playing Epona's Song, Epona will come to you no matter where you are in Termina.) Now you can play some mini-games. Warp ahead 12 hours, and wait until it is 2AM, Romani will come out of her house and go into the barn to guard the animals from UFOs. Go outside, and the UFOs will appear shortly. Your goal here is to fend them off and make sure none of them get to the barn. You can only kill them with arrows, and they come from all sides of the barn. Continue killing them off until it's 5:30 AM.

Once 5:30 hits, you will gain another BOTTLE filled with NORMAL MILK. Next, you can play a bodyguard! Talk to Romani and her sister inside their house on the morning of the 2nd day and they will ask you to guard them from thieves while they deliver milk to Clock Town. If you want to, go back to their house at 6:00 PM on Day 2 to play this mini-game. Using your arrows, fend off the thieves as you see them while on the way to Clock Town. If you manage to make it safely, you will receive the ROMANI MASK. Now, it's time to start with the next dungeon, so get on your horse and begin riding towards the beach area near the west side of clock town.

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### Great Bay/Zora Hall

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Items: Great Bay Map, Red Potion  
Masks: Zora Mask, Stone Mask  
Heart Pieces: 1

If you wish, you can buy a GREAT BAY MAP from the elf near Milk Road, but you don't have to if you don't want to. Once you get to the beach, hop over the fence with Epona and continue going until you reach the Great Bay. Park your horse, and then look out into the ocean to see a gathering of birds. Swim out to the birds to find a Zora who is lying face first into the water. Talk to him, then get behind him and push him all the way to the shore, where he will walk a few steps onto the beach and collapse. Talk to him, then play the Song of Healing and you'll view a short cinema showing the story of his band, the Japas. Following that, the ZORA MASK will be yours. Transform into a Zora, and swim out to the structure you see out in the ocean.

You cannot climb onto the platform normally, so you'll have to do a diving jump onto it, to do so, swim underwater from a little way back, then press down on the Joystick to go down, and immediately press up on the Joystick to do a diving jump and you'll land on the platform. Transform back into normal Link and hit the owl statue with your sword to remember your spot, then swim back to the beach. Go through the opening to the right into the next area, where you will find a structure with the tail of a mermaid on top out in the ocean. Swim out to this structure, and sink to the bottom (press the B button) where you will find an enemy blocking your path. Hit it 3 times with your swords to kill it, then continue through into Zora Hall.

There really isn't much to do here as of yet. Once you get the hookshot later in the game, make sure you come back here to help out the Japas (band) and you'll get another HEART PIECE, but for now, all you can do is find the owl statue. Go into the 2nd opening, and take the path to the left of the shop where you will find Lulu along with an owl statue. Talk to her as Zora Link, then hit the owl statue as normal Link. From where you are, play the Song of Soaring and warp to the owl statue in Clock Town. Take the south exit, and go to the Swamp, where you can buy a RED POTION from Koume for 20 rupees. Once you have the potion, warp back to clock town and take the exit to the east. Play Epona's Song, then ride Epona straight through to the

mountain terrain area.

Hop over the 2 fences you come to (don't worry about the bomb enemies, you can just run over them with Epona and no damage will be done to yourself nor Epona) and equip the Lens of Truth. To the right, you will see a circle of stones, use the Lens of Truth here and you'll find a fatigued soldier who is in need of Red Potion. Talk to him, and press the C-Button holding the potion when he asks for it to give it to him. He will drink it and reward you with the STONE MASK which makes you invisible to Gerudo guards. Warp back to the first owl statue in Great Bay, then jump into the water and swim to the right of the owl statue until you reach the end (where the wall is.) Sink Down (press B) and walk towards the beach along the wall.

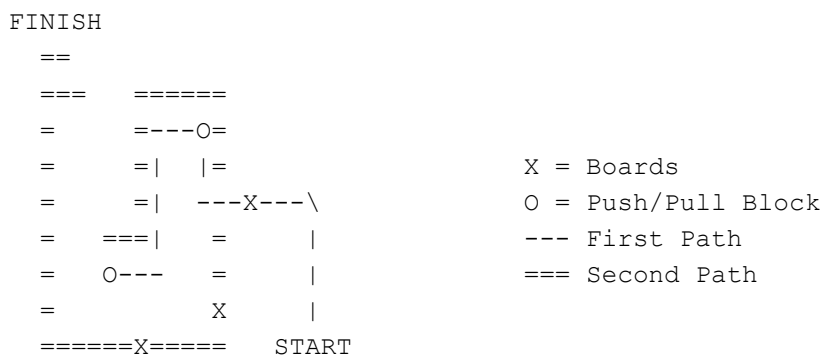
You will soon come to some boards along the wall (they have a skull with crossbones on them) which can be broken by underwater swimming into them. Break the second one from the left open and go through into the next area, climb out of the water, up the ramp and into the Gerudo Lagoon. As normal Link, put on the Stone Mask so the guards won't catch you.

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Gerudo Lagoon  
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Items: Hookshot, 7 Zora Eggs

Heart Pieces: 1

Look over to the left, where you'll see some ramps leading out of the water. This is where you want to go. Jump down into the water, and hop onto a boat when it comes along. Let it take you to this area, where you can get off and go up the ramps. You'll notice a switch similar to the one in the Snowhead Dungeon earlier. Transform into Goron Link, and Goron Stomp the switch which causes the gate to open leading into an underwater maze. Below is a map of the maze, and the correct path to take:



Once you get to the end of the maze you'll find a pipe pumping sewage upward, hop over the pipe to be taken up to the next level. Swim through this area, avoiding the spikes on the ocean floor, and make sure you watch out for the pipes pumping sewage on the sides of the walls. If you get caught in one of them, it will push you out to the entrance of Gerudo Lagoon, and you'll have to go through the maze again (even though it'll be easy because you moved all the blocks already.) Hop up onto the ledge, and go through the door into the next room, avoid the spikes and go up the ramps onto dry land once again. You'll see a set of stairs, climb them and Fire Punch the barrels as Goron Link to reveal a hidden switch.

Step on the switch to open the locked door to the jail cell down below,

then quickly roll down the stairs and into the cell before the door closes and collect the HEART PIECE. Go back up the stairs, and stand on the edge of the platform as normal Link, then fire an arrow at the switch on the platform across the way. This will open the gate below for a short time, so transform into Zora Link, dive into the water and quickly swim through the opening into the next area. Avoiding the bombs, swim over the pipe pumping sewage and continue through the corridor until you come to a ladder. Climb it to come to a room with a switch, and a grated pipe on the ground. Step on the switch which will open another switch on the wall.

Quickly stand on the grated pipe and shoot an arrow at the switch on the wall before it closes. This will cause water to flow through the grated pipe you're standing on, lifting you up to the next area. Watch out for the spikes above your head, they will fall if you step under them. Go over and climb the ladder, and fire an arrow at the switch to open the door below. Go through it to go outside again. Put on your Stone Mask, then walk along the ledge and go through the opening to get to the actual inside of the Gerudo settlement. Hop down (with the Stone Mask on) and climb up the ladder in the middle of the settlement. Cross the bridge and go through the door on the other side (you may have to wait for the guard to cross before you can.)

You will view a cinema here showing a conversation between 2 Gerudo guards talking about how they kidnapped 7 Zora Eggs. Once the cinema is over, shoot an arrow at the beehive through the bars, causing it to fall and break open, spouting bees everywhere which will scare off the guards below. Go around the bend and hop down to this room. Open the treasure chest to get the HOOKSHOT. Now it's time to rescue those 7 stolen Zora Eggs. Make sure you have at least 3 bottles (you can do it with one, but it will take A LOT longer) and you should also have upgraded to the Gilded Sword (see Side Quests section) but it isn't mandatory. You can do it with the Kokiri sword and 1 bottle if you wish, but it'll be a lot tougher than with them.

The FIRST ZORA EGG is right in this room (where you got the hookshot) in the tank over to the right. Use your hookshot on the ledge above the tank as normal Link to get up there, then as Zora Link, sink down in the water and capture the egg in a bottle. Now, it's time to get the SECOND ZORA EGG, and it's in another room of the Gerudo settlement. Go outside so you are in the main settlement (where the tower is) and make your way to the northwest area, using the poles with your hookshot to get up there. Go inside, wearing your Stone Mask (if you have it) and walk right past the patrolling gerudo guard, into the next room where you'll have to fight a guard.

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MINI-BOSS: Gerudo Guard  
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This is one easy fight if you have the Gilded Sword. Three slices from that baby and this guard is toast. If you were unfortunate and didn't pick up the sword, you're in for a little fight. Just attack her when possible and try to counter her attacks until you defeat her. Once she's defeated, she will throw a Deku Nut and magically disappear, unlocking the next door. Go through to find another tank with the Zora Egg in it. Using the hookshot on the ledge above, go up and dive down to get the egg in your 2nd empty bottle.

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Gerudo Lagoon (Continued)  
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## Songs: New Wave Bossa Nova

The THIRD ZORA EGG is on the right side of the settlement. Use your hookshot to get up there and go through the door. Go past the guard with your Stone Mask on and into the next room, going past all of the guards, and up the stairs to engage in another fight with a Gerudo guard. Since these guards are so easy, I'm not even going to consider them as mini-bosses. Fight her the same way you fought the other one until she is defeated and allows you to pass into the room with the tank. Use the hookshot on the ledge above the tank, and capture the 3rd egg in your last empty bottle. Since you can collect no more for the time being, play the Song of Soaring and warp to the first owl statue in the Great Bay (the first one you hit.)

Climb up the ladder and into the marine room. Climb up the ladder and drop each egg into the marine tank, one by one until all of your bottles are empty again. Now swim back to the Gerudo Lagoon and head back to the settlement to get the FOURTH ZORA EGG, which happens to be located in the back of the settlement. Use the hookshot poles to get up there, go through the door and fight the last gerudo guard. She is a bit tougher than the first 2, especially if you don't have the Gilded Sword. Try using bombs on her if you don't have the Gilded sword, followed by slashes from the Kokiri Sword. Once she's gone, go through into the tank room and capture the 4th egg, then warp back to the owl statue in Great Bay, go into the marine room and drop the egg into the marine tank, now for the remaining three eggs.

From the first owl statue in Great Bay, swim a little northeast to find two tall rocks sticking out of the water. As Zora Link, sink down and walk between the two rocks to be transported to a little maze behind them. This maze is a bit tough, because if you take the wrong path you are sent back to the beginning of the maze. Basically, it's a game of "follow the signs." Walk forward to the first sign, and follow it to the next sign. Then follow the arrow signs until you come to the 2nd arrow sign. Do NOT follow this one, but instead go past it to the one behind it, then follow the rest from there until you come to the end of the maze, and the entrance to an underwater cavern.

This cavern is very deep, and there are holes on the sides of the walls with eels in them. First, sink down to the very bottom, and wait for the eels to come out of their holes (there are 2 holes on each level) then throw your swords as Zora Link at them and hit them twice to kill them. One of them has the FIFTH ZORA EGG inside (you have to kill the eel to get it) and the other has either a treasure chest with rupees or pots with hearts. Float up to the next level and do the same thing, only now you'll have to land inside the hole (right next to the eel) and hit it when it comes out. Get the SIXTH ZORA EGG and float up to the top level, where you must kill the remaining 2 eels and collect the SEVENTH and final ZORA EGG in your last empty bottle.

Unfortunately, you cannot warp underwater, so you'll have to float back out of the cavern, but you don't have to go through that confusing maze again. Just walk anywhere and it will take you back to the 2 rocks, where you can then swim over to the owl statue or swim to the beach and warp there. Climb the ladder and go into the marine room. Drop off the last three eggs into the marine tank, and watch as they develop into tadpoles. Once they are all tadpoles, they will form musical notes on the ladder of their tank. As Zora Link, take out the Ocarina in front of the old guy and he will teach you the NEW WAVE BOSSA NOVA. Now, it's time to enter the next dungeon. Play the Song of Soaring and warp to the owl statue in Zora Cape.

As Zora Link, play the New Wave Bossa Nova to Lulu and she will sing it, causing a giant turtle (with palm trees on its back) to awaken from the depths of the ocean. Once the cinema is over, use the hookshot on one



of the palm trees and the turtle will give you a free ride over to the Great Bay Dungeon, enter it when you get there.

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### Great Bay Temple

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Items: Dungeon Map, Compass, Small Key, Fairy (15)

There is a lot of machinery here, as you will soon notice. As Zora Link, hop into the water and swim over to the northeast corner, then sink down and pull the large turnkey to activate the water spout and the elevators. Swim back to the entrance and hop onto the elevator on the left. Hop across, kill the skulltullas above, then jump over onto the water spout and over to the other side. Walk through the small corridor and into the main core room (this room has the rotating blades, which causes the current in the water below.) Hop down into the water, but stay on the top level (swimming with the current) and go through the yellow opening. Once in this next room, kill a few of the skeleton fish, and float up to the red platform.

Use your hookshot on the treasure chest on the platform across the room and open it to get the DUNGEON MAP, then drop down to the bottom of the water as Zora Link and find the red corridor with 2 enemies blocking it. Use your swords to kill them, then go through the corridor to find some Deku Babas underwater (they hang from lilly pads.) Kill them off and go through the door on the other side. Use your hookshot on the treasure chest across the room, but make sure the dog with a bomb chained to him doesn't hit you or you may fall into the enemy infested waters below. Open the chest to get the COMPASS, then look down into the water to find some more Deku Babas. Kill them off with arrows or your swords (as Zora Link) followed by the enemy guarding the chest.

Once there are no more enemies, drop down and open the chest to get a SMALL KEY, then hop back up, and walk towards the door you came in. You will see a current just before the door, hop in and take it back to the main core room.

Sink down, go through the red corridor on the bottom, and float up to the top of the room once you enter. Search around the room until you see a red pipe coming up from the water. Walk up the pipe, kill the bomb dog and go through the locked door using your small key. There are a bunch of pots here, break them all and collect the goods, because you're getting ready for a pretty tough fight in the next room. Walk through the door, and look up to see the Big-Eye mini-boss.

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MINI-BOSS: Big-Eye

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Items: Ice Arrows

Your goal is first to get rid of all the mini-eyeballs surrounding the giant one, which can be done using 5 methods: Shooting fire arrows at them, throwing bombs at them, going up and slicing them off, using the hookshot to bring them to you, or using the Blast Mask. The fire arrows method works best, but you will eventually run out of arrows or magic (you can collect more from the pots around the room.) Once you're out of magic/arrows, use your bombs, and once those are gone, just slice them off. Only use the Blast Mask as a last resort, because that does damage to Link. Try to fire some arrows into the giant eye when he opens it, just to do some early damage to him. Once the mini-eyeballs are all gone, he will start charging at you.

The easiest way to defeat him now is to use any remaining arrows you have, then just stand in one corner and wait for him to approach you. Give him a few slices to the eye (when he opens it) to do some more damage. Continue this a few more times until the eyeball explodes, leaving a treasure chest behind. Open it to get the ICE ARROWS, then leave this room and stock up on inventory from the pots again. Go back through the main core room and through the yellow corridor at the top until you make your way to the room where the compass was. Kill the Deku Baba hanging from the first 2 lilly pads, then hop over onto the first lilly pad as normal Link. Take out your Ice Arrows and fire a few into the water leading to the inaccessible room. This will create ice platforms for you to walk on, allowing you to get to the opening across the way. Hop up and break all the icicles, then shoot a fire arrow at the huge ice block, and go through the door to fight another mini-boss.

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MINI-BOSS: Gekko

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Items: Boss Key

Apparently, Gekko didn't learn his lesson from the Woodfall Temple, but he is a bit tougher this time than he was before. Slash him once with your sword and all the blobs will combine on the ceiling with Gekko inside. If the big blob falls on Link, he will enter the blob with Gekko, followed by Gekko doing a series of attacks to Link ending with you losing a lot of health. To avoid this, fire an Ice Arrow at the giant blob before it falls on Link, and it will fall and shatter, releasing Gekko. Repeat this process about 3 more times to kill Gekko, then talk to the frog left behind with the Don Gero Mask (this is one of the 5 frogs you talk to in order to get a heart piece.) Go through the open door, and open the chest to get the BOSS KEY.

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#### Great Bay Temple (Continued)

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Swim back to the main core room, and climb up one of the ladders on the side to get up higher. Now jump onto one of the spinning blades as it comes by and let it take you to a new platform, which you must climb up on quickly before you get knocked off. Shoot an Ice Arrow at the water on top of the water spout to make the ladder accessible, climb it and go into the next area. Use your hookshot on the wooden barrel over on the lone platform, then shoot Ice Arrows into the water to create ice platforms for you to cross over to the platform with the turnkey on it. Push/pull the key, then go back to the main core room. Take the yellow corridor on the top and float up into the room where you got the dungeon map.

Stand on the same platform the treasure chest is on and use ice arrows to make a pathway to the door across from you. Go inside and stand by the platform with the turnkey on it. Wait for the Blue Chucu (blob-like enemy) to come near you, then shoot an ice arrow at it to freeze it into a block of ice. Jump up onto it and over to the platform with the turnkey. Push/pull the key and go back to the main core room. Take the red corridor at the bottom and head over to one of the platforms in the corner. Stand on it and fire an ice arrow at the Octorok shooting rocks at you to freeze it. Transform into Zora Link and jump onto the frozen block and onto the platform with the turnkey on it. Push/pull the key, and head back to the first room in the dungeon.

Don't jump into the water, but instead look at the ceiling to your right to find a hookshot pad above the red water spout. Fire your hookshot up there to land on the water spout, then jump across to the platform and push/pull the turnkey. Hop down and go over to the yellow platform and turn that key to make the machine in the main core room run in reverse (causing the current to go in the other direction.) Go back to the main core room and sink down to the bottom, going through the green corridor (new one) and walk up the green pipe coming up from the water. Push/pull the turnkey and go back to the main core room, but this time, take the new corridor in the center. In the next room, go to the corner to find an elevator, hop on and jump over to the rod that's holding the blades, and jump once more to the next elevator.

This will take you over to the other side of the room, where you must walk to the end, and fire an Ice Arrow at the waterfall to freeze it and stop the blades from moving, however, there is a catch to it. You must stop it at the precise time the blades are lined up with the platform you are standing on, otherwise you won't be able to cross. Once you have it right, cross the blades and go through the door leading into the next room. Go to the other side of the room, stand on the see-saw and shoot a fire arrow at the ice above the other end of the see-saw causing the end you are standing on to rise. Jump across to the next see-saw, and do the same thing, then jump to the platform with the turnkey on it.

Push/pull it, and that's all the pushing and pulling you'll have to do for a long while. Head back to the main core room and take the green corridor on the bottom, and use the green water spout to get to the boss door, where you can use the Boss Key to enter the boss' lair.

