

Termina Field	trf
Southern Swamp	sos
Woods of Mystery	wsm
Deku Palace	dkp
Woodfall	wdf
Woodfall Temple	wdt
Deku Shrine	dks
Mountain Village	mtv
Goron Village	grv
Goron Shrine	grs
Snowhead	snh
Snowhead Temple	snt
Milk Road	mlr
Romani Ranch	rmr
Ikana Canyon	ikc
Great Bay Coast	gbc
Pirates' Fortress	prf
Zora Cape	zrc
The Spider Houses	tsh
Fearful Spider House	fsh
Oceanside Spider House	osh
Ikana Graveyard	ikg
Zora Hall	zoh
Great Bay Temple	gbt
Ikana Canyon	iky
Beneath the Well	btw
Ikana Castle	ikt
Stone Tower	sot
Stone Tower Temple	stt
Secret Shrine	scs
Clock Town Adventure	ctd
The Moon	tmo
Epilogue	epg
Anju and Kafei Quest	akq

Equipment / Items / Other Things	eio
Equipment	eqt
Inventory Items	ivr
Quest Items	qtt
Title Deeds	tld
Dungeon Items	dgs
Dungeon Things	dgt
Spider Houses Things	sht
Temple Things	tth
Clock Town Things	ctt
Exterior / Other Things	eot

Shops	shp
Clock Town Shops	ctp
Swamp Shops	sws
Mountain Shops	mts
Ocean Shops	ocs
Other Shops	osp

The Masks and Hats	tmh
Deku Mask	dkm
Goron Mask	gnm
Zora Mask	zrm
Fierce Deity Mask	fdm
Postman's Hat	pth

All-Night Mask	anm
Blast Mask	blm
Stone Mask	snm
Great Fairy's Mask	gfm
Keaton's Mask	ktm
Bremen Mask	brm
Bunny Hood	buh
Don Gero's Mask	dgm
Mask of Scents	mks
Romani's Mask	rmm
Circus Leader's Mask	clm
Kafei's Mask	kfm
Couple's Mask	cpm
Mask of Truth	mkt
Kamaro's Mask	kmm
Gibdo Mask	gbm
Garro's Mask	grm
Captain's Hat	cph
Giant's Mask	gtm
Other Masks	ohk

Melodies	mld
Songs	sng
Other Songs	ohs
Musical Instruments	msi
Your Instruments	yrs
Other Instruments	otm

Player Moves	plm
Basic Controls	bct
Normal Form	nrf
Swordsman's School Instructions	sss
Unarmed Combat	uac
Armed Combat	amc
Deku Form	dkf
Goron Form	grf
Zora Form	zrf
While Riding Epona	whr

Enemies	enm
Monsters	mnr
Unidentified Enemies and Objects	ueo
Creatures	crt
Objects	ojt
Other Enemies	ohe
Temple Bosses	tmb
Defeating Majora	dfm

Minigames	mng
Target Shooting Games	tsg
Races	rsc
Other minigames	ohr

Miscellaneous	msl
Bombers' Notebook	bbn
Bottle Contents	btc
Empty Bottles	etb
Fairy's Fountain Locations	ffl
Fauna	fna
Keaton Locations and Questions	klq

Pictographs	ptg
Rupee Types	rpt
Scarecrow Call Locations	scw
The Gossips and Locations of Gossip Stones	glg
Wisdom of Garos	wog
Haka-haka	hkh

Credits	crd
---------	-----

=====
 Copyright cpy
 =====

This document including all the images is owned by Dwight Delleva, 2007-2008.

The publication of this document in print or electronic media is prohibited unless permission is granted by the author. Printing is permitted but for private use only. Copying and altering in whole or parts is prohibited. This cannot be posted on websites unless the document is in its original, whole and unaltered form. If you wish to post only some of the content of this document on your website or publish it in any kind of media, you should email me and ask my permission first on the address indicated below.

Names, Logos, Characters, Etc. are all trademarks of Nintendo, 2000.

For questions, corrections, comments or suggestions, you can email me on this address: undwight@yahoo.com

=====
 How to Use the Walkthrough huw
 =====

About the Shortcuts:

Press CTRL+F and copy the shortcut from the Table of Contents and click Find to make your search fast.

About SCENE enclosed paragraphs:

SCENE enclosed paragraph are paragraphs you can skip. SCENES are films that you can watch in the game. Reading the SCENES is not that important.

About /you can skip/ enclosed paragraphs:

There are parts in the walkthrough that you can skip. I enclosed paragraphs /you can skip/ if you're rushing to finish the game. I recommend following the walkthrough though and it's up to you if you want to skip or you might miss things. /you can skip/ paragraphs mean that there is no use on entering some areas because you will just waste your time talking to the Non-Playable Characters. You can any way come here after you will have the appropriate needed item or time to such places. After you finished a task, if there is a need for you to come, it's still written in the walkthrough along the way.

About the Deku-chopper Term

When I say Deku-chopper, I mean while in your Deku form, dive down a Deku Flower and jump out to fly on your flower choppers.

Getting all the Stray Fairies

You can find and get all the Stray Fairies easily by following the walkthrough. A number is indicated after the word Stray Fairy. Press Ctrl+F, input S+1 and Find for example, stray fairy number one is (S1). There are all 15 Stray Fairies in each temple and you can find them in the Walkthrough section under the titles; Woodfall Temple, Snowhead Temple, Great Bay Temple and Stone Tower Temple.

Getting the Pieces of Heart

For the Pieces of Heart, find and input H plus a number. For example, H1, it means Piece of Heart number 1.

Acronyms used and their meaning

OD - Own Description

ID - Introductory Description

IND - Inventory Description

(J) - Joystick

(L) - Left

(R) - Right

(U) - Up

(D) - Down

[Z] - Z-Target

Author's Notes atn

All the colors I mentioned may vary from what you see because I played the game on the PC and depending on the video plug-in you use, will affect the game's graphics especially the colors. I played the game using Project64, a Nintendo 64 emulator for the PC.

I will often say a 'passageway' along the walkthrough. This might sound redundant but this is the best word to describe a way you can pass through. Often times, a passageway I am referring to are dark rectangular pathways. There are also open spaces and indoor stairways that I call as passageways. As long as your character can pass through it, then it's a passage you can make yourself walk through.

I will call areas below a hole as 'Treasure Holes'. These are the caves you can find under the holes. Treasure Holes may contain chests, one-eyed stones called Gossip Stones, a hot spring, etc., or no treasure at all. But why call it a Treasure Hole if there's no treasure? Not all holes actually contain treasures, at the first sight. You have to do something first before you'll know what the hole contains. It's not just empty, there's something else.

You might say that you could have obtained this Piece of Heart before but why did I wrote it only this time? Getting the Pieces of Heart in the walkthrough is based in the order of exploring areas on it most perfect and possible time. However, some Pieces of Heart are only mentioned on the last part before you go to the moon. So, you can look on Clock Town Adventure if you wish to get them while you can.

Inventory and Equipment items are tailed with descriptions completely taken from the game. Not all items are described in the walkthrough. I added my own descriptions on specific items you will encounter while playing the game.

Take note that the shops and other places inside the Clock Town open and close at a specific time except the Bank, the Bomb Shop, and the Swordsman's School that's open 24 hours every day.

You can never save your progress until you transform back to normal Link so follow the walkthrough carefully after you walked out the Clock Tower before the final day ends to a game over.

Due to the issue in length, areas such as Waterfall Rapids, Goron Racetrack and others are not added in the Walkthrough section in the Table of Contents.

Enjoy playing!

=====
Characters crc
=====

Prominent Characters prc

Link

You have the same smell as the fairy kid who taught me that song in the woods... - Skull Kid

The protagonist of the game. Link was turned into a Deku Scrub by the Skull Kid. After getting his Ocarina back, the Mask Salesman healed Link and turned him back to his normal form and was given the Deku Mask. Furthermore, Link acquired more skills and forms after healing Darmani's sorrows granting him the mask that could make him transform into a Goron and after Mikau's death giving him the Zora Mask. As the story progresses, Link and Tatl discovers that the moon was slowly falling to earth and it was all done by Skull Kid so they have to help the four giants located in the swamp, mountain, ocean and canyon as Tael mentioned to stop the moon from falling.

Epona

You two work perfectly. - Romani

Link's horse. Epona was kept on a cage outside Mama's House. Link meets Epona again when he got the Goron form granting him the strength to carry Powder Kegs so he can break the boulder blocking the Milk Road to Romani Ranch where Epona is located. You have to speak to Romani and pop all the ghost balloons as a practice and Romani will teach you the horse calling song. Playing Epona's song calls the horse and you can ride on it.

Tatl

Wha? S-s-some red thing?!? What is it? It s-s-seems hostile!

- Sakon

The sister of Tael. Tatl and Tael became good friends with Skull Kid after they found him during a rainy day. Tatl prevented Link from following Skull Kid after he was cursed into a Deku. She teams up with Link so she can find her brother and Skull Kid after they got separated. Tatl is Link's sidekick helping him, all throughout the game giving

Link tips and information on how to handle enemies, what to do, and where to go next.

Tael

Swamp. Mountain. Ocean. Canyon. Hurry... The four who are there... Bring them here...

Tatl's little brother. He mentioned about the four spirits that were sealed inside the masks when Link enters the Clock Tower to get his Ocarina back. He is slapped by Skull Kid while mentioning about it. When Majora went to the moon, he decided to go with Link when Tatl chose to stay. But Tatl ended going with Link to the moon.

Skull Kid.

He was always playing tricks, so nobody wanted to play with him. - Tatl

Skull Kid stole Link's Ocarina and his horse, Epona. He turned Link into a Deku. He was the one responsible of upsetting things after stealing the Majora's Mask. He stole it from the Mask Salesman. He shattered the bodies of the Great Fairies in pieces. He hit Koume's behind. He was been quarrelling with his friends so he was left alone. It was raining in Termina Field when Tatl and Tael found Skull Kid under a shade shaking in cold. And from that day, Skull Kid became happy again.

=====
Clock Town Occupants etc
=====

Mask Salesman

I could sense the doom of a dark omen brewing.
He traveled far in search of masks until he was robbed by Skull Kid in the woods. He appeared to Link inside the Clock Tower. He healed Link back to his normal form after Link got his precious item from Skull Kid as their deal and taught him the Song of Healing. The Mask Salesman asked for his stolen Majora's Mask in return. He will leave the Clock Town after three days so you have to fix everything on this period of time. Look at the masks the salesman is carrying, you'll find a mario's mask and a mask that looks like your Mirror Shield.

Knight Guards

Stop right there!
There are four found guarding the four gates of the town. They will not let you go out if you are a Deku Scrub. In your normal form, they'll check your status first. If you have a sword, they'll let you pass. If you are in your Goron and Zora form, they will not mind you going out.

West Clock Town

Bank Teller

Hey there, little guy! Won't you deposit some rupees?
He is kneeling on his place waving his arms for customers. Speak to the teller for the first time and he puts a stamp on you using his special ink. Your first wallet can only hold up to 99 rupees. If you deposit up to 500 rupees, he gives you an adult wallet that could carry up to 200 rupees. If your back account reaches 5000 rupees, you receive a Piece of Heart.

Swordsman's School Teacher

This training center has friendly, polite, 24-hour, one-on-one training that will noticeably improve your sword skills! He adores your Bunny Hood. You can train with your sword attacks on this school. The Novice Course is only for 1 rupee and the Expert Course costs 10 rupees. You learn the basics of combat from the Novice Course. These moves include the sideways jumps, roll attack, backflip, horizontal cut, vertical cut, thrust, and jump attack. The Expert Course is a practice session. The rule is to cut down 10 logs using the superior techniques. Score 30 points to get a Piece of Heart.

Postman

I'm currently on the job. If I stop to talk, it will disrupt my schedule.

He is found running around the town delivering mails during the afternoon. He delivers a letter of Kafei to Anju in the first day at 3 in the inn. Anju tries to ask for Kafei's location but he will not speak. If you talk with Anju in the inn's kitchen, she gives you a letter. You deposit it on a mailbox and this letter is delivered to Kafei at 3 in the Laundry Pool. After receiving the priority mail from the Curiosity Shop Owner, you can give this letter to the Postman. He delivers it to Madame Aroma in the Milk Bar and you acquire the Postman's Hat from him. In the evening, the Postman is on his bed doing a mental training. If you do the training and hit exactly 10 seconds, you get a Piece of Heart.

Old Lady from Bomb Shop

Once again, the Giants are looking out for me!

She is the mother of the Bomb Shop Salesman. She appears in the Bomb Shop on day 2 if you help her in North Clock Town when she is robbed by Sakon. She is carrying a luggage with bombs. Sakon robs it from her. Stop the thief by slashing him with your sword so he'll drop the luggage and ran out of town. The old woman gives you the Blast Mask if you helped her. You can buy then a Big Bomb Bag in the Bomb Shop the other day. It was her lifelong dream to sell Big Bomb Bags since back in her husband's day.

Bomb Shop Salesman

I just don't want anything to happen to you, Mommy..

He's the person you have to speak to when you buy items in the Bomb Shop. He sells bombs, bombchus and bomb bags. He is expecting for larger bomb bags but they're late. The bomb bag is replaced with a big bomb bag if you helped her mommy. Since his father had died, he truly cares for her mother. Their shop opens 24 hours a day.

Powder Keg Salesgoron

Hullo. Did ya come to buy a Powder Keg?

A Goron is found in front of the giant bomb display. He sells Powder Kegs that the Bomb Shop can't carry. He will not sell you Powder Kegs if you're not yet approved to carry one. He tells you then in your Goron form that his instructor works in the Goron Village Cave. You can buy Powder Kegs on him for 50 rupees each.

Curiosity Shop Owner

Can I buy somethin'? I'll pay ya good for it! Show it to me with (C).

He tends the Trading Post in the morning and then the Curiosity Shop in the evening. He is replaced by the Trading Post Part-time Guy in the evening. He is a friend of Kafei but when you wear the Kafei's Mask and ask him in the Curiosity Shop, he'll tell you that he doesn't know where Kafei is even though Kafei was hiding on his house. He gives you the Keaton's Mask and the priority mail on day 3 written by Kafei for his mother. You can find Kafei on the backroom of the Curiosity Shop. He sells stolen goods in the Curiosity Shop.

Trading Post Part-time Guy

Heyyy! I stole that Rupee from a crow! Don't go stealing it, man!

He works in the Trading Post during the evening and he knows nothing about what he is selling. He is found climbing the tree nearside the Observatory in Termina Field reaching out for red rupees. You'll see the rupees from the observatory's telescope. You can roll on the tree to make him fall. His left foot looks hurt. He keeps the Trading Post shop on the third day.

Kafei

I am Kafei. I was turned into this by a strange imp wearing a mask...

Kafei is a man turned into a kid. He stays in the backroom of the Curiosity Shop. He wears a Keaton Mask to hide his face. He went to see the Great Fairy in North Clock Town for help but on his way; his wedding mask was stolen by Sakon. He made a promise to Anju that he would bring his mask to her. He gave you then the Pendant of Memories. Kafei is found outside Sakon's Hideout on the third day. You can control him when you enter the hide-out. He goes back to the Clock Town and he enters the inn at 4 to see Anju and exchange their promised masks.

Scarecrow

Yo! Hey, baby! I'm a stylin' scarecrow wandering in search of pleasant music.

There are two found in the game. The nearest one is found inside the Trading Post and the other one is in the Astral Observatory. If you dance with the scarecrow, time will pass. They know a mysterious song that can manipulate the flow of time. These are the songs of Inverted and Double Time. He wants to listen to a song written by you. By taking off your instrument, you can play any song like this (< > < > < > < >). By playing this song on the scarecrow, you can call one on areas you can't reach then use your hookshot on the scarecrow to reach such place. Take note that the scarecrow's calling song is only available for the remaining days after you played it on the scarecrow which means that when you return back in time, you'll have to play the song again to the scarecrows so you can use them again.

East Clock Town

Treasure Chest Shop Lady

Well, hello there, handsome! Wanna play?

The fees for playing the game vary when you speak to the lady in different forms. The cheapest fee is 5 rupees on your Zora form, 10 rupees on Deku, 20 rupees in your normal form, and 30 rupees in Goron form. If you reach the chest within the time limit while in Goron form, you'll get what the chest contains, a Piece of Heart. You get rupees if you play again. You get red rupee in Zora form, purple rupee in Goron and normal form, and Deku Nuts in Deku form. The lady actually likes your Zora form. She responds differently on some of your masks. She likes your cute Bunny Hood and she wants to eat it! She doesn't like frogs.

Town Shooting Gallery Man

If you don't have a bow, you can't play.

He'll refuse if you wear masks that cover entirely your face. With the hero's bow in possession, you can play a target shooting here. The targets are Octorocks. You need to hit the red ones. You'll lose time if you hit the blue ones. One game is 20 rupees. Your score has to reach more than 39 so you get a Larger Quiver or a Piece of Heart.

Honey and Darling

Oh, would you like to play?

The never-ending, hearts popping, lovers' hugging, honey and darling. They own the Honey and Darling Shop. Their games change daily. On day 1, you play with bombchus, bombs on day 2 and arrows on the final day. If you score a perfect score from the first day until day 3, you're rewarded a Piece of Heart. You'll have to destroy or shoot the targets within the time limit. They are annoyed when you score a perfect score.

Barten

I can't get any milk in from the ranch, so I'm not sure if I should recommend the Chateau Romnai to you.

Every evening, Mr. Barten sweeps the floor of the Milk Bar to make things ready for the night. They serve what they call the milk of the night, the most popular and the vintage milk, Chateau Romani. He sells it for 200 rupees and they're short on stock. He can't get milk from the ranch because the road was blocked by a boulder. The bar is only for members but Gorman goes in and out of the place. Barten is bartending every night. He also sells regular milk for 20 rupees.

Toto

Are the fins damped lately? That's the greeting used among us Zoras.

He is the band manager of the Zora Band, the Indigo-Go's.

He's out of business cards when you see him in the drawing room of the Mayor's Residence so he'll just greet you.