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BOSS: Gyorg  
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Items Gained: Heart Container  
Masks Gained: Gyorg Guardian Mask

This is going to be one of the tougher battles in the entire game. Gyorg is a huge fish, capable of mass destruction. Jump down the hole to engage the battle, making sure you are Zora Link. Sink down in the water to find him, and use your swords (boomerangs, or whatever they are) and Z-Targeting to stun him, then walk up to him and hit him with your swords. It may sound easy, but don't forget that every attack has a counter attack. Gyorg has several tricks up his sleeve. His most devastating being the way he chews up Zora Link. Try to stay out of his path as best as possible, because once you get caught in his jaws, you are in for some major damage. If you die, make sure you stock up on hearts/fairies before coming back, otherwise he'll kill you instantly.

Alternatively (a much easier way) you can stand on the platform as normal Link and fire arrows down below at him to stun him, then transform into Zora Link, swim down and ram him with your shield to do at least 3-4 hits. After hitting him, swim back up, dolphin jump onto the platform and repeat. When standing on the platform, Gyorg becomes impatient and gives the platform a jolt, causing Link to fall down. This does no damage, but if you are standing too close to the edge, you may fall off and he'll grab you in his jaws. Beware of his mid-air leaps over the platform, or he may swallow you and spit you out (does the same amount of damage as chewing you underwater.) His last attack is calling a swarm of skeleton fish to attack you, which does massive damage. Try to avoid the above as best as possible, and use either method of attack until he's dead. Then collect the HEART CONTAINER and stand on the glowing orb to get

the GYORG GUARDIAN MASK.

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Great Bay Temple Fairy Locations

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1. In front of the turtle, light the four torches to make a chest appear.
2. Under the platform you arrive on when you go through the entrance to the dungeon - swim under to get it.
3. Kill the Skulltula guarding the rupees at the top of the right-hand lift in the first room.
4. Smash the barrel on the left of the giant blade room.
5. There's a pot directly beneath the giant blades - smash it with an arrow, then wear the Great Fairy Mask.
6. Hookshot the pots opposite the chest with the Dungeon Map in.
7. Kill the four Mecha-Deku Babas in the room before the Compass to reveal a chest.
8. Stand in front of the door facing the chest where the Compass is - look right into the water to see a pit guarded by two Dexihands. Shoot it with an arrow, then wear the Great Fairy Mask.
9. In the room behind the waterfall, fire Ice Arrows into the water to reach the far left corner of the room. Hookshot into the ceiling area and open the chest there.
10. In the green pipe room with the giant spinning fan, ride on the second lift and look right to see a chest in an alcove - hookshot to it to find a chest.
11. When you freeze the giant spinning fan, run along the axle and climb onto the blades of the smaller fan to see a chest in an alcove - hookshot over to it.
12. Beneath the see-saw nearest the door you come in through is a passageway - swim into the barrel under the water to smash it.
13. After hitting the green crank in the see-saw room, run along the green pipe as Zora Link and climb up before dropping into the enclosed balcony. Hookshot over to the chest inside.
14. Beneath the final green crank before Gyorg's lair, swim around to burst the bubble that the fairy is trapped in.
15. In the room outside Gyorg's lair, there's a vent on the right leading back to the giant blade room - shoot the bubble inside with your boomerangs, then swim through to collect the fairy.

(Thanks to The 64 Chimp)

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SIDE QUEST: Gold Skulltulla House #2 (Optional)

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Items: Great Wallet

Yep, this is the other Gold Skulltulla house and it's in the first area of Great Bay. Make sure you have at least one bomb with you, and head to Great Bay. Take the north path leading up to 2 structures. Go into the one on the left, and bomb the crack on the far wall to reveal the entrance to the skulltulla house.

ACTION: Slide down to enter the house, and make sure you are still on Day 1, then play the Song of Decompression to slow down time.

1. Crawling around on the slide leading into the house. Kill it with your hookshot after you slide down.
2. In the same spot the 1st one was, kill it with your hookshot after you slide down.
3. Look up at the ceiling, and burn away the cobwebs with a fire arrow, then kill the skulltulla with your hookshot.

ACTION: Hookshot to the plate on the ceiling hanging over the fence to get to the other side, then go through the door into the next room.

4. On the wall over by the stairway, crawling up and down. Kill it with the hookshot and collect the token.
5. Hop onto the railing of the stairs, and kill the one crawling back and forth on the wooden beam up near the ceiling.
6. Transform into Goron Link, and fire punch the giant pot near the stairway to make the skulltulla pop out. Kill it with any weapon of your choice.
7. Burn the cobweb in the corner with a fire arrow, and fire punch the giant pot behind it as Goron Link to make it pop out, kill it with any weapon.
8. Head down the stairs and punch one of the pots to make the skulltulla jump out, then kill it with your sword (or any other weapon.)
9. On the wall behind the stairs, crawling up and down, kill it with the hookshot and collect the token.
10. Stand at the foot of the stairs and fire your hookshot at the one crawling along the wooden beam.
11. In a regular pot stacked on top of two wooden crates. The easiest way to get it is to use your hookshot.
12. Burn the cobwebs and look through the hole in the wall to find it, then use your hookshot to kill it and get the token.

ACTION: Go back up the stairs and burn the cobwebs above the door, then go through and into the library.

13. Walk around to the left side of the library and kill the one crawling on top of a bookshelf with your hookshot.
14. Go over to the right side and climb the bookcase where there are no books,

then kill the one crawling along the wooden beam.

15. Shoot the picture on the far right wall with you hookshot to knock it off, revealing a skulltulla behind it. Kill it and collect the token.
16. On the left wall, knock off the first picture to reveal a hole behind it, with a skulltulla inside. Kill it with the hookshot and get the token.
17. On the far wall, push the bookcase to the left to reveal a hidden room with 2 skulltullas, kill the one and collect the token.
18. Use your hookshot on the other skulltulla in this same hidden room.
19. On the right wall there are 3 dressers, move the two on the side, followed by the one in the middle to reveal a hole in the wall. Kill the skulltulla inside with your hookshot.

**ACTION:** Leave the library and go back down the stairs, until you come to a door, go through it. Talk to the mini-skeletons when wearing the Captain's Hat to make them kill themselves and collect the items they leave behind.

20. Shoot the 2nd picture on the left wall with your hookshot to reveal the skulltulla, then kill it with the hookshot and collect it's token.
21. Look on the wooden beam on the ceiling to find this one crawling back and forth. Use your hookshot to kill it.
22. Transform into Goron Link and Goron Stomp on the table in the middle of the room to make 3 skulltullas fall from above. Kill them with your hookshot.
23. See the location above
24. See the location above
25. Go into one of the corners where the pots are, and goron stomp/fire punch it as Goron Link to make the skulltulla appear.

**ACTION:** Shoot the skeleton masks on the wall until you get the right order to open the gate. Go up the stairs, kill the normal skulltulla and open the chest to get a shiny new HEART PIECE. Exit this room and go into the door behind the cobweb near the back of the stairway.

26. Burn the cobwebs on the ceiling with a fire arrow and kill the skulltulla with your hookshot.
27. Punch one of the boxes along the wall as Goron Link and it will pop out allowing you to kill it with your hookshot.
28. Break open a wooden create on the right wall to reveal a hole. Go through as normal Link and kill the skulltulla above the entrance.
29. Behind one of those 2 large things on the back wall. Kill it with the hookshot and collect the token.
30. Climb up the boxes near the door and hookshot to a barrel up in the attic, then fire punch all the barrels as Goron Link to find the last one.

**ACTION:** Leave this room, go back up the stairs, use the hookshot on the plate to get over the fence, and roll up the slide as Goron Link, then talk to the

guy to get the GREAT WALLET if you are still on Day 1. If you are on Day 2, you'll just get a rupee worth 50.

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Item Collection #4 (Great Bay)\*

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Items: Bottle

Masks: Chairman Mask

Heart Pieces: 3

Warp to Clock Town, and head into the Milk Bar on any day at 10:00 PM (the Milk Bar is on the right side of town, it has a different door than normal buildings.) As normal Link, talk to the fat Zora, and he/she will give you a little music lesson. Stand on the correct light and he/she will give you a little piece of the song. Play it, then transform into Deku Link, stand on a light, and learn the next part of the song. Do the same thing as Goron Link and Zora Link so all the Links will play one song, and you will receive the CHAIRMAN MASK from the guy on the stool. Warp to the owl statue in Zora Hall, then go outside so you are in the 2nd area of Great Bay. Head to the right a bit (when facing away from the water) until you find some sticks.

Look up and you'll see a palm tree on a platform that you can hookshot up to as normal Link. Once up there, look across the way and hookshot to the next tree, followed by the next one, and continue going up until you get to a cave opening. Go inside, and dive down into the water. You will hear a buzzing noise, followed by the appearance of a beaver. Sink down as Zora Link and talk to him. He will challenge you to a little race, swimming underwater through 20 rings, and if you can go through all 20 rings before time runs out, you win. Try to stick behind him as best as possible (he doesn't go that fast) and when you finish, he'll call his faster brother to challenge you through 25 rings this time.

If you keep up with him and finish within the given time, the beaver brothers will reward you with a shiny new BOTTLE and depart. Talk to them to challenge them again, and if you win, you'll get a HEART PIECE. Warp to Zora Hall, and as Zora Link, enter the first room (the one that has the drummer in it) then transform into normal Link and hookshot up to the tree on the ledge above the drummer. Transform back into Zora Link and read the journal on the table up here to learn 2 parts of a song. They are:

FIRST PART: A, C-Down, C-Right, A

SECOND PART: C-Down, C-Right, C-Left, C-Down

Remember those and go into the next room to the right (where the guitar player is) and talk to him as Zora Link, then take out your Ocarina. He will play a part of the song, and you are to follow by playing the first part listed above. He then plays another part of the song, and you follow it with the second part listed above. These 2 combinations form the following 2 songs:

FIRST SONG: C-Right, C-Right, C-Down, A, A, C-Down, C-Right, A

SECOND SONG: C-Left, C-Left, C-Right, C-Down, C-Down, C-Right, C-Left

Finally, go into the next room to the right (the room with the pianist) and play both of the above songs together as normal Link to get a HEART PIECE. Exit Zora Hall, and swim back to the shore, then head over to the right area where the waterfall is. Dive down to the bottom of where the waterfall is to find a blob and 2 skeleton fish. Kill the fish, then give three shots to the blob and it will leave a HEART PIECE behind. That's about all you can do for

now, however, there is a little mini-game after you defeat Gyorg. If you swim in between the first owl statue and the entrance to the Gerudo Lagoon, you will find a boat that you can ride. When it passes the island with a tree on it, hookshot to the tree, talk to the man and jump across the platforms 20 times to get a prize. You can also play the Gold Skulltulla Quest #2 here, check out the "Side Quests" section for more.

\*Most items here are optional, but I suggest you collect them for future use in the game, that way you won't have to come back later.

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### Inside the Grave

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Warp to Clock Town and take the East exit, then play Epona's Song to call for Epona. Ride her up to the mountains, hopping over the fences as you go. Continue up through the Ikana Graveyard until you reach a skeleton at the end. Take out your Ocarina and play the Sonata of Awakening to make the skeleton rise from the dead.

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#### MINI-BOSS: Skeleton & Minions

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#### Masks: Captain's Hat

This guy reminds me of the skeleton boss in Castlevania 64. At first, he runs away from you, so chase after him. You see those things on the sides of the walls? That's where fire arises, and to get rid of the fire, you have to kill the 2 enemies that pop up. Fire arrows at the skeleton to slow him down until you eventually catch up to him. Hit him with your sword a few times, then shoot some Ice arrows at him to freeze him up, followed by sword slashes to the legs. After a few shots, he will give up and make peace with Link. He salutes you and then goes back underground, releasing the fire that is guarding the treasure chest across the way. Use your hookshot on the chest and open it to get the CAPTAIN'S HAT.

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### Inside The Grave (Continued)

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Warp ahead 12 hours so it's night time on the 1st day. Head back to the Ikana Graveyard and put on the Captain's Mask. Go over to the tombstone near the entrance and talk to the mini-skeletons here. When they ask you if you want them to break the tombstone open, say yes and they will do it. Hop down into the inside of the grave. Hop across the two platforms and go through the opening into the next area. There are tons of Keese here (bats) and if you kill them all, you can get 50 rupees from a treasure chest. Once the keese are out of the way, shoot fire arrows at all three un-lit torches to unlock the next door. Go through to find Iron Knuckle.

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#### MINI-BOSS: Iron Knuckle

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Songs: Song of Storms

Iron Knuckle is by far the strongest boss in the entire game, but due to his excessive lack of speed, he is a breeze to defeat. Z-Target him, then go close to make him swing his axe at you, but back away right when it comes down. Run up to him and give him 2 slashes from your Gilded sword (if you still don't have the Gilded sword, just use bombs on him.) Make sure you don't get hit by his axe, because it will do at least 6 hearts of damage to your meter, possibly more. After you hit him about 3 times, a part of his body will fall off, that means he's almost dead. Continue these attacks until he dies. Then go up to the gravestone that appears to learn the SONG OF STORMS (yep, the same one from Ocarina of Time.)

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### Ikana Canyon

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Masks: Garo Mask, Mask of Gibdo

Before going any further, you'll have to pick up the Garo Mask. Warp to the owl statue near Milk Road, and take the path left of the statue. If you don't have Epona with you, play her song and bring her along. Talk to the farmers here and for 10 rupees, you can race them around the obstacle course. The race is a bit challenging, but not too tough. My only advice to you is never, ever use up all your carrots. Leave at least one, because once you use them all, it takes at least 10 seconds to regain them. Race around the track, jumping when necessary. You can take several shortcuts but cutting corners, jumping fences etc. but make sure you are going fast enough so you'll make it all the way over the fence you plan to jump.

When it comes near the end of the race, avoid the mud pits, because they slow you down and use up all your carrots to (hopefully) win the race. Shortly after that, the farmers will cough up the GARO MASK. Ride Epona over to the mountain terrain area again, and take her to the area just before the graveyard, but just after the 2 fences you jump over. On the right cliff you will see a man who looks like the Garo Mask sitting. Put on the Garo Mask and talk to him to make him create a tree for you to hookshot onto. Hookshot up there, and cross through the falling boulder canyon (try not to take too much damage here) until you get to Ikana Canyon (also known as "Ekhana Canyon.") If you are wearing your Garo Mask, you will randomly be attacked by Garo enemies who surround you in a ring of fire, but they are easy to defeat.

Walk straight ahead to the broken bridge, and freeze the Octoroks into blocks of ice that you can use to get to the platform. Use your hookshot on the tree on the ledge above, and continue hookshotting up to the top, where you will find an owl statue. Hit it and walk straight ahead but slightly to the left until you come to a ramp. Take it upwards to a dried out lake with a tunnel opening at the end. Go inside, and walk toward the middle of the pool of water to make a ghost appear. Play the Song of Storms to get the water flowing again, which causes the music room outside to start working again. Leave this cave, and try to enter the music room, only to find a little girl who locks you out.

She seems to be hiding something, so for now, walk up the ramps on the left side of the music room until she comes out and walks a long distance, then quickly run and enter the room before she can lock you out. Head down the stairs in her house which lead to the basement, and over to the closet, where a gibdo (mummy enemy) will pop out. This really isn't a gibdo, but a human who was cursed into being a gibdo. Don't attack him, but instead play the

Song of Healing to cure him and receive the MASK OF GIBDO. Now, you can do the "Filling the Log Book" side quest, which is partially optional (just filling your log book up, you can do it later if you wish, it's listed in the Side Quests section when you need it) or you can continue with the game.

S E E    A N J U    A N D    K A F E I    ( N O T E B O O K )  
I N    T H E    S I D E    Q U E S T S    S E C T I O N

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### Underworld

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Items: Mirror Shield

You will need the following items before entering the Underworld, otherwise you won't be able to proceed through the underworld:

Bottle of Milk (Get it from the two farmers over by milk road)  
5 Magic Beans (From the hole inside the maze in the Deku Palace)  
10 Deku Nuts (Kill Deku Babas near the Swamp)  
A Fish (Look near the swamp to catch one)  
10 Bombs (Found in bushes everywhere)  
1 Empty Bottle (See "Bottles" in the Item/Weapons section)

Head over to the left of the music room and go up the ramps to find a giant hole in the ground. Climb down the ladder on the side of the hole which leads down into the Underworld. Make sure you have your Gibdo Mask on, and talk to the Gibdo blocking the door on the right. He wants you to give him 5 magic beans in order for him to let you pass. Set them to a C-Button and fork them over to go into the next room. The next Gibdo in this room wants 10 Deku Nuts, so set them to a C-Button and give them to him to pass into the next room, with another Gibdo who wants 10 bombs. Give them to him and pass on into the next room. Walk past the blades toward the center of the room to make a Big Poe appear. Shoot him with 5 arrows to kill him, then collect his flame in your empty bottle.

Head back to the second room you came to (the one where you gave the gibdo 10 deku nuts) and talk to the other gibdo here. He wants the fish, so give it to him and pass on to the next room. Run through and give the gibdo at the end the Big Poe flame to make him disappear, allowing you to go into the last room with a gibdo in it. Give him the milk and proceed to the final room, where you will find several un-lit torches. Light all four with fire arrows to make a chest appear with the MIRROR SHIELD inside. Save your game, then warp to Clock Town to buy a Powder Keg from the goron in the bomb shop. You'll be needing it for the upcoming area of the game. Play the Song of Soaring and warp to the owl statue in Ikana Canyon. Head over to the right, where the big door is, and to the left of it is a crack in the wall, where you can go through into the Ikana Ruins.

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### Ikana Ruins

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Put on your Gibdo Mask, then enter the ruins via the large crack. Once inside, you will find several dancing reedeads (if you are wearing the Gibdo Mask.) Ignore them, as they won't harm you, and shoot the frozen eyeball switch to the left with a fire arrow to unlock the door straight ahead. Go through

the door and put on the Deku Mask to transform into Deku Link. Hit the switch and run down the corridor as quickly as possible before the roof falls back down on you. Once you get to the other side, hit the switch to make the roof come down, then hit it again to make it rise again. Run over to the second Deku Launcher and burrow inside of it, then wait for the roof to come down again. As it comes down, launch up to push it back up, then launch over to the pillar with the switch on it.

As normal Link, stand on the switch to unlock the door, and go into the next room. As Deku Link again, launch over to the lone platform to the left (with a switch on it) and step on the switch as normal Link to unlock the door. Use the Lens of Truth to see the invisible platform and hop over to it. Stand on it and kill the two skulltullas on the ceiling with arrows, then jump across the remaining two platforms over to the door, and go through it. Right when you enter, quickly run past the two flaming skulls or they will make your sword inaccessible for a short period of time. Run up the stairs, through the corridor and out the door which takes you to the roof. Hop up onto the ledge, and run around to the center of the building, then hop down on the little ledge with a deku launcher on it.

Launch over to the pillar with the switch on it and step on it as normal Link to move a little block. Jump off the pillar and go through the large crack to enter the ruins again. Shoot a fire arrow at the other frozen eyeball switch here to unlock the door on the right. Go through it to fight the floormaster enemy, just stand under the light, and point your shield at it to make it divide into three parts. Do the same for each part, collect the rupees, then shine light on the sun block with your shield to move it out of the way. Go past the dancing reedeads and through the door at the end of the corridor to fight Wizrobe again.

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MINI-BOSS: Wizrobe  
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He is a little tougher than the last two times you fought him. Now, instead of shooting ice, he shoots fire, and lots of it. When he appears on one of the transportation pads on the ground, go up to him and slash him with your sword before he shoots fire at you. If you wait too long, he'll shoot the fire and you'll be harmed. You can also freeze him with an Ice Arrow and hit him with your sword, but it may be more difficult. It is also possible to reflect his fire attacks back at him with the mirror shield, but you have to be very close to him to do so. Continue doing this until he clones himself to make it a little more difficult for you. Just keep hitting the real one a few more times and he will be defeated, unlocking the door as he leaves.

Walk through the door, and back onto the roof area. Run around the corner to find a large cracked circle on the ground. Transform into Goron Link and place the Powder Keg you bought earlier on the circle to blow it up, then hop down into the new hole which leads back to the entrances of the ruins, but now there is sunlight shining through the hole. Reflect the light onto the sun block (and the reedeads for some extra rupees) to remove it, then go through the opening to fight a boss.

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BOSS: King Yigorse & Company  
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Songs: Elegy of Emptiness

This guy has two soldiers to help him do his dirty work. When the battle first begins, shoot fire arrows at the curtains on the windows to burn them off, letting the sunlight in, then begin fighting with the two soldiers. Hit them with your sword, and when they fall to the ground, reflect sunlight onto them with your Mirror Shield. Once they are both gone, the king will get up and fight you himself. He is a lot tougher than his soldiers, and has three basic attacks: His main attack is his leap attack with his sword, it isn't as dangerous as the other two, but it can do so heavy damage. He also has an attack where he decapitates himself, and sends his head to attack you while his body attacks from the ground.

His final attack is blowing his poisonous breath on you, which does quite a bit of damage to your health meter. The easiest way to defeat him is to just attack him with your sword until his guard is down, then stun him with the sunlight. Once you eventually knock him down to the ground, quickly shine sunlight on him with your shield to kill him off. You will then view a cinema of the two soldier ghosts arguing, then they disappear, followed by the King's ghost who teaches you the ELEGY OF EMPTINESS which allows Link to create a stationary clone of himself in any form.

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### Stone Tower

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Stone Tower is located just northeast of Ikana Canyon. Head over to the main part of Ikana Canyon, and to the right of the once dried out lake is a large entrance, go through it to be in Stone Tower: A large structure with falling rocks and lots of levels, with only three blocks to help you get to the top. Your goal here is to get to the tip-top of Stone Tower, where you will find the entrance to the fourth dungeon. Start off by jumping across the three blocks as normal Link, and step on the switch on the other side (all switches in Stone Tower are not permanent, so when you get off them, the blocks will move back to where they first were.) Stand on the switch and play the Elegy of Emptiness to clone yourself (as normal Link) then hookshot up to the next platform (using the hookshot post.)

Transform into Goron Link and step on the switch here, then clone yourself (as Goron Link) to keep the switch held down. Turn back into normal Link and hookshot up to the next level where you will find another switch. Step on it as Zora Link (you can't do it as Deku Link, because he's not big enough to keep the switch held down) and clone yourself on it. Transform back into normal Link, then jump across the three blocks again to get to the other side where you'll find three switches next to each other. These are the reset switches, and when stepped on, will make the three blocks reset to their original spots. Step on each one to reset the blocks, then hookshot up to the next platform. Step on the switch and clone yourself as normal Link, then hookshot up again.

Kill the Beamos enemy with a bomb, then stand on the switch as Goron Link, clone yourself, then hookshot up to the next platform as normal Link. Step on the switch as Zora Link, clone, then jump across the three blocks as normal Link again to the other side. Step on the three reset switches to reset the blocks, then hookshot up again to the next platform (watch out for the rocks while doing so) and hookshot up again, and finally up to the highest level, where you will find an owl statue. Hit it to remember your place, then stand on each of the three blocks in front of you as a different character then clone yourself. You must, however, do this in a certain order to get the blocks aligned properly, the correct order is: Right, Left, Center. Jump across the three blocks and go through the giant owl mouth to the Stone Tower Temple.

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## Stone Tower Temple (Reality)

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Items: Dungeon Map, Small Key (2), Compass, Fairy (15)

When you first enter the dungeon, kill off the two dragonflies and the bomb dog on the central platform, then shoot an arrow at the eyeball switch on the large statue (look up to find it) to make a fairy in a chest appear. Once finished in this room, go through the door on the left to find a room with three small switches, one large switch and bomb dogs. Kill the dogs first, then step on the first two small switches as normal Link and Zora Link. Make clones of each to keep the switches held down, then transform into Goron Link and step on the big switch to push it down. Clone yourself on it, then go back near the entrance of this room to find a cracked wall. Bomb it, then ram one of the large wooden crates to get it out of your way.

Pick up one of the small crates behind the large ones, and carry it to the last switch near the closed gate. Set it on the switch to make the gate open, then go through into the next area of the dungeon. Stock up on inventory by slashing the bushes here, then find the discolored square on the ground and place a bomb on it to reveal a hidden entrance. Jump down and use your hookshot on the treasure chest across the molten lava pit; open it to get the DUNGEON MAP, then transform into Goron Link and fire punch four statues in this room to kill them, then get the SMALL KEY from the treasure chest that appears. Go back up to the top, and use the key on the locked door. Transform into Zora Link and swim underwater until you reach a hand enemy. Let it grab you, and it will throw you up onto a platform with a treasure chest.

Open it to get another SMALL KEY, then swim under the hand this time, and into the next room. Climb up onto the strip in the middle of the room, and stand under the circle of light as normal Link. Reflect the light onto the mirror for at least 10 seconds (the light stays on the mirror for the same amount of time that you shine it on the mirror) then run over to the mirror and reflect the light onto the sun block to remove it. Watch out for the bomb dog and open the chest to get the COMPASS. Go back to the strip in the middle of the room, and go through the locked door at the other end. As Goron Link, fire punch the three parts of the pillar in the middle of the room, then kill the Black Boe enemies so they don't interfere with your next task. Once they are dead, quickly reflect the light onto the shield to the left for at least 15 seconds.

Run over to the mirror and shine light onto the next mirror until it runs out, then run over to that mirror and reflect light onto the sun block, and go through the next door. As Deku Link, launch over to the air pipe, and go around to the left side, using the air pipes to your advantage, then land on the platform on the other side (this may take a few tries.) Go through the door here to fight a mini-boss.

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MINI-BOSS: Ghost of Garo

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Items: Light Arrows

This is a larger form of the normal Garos that appeared in Ikana Canyon, and he attacks using his fire swords. Put on your Bunny Hood, and when he

attacks you, move out of the way so he misses. Most of the time he will stand there for a few moments, allowing you to slash him with your sword. Otherwise, after he misses, he will disappear, then reappear right above you. Move out of the way and slash him again when he does this. After 4 or 5 hits, he will be dead, and a treasure chest will appear, containing the LIGHT ARROWS. Go through the open door, and hop up onto the little ledge, then jump across the to the platform. Z-Target the enemy in front of you, and throw a bomb at him, followed by a slash from the sword to kill him.

Go through the next door, and defeat the Eyegole by walking up to it to make it come to life, and attack, but as it attacks, run away real fast so it misses. Whenever it misses, its eye will turn yellow, allowing you to shoot an arrow into it. Four or five shots should be enough to kill him. Go through the open door, which leads back into the first room in the dungeon. Save your game if you want, then warp to the owl statue in Stone Tower (the one right in front of the Stone Tower Temple.) Step on the three switches, clone yourself on the again (Right, Left, Center) and jump across the three blocks to the dungeon entrance, only this time, shoot a Light Arrow at the red switch right in front of you to flip the world upside down.

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### Stone Tower Temple (Illusion)

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Items: Small Key (2)

Head back into the dungeon and go through the door on the right. You will notice the path is blocked by a huge sun block. Shoot a light arrow at it and it will disappear, allowing you to pass. As Deku Link, use the air pipes to launch up to a platform with an enemy similar to the one in the Woodfall Dungeon on it. Kill it, then go through the next area and step on the switch to make a treasure chest appear. Run back and open the chest to get a SMALL KEY. As Deku Link again, use the air pipes to launch up to the ceiling, where you will find a ledge with a locked door on it. Use your key on the door and go into the next room. Shoot a light arrow at the red switch across the room to turn the dungeon right side up.

Walk across the lava as Goron Link, then shoot the red switch again on the other side to turn it back upside down. Go through the door and shoot the next red switch across the room, then hop down and push the block you see toward the center of the room until it is aligned with the center. Shoot the red switch again, then push the block to the other side of the room. Shoot the switch again, but this time, push the block back against where the floor rises until it can go no further. Shoot the switch one last time, and push the block into the hole, then climb up to the ledge using the block, and go through the door to fight Wizrobe again.

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MINI-BOSS: Wizrobe

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Wizrobe is a bit more powerful than he was the last time you fought him, but there is an easy (yet long) way of defeating him. Run behind the gate you see in the corner of the room, and wait for him to appear on the transportation pad across from you, then shoot him with an arrow. He can't hurt you from any other pad but that one, and when he appears, you'll be there to shoot him. This will take a while because you have to wait for him to appear on that pad. After a few shots, he'll clone himself as usual. Just continue hitting

him the way you have been until he is defeated and a treasure chest will appear on the ledge above you.

Use your hookshot on the chest, and go through the door at the top. Use the Deku Launcher as Deku Link to get to the other side of the room, and go through the door. Use your hookshot or arrows on the spikes across the way to make them explode, then launch over there as Deku Link and land on the little platform (watch out for the moving pots.) Hookshot up to the treasure chest (don't worry about the spike, it will explode in a cinema as you are going up) and go through this next door to fight another mini-boss.

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MINI-BOSS: Gomez  
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Items: Boss Key

Gomez is pretty tough because of his primary weapon: a scythe. He has a pack of bats that surround and protect him, and the only way to get rid of them is to shoot a light arrow at him to scatter them off. Once they aren't covering his body, give him a slash with your sword, then quickly run away using the Bunny Hood before he hits you with his scythe. You can get some extra magic by killing a few bats, and there are hearts in the four pots in each corner of the room. Continue shooting light arrows and slashing until he dies, then go through the next door, and open the chest to get the BOSS KEY.

Head back to the room just before the one with the explosive spikes, and launch up to the left corner right near you. Go through this little area until you find a switch on the ground. Step on it then run over to the treasure chest to pick up another SMALL KEY. Exit this little place and back into the room with the Poes. Go back through the door and into the room with the spikes, but turn right immediately after you go through the door to find another door; go through it to fight a tougher version of the Eyegole enemy you fought earlier in this dungeon.

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MINI-BOSS: Eyegole  
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Masks: Giant Mask

Run up to him to make him attack (if you don't run fast enough, he'll start shooting his eye laser at you, in which case, you can deflect the laser with your mirror shield) and then quickly back away to make his eye turn yellow. Make sure you are close to him when you shoot the arrow at his eye, otherwise the rocks that appear when he attacked will hit you and you won't have time to shoot him. Continue this method of attack until he's defeated, leaving a golden treasure chest behind. Open it to get the GIANT MASK which you will be using shortly to defeat the boss of this dungeon. Go through the open door (watch out for the spiked log) and hit the switch on the other side of the room to make a treasure chest on top appear.

Go over to where the spiked log is moving up and down and when the log goes down, hookshot up to the chest to land on top, then hookshot to the plate when the other spiked log is not in your way. Collect the rupees, then drop down to where the boss door is. Stock up on hearts/magic before entering (you may need some green magic potions, so I suggest warping/buying some if you can't beat him after a while.) Go through the door, have your Giant Mask

set to a C-Button, then jump through the hole into a sandy, windy atmosphere.

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BOSS: Twin-Mold

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Items: Heart Container

Masks: Twin-Mold Guardian Mask

Use the Giant Mask to transform into Giant Link and begin slashing at the tail/head of each mold (the flying dragons are called "molds.") This mask uses up tons of your magic, so make sure you slash and break the pillars to release magic jugs. Once you are out of magic, run over and pick up the jugs or use your green potion(s). It is possible to attack the molds as normal Link, but it's not even worth it. You have to wait for the mold to rise from the ground, and slash it in the head/tail. This will never work because the molds will kill you before you kill them, so you must be Giant Link for this to work. Continue slashing their heads/tails until both are defeated (after about 6 hits they will each die.)

Collect the HEART CONTAINER and step on the glowing orb to get the TWIN-MOLD GUARDIAN MASK. View the cinema of Ikana (Ekhana) Valley turning back into normal; all the gibdos dying; all the rereads dying; Stone Tower turning back into normal; and everyone & everything is all peachy once again.

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#### Stone Tower Temple Fairy Locations

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1. Shoot the left eye switch when you first enter the temple to make a chest appear with a fairy.
2. In the room with the six sun crests, shine light onto one of them to make a chest appear with a fairy.
3. In the same room there is a sun crest/treasure chest behind the blue block. Use the mirror shield to shine light onto it to make a chest with a fairy appear.
4. In the room with lava and a Deku Flower use the Deku Mask to launch to the chest with the fairy in it.
5. In the same room as #4 use the Goron Mask to hit the floor switch and then quickly roll around the bend to the next switch that will reveal a chest with the fairy.
6. Defeat Hiploop and drop off the right side of the path to the lower ledge. Find the Crystal Switch below a grate and use a bomb to trigger it. Same as above with chest and fairy.
7. Kill the Eyegole and open the chest.
8. Use the Dexihand to get back on dry land and set a bomb near the fenced in Crystal Switch. When activated use the Zora Form to swim to the other pool and melt the sun stone and kill the beamos. Same as above, chest/fairy.
9. In the basement look up and you will see a hookshot point near the stairs, between two statues. Dungeon right side up and collected when flipped



upside-down.

10. Dive under the water and clear the spikes then step on the gold switch. Flip the temple use one of your clones to hold down the blue switch and deactivate the fire. Then use the Deku Mask to fly to the chest. Chest Opened while dungeon is flipped.
11. Shoot the suns while temple is flipped to get fairy #11.
12. Shoot the sun in room 12 with all the trenches. The chest appears in the hallway.
13. Kill Wizrobe. Chest appears when dungeon is flipped and opened when right side up.
14. In the room with an armos guard use the Zora Mask to get up to the platform. Wear the Stone Mask so that the Armos can't see you and flip the statue with a Light Arrow. Then remove the Stone mask so that the Armos will see you and fall to the ground. Then turn things right side up and grab the chest that the Armos was guarding.
15. In the Basement, use the Zora mask to get the chest in the room with a lot of water. You have to turn the dungeon right-side up first though.

(Thanks to a combination of Nintendo's Official Guide and SirCheeveri.)

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#### The Moon

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Masks: Fierce Deity Mask  
Heart Pieces: 4

Before performing this next section, you will need all 20 normal masks for the upcoming quest. If not, refer to the "Filling the Log Book" section in the "Side Quests" part of this guide to get them. I recommend collecting at least 3 fairies in bottles, and one magic potion. Make sure you have a full stock of arrows, bombs, etc. and you should have at least 12-14 hearts on your meter if you actually plan on winning. On Day 3 at 12:00 AM, the Clock Tower will open up, allowing you to go inside once again. Launch up there using the nearby Deku Launcher, and go up the stairs to find Skull Kid. Watch the cinema, then play the Ode to Order (C-Right, C-Down, A, C-Down, C-Right, C-Up) and you will view a cinema of Majora's Mask being removed from Skull Kid and being sucked up onto the moon.

The Guardians can't hold the moon up any longer, so Link decides to warp to the moon also. You will be taken to a grassy field with a tree in the center, with four kids running around the tree, each wearing one of the four guardian masks. Then you will find the last kid, who is wearing Majora's Mask, sitting against the tree; talking to him will take you to the final battle, but first, you should collect two new masks, one of which will help you with the final battle. You must, however, have all 20 normal masks to do this next part.

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#### Odolwa Dungeon

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Talk to the first kid (the one wearing Odolwa's Mask) and he will ask for

one mask to enter the Odolwa Dungeon. Set any of your normal masks to one of the C-Buttons, and give it to him to be warped to the Odolwa Dungeon. Transform into Deku Link, and launch yourself to the first set of spinning launchers, then from that spinning launcher, launch to the next, and as soon as you land on the launcher, burrow inside to avoid being hit with the spiked rod that is spinning also. From here, you can either launch to the left or right platform. I suggest going to the right first, and collecting the HEART PIECE, then dying and doing it again, but go to the left this time and give the kid one mask to be warped back to the field.

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#### Goht Dungeon

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Find the kid wearing the Ghot mask this time, and he will ask for two normal masks to enter the dungeon. Give him any two of your normal masks to be warped to the Goht Dungeon. Transform into Goron Link, and go up a bit to find a strip that you can roll on. Do a spiked roll straight down the middle, and when you jump off the ramp, let go of the control stick, but continuing holding the A button. If you went straight down the middle, you will hit the chests, and automatically roll over the next gap and hit the next chests, then roll over a series of gaps, hit a final set of chests, and once you reach the magic pots, stop rolling. Go up the bridge, and roll over the next gap, then walk past the three magic pots and roll across the next set of gaps to find the HEART PIECE, then search around the rest of this area to find the kid. Give him two masks to exit back to the field.

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#### Gyorg Dungeon

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Find the kid wearing Gyorg's mask, and give him three normal masks to enter the Gyorg dungeon. This one is pretty easy; as Zora Link, dive down to start moving through underwater tunnels. There are three different ending paths you can arrive at: one with a gossip stone, one with the kid, and one with a heart piece. Go left, left, right, left to reach the HEART PIECE (then you can go back) and go left, left, right, right to reach the kid, which asks for three masks to exit the dungeon and back into the field.

---

#### Twin-Mold Dungeon

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You will be fighting a series of mini-bosses in this dungeon. Go through the first door to fight the lizard, kill him to open the next door, go through that to fight a Garo (you may lose some health in this battle), once he's dead go through the next door to fight an Iron Knuckle. Kill it like you did before to get some bombchus. Bomb the crack to go into the next room, then bomb the crack on the ceiling by shooting an arrow at a bombchu when it's right over the crack on the ceiling; shoot the eyeball switch, etc. until you find the kid or the HEART PIECE. Once you find the kid, give him your final four normal masks to exit this dungeon. Talk to the kid sitting against the tree (the one wearing Majora's Mask) and say yes to him to the FIERCE DEITY MASK, which is currently temporary until you beat the final boss. Say yes to him again to warp the final boss' lair.