He tells you about the Indigo-Go's and its hit, the Ballad of the Wind Fish. He regards the fish sold in Clock Town as a smelly fish. They were scheduled to do a show in the Milk Bar but it was canceled. It should have been the first carnival performance of the Indigo-Go's. He'd like to do a sound check. You can do this in your four different forms. If you did it, you'll play the Ballad of the Wind Fish and Gorman will give you the Circus Leader's Mask.

Lady at Mayor's Residence

...My directions...Do you want to hear them again?

The green colored hair similar to the lady in the Treasure Chest Shop. She informs you of the doors that take you to the rooms of the mayor and Madame Aroma.

Madame Aroma

This is my office. The Mayor's office is next door. She is the wife of the Mayor Dotour. She is found in the drawing room in the Mayor's Residence. She gives you Kafei's Mask to locate her missing son, Kafei. On the final day, after receiving the Kafei's priority letter from the Curiosity Shop Owner, you can give it to her in the Milk Bar during the evening. She then gives you a bottle with Chateau Romani.

Mayor Dotour

We are all worried for our families. Why don't we end this meeting?

He is the mayor of Clock Town and the husband of Madame Aroma. Their son is Kafei. He is caught in a meeting with Captain Viscen and Mutoh. Wear the Couple's Mask to help him gain control of the situation.

Captain Viscen

All must take refuge!!!

He asked the mayor and the Carnival Committee Members to order the remaining persons in the town to evacuate. He says that every year, their town is overrun by tourists but not today because of the moon.

Mutoh

This carnival will be a success!

He insists that the carnival should not be canceled. He disagrees that the moon will fall and commented that Captain Viscen's theory would only bring panic to the people. They will still stick to tradition. This is to continue making the festival tower. Mutoh is found arguing with Captain Viscen inside the Mayor's room. They are arguing about taking refuge or to go on with the carnival. Wear the Couple's Mask and speak to them, their argument will stop and Mayor Dotour has decided what is best for his townsmen.

Carpenters

On with the Carnival!!!

They make the festival tower in South Clock Town but due to the lack of manpower, the tower is not finished. A poster is hanged outside the Treasure Chest Shop saying that Mutoh urgently needs workers to make the festival tower.

Stock Pot Inn

Anju

My mother is always telling me to remember our customer's faces, but I tend to forget them..

She is the lady found in the Stock Pot Inn. She is totally forgetful. She is Cremia's best friend. She is the bride-to-be of Kafei. Her grandmother dislikes the food she cooked. She decided to wait for Kafei until the moon drops after you gave her the pendant of memories. She is replaced

in the counter during the second day by Gampy.

Anju's Grandmother

Oh, Dotour... If they pick on you, you come tell teacher, OK?
You are mistaken as Dotour if you wear the Kafei's Mask.
Maybe there is a resemblance to Kafei when Dotuor is still
a kid or because of their blue hairs. You are mistaken as
Tortus, her son, if you talk to her in your other forms.
She is found in her room inside the inn sitting on her
wheelchair reading a book. Speak to her and she'll read you
a story. You receive two pieces of heart from her.

Gampy

!!! Don't speak to me wearing such an unpleasant mask!
On day 2, after getting the room key from day 1, you can
listen to Anju's conversation with her mother. Gampy told
Cremia that they will be leaving the town in the evening.
She actually spoke negatively about Cremia that if Kafei
has run off with Cremia, she'll also get support from Madame
Aroma concerning her business. She is found in the counter
of the inn on day 2.

Tortus

Oh Tortus. Did you finish helping father? Then let mother
read you a story. - Anju's Grandmother
He is the son of Anju's grandmother. He is Anju's father and
the husband of Gampy. I suppose he is the person living
under the toilet of the inn.

Circus Leader

Anyway, I'm just the despised second son!
He is the leader of the traveling troupe and one of the Gorman
Brothers. He can't handle horses like his older brother. He
can't take care of horses like his younger brother. He left
the ranch and came to know the world of show business. He's
is found in the Milk Bar every night getting drunk with milk.

Rosa Sisters

Thank you for teaching us those steps. You are our master!
Master! You're so cool!
They are Judo and Marilla, members of the traveling troupe.
They are found at the inn during the day thinking and creating
dance steps. They are found practicing in the front of the
Lottery Shop in the evening. They have not finished their
new dance steps for the town's carnival. You can help them
if you have the Kamaro's Mask. Wear and dance in front of
them in West Clock Town and they'll give you a Piece of Heart.

Juggling Twins

My, my! Funny things are happening in town, aren't they?
Funny. Funny.
They are found in the morning in East Clock Town juggling
balls. They are found on one of the inn's rooms during
the night playing cards. They talk on a rumor about the
kidnapping in the swamp then turned it into a joke. The kid
woke up, said the one with the blue dress / kid napping.

Guru-Guru

La-la-la...They said I was much too loud when I practiced in
my room.

He is found on the traveling troupe's room in the inn during daytime and found in the Laundry Pool during nighttime. Speak to him in the Laundry Pool to get the Bremen Mask. He is too loud when he practices. He is once in an animal troupe with dogs, donkeys and others. He joined on the troupe because of his belief that a man is also an animal. But there was one thing he didn't like. It is the dog being the leader of the troupe, so he stole the dog's mask.

Goron Link

The city is so busy it's hard to find one's way-goro...
If you get the reservation before the Goron speaks to Anju, Goron Link will just sleep outside. He felt the wind gotten damp, so he assume that there will be rain tomorrow and he is right because it rains on day 2. He made the reservation but Anju will give you the key if you speak to her before him. If you don't get the room key, the Goron will take it. He commented that the place is falling apart and the floor of the inn looks like you could pull it up-goro.

North Clock Town

Jimmy

What do you want, guy? I'm busy practicing with my blowgun! Don't mess with me!
You can blast the blue balloon in North Clock Town with your Bubble Blast while in Deku form or shooting an arrow in your normal form. After popping the balloon in you Deku form, speak to Jimmy and play hide-and-peek with the Bombers. Find all of them all over the town. They'll teach you the secret code to their hideout. You can play with them in your normal form to get the Bombers' Notebook.

Bombers

Psst...Wanna know about the Bombers?
They are found all over town. Jimmy is the leader of the Bombers found in North Clock Town. You'll need to pop the balloon and play hide-and-peek with them. Jimmy teaches you the code after finding all of them. A Bomber is blocking a passageway in East Clock Town and you can only get across this way by knowing the secret code.

Great Fairy of Magic

I have been broken and shattered to pieces by the masked Skull Kid.
She lives in the Fairy Fountain in North Clock Town. Her body was shattered into pieces. You have to find the stray fairy to return her back to normal. She grants you the Magic Power and gives you the Great Fairy's Mask so you could help other fairies like her. You learned the Bubble Blast from her. She informs you about a man living in the observatory who may inform you the whereabouts of Skull Kid.

Deku Playground Deku Scrubs

Ehhhh, I'm sorry... Only Deku Scrubs can play here.
There are two found under the Deku's playing ground. You can play here in your Deku form by speaking to one of the Dekus and paying 10 rupees for one game. You play their game by diving to one of their flowers and hop on the floating platforms with

Deku Flowers. You'll need to get all the rupees before the time limit. If you do, you get purple rupees for two consecutive days and a Piece of Heart on the final day. You'll need to play it three times, continuously for three days to win the prize.

Swamp Personas swp

Shooting Gallery Man

Ya can't play 'ere if ya don't 'ave a bow, mate!
Speak to him for a shooting game worth 20 rupees inside the Swamp Shooting Gallery. If you score 2000 points or higher, he gives you a Large Quiver or a Piece of Heart..

Deku Scrub selling Magic Beans

I sell Magic Beans to Deku Scrubs, but I'd really like to leave my hometown. I'm hoping to find some success in a livelier place!

He is located outside the Swamp Tourist Center. He does business with a focus on a Deku Scrub clientele. He sells Magic Beans worth 10 rupees to Deku Scrubs. You can give the Deku a Land Title Deed and in exchange, you get a Swamp Title Deed and you can reach the Piece of Heart on the roof of the house.

Tingle

Tingle, Tingle! Kooloo-Limpah! Magical words created by Tingle himself.

A child his age has no business searching for fairies! -

Tingle's Father

Tingle is a 35 year old man floating on a red balloon selling maps. Pop his balloon to buy maps. He is seen in North Clock Town, road to Southern Swamp, Twin Islands before Goron Village, above the Marine Research Lab in Great Bay Coast, and in Ikana Canyon. He wears green clothes and believes that he is a reincarnation of a fairy.

Tingle's Father

We're running a pictograph contest for a brief time only. Found inside the Swamp Tourist Center. He informs you of their Pictograph Contest. He is the person accepting Pictographs taken from the swamp. He gives you 5 rupees for standard shots. He gives you a Piece of Heart if you take a Pictograph of Tingle or the Deku King. He gives you 20 rupees for a Pictograph of a Big Octo.

Koume

I've gone and attracted some weirdo's attention! I'll just play dead.

She went in the Woods of Mystery to look for mushrooms but Skull Kid hit her back. Bring her a Red Potion so she can get back to the Swamp Tourist Center. Speak to her once she's back for a free boat cruise and a Pictograph Box. When the swamp is cleared from poison and with the Hero's Bow in possession, you can play a target shooting game with her.

Kotake

Long ago, this powerful nose of mine could detect them (Magic Mushrooms) wherever they grew. But lately my nose has lost its touch. It's tough getting old.

She gives you your first Empty Bottle with a Red Potion you

need to take to Koume. She tells you to ask the monkeys in the woods so you will not get lost. She owns the Magic Hags' Potion Shop selling red, blue and green potions. You also receive a free Blue Potion if you give her a Magic Mushroom. She buys Magic Mushrooms for 20 rupees each. She is not in her shop and you can find her in the Woods of Mystery during day 2 and day 3.

Monkey 1

Brother captured by Deku. Now in Palace. Help.
The monkey leads you to Koume inside the Woods of Mystery and asked you to help their brother captured by the Dekus in the Deku Palace. He informs you about a secret route in the Outer Palace Garden that leads to the location of their brother and you need a Magic Bean to reach it.

Monkey 2

The foolish monkey who angered our king. - Deku Guard
The monkey is caged inside the Deku Palace and tied on a pole. He teaches you the Sonata of Awakening. The Deku Princess taught this melody to the monkey. After playing the Sonata of Awakening, the monkey's punishment commences. He is tied upside-down and his head is lowered on a big pot of boiling water.

Deku King

Hasty decision making is my weakness.
He has a giant head, he's holding a flower staff and there are vines on his arms. His beloved princess is missing. The Deku King accuses the monkey that he kidnapped the princess. He usually does not allow strangers inside the royal chamber but not during the monkey's punishment. He does rash things when he's worried about her daughter.

Deku Butler

Somehow, I fell as if I am once again racing with my son.
He stands on the right side of the Deku King. After saving the princess, they have prepared something that might assist Link and he leads you to it. He gives you the Mask of Scents after racing with him inside the Deku Shrine. Link reminded of him his son who left their home a long time ago.

Deku Princess

I don't mind tight places, so surely you have something you can put in to carry me.
She thought of Link as the one who was asked by the monkey to save her because he smells a little bit like monkey. She is first found inside the Woodfall Temple. You can take her to the king by using an Empty Bottle. After releasing her in front of the king, she jumps on to the king's belly and freed the captive monkey.

Magic Bean Seller

Mmm...So you liked my Magic Beans and came back to buy more?
He is found under a Treasure Hole in the eastern Inner Palace Garden. He sits on a mat munching beans. He sells Magic Beans for 10 rupees.

Great Fairy of Power

Oh strong young one! I am the Great Fairy of Power.

She is found on a cave in Woodfall behind the tower with a Deku Scrub mark. She grants you a new sword technique. You mastered the Spin Attack from her.

Cursed Man

I am not a monster. The spider's curse. It made me this way. Found inside the Fearful Spider House. Help him by killing 30 Golden Skulltulas. He gives you the Mask of Truth from helping him. Someone gave him this mask thinking he could become rich. The instructions were inscribed somewhere but when he went to look, he was cursed.

Mountain Natives mtn

Zubora

We do only swords and cutlery.

The owner of the sword forging business located in Mountain Village. You can pay him 100 rupees to turn your Kokiri sword into a Razor sword. You can bring them Gold Dust to forge your Razor sword into a Gilded Sword. The smiths also buy your Gold Dust for 40 rupees.

Gabora

Ugogh! Ugor ugoh ughor?

He is the huge assistant of Zubora who's all brawn and as smart as a Deku Stick as referred by Zubora. He believes on a rumor that says a long time ago, there were hot springs somewhere in the mountains.

Goron Brothers

I came here to put up the great hero's memorial... There's no use in crying over split rocks. - left Goron

Both are located outside Darmani's grave site. If you defrost the ice, the frozen Goron tells you that the Elder will be happy seeing you. The other Goron made the memorial stone and he tells you that the hot spring is covered by the gravestone. If you wear the Goron Mask, they'll both raise their arms and shocked seeing a dead Goron come back to life. They can't get back to Goron Village because the return route was covered by snow.

Hungry Goron wearing the Don Gero's Mask

I am so very hungry.

Found standing and stuck on a frozen waterfall. He's very hungry. He wants to eat something tough and hard to chew. He gives you the Don Gero's Mask by giving him a rock Sirloin. He goes back to the Goron Village after giving you the mask.

Darmani the Third

I cannot die until I've eaten 1000 tons of rock Sirloin.

The immortal Goron who is not dead, even if he has died? -

One of the Gorons in Goron Shrine

The blood of proud Goron heroes runs in him. When he was alive, he was a renowned warrior and veteran. He went to Snowhead by himself hoping he could drive off a demon wreaking havoc on Goron Village when the blizzard at Snowhead blew him into the valley. He asked you to heal his sorrows. The Goron Mask fell from its grave after playing the Song of Healing.

Frog Choir

The conducting was spectacular. And all of our members rose to the occasion!

They are composed of five frogs, four blue ones and a yellow frog leader. The four frogs are found in the Laundry Pool, inside the Woodfall Temple, area before the Deku Palace, and in Great Bay Temple. After finding all of them, they assemble in Mountain Village nearside the waterfall during spring.

Wear the Don Gero's Mask to conduct a performance and you are given a Piece of Heart.

Goron Elder

My son is crying because he misses me???

He is found in the Twin Islands and also in Mountain Village. He is frozen and is covered by a big Snowball. After hearing the condition of his son, he teaches you the Lullaby Intro. He forgot the song so he will just teach you the beginning. He tells you that he can't play it because of the cold but actually he forgot it. After defeating Goht, he's back at the Goron Shrine and he decided that you replace him as the protector of their tribe.

Elder's Son

I wanna be just like you -- quick.

He is badly crying and he's cry is heard echoing inside the Goron Shrine. After playing the Lullaby Intro on him, he sings the next part. You'll learn the Goron Lullaby from him. His daddy always plays this song before he goes to sleep.

Gatekeeper

Being the gatekeeper in this cold is h-h-hard.

Speak to him to open the door of the Goron Shrine. He rolls around the Goron Village during day 2 and day 3.

Powder Keg Seller

I'm the Goron who sells Powder Kegs, the most famous product of the Gorons.

This big Goron sells Powder Kegs in the Goron Village.

He sells Powder Kegs for 100 rupees. The entrance to his shop is frozen during the snow and you can melt it using a fire arrow. He can't let you use Powder Kegs unless you pass his test first. He will let you carry a Powder Keg if you can destroy the boulder blocking the entrance to the Goron Racetrack. He instructs you that when the Powder Keg begins ticking faster, it means that it's about to explode.

Deku Scrub selling the Biggest Bomb Bag

What I'd really like to do is go back home and do business where I'm surrounded by trees and grasses.

He does business only with Gorons. He sells the biggest bomb bag regularly priced at 1000 rupees. You can give him your Big Bomb Bag and just add 200 rupees to buy his biggest bomb bag. You can trade him the Swamp Title Deed with his Mountain Title Deed and use his flower to reach the Piece of Heart above.

Biggoron

I can't remember a thing since I went out to look around Snowhead to figure out why spring wasn't coming...

Found sitting on the foot of the Snowhead Temple blowing a

heavy wind causing a blizzard. You'll need to play the Goron Lullaby in Goron form to make it sleep. The biggoron is found sitting on a pillar behind the owl statue after defeating Goht. He can't remember a thing since he went to Snowhead.

Great Fairy of Courage

Oh, courageous young one! I am the Great Fairy of Courage. She is found in the fairy fountain on the foot of the Snowhead Temple. She enhances your magic giving you twice magic power.

Milk Road Onwards mro

Gorman Brothers

We're different from Romani Ranch. Our milk is fresh and full of vitamins.

You can race with them when you have Epona for 10 rupees in the Gorman Racetrack. If you win the race, they give you the Garo's Mask and milk on the second and other races. You can buy milk on the person standing near the fence for 50 rupees. They do naughty things; their milk is watered, the boulder blocking the road to the ranch, the fence blocking milk road after helping Romani are their doings, and they tried to break Cremia's bottles of milk. Their faces become sour-awful if you wear the Circus Leader's Mask.

Carpenter

Someone was up to some no-good mischief and blocked the road to Romani Ranch. He stands in front of a big rock boulder busy breaking it with his tool. He opens the way on the final day.

Romani

I was given the same name as the ranch. She named you Grasshopper and recruited you as her assistant. She's practicing for the night. Her older sister, Cremia won't believe her about the ghosts. After the ghost balloon popping practice, she teaches you a horse-calling song, Epona's Song. If you failed fending ghosts, she is taken with the cows by the ghosts. If you succeed, Romani gives you a bottle with milk.

Cremia

I'm trying to take care of the ranch but things have been getting unstable lately.. She is the older sister of Romani and the ranch owner. Anju is her best friend. If you successfully helped Romani, on day 2 Cremia can be found outside the barn riding a wagon. You can ride with her to the Clock Town and on the ride; the Gorman Brothers appear to rob her bottles of milk. If there are bottles left, Cremia gives you the Romani's Mask.

Mamamu Yan

If the doggies see a face like yours, I think they'd roll over and play dead. She is found in the Doggy Racetrack. She sponsored the Dog Race 500. She's a fat lady. You can bet on the dogs for a race. You can win a Piece of Heart by betting higher and winning first place.

Cucco-loving Grog

My only regret is that I won't get to see these guys in their prime as roosters.