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## Final Battle: Majora's Mask

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The Guardian Masks will then leave your possession and go to their portals, causing Majora's Mask to come from the center portal and engage battle with you. Majora's Mask has three different phases, all different difficulties. It also depends on which character you fight the mask as, for instance, if you fight it as normal Link, the battle is going to be much tougher than when you fight him as Fierce Deity Link. Below is the strategy for the final battle combined with strategy as normal Link and as Fierce Deity Link.

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### BOSS: Majora's Mask (Phase 1)

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The only way to attack the mask in this form is to hit it from behind. No matter what you use, you won't be able to do any damage by hitting it on the front. Wait for it to start spinning on the ground, then do a spinning slash to knock it down to the ground, followed by a quick slash on the back before it gets back up. Alternatively, you can wait for it to dive down at you, then run out of the way while wearing the Bunny Hood, then shoot an arrow at it from behind. After you hit it about 3 times in either of these manners, the four guardian masks will come from their portals and begin attacking you with light orbs. Shoot about 3 arrows at each to kill them, while at the same time keeping an eye on Majora's Mask so he doesn't pull any sneaky tricks. Once the masks are gone, the mask will constantly use its fire beam attack. Just keep avoiding it until he starts spinning again so you can slash him. Soon enough he will be dead, but he then re-incarnates himself.

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### BOSS: Majora's Mask (Phase 2)

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Stand in one place and wait for the mask to come near you, when it's within range of your sword, slash it to make it stop moving, then continue to slash it with the Gilded Sword (or whatever sword you have) until it spins away again. If it doesn't come near you, or you just don't feel like waiting for it to come near you, use a light arrow on it to make it fall, then run up and slash it with your sword. This is the easiest form of the mask, and it shouldn't take very long to kill.

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### BOSS: Majora's Mask (Phase 3)

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Obviously, this is the hardest form of Majora's Mask. He will use his newly grown tentacles to whip at you, and it's almost impossible to avoid his attacks. Stay in one part of the room (facing the mask) and wait for him to whip you, then fire an arrow at him right before he whips you. Try using your other forms of Link to stun him then hit him with any light arrows you have left. When he begins to dodge your attacks, just try to stun him with any form of link then run up and hit him with your sword or any remaining items that can do damage. He will soon be defeated and you can view the ending of the game in peace. To defeat all three forms as Fierce Deity Link, just use the same methods, only it will be much easier as FDL because he has a more powerful sword than normal Link.

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## VII. SIDE QUESTS / MISCELLANEOUS

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There are some parts of the game that really don't belong in the walkthrough section of this FAQs. Hence, I've created a new section for them. Below are some mini side-quests that you can optionally choose to complete in the game but don't necessarily have to. You will also find some odds and ends such as certain listings.

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### Getting The Gilded Sword

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There are 4 different swords in the game: Kokiri Sword (the one you start out with), Razor Sword (the one you can upgrade to, but it's not permanent), the Gilded Sword (the permanent sword), and the Big Fairy Sword (strongest sword in the game.) You start out the game equipped with the Kokiri Sword, and from there you can upgrade to the Razor sword, but when you go back in time, you lose the Razor Sword, therefore you must get the Gilded Sword. How do you get it, you ask? Once you defeat Goht (the Snowhead Temple boss) play the Song of Time Reversion, then go back to the main area of Goron Shrine (where the wooden cabin is.) Make sure you have the Adult Wallet and currently have 100 rupees in your inventory, then go into the cabin and talk to the blacksmith.

He will agree to upgrade your Kokiri Sword into the Razor Sword if you pay him 100 rupees. While he is upgrading, if you haven't yet gotten the Gold Dust and the empty bottle for placing first in the Goron Races, go and do that (see the proper section in the Walkthrough on how to access the Goron Races) then once you have the Gold Dust, warp to day 2 by playing the Song of Time Compression and go pick up your new Razor Sword. After you pick it up, give the Gold Dust to the blacksmith, and play the Song of Time Compression once again to warp to Day 3, then visit the Blacksmith one last time to get the Gilded Sword, and save your game right after you get it.

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### Anju And Kafai (Notebook)

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Believe it or not, there actually is a story behind the log book, and a major thanks goes out to Kyle Shi who explained it very well in his FAQ, allowing me to describe it to you. There was once a man named "Kafei" who was deeply in love with a woman named "Anju" and they eventually became engaged to be married. You see, Anju possessed the "Moon Mask" which, when combined with the Sun Mask would create the "Mask of the Wedded Couple" so Kafai was bound and determined to gain the Sun Mask, no matter what he had to do. The day before their wedding ceremony, Kafai stole the Sun Mask from the Happy Mask Man, which was a big no-no.

Once the Happy Mask Man found out about Kafai's naughty sin, he put a curse on him which turned him into a little boy. Kafai, not able to live up to his shame, lived out the rest of his life hiding in a Keaton Mask, hidden away in his home at Clock Town. Anju went back to work as a clerk at the Inn, and still wonders about Kafai. Where he is, what happened to him...That's where the log book (notebook) comes into play. You must talk to several people and do several tasks and record them all into your log book each day. If you do

not do the below, your game ending will change. This section of the log book is mandatory, but the other sections are optional. (Thanks to The 64 Chimp for explaining this to me.)

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Day #1

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10:00 AM - 12:00 PM

Make your way to the Mayor's Office (next door to the bomber kid blocking the path to the observatory) and go into the room on the right to find a man, a woman, and a fat zora. Talk to them all to receive the Mask of Kafei.

2:00 PM - 2:15 PM

Go to the Inn on the right side of town, and wait for the postman to come through the door and talk to Anju. After he leaves, talk to Anju as normal Link to get the Room Key.

2:30 PM - 3:00 PM

Talk to Anju in the Inn (right side of clock town) wearing the Mask of Kafei and say yes to her challenge.

12:00 AM

Go to the Inn on the right side of town, and on the first floor, make your way to the last door on the right side until Anju comes and stops walking. Talk to her to get a piece of mail for Kafei.

12:15 AM - 6:00 AM

Set the mail for Kafei to one of your C-Buttons, then go outside and find any mailbox. Press A then press the C-Button which holds the mail for Kafei to put it in the mailbox for the postman to collect the next day.

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Day #2

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3:00 PM

Go to Kafei's house (near the laundry pool) and wait for the postman to come and deliver Kafei's mail. While Kafei is getting it, go inside his house and wait for him to return. Talk to him and he will show his true face and give you a pendant for Anju and tells you to deliver it.

4:00 PM - 8:30 PM

Go back to the Inn (right side of town) and give the Pendant from Kafei to her. That's all for the second day. Warp to Day three or just wait.

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Day #3

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1:00 PM - 6:00 PM

Make your way back to Kafei's House, and go inside to find the Night Shop cashier inside. Talk to him to get the Keaton Mask as well as the Express Mail, which can be used in two ways (do one, then go back in time to do the other):

a.) At 6:00 PM on day 3, go to the milk bar on the right side of town and talk to the fat lady when wearing the Mask of Kafei, then give her

the Express Mail to get a bottle filled with Chateau Romani.

b.) On the final day, take the Express Mail over to the Postman's house at 6:00 PM (play the Inverted Song of Time to slow down time first.) Give him the Express Mail, and he will go deliver it to Kafei's Mother in the milk bar for you. Once he delivers it and goes back outside, wait for him to stop, and talk to him to get the Postman's Hat.

6:00 PM - 7:00 PM

Head to Ikana Canyon, and make your way to where the broken bridge and Octoroks are located. From here, head right and follow the ledge into the next area to find Kafei. Wait with him until the Sakon opens the door. You will now play a timed puzzle, where you have to control between Link and Kafei, stepping on the blue switches and killing the enemies as you go until you reach the Sun's Mask. Collect it and go back to see Anju in the Inn at Clock Town to get the Couple's Mask.

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Owl Statue Locations  
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Clock Town: The statue here is located on the ramps near the clock tower. It is the first statue you will find in the game, and it's directly in front of the area leading to the left side of town. Hit it with your sword to remember your spot in the game.

Milk Road: Take the south exit of Clock Town and veer to the right a little to start walking along Milk Road. Once you are on the next screen, you will find the owl statue next to three bushes. Hit it with your sword to easily warp back to Milk Road whenever needed.

The Swamp: When entering from Termina field, look to the right edge of the where the Tourist swamp is located and you'll find this useful owl statue. Many people miss this one on the way in, so look out for it, because you'll be using it quite frequently.

Woodfall Temple: On the central platform in the room where the woodfall temple entrance is revealed is the owl statue. Hit it so you can easily warp back to the entrance of this temple whenever needed.

Mountain Village: Once you enter the Mountain Village, head to the northwest area (near the goron on a platform) and you will find the owl statue next to a few snowballs you can chop up.

Snowhead Dungeon: From the main entrance to Mountain Village (where the log cabin is) go northwest through to the next area. Roll over the gaps as Goron Link, and go onto the next screen, with the goron blowing his breath at you. The owl statue is against the wall, hit it with your sword.

Great Bay: Using Epona, hop over the fences near the beach area to get into the Great Bay. Once here, get the Zora Mask by pushing the Zora back to land and playing the Song of Healing for him. With the Zora Mask, swim out to the platform in the water and hit the owl statue when you get to it.

Zora Cape: In the 2nd area of Great Bay, swim out to the statue you see in the distance, then sink down to the ocean floor as Zora Link, kill the Like Like and go through into Zora Hall. Near the back, where Lulu is standing, you will find the owl statue.

Ikana Canyon: After going to the Mountain Terrain area, use the Garo Mask to talk to the Garo up on the cliff. Hookshot up to the tree then go through the rocks. Use the trees up ahead to get up to Ikana Canyon where you will find the owl statue.

Stone Tower: At the tip top of Stone Tower you will find the owl statue in front of three switches, which you can hit to make the blocks rise (right across from the entrance to the Stone Tower Temple.)

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THE SHOPS

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CURIOSITY SHOP

This shop is located on the left side of town and only opens at 10:00 PM on any day. The man behind the counter will buy any random items or inventory you may have to sell. This is useful to gain some extra rupees if you don't feel like chopping up bushes all day.

THE BANK

On the next side of town, you will notice a beggar type man sitting on a little platform; this is the bank owner. You can deposit and withdraw rupees from him at any point during the game, and if you go back in time, your rupees in the bank will remain in-tact, versus having them in your wallet when you go back in time. To get new wallets, you must have at least the maximum amount of money the new wallet can carry inside the bank, or you can't get it.

BOMB SHOP

Also on the left side of town, this shop stocks nothing but bombs and items dealing with bombs. You can purchase items such as bomb bags, bombs, bombchus, Powder Kegs, etc. Below is a price listing of this shop so you'll have a rough idea of how much things cost when shopping here. Please note that to buy a Powder Keg, you can only do so by talking to the goron here as Goron Link, and in order to buy bombs, you must first buy a bomb bag.

10 Bombchus = 30 Rupees  
1 Powder Keg = 50 Rupees  
10 Normal Bombs = 30 Rupees

GORON SHRINE SHOP

You will also find a shop (similar to the shop in clock town) in Goron Shrine (where the crying baby is.) You can buy some arrows, or other random items from this shop, so be sure to check it out if you are short on inventory and don't feel like warping back to Clock Town for the nearest shop.

TRADING POST

The Trading Post is located on the left side of Clock Town, and you can buy several useful items from them. Below is a list of all the items and their prices (the banker is located just across from the trading post if you need some extra money.)

Arrows (30) = 30 Rupees  
Arrows (50) = 40 Rupees  
Deku Stick (1) = 10 Rupees

Deku Nuts (10) = 30 Rupees  
Fairy (1) = 50 Rupees  
Green Potion (1) = 30 Rupees  
Hero's Shield (1) = 80 Rupees  
Red Potion (1) = 30 Rupees

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BOMBER'S NOTEBOOK

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BOMBERS

Location: Northeast area of Clock Town (next to Mayor's House)

Days 1 and 2

This entry is completed when you first get the log book, by entering the observatory and coming back out.

ANJU

Location: Right side of Clock Town

Days 1, 2 or 3

Go to the Inn and talk to Anju (who works at the front desk.)

KAFEI

Location: South part of Clock Town where the Laundry Pool is

Day 2 at night

CURIOSITY SHOP OWNER

Location: Left side of town

Day 3 at night

After getting the Mask of Kafei and after stopping the burglar on Night 1, take 500 rupees to the curiosity shop owner to get the All Night Mask.

OLD WOMAN

Location: Park area of Clock Town (to the north)

Day 1 and 12:00 AM

Wait for the burglar to steal the old woman's bag, then stop him with your sword to get the blast mask and the old woman will be entered in your notebook.

ROMANI

Location: Romani Ranch

Day 1

On Day 1 at 2:00 AM, help Romani fend off the UFOs/Ghosts with arrows until 5:30 AM and she will be entered in your book.

CREMIA

Location: Romani Ranch

Day 2 at Night

Help Cremia fend off the two burglars at night while she delivers the milk.

MR. DOTOUR

Location: Northeast part of Clock Town

Days 1, 2, and 3

Talk to Mr. Dotour in his office on any day.



#### MADAME AROMA

Location: Mayor's House (right room)

Days 1 and 2 or 3 at night

Talk to Madame Aroma who is sitting in her chair in the right room of the Mayor's House

#### TOTO

Location: Mayor's House (right room)

Days 1 and 2

Toto is a fat Zora (or some type of fish) who is in the same room as Madame Aroma in the Mayor's House.

#### GORMAN

Location: Right side of Clock Town

Day 1 or 2 at night

Talk to him in the Milk Bar at 6:00 PM on Day 1 or 2.

#### POSTMAN

Location: East side of town; at the Inn

Day 1, 2 or 3 at 2:00 PM

Go to the Inn on any day at 2:00 and talk to the Postman as he is conversing with Anju to get his entry in the notebook.

#### ROSA SISTERS

Location: Left side of Clock Town

Day 1 or 2 at night

On the left side of Clock Town at 6:00 PM or later on Day 1 or 2, you will find the Rosa Sisters. Using the Kamaro Mask, dance in front of them for a heart piece and the entry in your notebook.

#### ANJU'S GRANDMOTHER

Location: Right side of town; at the Inn

Days 1 and 2

After you get the All Night Mask, talk to Anju's Grandmother while wearing it, and listen to the stories she has to tell you to get a heart piece and her entry in your notebook.

#### KAMARO

Location: Outside of Clock Town near the entrance to Snowhead

Days 1, 2 or 3

After 12:00 AM on any night, go near the entrance to Snowhead and you will find Kamaro standing on a mushroom platform. Play the Song of Healing for him to get Kamaro's Mask and his entry in your notebook.

#### GROG

Location: Romani Ranch

Days 1, 2 or 3

With the Bremen Mask, go to Romani Ranch and find the Chicken Coop where Grog will be sitting. Use the Bremen Mask to collect all the chicks and hatch them into full-grown Chickens, then talk to Grog to get the Bunny Hood as well as his entry in the notebook.

SHIRO

Location: Ikana Graveyard/Mountain Terrain

Days 1, 2 or 3

Using the Lens of Truth, you will see Shiro sitting, exhausted in a circle of stones near the entrance to the Ikana Graveyard. Give him a Red Potion to get the Stone Mask along with his entry in the notebook.

GURU-GURU

Location: Laundry Pool (south area of Clock Town)

Day 1 or 2 after 12:00 AM

Head down to the Laundry Pool and talk to Guru-Guru to get the Bremen Mask as well as his entry in your notebook.

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KEATON QUESTIONS

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Once you get the Keaton Mask, try hitting the circle of bushes in clock town (near the park) to make them come alive and start moving. Put the Keaton Mask on when this happens to talk to Keaton. He will ask you a series of questions dealing with the game, and if you answer them all correctly, you will be rewarded with a heart piece. Major thanks to Devin Morgan for both the questions and answers in this section (with permission of course), considering I have the JP version of the game, I can't exactly read the questions. :)

1. What is the name of the mayor of Clock Town?

Answer: Dotour

2. How old is Tingle, the map salesman?

Answer: 35

3. Who is the leader of the Bombers gang?

Answer: Jim

4. What is the name of Clock Town's inn?

Answer: Stock Pot Inn

5. What is the name of the vintage milk sold at the Milk Bar?

Answer: Chateau Romani

6. What is the name of the song that Romani, the girl at the ranch, teaches you?

Answer: Epona's Song

7. What time does Romani, the girl at the ranch, go to bed?

Answer: Eight

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

Answer: Carnival of Time

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

Answer: Grasshopper

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

Answer: Four stories

11. What instrument does the Skull Kid play?  
Answer: Flute
12. How many tiny cow figurines are there in Clock Town?  
Answer: Ten
13. What bad habit does Anju, the innkeeper, have?  
Answer: She's quick to apologize
14. What color of trunks does Tingle the map maker wear?  
Answer: Red
15. What are the magic words that Tingle created? Tingle, Tingle...what?  
Answer: Kooloo-Limpah!
16. How many balloons does Romani, the girl at the ranch, use during practice?  
Answer: One
17. What is the name of the singer in the Zora band, The Indigo-Go's?  
Answer: Lulu
18. At what time does Romani, the ranch girl, wake up?  
Answer: Six
19. How many mailboxes are there in Clock Town?  
Answer: Five
20. What weapon does Romani, the girl at the ranch, use in practice?  
Answer: Bow
21. Where does Cremia, manager of Romani Ranch, try to deliver her milk?  
Answer: Milk Bar
22. What does the owner of the Bomb Shop call his mother?  
Answer: Mommy
23. Mikau is of which race?  
Answer: Zora
24. Darmani is of which race?  
Answer: Goron
25. How many cows are there at Romani Ranch?  
Answer: Three
26. How many members are there in the Zora band, The Indigo-Go's?  
Answer: Five
27. Is Tingle the map maker left-handed or right-handed?  
Answer: Right-handed
28. How many cuccos are there in the barn at Romani Ranch?  
Answer: One
29. What is Anju, the innkeeper, bad at doing?  
Answer: Cooking
30. What is Anju's father's name?  
Answer: Tortus

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## VIII. ITEMS/WEAPONS

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As you may or may not know, there are tons of items in Zelda: Majora's Mask. Ranging from arrows, to bottles, to swords, to almost anything imaginable. Below is an alphabetical list of each item, along with where you can find/buy it, it's price (if bought) or how to get it (if found), plus a little description of each one. Along with items, I've also done the same thing with weapons, such as swords, bows, etc. For information on how to get the best sword, see the "Side Quests" section.