The spike-haired guy found in the Cucco Shack. He is sitting under a pine tree. He wants to see his chicks become roosters. He gives you the Bunny Hood for fulfilling his wish.

Ocean Figures ocf

Oceanside Spider House Man

I thought I heard some loud noises inside, and I came in to check it.

He is interested of the Spider House. He appears and gives you a Giant Wallet after killing all 30 Golden Skulltulas on day 1. He just gives you purple rupees on day 2 and day 3.

Fisherman

When it comes to catching fishes, I am even better than the Zoras. ...That's what I'd like to be saying, anyway. He lives in the Fisherman's Hut right from the spider house. He's been catching fish in the sea for 30 years. He informs you of Mikau floating lifelessly on the bay. There's a seahorse on the aquarium. He caught it near the Pinnacle Rock. Since it's rare, he was thinking of selling it to the town carnival. You can get the seahorse by giving the fisherman a pictograph of a female pirate. He does have a Pictograph but his is blurry. After defeating Gyorg, he is found in the small islands before the Pirates' Fortress. He started a little business aimed at tourists. Pay him 20 rupees for a Jumping Game.

Seahorse

Help me... Please, take me back to the waters near Pinnacle Rock.

The seahorse is kept on the aquarium of the fisherman. He asked you to bring him back to the waters near the Pinnacle Rock. Give the fisherman a Pictograph of a pirate to get the seahorse. The seahorse guides you to the Pinnacle Rock and asked you to get rid of the Sea Snakes to help its friend. After killing all the Sea Snakes, another seahorse appears and you are given a Piece of Heart.

Mikau

I went to stop the pirates, I got knocked down. He is the guitarist of the Zora Band. He is found in the bay where the seagulls are flying. He asked you to bring him to the shore. The girl, their vocalist who is Lulu laid some strange eggs and lost her voice. The Gerudo Pirates stole her eggs. He went to stop the pirates but he got knocked down. He asked you to heal his soul before he died and you get the Zora Mask. His last request is to carve his farewell song on his grave.

Marine Professor

They're late! What are those Zoras doing? If they don't hurry, the eggs will die.

Found inside the Marine Research Lab. He research water quality and marine life-forms in Great Bay. He's been waiting for the arrival of the Zora eggs. He informs you that it takes about one to three days from the time Zora eggs are

laid for them to hatch and if they are not kept in his aquarium, they may die. The changes in the water temperature made the water unsafe for the Zora Eggs so he set the aquarium water for the Zoras long ago.

Zora Game Site Zoras

You wanna do that thing you used to always do?

The Zora on the left side tells you of the empty bottle that the beavers own living on top of the waterfall. They give you 100 rupees for breaking all the jars but they deduct you 10 rupees for replacement.

Aveil

If people hear the great pirates have lost the treasure they stole, we'll become the laughing stock!
She is the leader of the female pirates in the Pirates' Fortress. She's been waiting for the rest of the Zora Eggs. She mentioned of the four eggs on their possession kept in the fortress. The Zora Eggs are their only clue about the dragon cloud floating over the bay. If they can get their hands on the treasure in the temple in the dragon cloud, then they can spend their lives living the good life as Skull Kid told them.

Beaver Brothers

Please! Let it be over.

Approach the beaver swimming in the water for a racing game. Follow him to the finish and his older brother will ask you for another race. If you win, you receive an Empty Bottle. On your second win, you receive a Piece of Heart and on the third win, a purple rupee.

Giant Turtle

Although my eyes were closed in sleep, I still see everything that occurs in this ocean.

The turtle awakens from its deep sleep after playing the New Wave Bossanova to Lulu. Its back looks like an island with two palms. It tells you to climb on its back and takes you to the Great Bay Temple. When you arrived at the temple, you can climb on its back again to get back to Zora Cape.

Tijo

I'm gonna go on a diet.

He is the big drummer of the Zora Band Indigo-Go's. He tried to climb up the ladder to Mikau's practice area and ladder broke so he decided to go on a diet. He tells you of a rumor that the ocean was getting weird because of the trouble at Great Bay Temple, and when that happens, something bad will befall the Zora descendant who's been protecting the temple. He thinks of Lulu as the descendant.

Japas

Lulu's not interested in me.

He is the bassist of the Zora Band. You can speak to him for a jam session. Music sheets are scattered in his room. He's not good with words, but he writes great riffs.

Evan

He's a nervous guy. - Zora Guard

He is the bandleader of the Zora Band. He tells you that the

Beavers above the waterfall have an empty bottle you can use for storing eggs. His room has a large fish skeleton on the floor. Since Lulu lost her voice, he's been writing songs. He's still keeping Lulu's problem a secret from the other band members. He can't tell them their show is canceled because Lulu can't sing. He recommended Lulu to take her eggs to the Marine Research Lab to have them checked.

Lulu

Ever since the pirate's stole her eggs, she's just been standing out there gazing at the sea and sighing. - Evan
Lulu lost her voice. She told about it to Evan. It was late at night when she heard noises in her room so she woke up. She opened her eyes and saw strangers. She tried to fight but they were able to steal her precious eggs. She lost her consciousness after that. Lulu finally decided to tell Mikau about her condition. Play the New Wave Bossanova you learned from her baby Zoras to cure Lulu's voice.

Deku selling Green Potion

I'm awfully sensitive to the sea breeze.

He does business with a focus on Zoras. He sells Green Potion for 40 rupees. Trade him your Mountain Title deed for his Ocean Title Deed to reach the Piece of Heart above by talking to the Deku as a Goron. He would like to do business someplace where it's cooler and the air is clean.

Great Fairy of Courage

Oh, courageous young one! I am the Great Fairy of Courage.

...As thanks, I shall lend you my strength.

Found in a cave in Zora Cape blocked by two large boulders you will have to break first so you can pass through. Take the 15 stray fairies found in the Great Bay Temple to her fountain and your defense will be strengthened.

Canyon People cnp

Dampe

I came looking for the Royal Family's legendary treasure. You meet him in Ikana Graveyard. He lives on the area with a locked door left from the sleeping Skull Keeta. When you wear the Captain's Hat and speak to Dampe, he will run away like crazy. He dashes around the graves and runs back to his place. You also meet him beneath the grave. You will need the assistance of Tatl's light so Dampe can find his way to the patches of soil. He hides under his bed after seeing a Big Poe appeared.

Skull Keeta

I commanded the Ikana Army of Ikana Kingdom atop the hill. He is the giant sleeping skeleton found in Ikana Graveyard. You can awaken him by playing the Song of Awakening on him. You'll need to outrun him and fight him until he surrenders. Shamed by loss in a battle in his kingdom, he was waited for the one to come and heal his soul. He asked you to take his soul which rests in the fiercely burning flame and convey his words to his men that the war has ended. You acquired the Captain's Hat from the chest behind him.

Flat

The thousand years of raindrops summoned by my song are my tears. The thunder that strikes the earth is my anger! He is a composer and he served the Ikana Royal family. His brother Sharp locked him under the grave. He lets you learn the song inscribed on the tombstone and by playing it, you learned the Song of Storms. He requested you that if you find his brother, inform him that the thousand years of raindrops summoned by his song are his tears. The thunder that strikes the earth is his anger.

Sharp

My brother sold his soul to the devil. - Flat
He is the brother of Flat. By playing the Song of Storms, you have broken the curse on him. He informs you of the king's location in the ruins of Ikana Castle waiting for the one who will break the curse.

Spirit House / Ghost Hut Cyclops

If you have faith in your skills and might then try saving these wandering spirits.
You will need to wear Garo's Mask so he will grow a tree branch you can hookshot beside him. You meet him again in the Spirit House. You can pay him 30 rupees to save the souls of four wandering spirits. You also meet him in the secret shrine behind the waterfall. You have to extend more of your life energy before you can access the three rooms except the room with the Dinofols. By defeating all the four enemies here, you are rewarded 4 chests of Silver Rupees and a Piece of Heart.

Deku Selling Blue Potion

Actually, I want to do business in the sea breeze while listening to the sound of the waves.
He is found in front of Sakon's hideout. He sells Blue Potions for 100 rupees. Trade him the Ocean Title Deed for his Deku Flower to reach the Piece of Heart behind him by talking to him as a Zora. He gives you a Huge Rupee worth 200 rupees. He tells you of a rumor that the demons aren't afraid unless they see something that looks the same as themselves.

Sakon

The guy's a regular... A greedy thief named Sakon. I think his from Ikana Village. - Curiosity Shop Owner
...my precious mask was stolen from me by some prancing man with a grinning face! - Kafei
He's first found at North Clock Town waiting for someone he can rob. He then takes the goods he robbed to the Curiosity Shop. He's found running around in the canyon before the bridge with two Octorocks. He planned of ransacking the Music Box House. He has a hideout located nearby facing the Deku Scrub selling Blue Potions. He uses the place as a safe house where he keeps his stolen goods. The rock door to his hideout can only be opened by him.

Pamela

What are you doing just walking into people's houses like this?
She lives in the Music Box House with her father. She is found outside the Music Box House looking at the water after

playing the Song of Storms to Sharp. She also comes out of the Music Box House if you throw a bomb near it and she walks to the dry well to check it. She prevents you from approaching her cursed father.

Pamela's Father

What have I been doing this whole time?

He is cursed and is found inside a closet in the Music Box House. By playing the Song of Healing at him, he returns back to normal. You acquired the Gibdo Mask from him.

Ikana Guards

The greatest swordsman in all of Ikana? You? Feeeeeeeeble. They attack you before you encounter the king. The small-headed soldier argues that they lost because the other is feeble. The big-headed soldier tells the other that he was once called the best swordsman in all of Ikana.

Igos du Ikana

I am the King of Ikana Kingdom, Igos du Ikana. The spell binding that had been cast upon us was broken by that light which you carry.

He informs you that to return true light to their kingdom, you have to seal the doors of Stone Tower where the winds of darkness blow through. He grants you a soldier who has no heart. You learned the Elegy of Emptiness from him.

Great Fairy of Kindness

Oh, compassionate young one! I am the Great Fairy of Kindness. Found inside the hut located right from the Music Box House. Return all the 15 stray fairies in Stone Tower Temple on this Fairy Fountain to receive the Great Fairy's Sword.

Moon Masked Kids mmk

You'll find five masked kids in the moon. There are four running around the moon and one sitting under the tree. They'll play hide-and-seek if you give them masks. You are mistaken as a Mask Salesman because you have many masks. Give them the number of any masks they wanted. After finding them, give them more masks then they'll ask you questions of innocence. After you find a kid in the dungeon, they disappear in the moon. When you played to all the four of them, the Majora masked kid will be left alone under the tree. Because you have no more masks, he gives you the Fierce Deity Mask.

Majora Masked Kid

Let's play good guys against bad guys...

He is sitting under the tree in the moon while the other four kids play around the tree. Speak to him for the final boss battle.

Odolwa Masked Kid

Your friends... What kind of...people are they? I wonder... Do those people...think of you...as a friend?

He will ask you one mask to play with him. When you find him, give him one more mask. You give him a total of two masks.

Goht Masked Kid

You... What makes you...happy? I wonder... What makes you happy...

Does it make...others happy, too?

You give him two masks then play hide-and-peek. When you find him, you give him two more masks. You give him a total of four masks.

Gyorg Masked Kid

The right thing..What is it? I wonder... If you do the right thing...Does it really make...everybody...happy?

You give him three masks then play hide-and-peek. When you find him, you give him another three masks. You give him a total of six masks.

Twinmold Masked Kid

Your true face... What kind of...face is it? I wonder...the face under the mask... Is that...your true face?

You give him four masks then play hide-and-peek. When you find him, you give him your last four masks. You give him a total of eight masks.

Other Characters ohc

Shikashi

I am Shikashi, professor of Astronomy.

He is found inside the Astral Observatory. He was fascinated with the moon since his childhood so he became an astronomer. He explains the moon as a mystical body that people worshipped and also feared. You can speak to the astronomer to use the telescope and zoom on Skull Kid on top of the Clock Tower to acquire the Moon's Tear. You can also use the telescope to find a Deku Scrub flying out of the town from the left side of the Clock Tower. You'll also see the red rupees someone is trying to reach on a tree.

Kamaro

I am no longer part of the living... ..Oh, I planned to bring the world together and stir it into a giant melting pot with my dance!

He is found in Termina Field. When you exit from the north gate, turn left and continue walking. After the bushes, you'll find a mushroom with a circle of rocks on the top. During nighttime at 12, a dancing ghost appears here. He's regret is that he has not left his dance to the world. Play the Song of Healing on him to acquire the Kamaro's Mask. Wear it and dance in front of the Rosa Sisters to grant Kamaro's wish.

Princess Zelda

Even though it was only a short time, I feel like I've known you forever.

Princess Zelda gave you the Ocarina and taught you the Song of Time. She's only mentioned in the part after getting the Ocarina from Skull Kid.

Owl

Do not be daunted by appearances. Instead, let your feelings guide you and the true path shall open before you.

You first meet the owl on the waterfall in front of the Deku Palace. The owl placed stone statues throughout the land to aid the one with power to change destiny. The owl teaches you something useful. You learned the Song of Soaring by following the notes carve on the stone from where the owl was, before it flies away. You meet the owl again in the Goron Village leaving

a trail of feathers to the Lone Peak Shrine.

The Four Giants

"Call us."

Long ago, the people lived together and the giants lived among them. They have chosen to guard the people while they sleep 100 steps north, 100 steps south, 100 steps east and 100 steps west. If people ever need them, they should call the giants through a loud voice declaring their problem. The imp their friend knowing that the giants were leaving was saddened. You meet the four of them in every temple after defeating the temple bosses.

=====
Walkthrough wlk
=====

Story Introduction sri

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 the 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...

Prologue prl

Press start and input name of your character. Choose the file location and story introduction rolls.

- SCENE -

Link was slowly riding his horse named Epona when two fairies showed up. Link halted to look around. The fairies approached Link and it frightened the horse. Epona rose up and Link fell down. Skull kid appears, praised his naughty companions and took and played Link's Ocarina. Link stood up and tried to get his Ocarina back but Skull Kid jumped to his horse and ran. Link immediately grabbed on Epona's foot. Skull Kid cornered leaving Link on the ground.

- SCENE -

After the film, you can now control Link. Try chopping the bushes with your sword. Press (B) button to attack. Press and hold (B) button. Link will point his sword away from his body and release (B) to do a spin attack. You can also grab and throw bushes and rupees and other items will drop randomly. Press (A) while running to roll. Enter the tree passage. Jump across the tree stumps until you come across some giant mushrooms.

- SCENE -

Link fell down inside the giant tree. Symbols crowded the screen and Link fell on a Deku Flower. Skull kid tells Link that he got rid of his horse then chanted. The screen background blackens and

Mad Scrubs are everywhere. Link ran but he's not actually moving. A giant Deku Scrub appeared, the camera zooms into its face and Link transforms into a Deku. He looked at his reflection and could not believe of what he just saw while Skull Kid was enjoyably laughing at him then he flew away. Tatl (the tiny flying fairy), one of the fairies prevented Link from following Skull Kid. The door closed and Tatl was separated from her brother, Tael.

- SCENE -

As a Deku, you can now use a Deku Flower. Try standing over a Deku Flower and press (A) to dive down the flower. Press (A) again to jump and you will come out flying with revolving flowers. Link becomes a Deku-chopper. Open the door and continue walking.

- SCENE -

Tatl decided to go with Link to find Skull Kid to get Link's Ocarina and find her brother.

- SCENE -

Every time the small 'Tatl' button appears, Tatl will tell Link something important. Press it to talk to Tatl. Dive on the Deku Flower, cross the gap and open the door. There will be cliffs all around, so do not fall down or you'll return from the door you just entered. Try to reach the strange tree near a passageway by diving from flower to flower. Start from the flower on you feet, dive and fly to the nearby platform with another flower. On the third flower is a chest. Open it for some treasure. Dive on the flower and fly to your top left. When you reach the last platform before the next passageway, Tatl will fly near the tree and will tell you to Press Z to talk to her. This is also the site button which enables Link to talk to people or check things at a far distance. While Z-Targeting, press Tatl's button. Check and remember this gloomy looking tree.

- SCENE -

Link ran while the camera is upside-down turning around to normal.

- SCENE -

You'll enter a sewer-like room (you're under the Clock Tower). Follow the bridge to the top.

- SCENE -

The Mask Salesman appears on Link. He introduced his self and told Link that he traveled far and wide in search of the masks and during his travels, a very important mask was stolen from him by an imp in the woods (this is Skull Kid). He's been following Link because he knows a way to return Link back to normal. So he arranged a deal, if Link can return back his precious item stolen from him, he will return him back to normal and in exchange, he asked Link to get his precious mask back. Because the Mask Salesman is a busy man, he will leave after three days. He wants Link to return the mask before the final minute of the third and final day.

- SCENE -

Dawn of the First Day

72 hours remain (appears on screen)

Clock Town clt

You are on South Clock Town.

/you can skip/

Your first task is to get to the North Clock Town, find the cave to the Fairy's Fountain and speak to the stray fairies here. They will tell you that Skull Kid scattered her piece. The Great Fairy is the one talking to you. Her body is shattered to pieces, into tiny fairies. To get to the North Clock Town, just follow the stairway behind the Clock Tower you are standing on after you spoke to the Mask Salesman. Enter the passageway with the curving designs to enter North Clock Town. Get back to South Clock Town after hearing the fairies.

/you can skip/

Walk to a stairway on your top left beside a mail box. A kid with a yellow mask just used the mail box. Follow him to where he ran and you'll enter Laundry Pool. See the flying orange thing? Jump on it and she will request you something. The masked Skull Kid has broken her apart and scattered her piece. You must return her to the Fairy's Fountain in North Clock Town. The stray fairy can be found in the Laundry Pool at daytime and in the East Clock Town at nighttime (you'll have to use the Deku Flower to reach it). Get back the Clock Tower and get behind it. Enter the passageway to reach the North Clock Town. Go to your left and enter the cave. This is the Fairy's Fountain.

The Great Fairy of Magic will thank you for returning her body to normal. She tells Link again that a masked child did this to her and she will grant you a magic power as a sign of her gratitude (Link feels like dizzy). Now you can press (B) to shoot Bubble Blasts. Under your three hearts is a green meter. This is your magic power. The Great Fairy will tell you about a man living in the Observatory outside the town. He may know the whereabouts of the Skull Kid. You can replenish your life and magic also when you enter a Fairy's Fountain like here. Walk into the center where the stray fairies fly around.

With the Bubble Blast, and if you have much rupees, talk to Tingle (the man floating on a red balloon with green clothing) or Bubble Blast him when he's floating on his balloon, speak to him to buy a map of the Clock Town worth 5 rupees or Woodfall, 40 rupees. If your money is not enough, swirl on the bushes under a tree beside the slide. Bubble Blast the big blue balloon with the Majora's Mask and speak to Jimmy, the boy with a red headband with a number 1 on the back of his shirt. He is practicing on his blowgun aiming on the balloon. Jimmy tells you about their hideout that leads to the observatory outside the town but you need a code before you can get in. Jimmy (the leader of the Bombers Society of Justice - Forever and they are called Bombers) will tell you the code if you can pass his test first. Find the five of them so he will teach you the code.

You'll find two of the five Bombers you need to find here in North Clock Town. Jimmy is behind the slide and the other

(Bomber no. 1) is under a tree near the cave to the Fairy's Fountain. Enter the passageway with a red border line on the right side from the slide. You'll enter the East Clock Town. There's a bomber jumping here with a yellow headband blocking a passageway. This leads to their hideout. The Bomber guarding their hideout is not on the list of the Bombers you need to find. Find and know their code first before you can enter here. On the right side from the Bomber is a stairway. The Bomber (no. 4) is holding a chicken. Approach him and he will fly down. Follow and catch him. Now there's only two left. Find a Deku Flower here, in front of the Treasure Chest Shop. It's beside a passageway to South Clock Town with the blue and yellow patterns. Dive on the flower and fly to the roof of the Stock Pot Inn with the human-sized bell to find the number 3 bomber. Now there's only one left. Enter passageway to South Clock Town beside the Deku Flower. Beside the Clock Tower from this passageway is an owl statue. You can save your progress here but you need to transform to normal Link first before you can use this. Follow the stair in front of the owl statue and you'll find the no. 2 Bomber.

You're back in the North Clock Town. Jimmy tells you that if you're only human he will give you a Bombers' Notebook and will teach you the code to their hideout. Get to East Clock Town and talk to the Bomber that guards the way to the Observatory. Enter the code to pass. If you forgot the code, just talk to any Bomber and they will tell you. You'll enter a sewer. Jump to the water to your right and reach the other side. Watch out for a big spider with a mask called Skulltula. You can Bubble Blast its belly. Enter a room with the floating balloon. Bubble Blast it to clear the ladder and you'll enter a room with a scarecrow (this is the Astral Observatory and the Bombers call this their hideout).

/you can skip/

If you speak to the scarecrow, it will tell you about a mysterious song that can slow down time or make time go fast. He tells you that if you play that song backward, you can slow down time. And if you play each note twice in a row, you can move a half day forward. Don't dance when he asks you to.

/you can skip/

Time passes as you dance with the scarecrow. A dance will consume an entire half of a day. Walk through the multi-colored stairs and talk to the astronomer gazing on the telescope. This is Shikashi. He spoke of a strange-looking child that has also joined him before you. Tilt the telescope up and zoom on the top of the Clock Tower and you will see Skull Kid dancing. Link will tilt up to the face of the moon. Something red fell down from its right eye and it fell down outside the observatory. Quit gazing. The astronomer tells you that the way up to the clock only opens during the eve of the carnival. Go through the blue door and take a peek of the field outside the Clock Town. Get the blue shining stone, the Moon's Tear as what the astronomer calls it. There is also a display of it inside the observatory. There's a patch of soil to your left. Get back inside and exit the Bombers' hideout.

Get back to the Clock Tower in the South Clock Town. If you follow the walkthrough properly, it would be day 2 and its raining. Find a golden Deku Flower beside a passageway to West Clock Town. A Deku Scrub will fly to the flower and claims that the flower is his private property. Speak to him and he will tell you that he wants to give her wife a gift. He's talking about the Moon's Tear. Equip Moon's Tear and give it to him. In exchange, he will give his spot and you'll receive a Land Title Deed. The Deku Scrub dives down the flower and took his wares kept on three sacks and he will fly away.

Dive down the flower and fly above the Clock Tower's Door. There's a Piece of Heart (H1) there. Collect four pieces to assemble a new Heart Container. At this point of time, you'll have much time to roam around the Clock Town. Get back to South Clock Town during the final day at 12 midnight. If you want to speed up time, you can enter the Stock Pot Inn. There's an old woman inside a room behind the counter. She can read you a story that makes time pass for two hours or until morning. You can also dance with the scarecrow inside the Trading Post in the West Clock Town or in the Observatory.

On the final day, the scarecrows hide after asking them to dance with you until night. Tat1 informs you that the Clock Tower opens only once a year at midnight on the eve of the Carnival. In front of the Trading Post is the Clock Town Bank. You can deposit your rupees here. Get ready during the last 5 minutes of the night on the final day. To avoid a game over before time runs out, dive down the golden Deku Flower, fly below the clock where you get a heart piece before 12 o'clock.

- SCENE -

A fireworks display will highlight the final day. The Clock Tower transforms into a canyon-like structure and the stairway will open.

- SCENE -

When the clock hits twelve, numbers will appear on your screen and you will have only this few minutes before the moon will collide to earth. You may want to try and see how it ends if you have saved your game already but you can never save your progress until you turn back into normal Link. Climb up the stair and you'll encounter Skull Kid. He's holding your ocarina. After the conversation, Skull Kid will shout aloud. Bubble Blast on Skull Kid and he will drop your ocarina. Take your ocarina.

- SCENE -

Suddenly, memories of Princess Zelda come rushing at you.

- SCENE -

Follow the Song of Time (> (A) v > (A) v). Equip your ocarina. Link will be holding a trumpet with five horns called Deku Pipes. Play the Song of Time, this gives you the ability to save your progress, save and you'll return to the Dawn of the First Day.

- SCENE -

Link will fall down a swirling circle of clocks leaving away all the items you have.

Flashes roll from the first day when Link met Skull Kid, when he's turned into a Deku, when he meets the Mask Salesman and you're back on the Dawn of the First Day.

- SCENE -

Tatl talks to Link. The Mask Salesman said that if he got back his precious thing stolen from him by the Skull Kid, he could return Link to normal. Get inside the Clock Tower and talk to the Mask Salesman.

- SCENE -

The Mask Salesman is driven crazy and a big organ appears with three levels of keyboard. Play the song that he is about to perform. This is the Song of Healing (< > v < > v). Follow after him. Link bade away the giant Deku Scrub and a Deku Mask fell down from his face. He gives Link the Deku mask. The Mask Salesman asks his Majora's mask in exchange of his help and got really mad after knowing that Link has not recovered it. The Mask Salesman then tells Link a long story.

- SCENE -

With your body back to normal, you can now buy items at the Trading Post or the Bomb Shop beside the Trading Post. You can also play again with the Bombers to get a Bombers' Notebook and talk to the Great Fairy to receive the Great Fairy's Mask that will help you catch stray fairies and help other Fairies like her. The Bombers' Notebook allows you to keep track of people's schedules. If you receive the notebook, press Start to access the Quest Status Screen, then highlight the Notebook and press (A) to read it. You can also get a Piece of Heart (H2) on the tree top near the slide in the North Clock Town by jumping on two shorter pillars to the slide. Do not slide, jump to the tallest pillar to the tree. And with your sword, you can now get out of the Clock Town and your first destination is the Swap.

Remember the owl statue? The owl statue is in the South Clock Town facing a passageway to the West Clock Town. Slash it with your sword (this makes a warp mark on your map but you will need the Song of Soaring first). Save or save not. If you saved, you will reset the game. Load the game and you'll return back on the owl statue where you saved. You can now also play the Song of Time to save your progress. Take note that your items will be left behind except the amount of money you deposited in the bank when you go back to the Dawn of the First Day. Play the song to slow down the current flow of time, the Inverted Song of Time (v (A) > v (A) >) or you can play the Song of Double Time (> > (A) (A) v v) to move half way through time if you need to. You can play the Song of Inverted Time again to return the flow of time to normal. Take the gate below the Clock Tower in South Clock Town beside the Laundry Pool. The gate is behind the festival tower with the man standing on it looking at the moon. Talk to the guard as normal Link to go outside. On day three, you'll find chest on top of the tower. The chest contains a Silver Rupee.

This is the wide field around the Clock Town and each compass direction leads to the four areas you can explore, the swamp, mountain, ocean and the canyon. And your first destination is the swamp which is all the way up when you exit the Clock Town or all the way down on your map. To your left on the wall is a patch of soil. You can catch bugs with an empty bottle; let them crawl to it to drop rupees. Turn into a Deku and swirl in a straight direction and pass the hollow tree. There's a drawing on the root of a big tree on your right. When you come near it, Tat1 will approach the tree and will remember something. You can explore around but you might want to follow the walkthrough. All other information about Termina Field will be break into bits. Everything is cleared along the walkthrough.

- SCENE -

She tells Link that together with his brother and Skull Kid, they drew the figure on the tree when they first met him. Skull Kid was been fighting with his friends so he was left all alone. It was raining in Termina Field when Tat1 and Tael saw Skull Kid under the hollow tree. He was shaking in cold. Tat1 and Tael comforted Skull Kid. Skull Kid embraced the two fairies on his arms. With the appearance of the two, Skull Kid became happy again. They played and draw the figure on the tree after. (Skull Kid robs the Mask Salesman)

- SCENE -

Pass past the tree. You will come across an intersection; the road to your left is to the Swamp Shooting Gallery but you can not play it until you have the Hero's Bow. On your left is a big tree. Kill the Bad Bats and the Chuchus. Z-Target above the tree and kill the Bad Bat. Climb the tree to get a Piece of Heart (H3). Behind the tree is a Treasure Hole, fall down the hole to find a chest. Kill the Deku Babas, they drop Deku sticks and Deku Nuts. There's a fish here you can catch with a bottle. You can sell fish in the Curiosity Shop in West Clock Town. Walk to the light and be taken back. On the other road, shoot Tingle floating on his red balloon if you want to buy the map of Woodfall for 20 rupees and Snowhead, 40 rupees. Continue swirling to reach the Southern Swamp.

Southern Swamp sos

To your right is an Owl Statue. Turn to normal Link and slash it for future use. Walk to the bridge on the water and climb. This is the Swamp Tourist Center. Change into a Deku and talk to the Deku Scrub on your left. You need to get the Moon's Tear again, give it to the Deku Scrub in South Clock Town to receive a Land Title Deed and give it to the Deku here and he will trade you his Swamp Title Deed so you can use the Deku Flower here to get the Piece of Heart (H4) on the roof. You can also buy Magic Beans for 10 rupees (you'll need Magic Beans later) from the Deku. You can only buy Magic Beans as a Deku.

/you can skip/

Turn to normal Link and enter the Tourist Swamp Information house. Talk to a big man who is actually Tingle's father. He will tell you about a Pictograph contest. But to enter the contest you

should take the boat cruise first and no one is around in the Ticket Office. Get outside and turn into a Deku.

/you can skip/

Climb down and follow the trail of big green leaves floating in the water. Jump across and reach a passageway with a big boiling pot of water on your left. To your right are floating leaves you can hop on. It will take you to an area with a big red flower. Look for a beehive, it drops rupees. There's a frog jumping on a log and there are other smaller red flowers with rupees on it. There are Octorocks here and a Big Octo blocking the passageway to the Deku Palace. Enter the passageway with the big pot and cross a Deku Baba and Mini Baba on the way. Enter area with a tree house. There's a waterfall behind it. If you have an Empty Bottle, you can fill your bottle with water here.

/you can skip/

Climb and enter Magic Hag's Potion Shop (the yellow orange jar-like house). Turn to normal Link and speak to Kotake. She'll tell you about Koume who went in the woods to look for mushrooms but she's a bit late so she will ask you to look for her. Kotake sells, Blue Potion (out of stock) for 60 rupees, Green Potion, 10 rupees and Red Potion, 20 rupees. Kotake is not in her shop during day 2 and the final day. Exit shop and turn into a Deku.

/you can skip/

On the left side of the waterfall is the entrance to the Woods of Mystery. Enter the passageway to get inside the Woods of Mystery.

Woods of Mystery wsm

Speak to the monkey and follow him. He will lead you to Koume. Beware of the Snappers (the spiked turtles). The monkey will cross left, right, right, middle, left and left and you'll find Koume. If you're a Deku and you talk to Koume, she will act dead. Turn into normal Link and speak to her again. She will tell you about the pesky Skull Kid who hit her behind and she will ask you of something that gives energy because she can't move. Walk past one of the passages with the signs, End of the Woods of Mystery to get back to the entrance. Enter Magic Hag's Potion Shop and speak to Kotake. She'll shout hearing about Koume's condition. Kotake will give you a bottle (EB1) of Red Potion. Bring the potion to Koume (left, right, right, middle, left and left).

Please take note that the way to Koume differs on day 1, day 2 and the final day. If you enter the Woods of Mystery on day 1, pass left, right, right, middle, left and left. If you enter the Woods of Mystery on day 2, Kotake will not be available in her shop because she's in the woods. Pass right, left, middle (you'll find Kotake here), left, left, and right. Talk to Kotake to get a Red Potion. And during the final day, pass in the middle, left, right (you'll find Kotake here), right, middle, and right. You will always find Koume in the last area. If you lost your bottle, you can always find Kotake in her shop or talk to her inside the Woods of Mystery during the second and final day.

Talk to her to have another empty bottle again.

Give the potion to revive Koume. She will ride her broomstick back to the Swamp Tourist Center. After using the bottle, you can keep it. Exit the Woods of Mystery.

Three monkeys will approach you. Speak to them. They will ask for your help about their brother who was held a captive in the Deku Palace. Get back to the Swamp Tourist Center and talk to Koume. She will thank you for what you did. In a special deal, she will let you take the cruise for free. You will receive a Pictograph Box. Take pictures of anything and talk to Tingle's Father to receive 5 rupees. You can also take a picture of a Big Octo and receive 20 rupees. Your boat cruise will start after talking to Koume. The pointed front of the boat will kill the octopus (Big Octo) blocking the way to the Deku Palace. Disembark when you arrive at the palace.

Deku Palace dkp

Enter passageway to palace. Cross the bridge, turn into a Deku and talk to one of the guards. He will tell you that the palace is no place for outsiders but you may enter to see the public humiliation of the foolish monkey who angered their king.

/you can skip/

Enter the Royal Chamber (the middle passageway). Speak to the Dekus to hear about the case of the monkey. Talk to the Deku King. His beloved princess is missing and he accuses the monkey kept on a cage on your left that he kidnapped the princess. The monkey is tied on a pole. Exit the Royal Chamber and a monkey shows up. He will tell you about a secret route in the Outer Palace Garden leading to the cage of his brother and you will need a Magic Bean to reach it.

/you can skip/

Get to the right passageway when you exit the Royal Chamber to enter the West Inner Palace Garden. During nighttime, the deku's reach of sight is shown as a line of dots and it doesn't during daytime. Walk past and don't get caught until you reach the second room with a Piece of Heart (H5). When you get the heart piece, get caught to be thrown back out the palace.

Enter the East Inner Garden. Find the hole in the next room to the Magic Bean seller if you have not bought Magic Beans yet from the Deku Scrub in the Swamp Tourist Center. You can also get Spring Water under the hole here. Speak to the munching Magic Bean seller sitting on the mat. He will give you a free sample. You'll notice the bugs crawling on the floor. You can catch it with a bottle. Find a patch of soil near the spring water. Stand on the soil and pour the bottle with bug. It will crawl down the hole and rupees will come out of it. Plant the bean as normal Link. Three little leaves will sprout. You can not plant a bean if you are a Deku. Fill your empty bottle with water and pour it on the soil. The plant will grow bigger. Stand on the leaf and it will float up. Hop to the treasure chest. Get down and fill your bottle again with water. Buy one more Magic Bean from the Magic Bean Seller for 10 rupees. Stand on the light to get back and be caught to return to the entrance of the

palace.

To your left is a sign (Outer Palace Garden). Hop on the leaves forward until you reach an area with a tree stump and a Mini Baba growing on it. Turn to normal Link and plant the Magic Bean on the patch of soil and pour water. There's no need to pour water when it's raining (it rains on day 2). Stand on the plant, jump and enter the upper level of the garden. Turn into a Deku and dive on the flower. Reach the floating platform with a Deku flower. Bubble Blast at a Mad Scrub and dive on the next flower where the Mad Scrub was. Wait for another floating platform with a Deku flower, dive and fly to it. Bubble Blast at a Mad Scrub again. Dive and fly to the next flower with two jars beside it. You can also fly directly from this floating platform to the last flower, wait for it to reach the farthest right before jumping. Break the jars to refill magic. Cross the bridge until you reach another flower. Bubble Blast at a Mad Scrub on your right. Dive and fly to next flower where the Mad Scrub was. Dive and land on the floating platform with a Deku flower. Bubble Blast one more Mad Scrub. Dive and reach the next flower where the Mad Scrub was. Dive and wait for the next flower on a floating platform to reach near you. Land on it, dive down and wait for the platform to rise up, and fly to the ledge. This is the passageway to the cage of the monkey.

Speak to the monkey. He will tell you that the Dekus kept on saying he kidnapped the princes. Turn to normal Link and speak to him again and he will tell you to cut his rope. Attack. But that's no good. He will ask you if you have an instrument that makes a loud noise. Equip Ocarina and use it. But the monkey will tell you that tiny thing will not work so turn into a Deku and play your Deku Pipes. He will ask for your help to save the Deku Princess and prove his innocence. He will teach you the melody that the princess taught him. This is the Sonata of Awakening (^ < ^ < (A) > (A)). Follow the song.

- SCENE -

The Deku King heard the song and will conclude that the foolish monkey deceived the princess so he could enter the temple. The melody when played opens the temple. After playing the melody with the monkey singing, you will be thrown out the palace.