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### Adult Wallet

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Location: Clock Town

Found/Bought: Bought

Price: 200 Rupees

How to get it: When you first start out, you can only carry a total of 99 rupees. Collect a bunch, then deposit them into your bank account. Continue to do this until you get 200 rupees into the bank, that you'll receive the Adult Wallet.

Description: With this handy item, your maximum rupee amount increases from 99 to 200. Once you get 200 rupees, you cannot collect anymore. Try to get this early on in the game, so you can purchase useful items later on.

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### Arrows

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Location: Woodfall Temple

Found/Bought: Found

Price: N/A

How to get it: After you face off against the Gekko Mini-Boss, and defeat him, a treasure chest will magically appear, containing the Hero's Bow along with 30 arrows. From there on, you can find standard arrows in pots, in bushes, and sometimes in snowballs.

Description: These are used with your Hero's Bow, and provide a good aim shot at any enemy or item you want to shoot at. These do the same amount of damage as the Kokiri sword, and are used often throughout the game.

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### Bomb Bag

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Location: Clock Town

Found/Bought: Bought

Price: 40 Rupees

How to get it: Collect at least 40 rupees, or withdraw them from your bank account, then go into the bomb shop in the left area of Clock Town. You can buy a Bomb Bag for 40 rupees from the owner.

Description: You must have a Bomb Bag before you can purchase/collect bombs. When you first buy it, it comes equipped with 20 bombs, and after buy it, you can collect bombs from bushes, pots, snowballs, etc. or purchase them.

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#### Bombchu

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Location: Clock Town

Found/Bought: Bought

Price: Unknown

How to get it: These can be purchased from the Bomb Shop on the left side of Clock Town, and can also be found in other bomb shops around Termina. Sometimes you can find them in rocks or other destructible items, but you will most often be purchasing them.

Description: When you place these on the ground, they will move forward and explode when they come in contact with something. They can move onto any surface (walls, ceilings, etc.) and only explode when they hit something.

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#### Bombs

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Location: Clock Town

Found/Bought: Bought

Price: 40 rupees

How to get it: Bombs are located all over Termina, in the overworld, in dungeons, towns, etc. You can find them inside of pots, underneath bushes, or sometimes inside rocks or snowballs (or even after defeating an enemy.) You can also buy them for random prices in different bomb shops. You get your first set of 20 bombs after you buy the Bomb Bag for 40 rupees in Clock Town.

Description: These have the same amount of power/strength as one slice from the Kokiri sword, and do tasks that the sword can't. You can defeat enemies, blow up rocks/snowballs, or get rid of cracked walls with these.

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#### Bomber's Notebook

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Location: Clock Town

Found/Bought: Found

Price: N/A

How to get it: After playing the hide n' seek game with the bomber kids, use the password to go through to the observatory as normal Link, then come back out and the kid blocking the entrance will give you this notebook.

Description: This book keeps an extensive log of the characters you talk to, the challenges you are faced with, and the masks you collect throughout the game. It's up to you whether or not you wish to fill it, but you must at least fill the Anju and Kafei part (See "Side Quests" section) if you don't want the game ending to change.

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#### Boss Keys

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Location: Dungeons

Found/Bought: Found

Price: N/A

How to get it: After defeating a mini-boss in each dungeon, a treasure chest will appear carrying this key.

Description: Each dungeon has one of these keys, and without them, you will not be able to unlock the door leading to the dungeon boss' lair. Normally you get these keys by defeating mini-bosses in the dungeon.

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#### Bottles

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Description: You can carry tons of items/liquids inside empty bottles, such as: Milk, Fish, Water, Potions, Gold Dust, Hot Water, etc. Very useful and required to proceed through some areas of the game.

Locations: There are a total of 6 empty bottles you can collect in the game, below are their locations and how to get them.

- 1.) After defeating Skull Kid in Clock Town, go to the swamp area, and walk through the forest behind the witch's hut until you find Kotake, who is hurt. Go back to the witch's hut and talk to Koume to receive the bottle with some red potion inside.
- 2.) Once you defeat Goht (Snowhead Temple boss) get a Powder Keg from the giant Goron, and blow up the rock in the area with the bridges. This gives you access to the Goron Races. Place 1st to get the 2nd bottle which has some Gold Dust inside.
- 3.) At Romani Ranch, on the first night (at 2:00 AM), follow Romani into the barn, then go back outside and wait for the UFOs to appear. They will come from all sides of the barn, and your job is to kill them with arrows, making sure none of them get to the barn. If you do this until 5:30 AM, you will gain the bottle along with some normal milk already inside.

- 4.) In the second area of Great Bay, hookshot up all the palm trees on each platform until you get to a cave entrance. Go into the water as Zora Link and talk to the beaver to challenge him to a race through 20 rings in 2 minutes. After you win, you must defeat his brother through 25 rings in the same amount of time. Once you win again, you will get the bottle. Repeat this to get another heart piece.
- 5.) Visit the Ekhana Graveyard at night on Day Three and get the skeletons to smash the grave they're dancing round. Drop down into the hole and run through to meet Dampe the Gravedigger. Talk to him and he'll follow you around the room - he walks very slowly though, so you'll have to take your time. Lead him over the dirt mounds and he'll dig; in three of them are Poe flames. There's always one on the ground level, but the others are usually on the upper floor. To get him there, lead Dampe over the yellow squares in the floor and then run upstairs after him... if he's on the left-hand square, run up the ladder behind you and if he's on the right-hand square, climb up the blocks on the right. When all three flames are revealed, a Giant Poe will appear. Kill it and you'll reveal a chest with a bottle inside. (Thanks to The 64 Chimp)
- 6.) Refer to the "Anju and Kafei (Log Book)" part in the "Side Quests" section of this FAQ to find out how to get the Express Mail. Once you have it, take it to Kafei's mother who is in the Milk Bar at 6:00 PM on the 3rd day. Give it to her and in return, she will reward you with the bottle.

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#### Bugs

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Location: Underground caves

Found/Bought: Found

Price: N/A

How to get it: You must have an empty bottle to catch these bugs. When they appear from under a bush or rock (or if they are just out in the open) just use your bottle to capture one.

Description: These are used to plant transportation leafs. Release the bug from your bottle onto a dirt patch, and when it rains, a transportation leaf will grow in on the patch. Pretty much an alternative to Magic Beans.

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#### Chateau Romani

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Location: Milk Bar

Found/Bought: Both

Price: (200 rupees if bought at store)

How to get it: See the "Anju & Kafei" side quest in the "Side Quests" section and when you give Madame Aroma the Express Mail, she'll give you a bottle with Chateau Romani inside. You can also buy this at the Milk Bar for 200 rupees.

Description: This is a special type of milk, that when drank, will allow you to have an infinite amount of magic on your meter for a limited time. Buy it at the store for a whopping 200 rupees if you can afford it.

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### Child's Wallet

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Location: Default Wallet

Found/Bought: N/A

Price: N/A

How to get it: This is the default wallet, meaning you are already equipped with it when you first start the game. No purchase necessary!

Description: This is the first wallet you start out with, and it allows you to carry up to a maximum of 99 rupees, and not a rupee more. To upgrade to a different wallet, see the "Adult Wallet" or the "Giant Wallet" in this section to find out how to get each.

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### Dungeon Fairy

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Location: Dungeons

Found/Bought: Found

Price: N/A

How to get it: There are a total of 15 dungeon fairies in each dungeon. You can find them inside pots, enemies, treasure chests, bubbles, and pretty much anything else. If you cannot reach a fairy, use the Great Fairy Mask to attract it towards you and collect it.

Description: These fairies come in different colors, some are blue and others are yellow, but either way, if you collect all 15 of them and return them to the nearby fairy fountain, you will be rewarded by the Great Fairy for it.

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### Fairy

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Location: Random Places

Found/Bought: Found

Price: N/A

How to get it: These are located almost everywhere in the game. You will mainly find them hidden in pots, but occasionally, they are inside bushes, and even treasure chests at times. They are found in dungeons, in the overworld, and in towns all over Termina.

Description: If you wish, you can capture one of these fairies in a bottle, and



when you die (no more hearts on your meter) the fairy will automatically revive you (useful when battling tough bosses.) Or you can just walk into one and let it replenish 5 of your hearts.

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### Hero's Bow

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Location: Woodfall Temple

Found/Bought: Found

Price: N/A

How to get it: After you defeat the Dinalfos mini-boss in the Woodfall Temple, a treasure chest will appear holding the Hero's Bow along with 30 arrows already equipped.

Description: One shot from the bow does the same amount of damage as one slice from the Kokiri Sword, but the difference between the two is that the Fairy Bow can hit certain objects that the sword can't. This item will be used very frequently throughout the game. Used to hit switches, defeat enemies, etc.

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### Hero's Shield

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Location: Default Shield

Found/Bought: N/A

Price: N/A

How to get it: This is your default shield, meaning when you start a new game, this is the shield you come equipped with. You don't have to find it nor buy it, you just have it.

Description: This shield is very similar to the Hyrulian Shield in Zelda: OoT. It is made of metal, and can deflect normal attacks or rocks, etc. To use it, press the R button and you will be protected from basic attacks.

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### Fire Arrows

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Location: Snowhead Temple

Found/Bought: Found

Price: N/A

How to get it: After you defeat the first phase on Wizrobe in the Snowhead Dungeon, the fire arrows will appear in a treasure chest. Fire Arrows cannot be found or bought, but normal arrows can be transformed into fire arrows.

Description: One shot from a fire arrow will do about 2x the damage the Kokiri sword does (1 slice.) The fire arrows are mostly used to melt large blocks of

ice, or get rid of frozen forms. They do use magic when shot, so only use them when necessary.

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### Fish

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Location: Random Water

Found/Bought: Found

Price: N/A

How to get it: Using an empty bottle, press the C-Button you have the bottle set to when you are right over the fish and Link will capture it in his bottle. You will only find these in shallow waters.

Description: These can be sold at the shop on the left side of Clock Town for rupees. Other than that, I've yet to find a useful purpose for them.

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### Giant Wallet

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Location: Great Bay

Found/Bought: Found

Price: N/A

How to get it: To get this wallet, not only must you find and kill all 30 gold skulltullas in the 2nd Gold Skulltulla house, and collect each of their tokens; but you must also make sure you have at least 500 rupees in the bank and you must kill all 30 gold skulltullas on Day 1. See the "Gold Skulltulla House #2" part of the walkthrough.

Description: This wallet is an upgrade from the Adult Wallet, and when you have it, you can carry a maximum of 500 rupees.

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### Green Potion

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Location: Stores

Found/Bought: Bought

Price: 20 Rupees

How to get it: You can get this in most shops for 20 rupees, but prices may vary. Koume has a stock of it in her shop in the Swamp, and other various stores around Termina.

Description: When drank, this potion will replenish all of Link's magic on his meter. Useful if there are no bushes around to collect bottles of potion.

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### Hookshot

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Location: Gerudo Lagoon

Found/Bought: Found

Price: N/A

How to get it: After viewing the cinema of the two Gerudo guards talking about the stolen zora eggs, fire an arrow through the bars at the beehive to make it fall and break open, scaring off all the guards below. Run around the corner, jump down, and open the chest to get the hookshot.

Description: This handy tool is used for 2 purposes: To launch Link over to wooden items (if you aim this at a wooden barrel or box, you will be taken to it automatically) and to bring things to Link (pointing it at a certain items will draw them to you.) Very useful tool, you'll be using it often throughout the game.

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### Hot Water

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Location: Springs

Found/Bought: Found

Price: N/A

How to get it: In Goron Shrine, once you get the Goron Mask, pull the tombstone back to reveal a hidden spring where hot water will fill the room. You can also find it in other underground areas. Use an empty bottle to get some.

Description: This will melt any ice block you can find, but the only problem is that it loses it's warmth after a while and turns into normal water, so if you plan on using it, you better be quick.

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### Kokiri Sword

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Location: Start of Game

Found/Bought: N/A

Price: N/A

How to get it: When you start a new game, this is the default sword Link is equipped with, the same one he found in Ocarina of Time, naturally.

Description: You'll be using this sword for the first part of the game. But halfway through you can upgrade to the Gilded Sword. This will defeat most standard enemies, and you can do a charged slice once you get your magic meter.

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## Gilded Sword

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Location: Goron Shrine

Found/Bought: Bought

Price: 100 Rupees, Gold Dust

How to get it: After defeating Goht for the first time, pay the blacksmith 100 rupees, then go get the Gold Dust from the Goron Races. Warp to day 2, then get your Razor sword from the blacksmith, give him the gold dust, warp to Day 3 and come back to get the Gilded Sword.

Description: This sword is permanent (unlike the Razor Sword) and it's the 3rd strongest sword in the game. It can do about 3 times the damage one slash from the Kokiri Sword can, great for battles.

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## Lens Of Truth

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Location: Goron Shrine

Found/Bought: Found

Price: N/A

How to get it: Talk to the owl and follow his feathers that he drops on the invisible platforms, and go into the cave. Open the treasure chest to get it, blow up the rocks around the chest and use it to see the hidden treasures.

Description: A returning item from Ocarina of Time, the Lens of Truth lets you see things you normally wouldn't see with the normal eye. Some people are invisible and can only be seen with this gadget. There are a few hidden ladders and treasure chests that can only be seen with this. It uses magic, but there is a trick to using it without wasting any magic at all. Just rapidly press the C-Button you have it set to and you can use it without wasting any magic at all. Useful if you need to use it for a long period of time.

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## Magic Beans

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Location: Random Places

Found/Bought: Bought

Price: 20 rupees

How to get it: There is a fat blue man who eats these beans, and will sell you a pod of them for 20 rupees (prices may vary in different areas.)

Description: Plant these into a dirt patch anywhere in Termina, to sprout a flower. Then use water to water it, or wait until Day 2 when it rains to make the flower grow into a transportation leaf (the sound it makes is similar to those Halloween toys.)

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### Ocarina

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Location: Clock Town

Found/Bought: Found

Price: N/A

How to get it: On the third day at 12:00 AM, the clock tower will open allowing you to get to the roof, where you can then fight skull kid. Shoot a bubble at him to make him drop your Ocarina, then pick it up.

Description: The last Zelda game was totally based on the Ocarina game (hence the title) and it is used to play several songs which perform different actions in the game (see the "Songs" section for what each song does.) The Ocarina now has 4 different forms: Normal Form (your standard blue Ocarina), Deku Pipes (as Deku Link), Drum form (as Goron Link), and Guitar form (as Zora Link) so you have lots of variety.

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### Pictograph Box

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Location: The Swamp

Found/Bought: Found

Price: N/A

How to get it: Go to the second part of the swamp (where Koume's hut is) and make your way through the forest in the back of Koume's hut (the monkey will help you if you get lost.) You will find Kotake who is in need of potion, so get a free bottle of potion from Koume in her hut, then take it back to Kotake, who will fly off. Go back to the first area of the swamp and into the Photo Hut, where Kotake will be in the little square. Talk to her to get the Pictograph Box.

Description: This allows you to take several pictures of anything. Set it to a C-Button, then press A to take a photo, B to decline a taken photo, or B to put it away before taking a photo.

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### Powder Keg

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Location: Goron Shrine

Found/Bought: Bought

Price: 100 Rupees (Goron Shrine), 50 Rupees (Clock Town)

How to get it: Your first bomb will be free. Talk to the giant goron in the third part of Goron Shrine to get a free bomb, but afterwards you must pay 100 rupees per bomb, or 50 rupees to the Goron in Clock Town for one bomb.

Description: These can only be used/carried by Goron Link due to their massive size. They do 5 times more damage than a normal bomb and are useful to blow up large boulders or other items blocking your path.

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### Quiver

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Location: Default Quiver

Found/Bought: N/A

Price: N/A

How to get it: Once you receive the Hero's Bow in the Woodfall Temple, you will also receive this quiver, This is the default quiver, meaning you don't have to purchase it.

Description: This quiver is the lowest class one you can get, but it does hold a substantial amount of arrows (30 maximum.)

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### Razor Sword

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Location: Goron Shrine

Found/Bought: Bought

Price: 100 Rupees

How to get it: Once you defeat Goht for the first time, go to the blacksmith in the cabin and pay him 100 rupees to upgrade your sword. Warp to Day 2 to pick it up from him.

Description: This sword is temporary, and isn't the strongest you can get. When you warp back to the first day, the sword will disappear, meaning you just blew 100 rupees. You can upgrade to the Gilded Sword after you get this one, see the "Side Quests" section for more.

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### Red Potion

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Location: Potion Shop (The Swamp)

Found/Bought: Bought

Price: 20 Rupees

How to get it: Go to the 2nd area of the Swamp (where the entrance to the Lost Woods is located) and climb the ladder up to the witch's hut. You can purchase some red potion for 20 rupees if you have a bottle.

Description: When used, this potion will regain 3-6 hearts on your health meter. Useful for tough battles, but bottled fairies are much more cost efficient, and replenish all health, so I suggest buying these only when needed

for certain tasks in the game.

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### Small Keys

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Location: Dungeons

Found/Bought: Found

Price: N/A

How to get it: These are always found in treasure chests, sometimes after defeating a dungeon mini-boss, but normally just out in the open.

Description: One small key will open one locked dungeon door. You can see how many small keys you have collected right above your rupee count in the bottom left corner of the screen. These are totally different than Boss Keys, as they open locked doors, not boss doors.

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## IX. SONGS

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You have 2 types of songs: Songs you learn, and hidden songs. The songs you learn are songs like the "Song of Time" or the "Goron's Lullaby," you learn them from different people or things while playing. The hidden songs are ones you never learn, but already know when you first start the game. They don't appear in your game menu, and you don't learn them anywhere in the game. How are you supposed to know what they are? That's what this section is for! Below are the descriptions of each song, along with where and who/what you learn them from. First are the learned songs, below those are the hidden songs.

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### Learned Songs

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Name: Song of Time  
How to play: C-Right, A, C-Down, C-Right, A, C-Down  
Location: Learned in Clock Town after defeating Skull Kid  
Description: A returning song from Ocarina of Time, whenever Link plays the Song of Time, it will warp him back to Day 1. In the JP version of the game, it will also save your game. If you are low on time, play this song to return to Day 1, however, whenever you play it, you will be brought back to Clock Town again. As Link learns this song he remembers back to when Saria first gave him his Ocarina in Zelda: Ocarina of Time.

Name: Song of Healing  
How to play: C-Left, C-Right, C-Down, C-Left, C-Right, C-Down  
Location: Learned in Clock Town from the Happy Mask Man  
Description: When played, the Song of Healing will remove a curse by a mask on anyone or anything. Play this song to certain people to gain certain masks. For instance, when you first play it, the Deku Mask will come off of Link and will be added to your inventory. If somebody is cursed by a mask, just play this song to cure them as well as receive their mask.