- SCENE -

/you can skip/

If you enter the King's royal chamber, the punishment of the monkey will take place. The monkey is tied upside-down and his head is lowered down below a big pot of boiling water.

/you can skip/

On your left when you exit the palace is a leaf with a sign to Outer Palace Garden. Hop on it. You should see another sign, Woodfall Shortcut beside it. There's a Deku Flower here. Dive on the flower and fly to a passageway. You will be standing on a circular flower-like tree. Kill the Dragonflies to cross safely. Dive down the flower and reach another flower on the upper right side. There's a Treasure Hole under the tree. Dive again the flower and reach another flower near a Pineapple like building (this is the Fearful Spiders House, you can get the Mask of Truth from here, but you don't have the hookshot yet). Dive and fly to a brown colored arch. Walk and dive to the next flower. Fly

to the waterfall and land on the platform with an owl.

- SCENE -

The owl will teach you something useful. If you leave a proof of encounter (by slashing owl statues) on any of those stone statues, then the song carved on his feet will certainly be of some assistance. The owl flies away.

- SCENE -

Check the notes carved on the stone. Play the song to learn the Song of Soaring (v < ^ v < ^). You can now warp to another location using this song. Slash other owl statues to open warp marks on the map screen shown after playing the Song of Soaring. When you play the Song of Soaring inside a dungeon, it will take you back to the entrance. Dive down the flower and fly to the next flower on the other side of the waterfall and enter the passageway to Woodfall.

Woodfall wdf

On your left side, hop on a green leaf to find a chest. On your right side, hop on a leaf and reach a log bridge. Bubble Blast at two Hiploops. Shoot or spin at a Mad Scrub. Dive down the flower and fly to the next tree stump. Spin when you land to kill another Mad Scrub. Cross the log bridge and dive down the next flower and fly to a tower with a Deku Scrub Mark. Slash the owl statue.

Best SAVE Time.

If you saved, just play the Song of Soaring and soar to Woodfall. Break the jars and catch a fairy with your bottle. Fairies restore life energy and revive you if you die. You'll see a cave to your top right. That leads to a Fairy's Fountain. You can dive on the Deku Flower and fly behind the owl statue for a chest. To return back to the tower, find a leaf under and hop on it to the floor below the cave to the Fairy's Fountain. Cross the log bridge. Kill a Hiploop and spin on a Mad Scrub at the end of the bridge. Dive down the flower, turn the camera around. You'll find a tree stump with a Mad Scrub. Fly on it, kill the Mad Scrub, dive on the flower and fly back to the tower. From the last log bridge, continue to another tree stump, kill the Mad Scrub and dive down the flower and fly to another log bridge. Kill two more Mad Scrubs and open a big chest for a Piece of Heart (H6).

Get back to the tower with the Deku Scrub mark. Tip: If you slashed the owl statue, you can just play the Song of Soaring and soar to Woodfall on your map to get back to the tower immediately after getting the heart piece without hassle. Stand on the Deku Scrub Mark as a Deku and play your Deku Pipes. Play the Sonata of Awakening (^ < ^ < (A) > (A)). The temple will not rise if you're not in the form of a Deku.

- SCENE -

Woodfall Temple will rise from the bottom of the water after playing the Sonata of Awakening.

- SCENE -

Dive on the flower and reach the Entrance of the temple.

Woodfall Temple wdt

When you enter the temple, you will see a round platform in front of you and there's a flying stray fairy (S1) near it. If you have the Fairy's Mask, wear it and the stray fairy will come to you. And if you don't, dive on the flower and fly to the stray fairy. The stray fairies inside Woodfall Temple are the ones you need to find for the Fairy's Fountain outside. Climb up the ladder back to the top and dive down again the flower. Reach the nearest flower. Deku-chopper to the next flower with a chest. Open the chest for a stray fairy (S2). Dive down the flower and reach the next flower. Dive and fly to the door. Stay way from the edges of the platform or the two Skulltula's above will hurt you. Open the door. The place stinks just like the poison swamp, Tat1 comments.

This is the main hall of the temple. You will often have to get back here. There's a big structure in the center of the room. Tat1 calls it as a shrine. The shrine looks like a big wooden flower. There are three flowers around the shrine. Cross the bridge with the Deku Baba, kill it to get Deku Sticks (you'll need them). Kill the Mini Baba below the bridge near a locked door to get a stray fairy (S3). On one of the corners of this room has a platform with five jars. Break the jars; one pot contains a stray fairy (S4). Hop on water and reach to a flower with razor sharp tiny teeth (stand on the flower as normal Link to see what I mean, but don't try, you'll just get hurt).

I will call these as Cannibal Flowers. Jump two more Cannibal flowers and open the door to the next room. Hop to the Deku Flower in the center of the room. Deku-chopper to a chest to get a Small Key. You can use it to open a locked door only in this dungeon. Hop back to the Deku Flower or you can hop first on the nearest Cannibal flower then to the Deku Flower. Deku-chopper to the wall with two torches. There's a passageway in between. There's a door here, only hidden. Open the hidden door to the next room. There are three Snappers that you need to kill here. Dive on the Deku Flowers and jump when a Snapper is above you to kill it. After killing all the three, a chest will reveal in the middle of the room. Open chest for the Dungeon Map. Press Start to open the Subscreens and view the Map Screen. Areas that appear in blue are places you have visited. Your current location is the flashing area.

Exit the room and hop to a nearest Cannibal flower and hop back to the Deku Flower. Deku-chopper to the door back to the main hall with the shrine. Hop across three Cannibal flowers and open the locked door. Grab the block in front of you blocking your way. Move it one step up. Cross the bridge to your right and when you reach the torch with light, there's a Skulltula waiting. Kill it when it webs down for a stray fairy (S5). Forward until you reach the block. Look above and Bubble Blast one of the two beehives for a stray fairy (S6). Kill or ignore the Giant Bee that will come out of the beehive. Grab the block and move it up twice. There's a stray fairy (S7) below the block (you'll see it). Swim down the bridge as Normal Link. You can actually get rid of the poison water when you kill the temple's boss, but why wait later if you can get

the stray fairy now.

Get back to the torch with light, equip Deku Sticks and cross the bridge to another torch without light beside a locked door to open it. Open door and defeat two Dragonflies. You can use the Deku Flowers or just slash the enemies with your sword. A chest will appear after killing them. Open it to get a Compass. Now many of the dungeon's hidden things will appear on the map. And oftentimes, these hidden things are treasure chests. Exit room. Equip Deku Sticks and light it from the torch you just lighted. Walk up the stair and light another torch. Jump across two platforms and burn the spider's web blocking the passageway by touching it with your Deku Stick. Kill the Deku Babas to get Deku Sticks. Walk up the stair. Kill the Black Boes first on this dark room. After killing them all, a chest will appear with a stray fairy (S8) on it. Equip your Deku Stick and light it on the torch in the middle of the room. Light three unlighted torches around the walls to open a locked door.

Turn into a Deku. Kill two Dragonflies to avoid annoyance. Dive down the flower and reach a floating platform with a Deku Flower.

Wait for the floating platforms with Deku Flowers reach near you before chopping. Deku-chopper to next floating platform with another flower and reach the next flower with a passageway. Do not fall down the cliff or you will fall back to the main hall. Walk down the stair and you're back in the main hall. You're in the upper level of the room. To your right is a door but it's locked. There's a stray fairy (S9) in a bubble. Walk to the switch that you see in the east wall on your mini-map. Stand on it as normal Link and ladders will appear below. Now you can climb back up if you fall down.

Open the door behind you. You'll enter the upper level where you get the first small key. To your left is a yellow eye target. Walk to the door to your right with four jars beside it opposite the other door with the eye target. Open door and you will encounter Dinofols. Z-Target and attack Dinofols. Watch out for its fire breath. Kill it with three or four strikes. A big chest will reveal. Open it to get the Hero's Bow.

Exit the room. Equip your Hero's Bow and shoot the eye target. This will make the Deku Flower below float up and down. Turn into a Deku and dive down the flower. Fly to the floating Deku Flower and reach the door with the eye target. Shoot a beehive on the wall beside this door for a stray fairy (10). It's to your left when you land on the Deku Flower. Get back up the door using the floating Deku Flower. Open door and you will encounter Gekko. After three hits, it will call a Snapper. The Gekko will ride on the Snapper. Turn into a Deku, dive down a Deku Flower, and wait for the enemy to reach over you. When the enemy is above you, jump to separate them. Hit Gekko with your Hero's Bow. Z-Target when Gekko crawls on the walls. Repeat the process and you can kill it after three hits. Gekko will turn into a frog. The door with a big chest will unlock. Open the chest to get the Boss Key. Now you can enter the chamber where the Boss lurks! Break the jars for blue rupees. Exit the room.

Deku-chopper back to the main hall where you stepped on a switch. From this switch, use your bow and target to the torch of the shrine in its center. Your goal is to focus your bow on the flame of the

torch with light and shoot it to the torch with no light on the center of the shrine. When successfully done, the structure will rise up and its petal-like tips will revolve. Jump to it. Now focus your arrow on the flame. Wait until you see another torch on one of the corners of the room. You need to light it also using your bow. Get to the door that just opened. The door is in the north wall of your mini-map. You can dive down the Deku Flower in front of the door and fly to the torch you just lighted. Beside the torch is another switch. Step on it as normal Link and a chest will reveal near the Deku Baba with a stray fairy (S11) on it. Open the door to the area before the Boss' Room. Climb down the ladder and turn into a Deku. Dive down the flower and fly to your right. On the second flower is a stray fairy (S12). Cut the bushes to refill your arrows on the third Deku Flower. On the fourth flower is another stray fairy (S13).

Jump back down. There are four blue rupees on the center of this room. Dive down the flower below the ladder and fly to the other side (to your left side when you enter the room). On the fourth flower is a stray fairy (S14). On the third flower, you can shoot the diamond with your bow. The flames will be gone on the pillars but only for a short moment. Quickly dive down the flower and reach the next flower beside a pillar with a stray fairy in a bubble.

Dive down the flower and reach the stray fairy (S15) on the pillar. Get back to the Deku Flower behind you. If the flame comes back, repeat steps before. Deku chopper to the next pillar with a flower on top of it. Dive down and reach the upper platform with another flower. You can reach the red rupees on the two pillars from this flower. Deku-chopper to the locked door. Open the door with your Boss Key. Walk forward.

-SCENE-

Odolwa will fall from above.

-SCENE-

See Masked Jungle Warrior Odolwa.

After beating Odolwa, get the Heat Container. It increases your life energy by one heart. You also get a full refill of your life energy.

Stand on the blue circling light with a mask to get Odolwa's remains. You have just freed the innocent spirit that this dark mask had kept imprisoned within the body of evil Odolwa. The mask will rise and it will emit a bright light.

Changes after defeating Odolwa:

- The poison has cleared in Woodfall and the Southern Swamp.
- The water level decreases in Woodfall.
- Your swing attack is enhanced by taking all the stray fairies to the Fairy's Fountain.
- The Deku Princess returns and the monkey is saved.
- The Pictograph Contest has ended and the boat cruise is starting up a new attraction.
- You can talk to Koume in the Swamp Tourist Center to play a target shooting game but you have to save her first in the woods to make her available in the counter if you haven't.
- There will be no orange trees with a Deku Flower on its top. Instead there will be palms.
- There are no more red flowers.
- The Deku Shrine opens.

- There are no more Big Octo's blocking the swamp's passageways and there are no Octorocks.
- There are leaves you can hop on and a vine in front of the entrance to Woodfall you can climb on.
- There are leaves you can hop on to the Fearful Spider House.
- The poisoned swamp water turns to spring water. You can now fill your bottle with this water.
- The smoke circling above the mountain or Woodfall disappeared.
- The color of the Fearful Spider House changes from orange to green.

-SCENE-

Link is standing on a tall pillar. He is in a sky-like dimension with the mist and clouds circling around. A giant appeared and howled. It seems to be saying something. That crying was the giant's way to teach you some sort of melody said Tatl. Link prepared his instrument and followed to the giant's tune. You played Oath to Order (> v (A) v > ^). The camera circles around Link and zooms in to a long shot to the giant's legs. The giant continues howling. Call us, that's what is saying. Water outside the temple is cleared from poison and the water levels down. Link is back in the lower area of the temple. Tatl suddenly remember Tael talking about the four people. Tael was talking about the spirit that was sealed inside the mask. Now they have to save the other three. Tatl apologizes of all the stuff she did to Link. Link hears a scratch behind.

-SCENE-

There's a passageway but something is covering it. Slash it with your sword to get inside where the Deku Princess is kept.

-SCENE-

The Deku Princess thought Link as the one asked by the mokey to save her because he smells a little bit like monkey. She was sorry for the monkey. She tells Link that she don't mind tight places. If you have something you can put in to carry her, so equip your empty bottle and use it on her. It's a tight fit, but she says she'll be fine if you hurry. Use (C) to let her out.

-SCENE-

Exit the room. Cross the bridge. Cross the log bridges to the cave of the Fairy's Fountain or swim or just play the Song of Soaring and warp on Woodfall to get back to the tower easily and get inside the Fairy's Fountain. You should have found all the 15 stray fairies inside the temple and the Great Fairy will grant you a new sword technique. You mastered the swing attack! Press and hold (B) to power your weapon with magic. When you release (B), your sword will unleash a whirlwind of energy as you spin around. Try it on a circle of bushes. Exit the Fairy's Fountain and swim to the entrance of Woodfall. Exit Woodfall. Dive on the Deku Flower and return to the Deku Palace. Release the Deku Princess in front of the king.

-SCENE-

After releasing the princess from the bottle, she will jump up the belly of her foolish father and ordered to let the monkey go. The Deku Princess apologizes on the monkey and explained that her father does such rash things when he's worried about her. The monkey thanked Link and as a symbol of their gratitude, the king's

Butler has prepared a little something for Link. You can find it in the shrine that will be to your right when you leave the palace.

-SCENE-

Now it looks like the monkeys and the Deku Scrubs can start getting along again. Take a nice close-up picture of the Deku King and give it to Tingle's father in the Swamp Tourist Center. He will give you a Piece of Heart (H7). You can also take a picture of Tingle to receive the heart piece. Either of the two pictures works. Tingle's picture will not be valid if you already give him a picture of the Deku King. Exit the palace. To your right is a leaf with a sign to Deku Shrine. Jump on the leaves until you see a passage. There's a Big Octo blocking the way here before and now it's gone. Pass here to get inside the Deku Shrine.

Deku Shrine dks

Speak to the Butler holding a candle. They have prepared something that might assist you and he will lead you to it. After speaking to the Butler, he will fly on his rotating flower umbrella and when he starts on moving, you must follow him. Don't get too far from him or fall down a cliff, or get burned or you have to start again from the beginning.

Keep on spinning. Go straight the hallway, turn left, left, cross a three level bridge, left, hop on water, left with two blue lights or flames, right, hop on water again, left, right, you'll come across a white light, right, turn to normal Link when you reach the logs, and jump across these logs. When you reach the last log, turn back to a Deku, run left, and turn right, right, left, you'll enter an area with flowing water; there are square floating platforms you can hop into. You can also take a short route. Jump where there are rupees then hop on the water and enter next passageway beside where the floating platforms came from. It's right, right, left, left, right, right.

You'll enter a room with fire walls emerging when you walk near it. It will burn you so don't get too close or start over again. Walk on this room cautiously. When you step on the first floor, walk 1 right, 2 up, 2 left, 1 right, 2 forward, 1 left and last three forwards. Walk on the stair to your right, do not walk on the flat surface or you will slide down. Turn right, right, be careful with the rolling big boulder. Run to the left where the big boulder comes from. Then walk to the stair to your right, don't slide. You'll come across purplish flame lights, turn left, right, right. Bubble blast on the diamond or shoot it with an arrow to get rid of the fire on the two logs. Turn into normal Link and jump across the logs. Turn back into a Deku after crossing the logs. Turn right, right, left, right, and finally you are in the last room where there are six Mad Scrub audiences and the Butler on the upper corner of the room. Well done Link. You will receive the Mask of Scents.

-SCENE-

The Butler confesses that when he saw you, he was reminded of his son who left their home a long time ago. He fell as if he was once again racing with his son.

-SCENE-

Now you have the Mask of Scents, try to wear it to sniff like a pig inside the Woods of Mystery. Equip your empty bottle and try to put the scent in your bottle. You will acquire a fragrant Magic Mushroom. Take the mushroom to Kotake (take off Mask of Scents) and she will tell you that long ago, her powerful nose could detect Magic Mushrooms where ever they grew but lately her nose lost its touch. Get out of the shop after you give the mushroom. Get inside again, buy a Blue Potion and she will give you the first bottle for free. Kotake will buy your mushrooms for 20 rupees each.

Now that you have a Hero's Bow and the poison has cleared, you can play a target shooting game with Koume. Talk to her in the counter to play the game and score 20 points to receive a Piece of Heart (H8). Exit the Southern Swamp and now with the Hero's Bow, you can play in the Swamp Shooting Gallery. Take the road to your right after the floating Tingle. There are two locations of Spring Water here. Outside the Swamp Shooting Gallery are bushes a lot of rupees when you're low on money. Enter the Swamp Shooting Gallery. Speak to the man in the counter to play for 20 rupees. Reach up to 2000 points or higher to receive a Large Quiver or Piece of Heart (H9).

Exit the swamp road back to Termina Field. To your farthest left is a chest with rupees. It's behind a big tree in the corner of a wall. Beside the hollow tree is a tree stump with a chest on top of it. There's a patch of soil below. You can plant a Magic Bean here to reach the chest for some rupees. There are Deku Babas on the grasses.

Best SAVE Time.

Prepare 50 rupees and buy a Bomb Bag in the Bomb Shop in West Clock Town. Now you can carry and use bombs. Play in the Town Shooting Gallery using arrows. Reach up to 50 points to win a Piece of Heart (H10). Play in the Honey and Darling's Shop for three days. Score a perfect score from day 1 until day 3. You get a Piece of Heart (H11) on the third day. You can play it together with the Deku Scrub Playground game in North Clock Town also for three days. You'll be rewarded a Piece of Heart (H12) on the third day. Get outside the Clock Town and fill your bank account with 500 rupees to get an Adult Wallet. Deposit up to 5000 Rupees to receive a Piece of Heart (H13). To earn money fast, get out from North Clock Town and kill Dodongos. When you kill them, they explode and drop Purple Rupees worth 50 rupees. Run around to its tail and hit the back with your sword. Be careful when it releases fire. With the Adult Wallet, you can now carry up to 200 rupees. You will need 200 rupees later. Get back inside the Clock Town. Make sure it's the first day. During the night in North Clock Town, you'll find a man behind the slide. He says that he's not doing anything suspicious. But he is a thief and he's about to do a crime. Wait here until midnight for a scene. Stand and wait near Jimmy. The thief will ran here and exit out the North Gate.

-SCENE-

An old woman holding her luggage will come from the North gate and the thief will rob her. He took the old woman's luggage. The old woman shouts for help.

-SCENE-

Slash the thief with your sword before he gets away. The old woman will thank you after saving her. Now she can finally stock Big Bomb Bags at their shop and she gives you a Blast Mask. Exit Clock Town from the North gate. Walk the path to your left until you reach the nearest mushroom. On top of one of the mushrooms is a circle of rocks and someone is dancing. This is the ghost of Kamaro and he appears after 12 midnight. Jump to the top of the mushroom and speak to him. He's sad because he has not left his dance to the world, he's filled with regret, he's disappointed and he is dead. Cure his sadness by playing the Song of Healing (< > v < > v). He'll want you to spread his dance. You'll receive the Kamaro's Mask. You became the dancers' successor. Get inside the Clock Town and enter West Clock Town. Wear the Kamaro's Mask and press (B) to dance in front of the snobbish Rosa Sisters.

-SCENE-

Link dances and the Rosa Sisters watched you. After awhile, they'll dance with you. When the dance is finished, they kneeled and thanked you for teaching them these steps. The snobbish turned nice. They even call you master. By stealing their hearts, you receive a Piece of Heart (H14).

-SCENE-

On the second day, you can now buy a Big Bomb Bag in the Bomb Shop after helping the old woman. Play the Song of Double Time to proceed to the dawn of the second day and play the Inveted Song of Time to slow down time. Prepare 90 rupees for the Big Bomb Bag. Enter the Bomb Shop and buy it. It lets you hold up to 30 bombs. After buying the bomb bag, the shopkeeper and his mommy will converse. Exit shop and exit the Clock Town using the North gate. If you did not help the old woman, you can buy a bomb bag in the Curiosity Shop on the final day for 100 rupees.

There's a Treasure Hole with Gossip Stones to your right from the gate. Walk down the stair. Look at the wall behind you when you reach the bottom. Play the notes on the wall and the drawing of Skull Kid above will drop rupees. Prepare 200 rupees and deposit it in the bank. Earn it by killing the Dodongo's here. To your left are giant mushrooms. There's a smaller Dodongo here and it drops 3 blue rupees. Get to the second mushroom. Fall down the Treasure Hole. Kill the two Dodongos under the hole to reveal a chest. Open it for a Piece of Heart (H15). Stand on the light to return back. Walk to the mountain entrance all the way North until you reach the passageway with ice crystals blocking the path. Do not touch the ice, you'll just get hurt. Take a look above. I'll call this an Ice Stalactite. Z-Target and Tatl will tell you that if you had a weapon that was strong enough, one shot could pierce this. Equip your bow and shoot the Ice Stalactite two times to clear the path.

Enter the passageway and kill or avoid the Blue Tektites. They drop bombs. Blast off the Snowballs with bombs for items and Tektites. Blast the next four snowballs blocking the path to get through. Climb up a step-hill until you come across a sign. It says, Mountain Village ahead. There are more four big snowballs facing the sign. Blast the snowballs for heart refill. Go forward to enter the Mountain Village. To your right is a big house. This is the Mountain Smithy.

Mountain Village mtv

/you can skip/

Enter and you'll meet Zubora and Gabora. Zubora is the owner and the huge fellow, Gabora is his assistant. Their hearth is frozen so they can't do business. But if you have a hot water, you can melt the ice off the hearth. You can also come back here after you defeated the Snowhead's Temple boss to sharpen your sword. The smiths don't work during the final day. Exit the Mountain Smithy.

/you can skip/

You'll see a Goron standing on a high place. He is standing on a frozen waterfall. Before the Goron is a bridge with a sign. The passageway here is to Snowhead. There's an owl statue under a tree. Cross the bridge and slash the statue to make Mountain Village available in the warp screen when you play the Song of Soaring.

Best SAVE Time.

Soar to Mountain Village and talk to the hungry Goron. Look closely. On his head is a frog. This is Don Gero's Mask. There's a sign to your left with floating icebergs. Pass behind the Mountain Smithy to enter the next area. The Goron Elder refers this area as the Twin Islands. To your left are slopes to the Goron Race Track. You will just slide down when you try to walk on it. To your right are four bridges you should cross. Cross the first bridge and a White Wolfos will appear. You can kill it on its back. If you ever slide down the hill, walk back to the first bridge. There's a slope you can walk through back to the top. After the second bridge is Tingle. Pop his balloon to buy the maps of Snowhead, 20 rupees and Romani Ranch, 40 rupees. After the third bridge is a hill with a Treasure Hole covered by an ice crystal. Move forward to the last bridge. A Wolfos will appear. Enter the passageway to enter Goron Village.

Goron Village grv

/you can skip/

The big snowballs around the village contain blue rupees and sometimes, Tektites. There's a Deku Scrub selling his biggest bomb bag for 1000 rupees. If you have the Swamp Title Deed and talk to the Scrub as a Deku, he will give you the Mountain Title Deed and you are free to use the flower to reach the Piece of Heart (H16). You'll find a shadow underneath the owl after the Deku Scrub. From the location of the owl, there's a cave nearby but you can't cross because of the cliff. This is the Lone Peak Shrine. Powder Kegs are sold on the frozen passageway. If you have the flame arrow, you can shoot on it to buy Powder Kegs for 100 rupees.

Speak to the Goron that you will see. On the first day, the Goron is sitting here. But on day 2 and day 3, the Goron will roll around. You'll need to break the ice to stop him from rolling before you can talk to him. Using a bomb will not break

it. A Goron punch can. The Goron is the gatekeeper. He will open the door to the shrine after you talk to him. He's going to close the door right away so just fall down the cliff near the fence on your right. When you reach the bottom, turn around and enter the door before it closes. If you haven't, turn right and follow the pathway, cross a bridge back to the Goron.
/you can skip/

Goron Shrine grs

/you can skip/
Someone is crying and the Gorons can't stand it so they cover their ears. Walk down the lowest floor to find two Gorons and a big head statue. There are four jars here if you want to refill magic. You'll find another Goron below a passageway. Behind him is a shop selling expensive items. Walk up until you reach a circular area with six pillars. There are four jars on the right corner. On the ceiling is a big chandelier. Enter the passageway to the room of the Goron Tribe Elder. There are three more jars here. Since the Elder was gone, his son won't stop crying. Speak to the son of the Elder and he will shout for his daddy. He's crying should stop but only for awhile. After you talk to him, he will start crying again. Exit the shrine. You will find a Deku Scrub hiding on his golden Deku Flower outside. Speak to him, he will tell you that he does business only with Gorons.
/you can skip/

Walk past the Deku Scrub until you meet the owl. There's a strange shadow on the ground. There's someone there but you can not see it.

-SCENE-

The owl will talk to you. He tells you to watch over the Gorons. Their land is doomed to be smothered in snow and ice forever. It will become a land where no living thing can survive. The owl asks you if you will proceed. Answer yes. The owl will fly toward the shrine.

-SCENE-

The owl will fly leaving its feathers on air. Jump to the feathers in a zigzag manner until you reach the cave. Enter the passageway. Cut the grasses for bombs and magic jars. There are crawling bugs here. Open the chest in the center to get the Lens of Truth. Get behind the chest. You'll hear something. It's a Skulltula but you can't see it. Equip the Lens of Truth, kill the Skulltula and open the hidden chest for rupees. Blast the rock boulders with bombs. One boulder is covering a chest. Open it for a purple rupee. Exit the shrine and use the Lens of Truth. There are actually floating square platforms. Jump across and talk to the floating Goron below the pole from where the owl was.

Speak to the Goron. He will tell you to follow him. Follow him to the entrance of Goron Village. Exit the passageway after him. Use the Lens of Truth to see the Goron again. Approach and follow him. Cross the bridges and avoid the Wolfos. Use the Lens of Truth again after you exit the area. He will lead you to the floating icebergs where there are hidden ladders. He will soar up. Stop using the Lens of Truth and jump to the nearest iceberg. Wait for

a small iceberg on your left to reach you. The smaller iceberg circles around a larger iceberg. Jump on the smaller iceberg and jump to the other iceberg near the wall. Jump to the wall. Use your lens to see the ladders. Climb up, right, up, left, up, right, and finally, up. There should be two Gorons in front of you when you reach the top. The other Goron is frozen. Talk to the Goron. He will tell you that the hot spring is now covered by the gravestone. Enter the passageway and you'll enter the graveyard of a Goron Hero. Use the lens to see him. Speak to him.

-SCENE-

The Goron introduced his self to Link. He is Darmani the Third. When he was alive, he was a renowned warrior and veteran. But now he's dead (that explains why he's gray and floating). He went to Snowhead hoping that he could drive off a demon. The blizzard at Snowhead blew him into the valley. He'll beg you to heal his sorrows.

-SCENE-

Equip Ocarina and play the Song of Healing (< > v < > v) as normal Link.

-SCENE-

What a soothing melody comment Darmani. His sorrows are melting away into the song. Darmani returns back to his memories when he was a great hero deeply admired by his fellow Gorons. The Goron Mask fell off.

-SCENE-

Wear the Goron Mask and read what is inscribe in the tall structure. Techniques for action; you can press (A) to curl up and roll wherever you need to go. After you roll enough, spikes will emerge that you can use to mow down enemies. Be aware that water is disastrous for Goron heroes. Techniques for battle; press (B) to punch and press (B) repeatedly for a barrage of punches. Press (A) to curl up and jump with (B) and land with a quaking impact.

Walk around the memorial stone. Grab and move it down. The hot spring water will release. Equip Empty Bottle and fill it with hot spring water. Use it with (C) before it cools.

/you can skip/

Pour the water on the frozen Goron outside the grave. Speak to them and they will raise their arms up as if they saw a dead person. The frozen Goron will just tell you that the Elder will be glad to see you. You can pour the water on the frozen hearth in the Mountain Smithy to sharpen you sword to a Razor Sword for 100 rupees. This sword breaks easily after 100 hits and it will consume one whole night to forge your sword. Pay 100 rupees if you want to sharpen your sword. Play the Song of Double Time (> > (A) (A) v v) to fast forward time and return here in the morning to get your new Razor Sword.

/you can skip/

Fill your bottle with hot spring water and turn into normal Link and fall down to the water. Don't fall on an iceberg. Turning into a Goron and rolling will make exploring fast and easy. Turn into Goron and roll to the road behind the Mountain Smithy. Enter the area with four bridges. Roll to the third hill with

a Treasure Hole covered by ice. Pour on hot spring water on the ice. Fall down the hole. There's another pool of hot spring water here. Kill or avoid the Deku Babas. Blast one of the rock boulders to reveal a chest with rupees. Fill your bottle for another 'water pouring task'. Stand on the light to get back. Find the largest snowball around here. As a Goron, you can now break snowballs by just punching it without using bombs. Punch to break the snowball and pour hot spring water on the large frozen Goron to get rid of the ice. This is the Goron Elder. Speak to him. He will tell you that it's already late. He will walk slowly. Speak to him again and he will recognize you this time as Darmani. On the final day, the Elder is found right from the Owl Statue in Mountain Village on the frozen water.

-SCENE-

"But you're supposed to be dead!" says the elder. Is he just hallucinating? But he is not. After knowing that his son was crying badly, he requested Darmani to quietly sing his son to sleep. He will teach you the very same melody that was often played when you were young. The elder takes out his drum and tried to play the song. He stopped, he played again and cut. How does this song go? He can remember only the beginning so he will just teach you the beginning. Follow the song after him. You'll learn the Lullaby Intro ((A) > < (A) > <).

-SCENE-

Enter passageway to Goron Village. Roll down the slope to your right and talk to the Deku Scrub. Speak to the Deku Scrub as a Goron. He got a special trade-in offer just for you. Trade him your Big Bomb Bag and by adding 200 rupees, you receive his biggest bomb bag. Now you can hold up to 40 bombs.

With the Goron Mask, there is no need to ask the gatekeeper to open the door to the Deku Shrine. You can do your own Goron Pound in front of the door to open it. Go to the elder's room. Equip your instrument and play the Lullaby Intro ((A) > < (A) > <) to the elder's son on your drum as a Goron.

-SCENE-

The elder's son tells you that his daddy always play this song for him before he goes to sleep. He will sing the next part. Follow after him and you'll learn the Goron Lullaby ((A) > < (A) > < > (A)). The elder's son stood up to sing the lullaby and his father cuddled him on his arms to sleep. The Lullaby Intro became the Goron Lullaby.

-SCENE-

The other two Gorons inside the room also fell asleep. The torches here now have flames. Turn into normal Link, equip your Deku Sticks, light it on. Exit the room and light all eleven torches. Start from the top to the bottom. The chandelier above will rotate. Get back up the area before the elder's room. Change to a Goron. There's a ramp between two torches. Roll on it and hit the rotating chandelier. On one of it is a rock Sirloin. It looks like pork on a stick. The food that's hard and tough to chew. Pick up the rock that will fall if you smash the right chandelier and exit the shrine. Pass across the bridges and avoid the Wolfos. Bring the rock to the hungry Goron with a frog on his head. Throw the food

to the Goron. This is Dodongo Carven's finest quality rock Sirloin, his favorite. The Goron eats the food and rolls down after finishing. He will give you a token of his gratitude, a Don Gero's Mask. The Goron goes back to the Goron Village.

Best SAVE Time.

Snowhead snh

Play Song of Soaring and get back to the Mountain Village. Left from the owl statue is the road to Snowhead Temple. Kill or avoid the Ice Keese (the bats with blue flames). Roll and jump on the first gap. Break or avoid the rolling snowballs. Keep rolling on the sides of the wall, not near the cliff. Roll on the second ramp and jump. On the second gap before the ramp, turn around and you will see a heart piece on a pillar. If you use the Lens of Truth, you'll see floating square platforms but you can't still reach the heart piece. The pillar is too far way. Come back here later when you get the hookshot.

After you cross the sign, there's an owl statue to your right. Slash it to make Snowhead available on your warp screen. If you walk further, the heavy blizzard will just blow you back. This killed Darmani. Use Lens of Truth to see a Biggoron (giant Goron) sitting on the foot of the temple. Equip instrument and play it as a Goron. Play the Goron Lullaby ((A) > < (A) > < > (A)) on your drums. The Biggoron will fall into sleep and fall down. The screen shakes, what an earthquake! Now the wind has cleared. Cross the bridge to the temple. Punch on the snowballs. Kill or avoid the White Wolfoses you come across. From where the Wolfoses appeared, to your farther right is the Fairy's Fountain and to your left is the pathway circling around the temple that you should walk on to reach the entrance. Don't roll, the bridge path is narrow. Punch the snowballs rolling at you.

Snowhead Temple snt

After you enter the passageway (entrance), kill the White Boes that will attack you. You can punch on ice stalagmites or slash it with your sword for items. On your front is a pathway covered by a large movable gray block. Grab on it as a Goron and move it forward until the block drops down. A Wolfos will appear. Kill or ignore it. There are three doors. The door on the middle is frozen and the door to your left is locked. Break jars for items before entering the door to your right. There are three Freezards. Their icy-breath when you're reached frosts Link. Punch on snowballs to refill magic before the bridge. Climb down the ladder on the left side of the bridge or just fall as a Goron. Break five jars beside the ladder for items. There's a pillar with a green stray fairy in a bubble. Shoot it with your bow. Position near the walls. Wear the Fairy's Mask to get the stray fairy (S1). Turn into a Goron when you walk on the lava to not hurt Link. Climb up the ladder back to the top. Walk closer the wall facing the bridge. Turn into Goron. Wait for the Freezards to stop breathing before rolling on the bridge with a ramp on its edge to reach the other side of the bridge. When you reach the other side, there's a box. You can punch on it as a Goron to break

it. Look under a ledge of the stairway beside the box to see a stray fairy in a bubble. Shoot the bubble with your bow and wear the Fairy's Mask to get the stray fairy (S2).

Jump to the ledge with the stairway. Walk up the stair to enter a room with spikes on the wall. Open the chest here for the Dungeon Map. Avoid or kill the Real Bombchu with a Goron Pound. Punch the boxes for rupees. Find a stray fairy (S3) on the right corner of the wall when you enter the room. Exit the room. Jump on the gap and walk to the door with jars to your right. Open the door to enter the main hall of the temple. Remember that the doors have frame colors. This door has a blue frame. All the other doors are frozen except the yellow-framed door. To your right is a stairway leading to the lowest floor. Walk down the stair and chop the grasses here for items. To your top right is a cage with an octagonal switch and two jars. Break jars for a fairy. Catch a fairy with an empty bottle for future use.

After the cage is a door. This leads you to an area with a frozen golden Deku Flower. This serves as a shortcut when you fall from above after you get the fire arrow. There are jars in the corners of the wall. Red Bubbles (floating skulls) appear when you approach the pools with lava. Defend to lose their fire and attack to kill them. If they lose their fire, they will hop back to the lava to charge their flames again. Reach the switch after the door. Stand on the switch as a Goron to reveal a chest with a stray fairy (S4). Walk up back the stairway and go through the yellow-framed door. To your left are two piled gray blocks. Grab it and move it downward. An area will reveal behind the blocks. Open the chest for a small key. Grab and move the block to the farthest corner of the wall to reveal a chest that you can't yet reach. Exit room. Walk to the right side with the red-framed door. Position arrow on the flames of the torch and shoot the ice. The ice will melt.