Name: Sonata of Awakening  
How to play: C-Up, C-Left, C-Up, C-Left, A, C-Right, A  
Location: Learned in the Deku Palace from the monkey being held prisoner  
Description: This song really only has one purpose, and that is to make the Woodfall Temple rise from the water. When standing on the correct platform as Deku Link, play this Sonata to make the Woodfall Temple surface from the watery depths below, allowing you to enter. Other than that, this song really has no other purpose.

Name: Song of Soaring  
How to play: C-Down, C-Left, C-Up, C-Down, C-Left, C-Up  
Location: Learned in the Deku Palace on a stone tablet up on a ledge  
Description: You won't have to talk to anyone to learn this song, as it is written on a stone tablet up on a ledge (near an owl statue) in the Deku Palace. When you play this tune, you can warp to any owl statue you've discovered throughout the game. Whenever you see an owl statue, hit it with your sword and it will be added to your list of places to warp. Whenever you need to get to an area quickly, play this song to warp near it.

Name: Ode to Order  
How to play: C-Right, C-Down, A, C-Down, C-Right, C-Up  
Location: Learned after you defeat Odolwa, the Woodfall Temple boss  
Description: This song will do nothing until you have collected all four of the Guardian Masks in the game. Each time you defeat a dungeon boss for the first time, you will get a guardian mask, there are a total of 4 of them in all. Once you have all 4, and you play this song, it will make the Guardians go to Clock Tower. You won't be using this song until you are about 80% into the game.

Name: Goron Lullaby  
How to play: A, C-Right, C-Left, A, C-Right, C-Left, C-Right, A  
Location: Learned in Goron Shrine from the frozen Goron and crying baby  
Description: You won't be learning this song all at once. First, you must talk to everyone in Goron Shrine, then come back and talk to the frozen elderly Goron (after you revive her) and she will teach you the first few notes of it, telling you she forgot the rest. Play what you know to the crying baby in Goron Shrine and he will teach you the remaining 2 notes. When played, this song does various things. It allows you to enter the Snowhead Temple, but is also used for other things, like gaining heart pieces.

Name: Scarecrow's Song  
How to play: [You make your own song]  
Location: Created in Clock Town by you  
Description: Go to one of the Scarecrows in Clock Town (one is in the observatory, the other is on the left side of town in the item shop) and you will be able to create your own song. It can only be 8 notes long, and when you go back in time, it will be erased. This song is pretty cool because you can make it up yourself.

Name: Epona's Song  
How to play: C-Up, C-Left, C-Right, C-Up, C-Left, C-Right  
Location: Learned from the girl at Romani Ranch  
Description: Once you finish the challenge of popping 10 balloons while riding on Epona, the girl will teach you Epona's Song, which will call Epona when played anywhere in Termina. This is useful when you need your horse, as she comes when you call rather than



you going to retrieve her (saves a lot of time.)

Name: New Wave Bossa Nova  
How to play: C-Left, C-Up, C-Left, C-Right, C-Down, C-Left, C-Right  
Location: Learned from the old man in the marine room in the Great Bay  
Description: You will learn this after you drop off all 7 Zora Eggs into the marine tank. Take out your Ocarina as Zora Link after the eggs turn into tadpoles and the old man will teach you the song. Play this to Lulu over in the Zora's Hole and she will awaken the sleeping turtle, who will transport you over to the Great Bay Dungeon, free of charge.

Name: Song of Storms  
How to play: A, C-Down, C-Up, A, C-Down, C-Up  
Location: Learned from the stone tablet after defeating Iron Knuckle  
Description: This song was also in Zelda: Ocarina of Time, and it was learned from the windmill man. When played, it will make rain fall no matter where you are (even in dungeons.) Useful for some tasks that require instant water (such as planting bugs or magic beans to grow transportation plants.) This is probably my favorite song in the game because it has a catchy tune.

Name: Elegy of Emptiness  
How to play: C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left  
Location: Learned from the king's ghost once you defeat him in the ruins  
Description: When played, this will make a stationary clone of each role Link plays. You can have up to 4 clones at once (normal Link, Goron Link, Zora Link, and Deku Link.) Useful for temporary switches, such as the ones in Stone Tower.

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#### Hidden Songs

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Name: Song of Double Time  
How to play: C-Right, C-Right, A, A, C-Down, C-Down  
Description: This song is basically the "Song of Time" only you press each button twice. When played, it will warp you ahead in time, 12 hours to be exact. If it's morning, you can warp 12 hours ahead so it will be night, and vice versa. That way, you can warp ahead in time without having to sacrifice a day.

Name: Inverted Song of Time  
How to play: C-Down, A, C-Right, C-Down, A, C-Right  
Description: Guess where the name of this song comes from. That's right, it's the "Song of Time" played backwards. This will slow down the speed of the clock by 1/3 of it's normal speed. Useful when you need a lot of time to complete something, also helpful when performing random tasks (such as defeating poes, it will slow down the poes movement.)

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#### X. MASKS

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Most masks aren't just found out in the open, you have to do a certain task to receive them. Some tasks are as easy as talking to a person, while others may involve several steps. Below are the locations and how to get each

mask, and they are listed chronologically from when you get them in the game. For descriptions of the masks (what they do) see the section following this.

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| Mask Name            | Location/How to Receive  |
|----------------------|--|
| Deku Mask            | After you get your Ocarina back from Skull Kid, go to the clock tower and talk to the Happy Mask Man, who will teach you the song of healing. Once you play the song of healing, the Deku Mask will fall off, and into your inventory.   |
| Great Fairy Mask     | As normal Link in Clock Town, collect the fairy from the lake, and take it to the Fairy Fountain in Clock Town. The fairy will give you the Great Fairy Mask.  |
| Blast Mask           | While in Clock Town, go to the area where you got the map on any day at 12:00 AM. An old woman will walk by with a bag, followed by a burglar snatching the bag and running off with it. Hit him with your sword before he escapes through the exit and you will be rewarded with the Blast Mask.  |
| Bremen Mask          | On any night at 12:00 AM in Clock Town, go south to the river, where you will see a man who looks very similar to the windmill man from Zelda: Ocarina of Time. Talk to him and hear his story, and he will give you the Bremen Mask.  |
| Mask of Kafei        | In Clock Town, during the daytime, go over to the northeast part of town (where the bomber kid is blocking your path) and go through the door to the left of the bomber kid. Once inside, go through the door on the right, and talk to the woman sitting in the chair to receive the Mask of Kafei.   |
| Bunny Hood           | Once you've collected the Bremen Mask, leave Clock Town to the south, and take Milk Road over to the ranch. Go into the back area of the barn where you will find a man and several chicks walking around outside. Use the Bremen Mask, and press and hold the B button to march, collecting all 10 of the chicks. Once they are all collected, they will hatch into chickens and the man will give you the Bunny Hood to show his appreciation. |
| All Night Mask       | In Clock Town at 10:00 PM on Day 3, make sure you have the Giant Wallet and the max. 500 rupees, then go to the left part of town, where you can buy the All Night Mask from the shop on the 3rd day (only after you have stopped the burglar on the first day at midnight.)   |
| Odolwa Guardian Mask | Once you go through the first dungeon (Woodfall Dungeon) and defeat the boss (Odolwa) you will gain this mask, which is one of four Guardian Masks in the game. The remaining three can be collected by  |

defeating other dungeon bosses and collecting their Guardian Masks until you have all 4.

#### Mask of Scents

After you defeat Odolwa (Woodfall Temple boss) go over to the outside area of the Deku Palace. Swim through the water, taking the path on the left, until you come to the end with a cave entrance, go inside and you will see a Deku Minister. Put on your Bunny Hood, and talk to him. He will challenge you to a little race through the cave, and if you can keep up with him until the end, you will be rewarded with this mask (same type of race as with the Gravekeeper's Ghost in Ocarina of Time.)

#### Kamaro's Mask

At 12:00 AM on the first night, take the north exit of Clock Town, and walk forward a bit until you see some platforms shaped like mushrooms. On one of them will be a man dancing, jump over to the mushroom platform and play the Song of Healing for him. This will remove his mask and put it in your possession.

#### Goron Mask

To get this mask, you'll have to follow a ghost. Once you get the Lens of Truth, use it to see the Goron Ghost, and follow it all the way up to the Graveyard in the main part of Goron Shrine. Play the Song of Healing for the ghost and you will receive the Goron Mask.

#### Goht Guardian Mask

Once you finish going through the Snowhead Temple, and defeat the boss (Goht) you will receive this mask by stepping in the glowing orb. This is the 2nd Guardian Mask, out of 4 total. The first one being the Odolwa Guardian Mask from the first dungeon (Woodfall.)

#### Don Gero Mask

Prior to defeating Goht (the 2nd dungeon boss) go into the Goron Shrine (where the baby is crying) and you will see several un-lit torches. Get a deku stick from one of the pots and run around the village (wearing your Bunny Hood) lighting every torch you find. You must be quick, though, or the torches will go out. Once they are all lit, several pots on the ceiling will begin to spin. As Goron Link, do a spiked spin off the top of the Shrine, breaking the spinning pots 1 by 1 until they are all broken, revealing a chunk of meat. Take this meat to the hungry Goron on the ledge in the main part of Goron Shrine, and after he eats it, you will be rewarded with the Don Gero Mask.

#### Zora Mask

Once you reach Great Bay, look out into the ocean until you see a flock of hovering birds. Swim out to find a Zora lying in the water. Get behind him, and push him back to the shore, where he will walk a few steps, then collapse. Play the Song of Healing to him and you will view a cinema followed by you receiving the Zora Mask.

#### Stone Mask

After hitting the 2 owl statues in the Great Bay, warp to Clock Town and go to the swamp, where you

need to buy a red potion from Koume for 20 rupees. With the potion, warp back to clock town and take the lower east exit, then call for Epona using Epona's Song. Ride up and into the mountain terrain area, hop over the two fences, and use the Lens of Truth on the circle of stones to the right. Give the fatigued soldier the potion when he asks for it, and you will gain the Stone Mask.

#### Captain's Hat

Take the east exit of Clock Town, and ride epona through the mountain terrain (hop over the fences when needed.) Go up, past the graveyard until you get to the skeleton. Play the Sonata of Awakening to awaken it, chase it and slash it with your sword until it gives up. He will then remove the fire guarding a treasure chest, which you can open to get the Captain's Hat.

#### Garro Mask

Warp to the owl statue on Milk Road, and make sure you have at least 10 rupees, then take the path to the left of the owl statue to come to a little farm with two guys (same guys from Ocarina of Time.) If you have Epona with you and talk to one of them, they'll challenge you to a horse race, but you must pay a fee of 10 rupees. Pay it and race through the course (make sure you never use all your carrots until the absolute end of the race) and once you win, they'll give you the Garro Mask.

#### Mask of Gibdo

In the main part of Ikana (Ekhana) Valley (where the music room is, etc.) walk up the ramp on the left side of the valley until you come to a dried out riverbed with a cave opening on the other end. Go through the cave and walk toward the center of the hole with water in it to make a ghost appear. Play the Song of Storms to make the river start flowing again, then go into the music room when the girl is far away and head into her basement to find a human/gibdo. Play the Song of Healing to get the Mask of Gibdo from him, and to turn him back into normal.

#### Giant Mask

After going through the Stone Tower Temple (Illusion), you will find a mini-boss named Eyegole that you must defeat. After he's dead, a treasure chest will appear and it holds this mask inside.

#### Gyorg Guardian Mask

Once you finish going through the Great Bay Dungeon, and defeat the boss (Gyorg) you will receive this mask by stepping in the glowing orb. This is the 3rd Guardian Mask, and final one. The first one being the Odolwa Guardian Mask from the first dungeon (Woodfall), and the 2nd being the Goht Guardian Mask from the 2nd dungeon (Snowhead).

#### Twin-Mold Guardian Mask

Once you finish going through the Stone Tower Dungeon, and defeat the boss (Twin-Mold) you will receive this mask by stepping in the glowing orb. This is the 4th Guardian Mask, and final one. The first one being the Odolwa Guardian Mask from the

first dungeon (Woodfall), the 2nd being the Goht Guardian Mask from the 2nd dungeon (Snowhead), and the 3rd being the Gyorg Guardian Mask from the 3rd dungeon (Great Bay.)

Mask of Truth

Found in the Swamp inside the first Gold Skulltula House. After you locate all the gold skulltullas, and collect their tokens, you will be rewarded with this mask. For gold skulltulla locations, please look in the main "Walkthrough" section of this FAQ.

Keaton Mask

While doing the Anju and Kafei side quest, you will receive this mask. Please see the "Side Quests/Miscellaneous" section to see what events are necessary before you get this mask, and how to get this mask.

Couple's Mask

While doing the Anju and Kafei side quest, you will receive this mask. Please see the "Side Quests/Miscellaneous" section to see what events are necessary before you get this mask, and how to get this mask.

Romani's Mask

On the 2nd day in the morning, talk to Cremia inside her house (at Romani Ranch) then come back at 6:30 PM to guard her milk shipment from the two burglars who will try to break the bottles. If you can successfully fend them off until Cremia delivers the milk, you will receive this mask.

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Mask Name

What it Does/Function  
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Deku Mask

When worn, this mask will transform Link into a Deku Scrub, allowing him to converse with other Deku Scrubs in the game. This mask also gives Link some new, special abilities, such as: Deku Launching from Deku Launcher pads, and water skipping, meaning he can do 5 jumps on water before drowning. As Deku Link, you also have the ability to shoot bubbles once you learn it from the Great Fairy.

Great Fairy Mask

When you wear this mask, if there are any fairies floating within a certain radius, they will become attracted to the mask, and come toward you like a magnet. This is useful to collect those hard-to-get fairies in dungeons. This works for any colored fairy in any environment, but it does NOT work for healing fairies (the ones that look like Navi.)

Blast Mask

When worn, press the B button and it will cause Link's head to explode! Well, in a way, the mask is actually the item that explodes. This can be used in place of a bomb, but keep in mind that when used, it will do a small amount of damage to Link. Why? If you had a bomb strapped to your face and it exploded, do you think you'd take no damage by it?

|                      |   |
|----------------------|---|
| Bremen Mask          | This mask has a rather special function, when worn, press and hold the B button and walk around while still holding B. This will cause Link to play music on a flute, as well as do a little march. Use this mask to collect chicks and mature them into full-grown chickens at Romani Ranch.   |
| Mask of Kafei        | In order to pick up the All Night Mask, you'll have to wear this mask. After getting the Blast Mask, on Day 3, with 500 rupees, put on this mask and talk to the man in the shop on the left side of town to buy the All Night Mask. Other than that, I have yet to find any other significant purpose for this mask.   |
| Rabbit Hood          | Probably the most useful mask in the game next to transformation masks, the Bunny Hood greatly enhances Link's physical abilities. When worn, it allows Link to run 50% faster than normal Link, as well as enhances his jumping by 40%. You will use this mask a lot throughout the game, because some tasks require you to run fast or jump far in order to complete them, that's where this mask comes in handy. You can also wear it if you are in a hurry.   |
| All Night Mask       | When wearing this mask, you will be given the ability to talk to Anju's grandmother. Talk to her in the Inn during the day on Day 1 or 2 and she will give you a heart piece.   |
| Odolwa Guardian Mask | This is used in combination with the 3 other Guardian Masks, at the end of the game to carry the moon. There is no way you can not get these masks, because you get one after each dungeon boss you defeat. There is no purpose for them in the game until you reach the ending stages. You cannot put this mask on either.   |
| Mask of Scents       | Used to sniff out mushrooms.  |
| Kamaro's Mask        | This mask has a similar function to that of the Bremen Mask, because when you wear it and press/hold the B button, Link will do a little dance. After you get it, go over to the 2 dancing girls in Clock Town on any day during the night, wear the mask, and press B to teach the girls a new dance. They will reward you with a heart piece for it. Other than that, I have not yet found any other use for this mask.   |
| Goron Mask           | The Goron Mask is the second transformation mask in the game, and it allows you to converse with Gorons in ease. Aside from that, you will also gain some special abilities when wearing this mask, such as: Rolling, fire punching (has the same effect as a bomb) and Goron Stomping (A + B.) You will need this mask to get past certain parts of the game (specifically Goron Shrine/Snowhead Temple) and when you wear it, you can carry some items that are too heavy for normal Link (Meat, Powder Kegs, etc.) |

|                     |  |
|---------------------|--|
| Goht Guardian Mask  | This is used in combination with the 3 other Guardian Masks, at the end of the game to carry the moon. There is no way you can not get these masks, because you get one after each dungeon boss you defeat. There is no purpose for them in the game until you reach the ending stages. You cannot put this mask on either.  |
| Don Gero Mask       | The name corresponds with it's function, because when you wear the Don Gero Mask, you have the ability to talk to Frogs! Using this, talk to the 5 frogs (1 in Clock Town, 1 on Death Mountain, 2 in the first 2 dungeons, and 1 in the swamp) to get a heart piece. So far, there are no other uses to this mask other than talking to frogs (from what I've seen, anyway.)   |
| Zora Mask           | The 3rd transformation mask you'll be collecting in the game. When worn, this will transform normal Link into a Zora, allowing him to talk to Zoras, and have special abilities normal Link doesn't have, such as: Underwater Swimming, Walking underwater, throwing swords, and breaking underwater boards. Useful to collect items underwater that you cannot get as normal Link. You'll be using this frequently when you reach the Great Bay area. |
| Stone Mask          | When worn, the Stone Mask makes Link invisible to the naked eye, but only to the Gerudo guards. Use this mask when you enter the Gerudo Lagoon, and hitch a ride on one of their boats while wearing the mask, and they won't even know you exist! The mask pretty much only has 1 purpose for one area of the game, and it is not mandatory to use it, but it does help a bit.  |
| Gyorg Guardian Mask | This is used in combination with the 3 other Guardian Masks, at the end of the game to carry the moon. There is no way you can not get these masks, because you get one after each dungeon boss you defeat. There is no purpose for them in the game until you reach the ending stages. You cannot put this mask on either.  |
| Captain's Hat       | When worn, you can command mini-skeletons to do certain tasks you couldn't before. As normal Link, these are enemies, but when wearing the Captain's Hat, they are your workers. Use this mask to command the mini-skeletons to break open the tombstone in the Ikana graveyard right after you receive this mask.   |
| Garou Mask          | This mask gives you the ability to talk to those weird guys with just one red eyeball and a hood covering their face. After you get the mask, head over to the mountains with Epona and talk to the guy sitting on the edge of the cliff near the left while wearing the mask, and he will leave you a tree to hookshot up to. You will also encounter   |

weird Garo enemies when wearing this mask.

#### Mask of Gibdo

You know those mummy-type enemies that shriek when you come near them? Well, when wearing this mask, they won't hurt you anymore, but instead, they will talk to you! Even if you don't want to talk, they won't even attack you, they'll just pretend you are one of them (they are easily fooled, I guess.) Very useful for different areas of the game where you can find Gibdos.

#### Giant Mask

This mask uses up the most magic out of any other item or action you do. When worn, Link will become 10 times bigger, but the downfall is that you can only use this mask when fighting the 4th dungeon boss (Twin-Mold.) When using it, make sure you have several green potions, because it eats up magic within the blink of an eye.

#### Twin-Mold Guardian Mask

This is used in combination with the 3 other Guardian Masks, at the end of the game to carry the moon. There is no way you can not get these masks, because you get one after each dungeon boss you defeat. There is no purpose for them in the game until you reach the ending stages. You cannot put this mask on either.

#### Mask of Truth

When worn you can talk to the gossip stones to reveal certain secrets and facts about the characters and dungeons. When you reach the moon, there are many of these in each dungeon, but all they do is explain where you get each mask in the game, nothing big.

#### Keaton Mask

Find a patch of those bushes that start moving when you attack them. Before you attack them, put on the Keaton mask, then after they bury themselves in the ground (it is ok to attack them), Keaton will appear. He will ask you five questions (answers in side quest section) if you get them right, he will give you a heart piece. If you summon him again later, he will give you 20 rupees.

#### Couple's Mask

There are 2 purposes for this mask (which is rather difficult to get), which are: 1.) to wear it in front of the Mayor and talk to him for a heart piece; and 2.) To use it on the Moon to get the Fierce Deity Mask.

#### Romani's Mask

When worn, go to the Milk Bar in East Clock Town after or at 10:00 on any day and they will let you in because you are a "member." This mask is helpful for some tasks that need to be done in the milk bar after ten (in fact, it's required.)

#### Fierce Deity Mask

When worn (only when in battle with bosses,) this mask will transform you into a older looking link. He is much more powerful than normal Link and makes the final boss battle about a hundred times easier, because you can attack Majora in Phase 1 without



hitting him from the back.

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## XI. HEART PIECE LOCATIONS

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If you've played *Zelda: Ocarina of Time*, you will be rather familiar with the heart pieces in the game. Well, they are back in *Zelda: Majora's Mask*, and this section tells you where to find them all. Here's the lowdown: Link's life meter is composed of hearts. There are 2 ways to increase your life meter, you can either: a.) collect a total of 4 heart pieces which make up 1 container, OR b.) collect a heart container after defeating a boss. 4 Heart Pieces make up 1 Heart Container, and each heart container increases your life meter by one heart. Of course, the REAL challenge is to beat the game with only 3 hearts, but that's only for gamers who are very skilled with the game.

Heart Pieces are found in several places, sometimes they are hidden, sometimes they are visible, sometimes you have to do a certain action or talk to a certain person to get one, some of them require lots of work, while others are very easy to collect. In the pause menu, you can see how many heart pieces you have currently collected. Every 4 heart pieces will make your life meter increase by 1 heart. After defeating a dungeon boss (not mini-boss) you will automatically gain a heart container (4 heart pieces put together in 1 container) and your life meter will increase by 1 heart.

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### Clock Town

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1. Go over to the area where you got the map in the beginning of the game. You will notice a tree with a Heart Piece in the center of it. Using the boxes and platforms near the tree, jump over to collect it.
2. In the main part of town (where the Clock Tower is) give the Deku Merchant the Moon's Tear in exchange for the Land Title Deed, then, as Deku Link, use the launcher to get up to the small ledge on the tower, where you will collect the heart piece.
3. On the left side of town, visit the room with a man sitting on a platform. Pay him 10 rupees to play the log-chopping game, and chop all of the logs that appear by using overhead/jumping attacks. If you score at least 30, you get the heart piece.
4. Collect 5,000 rupees from the many bushes outside of Clock Town, then take them back and deposit them into your account (via the banker on the left side of town) and once you have 5,000 in your account, you will be rewarded with the Heart Piece.
5. Once you receive the Bunny Hood, use it to chase the postman all around Clock Town, until he stops at his house. Play the game with him, and if you stop the clock on exactly 10 seconds, you will receive a Heart Piece for it.
6. Once you gain the Kamoro's Mask, wear it in front of the dancing twins at night in Clock Town. Press B in front of them to teach them a new dance and gain the Heart Piece.
7. Go to the north part of Clock Town (where you bought the map) and, while wearing the Keaton Mask, chop up the bushes near the slide and you will

summon Keaton. Answer 5 of his random questions (Answers in Side Quests section) and you'll get the heart piece.

8. Take the Land Title Deed you got from the Deku Merchant in Clock Town to the Inn on the right side of town after 12:00 AM on any day. Use the Deku Launcher to get to the roof of the Inn, and go through the door to enter it, then head down the stairs and find a hand. Give it the Land Title Deed to get another Land Title Deed along with the heart piece.
9. Wear the Couple's Mask in front of Mayor Dotour to get the heart piece.
10. Use the Postman's Hat to look in any mail box to get a Heart Piece.
11. Wear the All-night Mask and go to the Stock Pot Inn and listen to Anju's story about the carnival and answer "On the eve of the carnival" to get a heart piece.
12. Wear the All-night Mask and go to the Stock Pot Inn and listen to Anju's story about the Four Giants and answer "I dunno" to get a heart piece.
13. Score a perfect 50 in the town shooting gallery.
14. Enter Honey & Darling's shop on the first day with a bow and bomb bag. Get the high score three days in a row and they will give you a heart piece.
15. As Goron Link, enter the Treasure Chest Shop between 6:00 a.m. and 10:00p.m. If you win the prize will be a heart piece.
16. Enter the Deku Scrub playground in North Clock town on the first day and beat the top score three days in a row. On the third day they will give you a heart piece.

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#### Termina Field

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17. Right in front of the Astral Observatory is a hole in which there is a Deku Scrub that will sell you a heart piece for 100 rupees after you refuse its first offer.
  18. In north Termina Field under one of the mushrooms is a hole that leads to a room with two giant Dodongos. Kill both Dodongos to get a heart piece.
  19. Near each exit of Clock Town, you will find a hole in the ground which leads to a room with gossip stones. Play the Goron's Lullaby to each of the 4 stones to gain a Heart Piece.
  20. Take the south exit of Clock Town, and start on the path you would normally take to get to Milk Road. As you are walking through the tall grass, walk around the Deku Baba in the grass and you will fall through a grotto into an underground area with a pea hat inside. Kill it to get the heart piece.
  21. Near the entrance to the Great Bay Coast is a large rock. Bomb it and drop down the hole. Shoot down one of the beehives on the ceiling and the heart piece will fall into the water. Be careful because there is a Bio Deku Baba in the water.
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## The Swamp

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22. While going through the swamp (on the way to the Deku Palace) you will see a tree with a heart piece on it. Climb it using the vines to collect the Heart Piece.
23. After you get the Land Title Deed from the Inn in Clock Town, take it to the Deku Merchant next to the Photo Hut in the swamp, and he will give you another Land Title Deed, and then fly off. Use the Deku Launcher to launch up to the roof of the Photo Hut where you'll find the heart piece.
24. After defeating Odolwa, go back to the photo hut and talk to Kotake as normal Link, she will challenge you to a game of archery. Shoot at least 30 targets before the boat ride is over to gain the Heart Piece.
25. Using your Pictograph Box, take a picture of the Deku King in the Deku Palace or Tingle the map maker in any location, and bring it back to the owner of the Photo Hut. He will reward you with the heart piece.
26. Get a perfect score in the swamp shooting gallery to get a heart piece.

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## Deku Palace

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27. After you enter the Deku Palace, go past the two guards, and take the left path to enter a maze. Go through the maze, making sure you avoid the deku guards (who will throw you out if their lights touch you) until you reach the end, where a heart piece will be waiting.

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## Woodfall

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28. Inside the room where you play the Sonata of Awakening, launch over to a lone platform with a golden treasure chest on it. Open the chest to get the Heart Piece.

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## Mountain Village

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29. Once you get the Zora Mask, go to Goron Shrine (in the area where you bought the map) and dive under to get the heart piece from a treasure chest near the ramp. You can only get it when wearing the Zora Mask, so remember to visit this area again (after you get the mask.)
30. Once you get the Don Gero Mask, use it to talk to the 5 frogs in the game, located in:
  - Clock Town: Near the tree at the Laundry Pool.
  - Woodfall Temple: After defeating Gekko, he will turn into a frog.
  - The Swamp: After finishing the Woodfall Temple, you will find this frog on a log near the potion hut.
  - Stone Tower Temple: Defeat Gekko again to turn him into a frog.
  - Mountain Village: The last frog will be here with the other 4 after

you speak to the above 4 and you will get the heart piece from it.

31. Active the Scarecrows Song and go to the area right before Snowhead. Near the end use the lens of truth to see the hidden platforms. Jump across and use the Scarecrow's Song and the hookshot to get to the heart piece.
32. As a Deku Scrub trade the Swamp Title Deed for the mountain title deed. Use the launcher to get a heart piece above you on a ledge.

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#### Great Bay

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33. Go to the 2nd area of Great Bay and fire your hookshot on the palm trees on each platform. Go up to the top and through the opening, then dive into the water as Zora Link. Sink down, talk to the beaver, and he will race you through 20 rings. If you go through them all before the time is up, you can race his brother through 25 rings and get a bottle if you make it. Race them both again and win to get the heart piece.
34. Head over to the 2nd area of Great Bay, and dive down where the waterfall is. Kill the skeleton fish followed by the blob to get the heart piece.
35. In the Gold Skulltulla House #2 side quest, go into the room with colored skeleton masks, and shoot them 6 times, in a specific order. It's random every time, so I can't tell you the order, you'll just have to use trial and error until you get it right. Once done, go through the opening and get the heart piece from the treasure chest.
36. Exchange a picture of a pirate for the seahorse with the fisherman. Put the seahorse into a bottle and release it near Pinnacle Rock. Kill all the sea snakes and rescue the trapped seahorse to get a heart piece.
37. Catch fish in bottles and feed the two fish in the Marine Research Lab. After a while one of the fish will get too big and eat the other fish. After its done eating it will give you a heart piece.
38. After Gyorg is beaten ride the boat that is docked north of the Research Lab out to an island and use the hookshot to get on the island. Beat the fisherman's jumping game to get a piece of heart.
39. Near the jumping game, on the shore is a section where you can hookshot up to some soft soil. Plant a seed and water it. Use the plant to ride up and at the top play the scarecrows song and hookshot over to the heart piece.

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#### Zora Hall

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40. Warp to the owl statue in Zora Hall, and go into the drummer's room. Hookshot up to the top ledge and read the journal as Zora Link to learn 2 parts of a song. Go into the guitarist's room and play the first part after he plays his part, and the 2nd part after he plays his second part, then go to the pianist's room and play the whole song to him as normal Link to get the heart piece.
41. As the Goron, offer the Mountain title deed to the Deku Scrub in Lulu's dressing room. Use the Deku flower to get to a heart piece.

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### Gerudo Lagoon

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42. After you go through the maze and into the next area, walk up the stairs and fire punch all the barrels as Goron Link. One of them has a hidden switch underneath that you can step on as Goron Link. Step on it to open the jail cell door below, then quickly run down to get the heart piece inside.

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### Ikana Canyon

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43. As Zora Link, offer the Ocean title deed to the Deku Scrub near Sakon's Hideout. Use the Deku Flower to get to the nearby heart piece.
44. Beat the Ghost Hut challenge to get a heart piece. (Right above the Music Box House.)

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### Ikana Graveyard

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45. In the graveyard at night (on the 2nd day) wear the Captain's Hat and command the Stalchildren to dig up the graves so that you can enter an underground lair. Use the Lens of Truth to get through the lair and a bomb to break through a wall. Kill the Iron Knuckle to get a piece of heart.

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### Ikana Ruins

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46. At the top of the ruins there is a crystal switch. Hit the switch with an arrow to turn of the fire around the Deku Flowers. Then you can fly to the heart piece.
47. Behind the waterfall in Ikana Canyon lies a door that can only be opened by a Light Arrow. Enter the secret shrine and defeat all the enemies in the four rooms at the directional points. After you have killed them all return to the center room for a heart piece.

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### Romani Ranch

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48. Make at least 150 rupees in winnings (at the dog races) to earn a heart piece.

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### The Moon

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49. In the Odolwa Dungeon.

50. In the Goht Dungeon.

51. In the Gyorg Dungeon; Go left, left, right then left again.

52. In the Twin-Mold Dungeon.

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## XII. ENEMY LISTING

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You will notice several returning enemies from past Zelda games here, and a few new enemies (but not many.) Below are descriptions of each enemy, their attacks, and how to kill them.

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### Armos

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These immobile statues look ordinary in certain areas of the game, but when touched by a punch or a sword slash, they come to life and start spinning and attacking you. Use your fire punches as Goron Link to kill them, but take cover, as they explode when they die. You will find these in the Ikana Ruins as well as in other parts of the game.

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### Bad Bat

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The Bad Bat is a returning enemy from previous Zelda games. It's just a lower quality name for "Keese" These are nothing but black bats that hang around trees and in damp dungeon like areas. They like to attack from behind, so be careful when you see them. When attacking in swarms, they are very dangerous because they constantly attack you and you don't have a chance to attack back.

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### Beamos

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These pieces of machinery have rotating heads that shoot a laser out of them whenever you walk by. The only way to kill them is to throw a bomb at them, and watch as the head separates from the body and explodes. Using a sword or any other item/weapon on these will not kill them, it must be a bomb or the Blast Mask.

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### Big Octo

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A larger version of Octorok, only with a shell. He was a mini-boss in Zelda: OoT, but now he has been lowered to a simple minion. He blocks some of the tunnels of the Southern Swamp, and he's invincible... well, almost. Along your boat ride through the swamp, you can kill Big Octo by running him over

with your boat.

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### Big Poe

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I've only seen a few of these in the game. They are the same type of Poes as the normal ones, only much larger and more powerful. You can kill these with 4-5 arrows from your Hero's Bow. When defeated, these leave behind a flame that you can capture in a bottle and sell to the Curiosity Shop owner. There is one of these in the underworld, and you can use his flame to give to one of the gibdos.

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### Bio Deku Baba

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These are just another version of standard Deku Baba, only they hang upside down on little pads, and are usually found underwater. They are easily killed using Zora Link's boomerang fins, or can be killed using any other weapon of choice. If you get too close, they'll snap at you, and if you stand on their pads, they'll attack from below, knocking you off.

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### Black Boes

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You will find Black Boes everywhere in the first temple and in other areas of the game. They are rather hard to see in dark rooms, as they are a very dark shade of black, and look like little balls of shadow. They are rather easy to kill, and they don't do much damage to you if you let them get too near. They usually like to travel in large masses, and sometimes drop from the ceilings of dungeons.

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### Blue Bubble

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These are a returning enemy from Zelda: Ocarina of Time, and they are very hazardous if they hit you. They are flying skulls with a blue flame surrounding them, and if they touch you while the blue flame is still burning, your sword will temporarily be unavailable for use. They take two shots to kill, one to get rid of their wings and blue flame, and another to kill them.

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### Blue Chucu

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This is just a normal, transparent Chuchu, and you find them in certain dungeons. These Blue Chucus can be frozen with Ice Arrows and be used as platforms to help you get to unreachable areas. They don't really have a color to them (just a light shade of blue) and they don't have anything in their stomachs, they are used just for freezing purposes.

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### Blue Tektite

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These spider enemies are located near Mountain Village and Goron Shrine. They were also in Ocarina of Time, and their primary (and only) attack is to jump up and down in your path trying to harm you. They can easily be killed with a few slashes from the sword, but make sure you keep your distance, or you could end up losing a bit of energy.

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### Deku Baba (Tall Version)

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These Deku plants pop up from the ground when you come near (you can tell with the music that starts playing) but they don't do any damage to Link. Slash them with your sword to pick up a Deku Stick. You will find these mainly in the swamp area or near/inside the Woodfall Temple.

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### Desbreko

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You will find this enemy when you fight Gyorg in the Great Bay Dungeon. It's basically a stronger version of the skullfish enemy, and when it attacks you, you'll lose a little bit of damage, but make sure you don't get caught by several of these things, because they can kill you very quickly when they travel in masses.

---

### Dexihands

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These are hands with skinny arms attached to them, and you'll only find them above openings in the Great Bay Temple. If they grab you, they won't do any damage, but they will toss you back in the direction you came from. You can kill them by standing on the ocean floor as Zora Link and using your boomerangs to kill them.

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### Dinofols

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These giant lizards are very hard to kill. You can only kill them by hitting their tails with bombs (or by slashing their tails), and to do so, you must at the same time avoid being hit by their fire breath. These are returning enemies from Zelda: OoT only now they are much larger.

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### Dragonfly

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You will mainly find these in the area near the Deku Palace and inside the Woodfall Temple. If attacked by them, you will lose some health as well as be knocked to the floor. They seem to have electric tails which cause



damage to Link. Kill them with a long distance weapon or item.

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### Eeno

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An Eeno is a snowball type creature that emerges from the ground (mainly found on Termina Field, near the entrance to Snowhead) and will throw snowballs at you. There are two types of Eenos, normal ones, that you can kill with a slash of the sword (or Goron Punch) and then there are larger versions of them, which, when hit will break down into 3 normal Eenos that you must kill, beware of these enemies.

---

### Fire Keese

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These Keese are the same as the normal Keese, only their bodies are engulfed in flames. If they fly into you, you will take 2x the damage than you would with a normal Keese, so try and kill them before they see you, or you'll be losing a bit off of your health meter. Their favorite place to hang around is near trees or in dungeons, and they look like bats with flames on them.

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### Floormaster

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You may remember these from past Zelda games, the Floormaster is basically just a giant hand that will do a lot of damage to you if it gets hold of you. They are very sensitive to sunlight, and if touched with a ray of light, they will automatically be split into three pieces, which can then be killed with more sunlight. If there is no sun available, you can just use your sword to kill them.

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### Freezard

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Freezards are rather dangerous, due to the fact that they can harm you in more than one way. They blow icy breath at you, and if it touches you, you will become frozen and lose quite a bit of energy on your health meter. The easiest way to kill them is with a fire arrow to melt them. You will find these mainly in the Snowhead Temple or in other icy places in the game.

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### Giant Bee

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These are usually inside of beehives, so be careful which ones you shoot. Once they are out, they never seem to leave you alone until you kill them. Just use your sword to dispose of them, as they only travel in groups of one, sometimes two. Not much to worry about when it comes to counter-attacks.

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## Gold Skulltulla

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Gold Skulltullas aren't as mobile as the normal skulltullas, and they move in a different manner, and are easier to kill in some situations. You will find them in each of the Gold Skulltulla houses in the game, 60 in total. You can kill them with any weapon of choice, and when killed, they leave a token behind that you can collect. These spiders can do damage to you, but only if you walk into them or touch them. Otherwise, they are very easy to defeat.