Open the door and your back to the first room with the three doors. Kill or avoid the Wolfos and open the locked door to your right with your small key. There are jars on your left. Wolfoses are hiding behind the ice crystals. Kill them or they'll annoy you. Two ice crystals frosted a switch and a block. Open the chest for a compass. Notice the cracked wall on the west side of the room. Blast it open with a bomb to reveal a stairway. There's box above the right pillar of the cracked wall. Walk up the stairway to enter a room with pillars and five frozen ice crystals. Use your bow to break the five ice stalactites on the ceiling. Be careful with the falling stalactites or get rid of it using your bow. Climb up the shortest pillar, on the third pillar - notice a wall with melted ice. It might look like a flat wall, but you can pass through it. Use the Lens of Truth and jump to it to reach a chest with a stray fairy (S5). Jump back and reach the highest pillar with a large snowball. Break the snowball to reveal a chest with a small key. On three of the pillars are 3 red rupees. Open the locked door here with your small key.

You'll enter a room with four octagonal switches. Walk to the middle of the room. Kill the White Boes. Use bow and look up the ceiling. Use the Lens of Truth to see a wide dark hole. There's a stary fairy up here. Shoot at the hole to get rid of the bubble and wear the Fairy's Mask to get the stray fairy (S6). To your top right when you enter the room is a switch. Stand on it as a Goron and pound it. The same looking thing should rise and cover the other door. The second nearest switch will rise. Turn to link and jump on the

switch. Break the boxes for items. Hop on the switch after the boxes. Goron Pound it. Walk back the second switch you jumped on. Goron Pound it. Turn to normal Link and climb on the switch that will rise and jump to the door. Open the door before the switch covering it will rise. Turn into a Goron and roll to the north wall with a frozen stairway. Roll to your right when you land and reach the door on the east. Do not enter the door yet. Roll to the west wall. Open the door, you will encounter a Wizrobe. I suggest you turn into a Goron to kill it faster. The Wizrobe teleports from one blue square pad to another pad. There are four pads here. It would be better if you stand on the center. When it appears, run to him and punch him before he releases ice on his staff. You can also deflect it with your sword. When he releases ice, you'll frost so run away from the circular iced surface before you will frost again. After two punches, four Wizrobes will appear but there is only one real. Roll to the real one and punch it. One more punch will kill the Wizrobe. A chest will appear in the center of the room. Open it to get the Fire Arrow.

Exit the room, break the snowballs for a heart refill and roll to the east door. Open the door and kill the Freezard with your fire arrow. Walk to the southeast corner and use the Lens of Truth. Climb on the floating platforms to reach the chest with a stray fairy (S7). When you fall down, stand on the square platform in the middle of the room and shoot the frozen eye target. The platform will rise. Jump back and exit the room. Turn into a Goron and roll to the north wall with the frozen stairway. Roll to the south and enter door with the octagonal switches. Shoot the frozen ice on your right. Exit room back to the pillars with ice stalactites. Walk down the stairway. Shoot at the frozen switch on your right. Kill the Wolfos. Stand on the switch to reveal a chest. Shoot the frozen gray block. Kill the other Wolfos. Grab the block and move it northward. Grab and move it eastward. Grab and move upward to the chest. Climb up the block and jump to the chest with a stray fairy (S8). Jump down. Grab the block and move it southward. Grab the block and move it westward. Grab the block and move it northward, it will reach the stairway. On the right pillar of the stairway is a box. Climb up the block and throw a bomb at the box to free a stray fairy. Wear the Fairy's Mask to get the stray fairy (S9). Jump to the northern door. Enter the door and jump to the piled two gray blocks you have positioned ago. Jump to the other side with the torch. Be careful with the flying jars. Use your shield when the jars fly at you. Walk to the chest and open it for a stray fairy (S10). Jump down and exit to the east door of this room back to the main hall.

To your left is a green-framed frozen door. Shoot the ice with your fire arrow. Open the door and enter an area with three Freezards, three unlighted torches and lots of pillars you have to jump on. Break the jars for items around the room. Kill the three Freezards to reveal a chest in the northern wall with a stray fairy (S11). Light the three torches with your flame arrow to open a locked door. The other frozen door is also connected to this room so there's no use getting to it. Get to the door, open it and turn into a Goron. Pound the switch. The big round platform in the middle of the main hall will rise. Exit the room back to the main hall. Pass through the red-framed door on the south wall. Open the door to your left back to the first bridge with three Freezards. Shoot the Freezards to reveal a chest. Roll to the other side, shoot the ice crystal and open the chest to get a small key. Turn to

Link and jump to the ledge of the stairway. Walk up the stair and climb up the square platform. Shoot fire arrow at the frozen eye target above on the south wall. Jump to the door on the west. Open the door and you are back in the main hall. Forward to the center and break the ice column as a Goron by punching it. Punch one more ice column. Roll to the stairway on the north wall. Walk up the stairway and punch another ice column. Roll to the locked door on the west wall. Open the door with your small key. Kill the Eeno's with fire arrows. Notice an ice melt in the wall. Use Lens of Truth to find a secret hole. Wear the Fairy's Mask to get the stray fairy (S12). Shoot at the frozen stairway.

Walk up the stairway and kill two Dinofols to get two stray fairies (S13) / (S14). Pass through the door on the east wall. Fall down the platform below. Fall down the western door and break the ice column. Roll to the northern wall and walk to the southern wall with the four big snowballs. Punch the snowballs to get through. Walk up the stairway. Roll to the northern door with the locked boss door. Dive down the flower and fly to the eastern door. Open the door to encounter a Wizrobe again. There are several teleport pads this time. Use your fire arrow to kill the Wizrobe easily. Break the jars in the north wall to refill life energy. After defeating the Wizrobe, open the door on the upper west wall to get to the large chest. Open the chest to get the Boss Key. Open the door here back to the main hall. Fall down the column as a Goron. Walk to the south stairway with the four big snowballs. Punch the snowballs to get across and walk up the stairway. Roll to reach the boss door. Don't open the boss door yet. Turn to a Deku and dive down the deku flower and fly to the northwest corner after the ice on the corner of the wall where you rolled before. Fall down and press the up button to land on a hidden area with a chest below. Open the chest for a stray fairy (S15). You can also get here by playing the Scarecrow's calling song and using the hookshot on the scarecrow. Get back to the top level and open the locked door with the Boss Key. Open the door and shoot at the giant frozen bull with a fire arrow on your right. This is Goht.

-SCENE-

The ice melts and Goht breaks up the wall, hurting Link when it ran over him.

-SCENE-

See Masked Mechanical Monster Goht.

After defeating Goht, get the Heart Container and stand on the light to get Goth's remains.

Changes after defeating Goht:

- Snow has cleared.
- Frog choir on water.
- Water fall is visible.
- Passage entrance to Darmani's grave is passable and a new Gossip Stone can be found inside.
- Another Gossip Stone is found behind the tree near the frog choir.
- The hidden ladders to Darmani's grave become visible.
- Biggoron can be found sitting behind the owl statue before Snowhead temple.
- Your magic power increased by returning all the green stray

fairies to the Fairy's Fountain.

- The ice in the hearth of the Mountain Smithy has melted.
- The Powder Keg Shop opens in Goron Village. You can now carry Powder Kegs if you pass the test of the Goron selling Powder Keg.
- You can enter the race in Goron Racetrack and win Gold Dust.
- With Gold Dust in possession, the Mountain Smithy can sharpen your sword to Gilded Sword.
- The floating platforms to the Lone Peak Shrine are no longer visible even if you use the Lens of Truth.
- The door of the Goron Shrine is always open.
- Prices of sold items are cheaper in the Goron Shop.

-SCENE-

Goht's remains floats up emitting a bright light. Link is standing on the same tall pillar after defeating Odolwa and a giant shows up. Guardians, the protective guards, that's why they are in the temple spoke Tatl. Back in the Mountain Village, the snow has cleared. The two Goron brothers outside Darmani's graveyard are shown on screen. The Goron's ice melted away and the mountain is back to normal again. Link lands near a frog.

-SCENE-

/you can skip/

Try to wear the Don Gero's Mask and the frog will talk to you. You are mistaken as Don Gero. You've lost a little weight comment the frog. Unfortunately the other members of the frog choir are not present. You have to find and talk to the other frogs - a long later on.

/you can skip/

The landscape changes a bit. The ladders to Darmani's graveyard are now visible. A passageway opened to Darmani's graveyard. There are white and black Boes crawling inside. After the stone is a Treasure Hole with a chest of rupees. Swim behind the waterfall. Use the Lens of Truth to see a chest. Open it for rupees. The frozen hearth of the Mountain Smithy has melted.

Play the Song of Soaring (v < ^ v < ^) and soar to Snowhead. After the owl statue is the Biggoron. Take the stray fairies to the Fairy's Fountain. The Great Fairy of Wisdom will thank you for returning her broken and shattered body to normal. She enhances your magic power. You now have twice as much magic power! Play the Song of Soaring (v < ^ v < ^) and soar back to Mountain Village.

/you can skip/

Go to the Goron Village. Enter the Goron Shrine. The items sold in the shop are now cheaper than they are before. Talk to the elder on the upper level as a Goron. He heard that you, the one he thought was dead had sealed off the blizzard that was blowing in from Snowhead. The other Gorons circling the elder exclaimed; the greatest hero of all, that's Darmani. The immortal Goron who is not dead even if he has died? The star whom we wish upon. Darmani, the greatest of Gorons. Darmani is the greatest in the world. The elder tells you that his son got better immediately and went to see the Goron Races that celebrate spring.

/you can skip/

To the northernmost part of the Goron Village is the Goron Powder Keg shop. Climb up the passageway to the shop as normal Link. Wear the Goron Mask and talk to the Goron. He sells the Powder Kegs. However, he can't let you use it unless you pass his test first. Try to destroy the boulder blocking the entrance to the Goron Racetrack using the Powder Keg without exploding on the way. After speaking to him, pick up the Powder Keg immediately on the side. Do not pick the Powder Keg facing the Goron or you will speak to him again. Throw up the Powder Keg. After you throw it, quickly roll up the slope to save time. Throw it two more times and walk out the shop.

Take a short route by following the middle area in your map all the way south. Walk to a short stair and turn to your right then walk up the long slope to the entrance of Goron Village. When you enter the next area, you will see the big boulder at a far distance. Cross the bridges and avoid the Wolfoses. On the last bridge, take a turn to your right. Throw the Powder Keg up the slope. There's a Treasure Hole under the tree. Pick it up and do it again two more times. The elder's son is waiting outside the entrance. Throw the Powder Keg to the boulder to destroy it and open the entrance. Get back to the Powder Keg shop and talk to the Goron. Now you can carry Powder Kegs.

Get back to the Goron Racetrack and talk to the elder's son to enter the race. Win the race to acquire the bottle (EB2) with Gold Dust. After the Snowhead Temple, your rupees should be much. Enter the Mountain Smithy after winning the race. Speak to them to forge your sword. It will take one night to sharpen your sword so play the Song Double Time (> > (A) (A) v v) to proceed to the morning. Take note that the smiths do not do business on the final day. Enter the Mountain Smithy and get you new Razor Sword. With your Gold Dust, speak to the smiths again to forge the sword to its strongest quality. Play the Song of Double Time (> > (A) (A) v v) to proceed to the next morning. Speak to the smith again to receive the Gilded Sword.

Get back to Clock Town and go to the Laundry Pool during nighttime. Someone is sitting in the bench to your right playing a musical instrument. This is Guru-Guru. He practices too loud so others got mad and now he's sad. He will narrate you a story and you will receive the Bremen Mask for lending your ears.

Best SAVE time.

Prepare 50 rupees. Buy a Powder Keg in the Bomb Shop in West Clock Town. Turn into a Goron before speaking to the Goron who sells Powder Kegs. He is in front of the giant bomb display. Buy a Powder Keg for 50 rupees. Go out of the town from the south gate. Head to Romani Ranch southwest on your mini-map. You should come across grasses with flying yellow butterflies. Walk to the butterflies and you will fall down a Treasure Hole. Kill the Pea Hat and a chest will reveal. Open it for a Piece of Heart (H17). The Pea Hat sleeps in the evening. Stand on the light to get back. Stay away from the Takkuri (the bird with a large head) because it steals your items. Bad luck if it's a bottle or your sword. What do you do if your bottle or sword is stolen? Wait for the Curiosity Shop to open at 10 in the evening and buy back your stuff. Stay away from its reach and kill it with your fire arrow. Hit it six times, it will drop green rupees and when

it's killed, it drops a big rupee worth 200 rupees. Enter the passageway to Milk Road.

Milk Road mlr

There are two roads. To your left is the Gorman Racetrack. You can buy milk here for 50 rupees. You can also race with the Gorman Brothers if you have a horse. There's an owl statue here so slash it to make Milk Road available when you play the Song of Soaring. Tingle is floating above near a fence facing the stone. Pop his balloon to buy the maps of Romani Ranch for 20 rupees and Great Bay, 40 rupees. The other road has a large boulder on it. Drop the Powder Keg as a Goron to clear the path. The road to the ranch is always open during the final day without using a Powder Keg. Enter the ranch when the way is clear.

Romani Ranch rmr

If you climb up the fence and reach the topmost of the log, you get blue rupees. Inside the fence to your left is Cremia with a cow. She is the ranch owner. Forward more and Tatl will recognize Epona caged outside Mama's house. Speak to the girl as normal Link. She's Romani. She'll ask for your name. Answer her and she will give you a new name - Grasshopper because you wear green clothes and you patter when you walk. Romani is practicing for the night because ghosts are coming.

-SCENE-

Romani tells you about the ghosts. Their eyes glow like flashlight. They come to the barn and abduct cows.

-SCENE-

Her older sister won't believe her. Romani is recruiting an assistant. Answer yes for a bow practice. This is the first time you ride Epona. Press (A) while galloping to speed up. 6 carrots appear on your screen. Speeding-up Epona takes one carrot. Hit all the balloons while riding Epona. Refer to your mini-map. If you succeeded, popping all the balloons in not less than 20 minutes; Romani will teach you a horse calling song. Follow after Romani. You played Epona's Song (^ < > ^ < >). Romani instructs you that the ghosts run away at first light of the sun, so you will have to keep fending them off. The operation will start at two. Now you can call and ride Epona anytime. There are places that you can't ride on Epona.

Behind Mama's house is a patch of soil and there are bugs under the bushes to your right from the patch to soil. The barn is located right from Mama's house. Enter the barn and ran to the haystack for blue rupees. If you hit the chicken here for several times, it will call other chickens and you will have no choice but to get out or you will be killed. Ride Epona to the west and enter the Cucco Shack. Speak to the spike-haired guy. This is the Cucco-loving Grog and he want to see his chicks become roosters. Wear the Bremen Mask and press (B) to march. Make all the 10 chicks around here follow you until they become roosters. You'll get the Bunny Hood for fulfilling Grog's wish. Wearing the Bunny Hood makes Link ran faster and jump farther.

Get outside and enter the Doggy Racetrack. Break the jars inside the fence for blue rupees. You can plant a Magic Bean in the patch of soil to reach the chest on top of the jars with a purple rupee. Speak to the lady if you want a dog race. She's Mamamu Yan. If you talk to her as a Goron, she'll say, if the doggies see a face like yours, I think they'd roll over and play dead. What an insult.

Get out of the ranch and bring Epona to the Gorman Racetrack - home of the Horseback Riding Experts. During the final day, you can't find the Gorman Brothers here. Speak to the person standing near the fence while riding Epona for a horserace. You can also buy milk on the same man for 50 rupees. Win the race to get the Garo's Mask. You win milk after winning the mask.

Play the Song of Double Time (> > (A) (A) v v) to proceed to the night of the first day. Wait until 2. The barn will be over-crowded by ghost-aliens. If you slow down the flow of time, the ghosts will slowly move. If the flow of time is normal, the ghosts will move quickly to the barn. If you're not good at aiming, then slow down time and otherwise if you want the sun to rise faster. Climb up the box in front of the barn. This is the best location to shoot at ghosts. Look at your mini-map to guide you the ones getting near the barn. Also watch the back side of the barn. Take out your bow and keep on hitting the ghosts until the sun shines. If you don't, the ghosts will destroy the roof of the barn and they will take all the cows and you have to return back to day 1 again to help Romani. If you did it right, Romani will give you a bottle (EB3) of Milk. One quick gulp will have you feeling great! Use (C) to take a drink. You'll recover 5 hearts per gulp. This bottle contains 2 gulps.

Get inside the barn on day 2 if you succeeded helping Romani. Cremia's going to take milk to Clock Town. She's going by wagon into town and will leave about 6 o'clock this evening. Romani wants to go to but Cremia refuses. Play the Song of Double Time (> > (A) (A) v v) to the night of day 2. Speak to Cremia outside the barn. She's riding on her wagon. Ride with her.

-SCENE-

Cremia rode with Link from the barn. It's been a while when their father died and she's taking care of the ranch. The cows seem bothered and she'll find broken bottles everywhere. Romani was also worried that she's practicing a bow to stop the ghosts. In town, she has a friend named Anju, and the day after tomorrow is her wedding. She wonders if the moon will fall because it's gotten bigger. Cremia stops on a fence. The road to Clock Town is blocked. She took the open road below Tingle.

-SCENE-

Cremia informs Link that if there are pursuers, chase them off with arrows. The Gorman Brothers are masked riding their horses carrying forks. Their goal is to break all Cremia's three bottles of milk. Your goal is to protect it. Shoot at them after they shout. The one who shouted will ran near the wagon to destroy the bottles. Shoot at him before he reaches the bottles. The other will shout and immediately run at you. If you hit the first one who shouted, it means that the other one will attack next. If you failed, you have to do things

all over again from day 1. If you helped Cremia, you two will arrive on the east gate and she will reward you Romani's Mask. Cremia acknowledged you as an adult.

Enter Clock Town; get inside the Milk Bar to your right when the clock reaches 10. You can now drink the Chateau Romani for 200 rupees by speaking to Mr. Barten, the bartender. Drink it to replenish all of your magic power. The drink even improves your stamina! Swirl it around with your tongue to enjoy its flavor to the fullest! You can also buy regular milk for 20 rupees. Its effect is unlimited magic.