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## Green Chucu

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Another enemy that roams the overworld and swamp area. These are the same type of enemies as the Red Chuchus, only they are green and carry magic containers in their stomachs. They are in blob formation, and of a dark green color, and note that they can do harm to you. Kill them if you are low on magic (check your magic meter frequently.)

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## Guay

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This black bird will swoop down and hit you (in a similar way the dragonflies do) as it's attack. As it's coming down to hit you, give it a slash or two with your sword, and if it's still not dead, repeat when it tries to attack you again. You will encounter these many times throughout the game.

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## Hiploop

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These bug-like enemies are rarely found in the game (mainly in the Woodfall Temple) but are a potential threat. When you come to one, it will begin to charge after you, so you'll have to run quickly after it starts to charge you. As Deku Link, shoot a bubble at it to stun it, followed by another bubble to kill it off. If you aren't careful, these enemies can knock you off thin platforms in certain areas.

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## Ice Keese

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This is the third type of Keese in the game, and it's body is surrounded in a blue icy flame. This type of Keese is the most dangerous because not only will it do damage to you, it will also freeze your body and make your sword inaccessible for a limited amount of time. There are a lot of these bats around the snowhead temple and near the entrance of the Snowhead Temple, so just make sure you don't get hit by one.

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## Keese

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The Keese is a returning enemy from previous Zelda games. It's just a fancier name for "Bat." These are nothing but black bats that hang around trees and in damp dungeon like areas. They like to attack from behind, so be careful when you see them. When attacking in swarms, they are very dangerous because they constantly attack you and you don't have a chance to attack back.

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#### Leever

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The Leevers live on the Beach, and will emerge from the ground whenever Link comes near. If you are riding Epona, you can just step on these without taking any damage, but as any other form of Link, you'll have to kill them with either your sword or whatever attack you have. You must, however, be quick because these things spin very fast and will hit you before you get a chance to hit them if you aren't careful.

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#### Like Like

---

These enemies are located both on land and underwater, and can do some massive damage if they capture you. They look like giant blobs, and if they suck you up into their interior, you will lose quite a bit of energy, and sometimes even lose an item! You can kill them with any weapon or item you choose, but it takes three hits to defeat them. The reward, however, is rather nice because you will get at least 15 (sometimes 20) rupees from them. One of these creatures will even cough up a heart piece in the Great Bay area.

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#### Mad Scrub

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These are basically Deku Scrubs (who look similar to Deku Merchants) only they will burrow into their pods and come back up to shoot deku nuts at you. They can be killed by using a long distance weapon or item. Block their attacks with your shield.

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#### Mini Baba

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Yet another Deku Baba type plant. These Mini Babas are hardly any threat at all, as the only way they can possibly do harm to Link is if you directly walk into them. They are very small (almost ground height) and make snapping motions. They can easily be killed with a slash of the sword, and they appear in the same places as both versions of the normal Deku Baba.

---

#### Octorok

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Octoroks are those annoying creatures that linger in the water and hide whenever Link gets too close to them. They were found in Ocarina of Time, and

they are back in this game. They will shoot little seeds at you, and if you aren't blocking them, you will take damage. If you get too near, they will just hide in the water until you are within far distance of them. You can freeze these with an ice arrow and use them as a platform. They are located in a few dungeons and there is one near Ikana Canyon.

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#### Pea Hat

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You may remember this enemy from Hyrule Field in Ocarina of Time, well it's back, but you won't be seeing too much of it this time. The only time I've encountered it was in an underground grotto, in which you defeat it for a heart piece. This enemy will shoot things out of it's top that will attack you, then after you bomb it, it will start spinning toward you. Hit the bottom of it to deal damage and kill it. These can cause a lot of damage if you aren't careful.

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#### Pea Hat Larva

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These are the enemies the pea hat will spit out at you before you bomb it. They fly around the room and attack you, so watch out. They can be killed with one shot, but if they start attacking Link in swarms, you'd better just run for your life, because they can deal out a lot of damage when they attack in batches of 10 or 20.

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#### Poe

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The poes have returned from previous Zelda games, and are located mainly in the Stone Tower Temple. They appear out of thin air, and first they taunt you to make you try and chase them. When you stop, they will start swinging the lamp they have in their hand, and they can do damage to you. Kill them before they knock you to your death.

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#### Real Bombchu

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I have been referring to these enemies as "Bomb Dogs" throughout my guide, but their real name happens to be Real Bombchus, which makes sense. They are weird looking creatures that carry bombs on their tails and will explode when touched with anything. They have a tendency to run into you when they see you, so it's best to kill them from a distance. If riding Epona, you can just trample over them without taking any damage. You will find many of these near the Ikana Graveyard and a few in random dungeons and on Termina Field.

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#### Red Bubble

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Another version of the Blue Bubble enemy, these are surrounding by a red

flame of fire and if they touch you, your sword will become inaccessible for a limited time. They look like skulls that hop up and down with a red flame of fire surrounding them. Avoid them as best as you can whenever you see them.

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#### Red Chucu

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These enemies are located almost everyone in the overworld. You will also find them roaming the path to the swamp. They look like big blobs of jelly, and you can see through them, revealing an item hidden in their stomachs. Usually, when you kill these things, and they pop, you'll get a small heart to replenish one heart on your meter, but only if you are missing any health from your meter. Otherwise, you'll most likely just get a rupee. These blobs are a very light shade of red, hence the name.

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#### Shell Blade

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These clam-like enemies are rather difficult to kill. When you come near them, they'll start chasing after you, but that's the only way you can get them to reveal their sensitive inside, which you can then attack and kill them with. You will mainly find these underwater, and if there are more than one, you may be in danger, because they jump and attack rather rapidly.

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#### Skullfish

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The Great Bay Dungeon has several of these creatures swarming around in its waters. Skullfish are exactly what they sound like, the skeletons of fish that swim around and attack you. They are hard to kill without aiming at them first, which is why it's very easy to kill them using Zora Link's boomerang fins, otherwise you can just punch them if they within reach.

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#### Skulltulla

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The skulltullas are giant spiders that hang from their webs up in the ceiling and wait for you to walk by so they can drop down on you. To avoid being hit by them, walk up to lure them down, then quickly run out of the way when they drop. The front of their body is protected by a hard exoskeleton making it impossible to kill them from the front (except when using arrows.) Wait for them to turn around, exposing their sensitive backside and hit them with any weapon of choice to kill them.

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#### SkullWulltula

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A much smaller version of a normal Skulltulla, SkullWalltula crawls along walls of caves and dungeons. One place, possibly the only place, you would find one of these spiders is in one of the grottos in Termina field. It doesn't

have a hard skull-shell, so you can just smack it with your sword to kill it.

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### Snapper

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These enemies are similar to the skulltullas in the way that they can only be attacked on their stomach. Snappers are very dangerous because they spin attack you whenever you come near, and it is hard to get away from them, as they move very rapidly. You can lose a lot of damage in a short amount of time if you let one of these things get your better half. To kill them, you can flip them over using a bomb or by launching up from a deku launcher when they are spinning right over the pad and then slash their sensitive side. These are located in random places in the game (mainly in the Woodfall Temple.)

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### Stalchild

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Stalchilds are mini-versions of a giant skeleton you fight in the game. You may remember them from Ocarina of Time (the skeletons that rose from the ground of Hyrule Field at night.) This time, you can either kill them or even actually talk to them! Once you get the Captain's Hat, you can command these Stalchildren to perform tasks for you, like breaking open tombstones. If you aren't wearing the captain's hat, you can kill them as normal.

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### Takkuri

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These are probably one of the most dangerous enemies in the game. You will find these on Termina Field near Milk Road, and they look like buzzards. If you manage to kill one, you will gain 200 rupees, but the risk involved is cost worthy. These aren't just any ordinary buzzards, they are kleptomaniacs. They will steal valuable items from you, and the only way to get them back is to warp back to Day 1. If one of these happens to steal your sword, you'll have to buy it back from the Curiosity Shop for 50 rupees.

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### Wallmaster

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Looking exactly like the FloorMaster, the WallMaster is a mummified hand that falls from the ceilings of dungeons, grabs Link, and throws him back to the beginning of the dungeon or area. When you see your shadow getting larger, start running around to get away from the WallMaster's reach, and kill it with your sword to get a large amount of rupees, but not that large. Also an enemy from Zelda: OoT.

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### White Boes

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These are the same type of enemy the Black Boes are, only they are a bright

shade of white. You will find them mainly in the Snowhead Temple (where they are harder to see because of the snow) and they attack the same way the Black Boes attack, by coming close to you. They can easily be killed with a sword or a punch from Goron Link. If they hit you, you will take 2x the damage you would versus an attack from a Black Boe.

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### Wolfo

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The name pretty much describes these enemies. There are two types of Wolfos: Snow Wolfos and Normal Wolfos. They are basically just wolfs that guard against all your attacks. The only way to hit them is when they try to attack you (by swinging their claws) which is when you can give them a slash of the sword or a fire punch from Goron Link. These are mainly found in the Goron Shrine.

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### XIII. SECRETS/CODES/TIPS

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Below I have compiled a series of secrets/codes/and tips for the game. Currently, there aren't a bunch of them, but more will be coming as I discover them in the game.

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### Free Money

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There are several methods to picking up some extra cash when in need of a little bit of money. First off, if you go into the area where the observatory is, but head to the left right when you enter the Bomber's Hideout, and bomb the cracked wall, you will find a treasure chest with a silver rupee (100 rupees total) in it. If you deposit that money into your bank account, and warp back to Day 1, you can go back and do the trick again to get another 100 rupees. Another method of easy money is to walk around Termina Field looking for songs written on the wall. If you play this song, some rupees will fall for you to collect. The last method I know of for getting free money is to kill the buzzards, but this can be rather dangerous. While fighting them, they may take valuable items that you will have to pay for to get back later in the game, but if you kill them, you will receive a huge rupee worth 200!

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### Fixing the Signs

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First, chop up one of the signs either in the overworld or in a town or dungeon, then take out your Ocarina and play the Song of Healing to make the sign piece itself back together.

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### More Free Money

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a. In East Clock Town, if you turn to your left when coming from the

Astral Observatory, you'll see a ramp going up. Wearing the Bunny Hood, jump across the platforms to the top of the Shooting Gallery. At the end is a chest with a silver rupee in it.

- b. Near one of the Zora eggs in Gerudo Lagoon is a room with 4 Gerudo guards patrolling around a chest. Wearing the Stone Mask, you can find a silver rupee inside.
- c. After you trade the Ocean Title Deed to the Deku Scrub in Ikana Canyon, you'll get a huge rupee.
- d. After you get the heart piece in the Shooting Gallery in Clock Town, if you get a perfect score again, you'll get a huge rupee.
- e. After you get the Room Key from Anju, you can enter the middle room on the 2nd floor of Stock Pot Inn. Inside is a treasure chest with a silver rupee in it.
- f. Inside the "Employees Only" room in Stock Pot Inn is a treasure chest with a silver rupee in it.

(Thanks to Aprosenf@aol.com)

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#### Unlimited Fairies

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An easy way to stock up on bottled fairies without wasting any of your rupees is to get them from pots or bushes. Near each owl statue in the game, you'll find a bush or pot containing a fairy in it. Collect this fairy, then go off-screen into another area, come back and the bush/pot will appear again. Continue repeating this method until you have the desired number of bottled fairies you want. Thanks to Aprosenf@aol.com for pointing this out to me.

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#### XIV. FREQUENTLY ASKED QUESTIONS

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- Q. How do I get the Great Fairy Sword?
  - A. After collecting all the stray fairies in the Stone Tower Dungeon and return to the Great Fairy Fountain, you'll get the Great Fairy Sword.
- Q. What's that empty space in the bottom-right corner of the inventory screen for?
  - A. That's where the Great Fairy Sword will be once you get it.
- Q. If I go back in time, do I have to replay a dungeon and beat that boss again?
  - A. This all depends on if you are trying to get an item (say you are trying to get the Gilded Sword, and after you beat the boss you save your game, then yes, you do have to fight him again.) You don't have to fight bosses a 2nd time unless you have a reason to. Once you get the guardian mask and the heart container from each boss, that's all you need. However, some items that you can collect require the boss to be defeated, that's when you have to fight the boss again. It's frustrating, I know, but that's why the boss warp pads are in each dungeon, so you won't have to go through the dungeon again, at least.



- Q. That vulture stole my <insert item here>! How do I get it back?
- A. Unfortunately, the only way to get back a stolen item from the eagles that steal them is to go back in time by playing the Song of Time. However, if the vulture stole your sword, you have to buy it back from the Curiosity Shop for 50 rupees. This is frustrating for some people because they have to replay a dungeon all over again if they are in the middle of doing something, but eh, that's how the game was made, you'll have to live with it.
- Q. I went to the Curiosity Shop at 10PM but he won't sell me the All Night Mask, why not?
- A. First, you must stop the burglar on Day 1, 2nd you must have the Mask of Kafai, 3rd you must have the Giant Wallet with 500 rupees, and lastly you can go to the curiosity shop at 10:00 PM on the LAST DAY to buy the mask from him.
- Q. I got the 5th bottle from the lady in the Milk Bar by giving her the express mail, then I went back in time, but I don't have the express mail anymore to get the postman's hat. Why not?
- A. After you go back in time, you have to start the Log Book side quest all over again to get the express mail.
- Q. What happens if I don't fill up the log book? Will my ending change?
- A. The Log Book keeps track of all the people you talk to in the game. Part of the log book (All parts dealing with Anju and Kafai) is mandatory unless you want a different ending. So, the majority of the log book is optional, but the Anju and Kafai parts are not. See the "Side Quests" section on how to complete the Anju and Kafai section. (Thanks to The 64 Chimp)
- Q. Is this going to be the last Zelda game made for the Nintendo 64?
- A. From the looks of it, yes. I doubt anymore Zelda games will be made for the Nintendo 64, but there will be several to come on the GameCube and Gameboy Color/Gameboy Advance.
- Q. How many temples are in the game?
- A. Four: Woodfall, Snowhead, Great Bay, and Stone Tower.
- Q. Isn't there an easier way to defeat Gyorg?
- A. Yes, actually you can stun him as normal Link by standing on the platform with an arrow, then ram him with your shield as Zora Link (use the R button) (Thanks to The 64 Chimp)
- Q. Is this game better than Ocarina of Time?
- A. They are equally alike. This game is a bit shorter than Ocarina of Time, but there are more features to it than before. (You'd be surprised at how many e-mails I get asking this question.)
- Q. What's up with these "Item Collection" things? Are they optional?
- A. After certain areas of the game, you can do various things, and collect various items. It is optional, but you may need some of these items in the future, so I suggest you do all of them.
- Q. Once I get a mask, can I go back in time to get the mask again and again?
- A. No, once you get a mask and save your game, that mask is yours to keep. If you go back in time, you'll still have that mask, and by talking to the person who gave you the mask isn't going to do anything. (Somebody asked this question.)
- Q. When did the U.S. version of Majora's Mask come out?
- A. October 26, 2000.

Q. Are there any differences between the US, JP and EU versions of the game?

A. There are 2 known differences: 1.) The saving system will change in the US version, and 2.) the cinema of when you see Epona will be different, otherwise the names/items/gameplay are all the same.

Q. How do I get past (insert game area here)?

A. Read the Walkthrough, if it's not listed, it will be soon. Please don't ask me questions about parts of the game I have not yet covered, but if you are unclear about something, by all means ask.

Q. How many masks are in the game?

A. 24 total, combination of Transformation Masks & Normal Masks

Q. Can I transform into 24 different things?

A. No, there are 4 transformation masks, 19 regular masks, and one mask that lets you transform into Giant Link, but only for one battle.

Q. Are the controls the same as before (in Ocarina of Time?)

A. When playing as Normal Link, yes, but other characters have different controls. See the "Overview" section for more on the controls.

Q. What can I transform into?

A. Deku Link, Goron Link, Zora Link, and Fierce Deity Link (you can also transform into Giant Link, but only for one battle.)

Q. How is my money (rupees) stored in the game, do I have wallets?

A. You can now deposit your money in a bank account, and you will gain bigger wallets throughout the game. You start of with a Child's wallet and upgrade to an Adult Wallet, and finally a Giant Wallet.

Q. What's with this new time thing?

A. You have 3 days before the game ends. On day 3, you play the Song of Time to warp back to Day 1. It's kind of hard to explain, but you can understand more in the "Overview" section. A lot of tasks can only be done at certain times, or certain days.

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XV. Information  
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Credits and Sources  
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- Arosenf@aol.com: Fixed some of my errors and gave me a few secrets. Thanks.
- AstroBlue: Told me how to get the Great Fairy Sword as well as corrected two mistranslations I made.
- asdf: Gave me the remaining four mask descriptions.
- BabyRyoga: For helping me in Goron Shrine via AIM, great FAQ, by the way.
- CJayC: Webmaster of GameFAQs, for posting my FAQ. Thanks a million.
- Devin Morgan: For giving me the prologue of the US version as well as all the questions and answers for the Keaton Questions.
- Dingo Jellybean: For being one of the very few, honest, hard-working and inspirational FAQ authors in the business.

- Kyle Shi: For his wonderful FAQ, which has helped me through some areas I got stuck in, great work.
- Mathieu Ménard: Translated this entire guide into French for me, which can be found here:  
[http://www.gamefaqs.com/console/n64/file/zelda\\_majors\\_mask\\_french.txt](http://www.gamefaqs.com/console/n64/file/zelda_majors_mask_french.txt)  
Thanks a million!
- Mr. ReX: Gave me the remaining Skulltulla House locations that I missed.
- Nintendo: For making this great sequel.
- NPA Keaton: Gave me three of the monster descriptions for the Enemy Listing (WallMaster, Big Octo and SkullWalltula.)
- RLee & marshmallow: For letting me use the nice ASCII Art, thanks.
- SirCheeveri: For the Stone Tower Temple fairy locations (along with the help of the official strategy guide) as well as the remaining heart piece locations I missed.
- The 64 Chimp: Gave me a bunch of tips on how to beat Gyorg easily and other various things about the game, plus the Dungeon Fairy Locations, as well as U.S. names of items, weapons, locations, enemies, mask, songs, etc. Major thanks.
- Thortok2000: For correcting me on my many minor errors, as well as for the fairy fountain location (Woodfall.)
- www.NintendoJo.com: Great manual translation, I got a lot of useful translations from you guys, thanks.

#### Contact Information

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Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

E-mail Address: [sdallas19@yahoo.com](mailto:sdallas19@yahoo.com)

ICQ Number: 100893080

#### Webmasters

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Want to host this FAQ on your website? Please contact me via one of the above methods and send me the URL of your site, and I'll give you the terms I have for webmasters hosting my guides. If you post this (or any of my other FAQs) guide on your site without asking first, your host and/or ISP will be contacted and notified of your illegal actions.

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