/you can skip/

Speak to the person in front of the stage. This is Toto, the band manager. Speak to him to do a sound check. Walk up the stage and stand on the center spotlight. Equip your ocarina and follow what is shown on your screen. You can also talk to Toto as a Deku and Goron (you still lack the other form). That feels good comment Toto. That wrenched, senseless racket, comment Gorman. Speak to Gorman, the despised son sitting on a chair. He tells you that he can't handle horses like his younger brother so he left the ranch and came to know the world of show business.

/you can skip/

Get out of the Milk Bar and walk up the stair on the right side of the roof from the Bomber's location guarding their hideout. Wear your Bunny Hood. Jump to the pillars of the south gate, jump to the sign of Honey and Darling's Shop and jump to the roof of the Shooting Gallery. At the end of the wall is a chest with a Silver Rupee.

Ikana Canyon ikc

Buy a Red Potion in the Trading Post and rode Epona to Ikana Canyon. Exit from the east gate of Clock Town. On the first two pillars, the one on your left has a patch of soil. Plant a Magic Bean here to reach the Treasure Hole with a chest on the top of the right pillar. There are bugs under here. You can walk on Real Bombchus while riding on Epona to kill them or defend with your shield to bounce them off and they will explode. When you enter the passageway to the canyon, there's a pillar standing to your left. There's a chest on its top but you can't still reach it. The next pillar has fallen down. On the first fence, there's a rock boulder at your right side. Destroy it to reveal a Treasure Hole. Open the chest for Bombchus. Stand on the light to get back. Jump over two fences. Someone is sitting on a high place. There are a circle of rocks to your left. Use the Lens of Truth to see a soldier sitting on the center. Speak to him. This is Shiro. He's shocked because for many years, he's been there waving his arms around asking for help but everyone ignores him. You're the first person to speak to him. He will request you something. Make him feel better by giving him a medicine. Equip and give him the Red Potion. He drinks up the potion and stood up. He feels better. In gratitude, you were given a Stone Mask. Now the soldier becomes visible.

/you can skip/

Speak to the person sitting on a high place. He tells you that Ikana Hill beyond is the place where spirits with troubles and lingering regrets wander. The spirits wander in search of one who can save them. If you must enter, you should obtain the mask containing wandering spirits because without that mask you can not save their souls. He is referring to the Garo's Mask you receive from the Gorman Brothers after winning the race. When you wear the Garo's Mask he will tell you that this Mask is the mask of the leader of the ninjas who once spied on the hilltop castle with blood-stained history. With that, you may be able to call out their spirits. Something will grow, you can hookshot it to reach up the hill but you don't have the hookshot yet.

/you can skip/

Best SAVE Time.

Buy a Powder Keg in the Bomb Shop for later use. Exit Clock Town from the west gate. To your right is a boulder. If you destroy the boulder, a Treasure Hole will reveal with four Gossip Stones. Leever's pop out when you reach the sand. You can walk over them while riding Epona to kill them. You can also attack it easily but their quick. On the right side of the fence to the ocean is a boulder. If you destroy the boulder, there's a heart piece in one of the beehives. There are Bio Deku Babas under here but you can't dive deeper yet. Jump over the fence while riding Epona to reach the Great Bay Coast.

Great Bay Coast gbc

After some shorter fences, you will arrive at a beach. To your left are two houses. The one on the left is the Oceanside Spider House. The other one on the right is the Fisherman's Hut.

/you can skip/

Enter the Fisherman's Hut. Speak to the fisherman to hear about the condition of the water and a Zora floating lifelessly in the bay. There's a seahorse on the aquarium. The seahorse asks you to take him back to the waters near the Pinnacle Rock. He will give you the seahorse if you bring him a Pictograph of a pirate. He wants a closer Pictograph of their face. There's a Treasure Hole behind the Fisherman's Hut with chest and bugs. There are also bugs on the bushes beside the hut.

/you can skip/

Go nearer the water. Tatl recognizes someone floating in the water beneath where the gulls are flying. Swim to the Zora and get him to shore. Swim to his back and press (A) to grab the Zora and press up to move him to the shore.

-SCENE-

The Zora stood up and slowly walked a few step and then fell down.

-SCENE-

Speak to him. He is Mikau of the Zora People. He is the guitarist of the Zora Band. Listen to his final message. He stood up and played his guitar. The Zora requests for you

to heal his soul. He collapses down. Play the Ocarina as normal Link and play the Song of Healing (< > v < > v).

-SCENE-

The camera zooms to the face of Mikau. His band mates appeared one by one and he walked away in peace. His body disappears leaving the Zora Mask

-SCENE-

The soul of Mikau appears to Link. He asked you to carve his farewell song on his grave and so did Link. Check the grave with the fish skeleton guitar. Read the lyrics; 'We the Zora', Swim by pressing (A). If (R) is pressed while swimming, a shield is produced. Dive by pressing (B). 'Zora Fight Song', press (B) to punch and press (B) repeatedly for a flurry of attacks. To do a Double Cutter, press and hold (B) and release.

Swim to the house in the water. The round structured house with a hook on top. This is the Marine Research Lab. Behind the lab are jars. Slash the bird statue to make Great Bay Coast available on your warp screen. Look above to see Tingle floating on his balloon. Pop it with your bow. Speak to him to buy the maps of Great Bay, 20 rupees and Stone Tower, 40 rupees. Climb up the ladder. Enter the lab. Speak to the Marine Biologist. He's waiting for the Zora Eggs. He explains you that the abnormal weather condition made the water temperature to rise. Zora Eggs are sensitive to temperature so if they are not kept in the aquarium, they will die. To your right is a small aquarium with 2 fishes. Get out the lab.

Swim behind the owl statue and swim forward to the north. You should see flying sea gulls. Dive down to where the birds are to find 4 wood boards with skulls. On the second board from the left is a passageway or on the third board from the right. Swim through the board to destroy it and swim across the passageway. You enter the Pirates' Fortress.

Pirates' Fortress prf

There are pirates riding on four boats circling around the water. Turn back to normal Link and wear the Stone Mask so the pirates will not throw you out. Drop down the water, wait for a boat to arrive and ride on it. Take out your Pictograph and take a good close-up picture of the face of the pirate. You will need this later. Wait until you ride north. Hop down and reach an octagonal switch. Climb up the switch, turn into a Goron and pound it. A passageway under the water will open. Drop down the water and turn into a Zora.

Dive down and swim to the three chests visible on your mini-map and swim through the passageway. Be careful of the Skullfishes. Swim through the skull board. There's a gray block to your right. Grab and move it upward. To your left is another skull board. Destroy it and break one more skull board. Rise up the water and dive down to where there are fishes. Open the chest for rupees. Rise and swim to another gray block. Grab and move it downward. Get back to the first gray block, enter and follow the path. Rise up on the water current going upward.

Don't swim but settle down. Double Cutter the spikes to make it sink down for awhile and run across. Avoid the spikes. After two spikes, there's water current, don't touch it or you'll be taken outside. Rise up after the last spike, climb up and open the door. Drop down the water and dive. Pass four spikes to reach a chest with rupees. Surface to find a heart piece in the cage. You can punch barrels as a Goron for items. Walk up the stair and turn left. Punch the barrels to find a switch behind. Turn into a Goron, step on the switch and roll down the stair to the cage. Get the Piece of Heart (H19). Break the jars for items. Step on the switch here to open the cage. Get out the cage and again walk up the stair. To your right is a diamond. Double Cutter it or use your bow to open a passageway. Quickly drop down the water and swim through the passage that opened.

When you enter, to your right is a ladder. Break the jars if you need to. Don't dive down, just pass across two spikes and avoid the water current. Avoid one more spike and climb up the ladder. Step on the switch, run to the circular vent and quickly Double Cutter or use your bow on the diamond. The water will rise. Drop down when you reach the upper level. Destroy barrels for blue rupees. There's a locked door to your right. Climb up the ladder to your left. Check the telescope to get a view of the outside. Turn around and Double Cutter on the hanging spikes. When you hit two spikes, it explodes. The impact reaches the switch. The door should be unlocked. If not, hit the diamond to unlock the door. Climb down the ladder or just drop down and open the door. Follow the path and enter the passageway to the courtyard. There are several guards walking back and forth. Turn to normal Link and wear the Stone Mask to get unnoticed. Run to the center of the courtyard. Climb up the ladder and cross the bridge. Enter the door behind the hookshot column. Run forward.

-SCENE-

A Giant Bee passes by and went to its beehive. Link listens to the conversation below from the window. They were talking about the Zora Eggs and there are four around the fortress. After the conversation the pirate salutes at their leader, Aveil and walks out.

-SCENE-

Take out your bow and shoot at the beehive. If you don't have arrows, follow the path to your right, on the farthest wall are jars. Break the jars for arrows.

-SCENE-

The beehive falls down and scared the pirates away. They were crazily shouting.

-SCENE-

Go out the door and fall down to your right. Open the door and reach the chest in the middle of the room. Open the chest to get the Hookshot. Face left to see an aquarium with a Zora Egg. Equip Hookshot and aim on the board of wood above the aquarium. Turn into a Zora after you drop on the water. Dive down and kill the Shell Blade when its mouth is wide open. Equip an empty bottle and take the Zora Egg. Surface and exit the room. Walk down the stair and run to the north. Look above to

find hookshot column. Hookshot it and hookshot another column above to your left. Enter the passageway. If you turn around, you'll see another hookshot column above. You'll go here later. When you enter the passageway, follow the path to your left and open the door. Turn into a Goron. Walk forward and a pirate will show up. Two punches will make her go away. The locked door opens.

Open the door with the torches. Hookshot on the board above the aquarium. Aim on the sides or you'll fall down directly on the water. A Desbreko with several Skullfishes will kill you. Kill the Skullfishes first before you drop down the water. Dive down when the aquarium is cleared from Skullfishes. Open the chest for rupees and take the Zora Egg. Surface; don't exit on the next door but trace back to the last hookshot column. Remember the other highest hookshot column. Hookshot it. Cross the bridge and open the door to your right. Open the chest in the middle of the room with a silver rupee. Walk up the stairway and open the next door. Turn into a Goron and walk forward to meet another pirate. Four punches will make her go away. Open the door with the torches. Break the jars for heart refill. Hookshot the wood board above aquarium. Turn to a Zora and dive down the water. Kill the Shell Blade and take the Zora Egg. Surface and exit to the next door. Play the Song of Soaring (v < ^ v < ^) back to the research lab. Climb up the ladder, enter the lab, climb the ladder to the large aquarium and pour the three Zora Eggs in the middle area of the aquarium.

Swim back to the Pirates' Fortress. Wear the Stone Mask. Ride on one of the boats and reach the north. You'll find a hookshot target behind the switch. Walk up the stairway and enter the passageway to the courtyard. Run to the south and look above to find a hookshot column. Hookshot it. To your left on the farthest wall is a chest with rupees. To your right, look above for another column and hookshot it. Enter the passageway to your left. Pass across the barrels and open the door. Turn to a Goron and walk forward to encounter a pirate for the last time. Four punches will make her go away. Open the door with the torches. Break the jars for heart refill. Hookshot the board above the aquarium. Turn to a Zora and dive down. Kill the Shell Blade and take the Zora Egg. Play the Song of Soaring (v < ^ v < ^) and soar back to the lab. Enter the lab and drop the Zora Egg to the aquarium. Exit and swim to the Fisherman's Hut. Enter the hut and speak to the seahorse. Show your Pictograph to the fisherman when he asks you. You'll receive the seahorse in exchange of the Pictograph.

Play the Song of Soaring (v < ^ v < ^) back to the lab. When you're transported to the owl statue, on the left side of the screen are two pointed pillars. Swim to the pillars and pass in the middle to enter Pinnacle Rock. Dive down and release the seahorse. Follow the seahorse. Don't swim, it is better that you just run. When you reach the last sign, the seahorse will ask you to get rid of the area from Sea Snakes and help its friend. Dive down. There are eight holes down here and all the holes have Sea Snakes. Look at your mini-map to be guided of the holes. The map looks like a sun with six rays. On the southeast ray, the upper hole contains a Zora Egg and the lower hole contains a chest with rupees. On the southwest ray is another Zora Egg. On the northwest ray in the lowest hole is a Zora Egg. On the north ray, the lowest hole has a chest with

rupees. The other holes with Sea Snakes contain jars. There are also several jars on the ground level. Dive near the hole but don't enter. There's a ledge you can drop to. When the Sea Snake releases its head out the hole, Double Cutter it for two times to kill it. Kill all the Sea Snakes, on the last Sea Snake the friend of the seahorse which is another seahorse will appear. The seahorse will thank you and as a symbol of his deepest gratitude, he gives you a Piece of Heart (H20). Swim out the Pinnacle Rock and swim back to the lab. Drop the three Zora Eggs, get down and face the aquarium.

-SCENE-

The Zora Eggs hatches and aligned into a formation.

-SCENE-

Equip your instrument as a Zora and play what you see. You played the New Wave Bossanova (< ^ < > v < >). Play this song to the Zora who laid these eggs, says the Marine Professor.

Zora Cape zrc

Look to the ocean, you'll see a large structure with a fish tail. There are small islands you can jump on the water. You'll find a Treasure Hole here covered by a rock boulder. There are Bombchus on the chest and bugs down here. You can reach the cave to the Fairy's Fountain by using the hookshot on the palm trees. You can use bombchus to destroy the boulder blocking the cave entrance to the fountain. Under the cave entrance is a chest with rupees.

There are two Zoras to your left. This is the Zora game site. With the use of a Powder Keg, you can break all the jars in one blow. You are rewarded 90 rupees if all the jars break together. Follow the path after the Zora game site until you reach two jars. There should be a fin moving in the shallow water. Dive down near the walls to see where the fishes are swimming. Stand on the shallow water and catch 5 fishes. There's an endless supply of fishes in the water here. Play the song of Soaring (v < ^ v < ^) to Great Bay Coast to instantly soar back at the lab.

Remember the two large fishes in the Marine Lab. You can feed them with 5 smaller fishes you can catch with an empty bottle to get a Piece of Heart (H18). Get back to the Zora Game Site and walk to the water. Swim to the structure with the giant fish tail. You can get to the owl statue by swimming around the structure. In the front entrance under the water is a Like-Like before you'll reach the fish mouth passageway to the Zora Hall. You might want to visit the Zora Hall.

Best SAVE Time.

With the hookshot in possession and the Zora ability, you can acquire new Pieces of Heart. Enter the Trading Post and speak to the scarecrow or directly take out your instrument in front of the scarecrow. Play any tune with eight notes or follow mine (< > < > < > < >) to easily remember the song. The scarecrow will dance to the music and will lend you a helping hand. Play the same song when you ever need him. The scarecrow

hides and you can call it back when you play again the song. There are limited places where you can call the scarecrow. Take note that when you return back to the first day, you'll have to speak to the scarecrow and play him again a song if you ever need its help. The same notes (< > < > < > < >) will work. Soar to Southern Swamp and buy a Magic Bean on the deku. You'll need this later.

This is the best time to get the heart piece in Snowhead. Play the Song of Soaring (v < ^ v < ^), soar to Snowhead. Turn around the owl statue; do not go to the temple first. Enter the passageway behind you. Turn into a Goron and jump on the ramp. Use the Lens of Truth to see the floating square platforms. Jump across and on the last platform play the Scarecrow's call song (< > < > < > < >). The scarecrow will appear near the heart piece. Hookshot on the scarecrow and you automatically get the Piece of Heart (H21) when you land. Play the Song of Soaring (v < ^ v < ^) back to Snowhead. You'll need to defeat the Snowhead Temple boss to clear the mountains from snow. Play the Goron Lullaby ((A) > < (A) > <) to make the biggoron sleep. Roll your way to the entrance and enter the temple. Stand on the octagon to fight the boss. Roll to the Twin Islands where the Goron Racetrack is located. On your mini-map are two chests located under the water. Dive down as a Zora, get rid of the Skull Fishes and open the nearest chest to get a Piece of Heart (H22). The other chest contains rupees. Blue rupees can be found around the water. Fill your bottle with hot spring water from here. You'll need this later.

Your next heart piece destination is around Termina Field. Play Song of Soaring (v < ^ v < ^) back to Clock Town. Exit from the west gate; destroy the boulder to your right to reveal a Treasure Hole. Play the New Wave Bossanova (< ^ < > v < >) as a Zora on the large Gossip Stone. The stone will turn to color blue. Get to the Treasure Hole outside the north gate. It's located on the right side from the gate. Drop down and play the New Wave Bossanova (< ^ < > v < >) as a Zora on the large stone. It becomes blue. The stone revolves and stretches. The next Treasure Hole with four Gossip Stones is located near the observatory. It is outside the fence left from the Gossip Stone which is inside the fence of the observatory. Play the New Wave Bossanova (< ^ < > v < >) as a Zora on the large stone. It becomes also blue. Get to the Treasure Hole between the swamp and Milk Road. The Treasure Hole can be found a few steps from the tree with the drawing of Skull Kid. It is to your right from the tree after the grasses. There are bugs down here and four Gossip Stones. There's also a skulltula. Play the New Wave Bossanova (< ^ < > v < >) as a Zora on the large stone to make all the stones blue and you'll receive a Piece of Heart (H23). Go to the beach entrance. On the right side of the fence is a boulder. Destroy it. Kill the Bio Deku Babas and shoot the beehives. One beehive contains a heart piece. Turn to a Zora and dive down the water to get the Piece of Heart (H24). On the southwest of your mini-map is a body of water. Dive down as a Zora and open the chest for rupees.

Play the Song of Soaring (v < ^ v < ^) to Great Bay Coast. Swim to the location of the Pirates' Cove. From the sea gulls,

there are tall pillars to your right. Get to the farthest right pillar. Look above to see a hookshot column. Hookshot it. On the next pillar is a Treasure Hole. Drop down the hole to find two cows. Play Epona's Song to the cows. What a nice mooosic says the cow. They will offer you milk. Stand back on the light to get back. Hookshot two more columns. On the third hookshot column, there's a patch of soil. Plant a Magic Bean on the soil. Your hot spring water should have cooled off. Pour the water and ride on the leaf to another pillar. Play the Scarecrow's call song (< > < > < > < >) to reach the Piece of Heart (H25).

Go to the area with the Zora game site, pass across and stop on the logs or the dead tree with a branch coming out of the water. Climb up the log and look above and hookshot the palm on your left. Hookshot the next palm to your right. Play the scarecrow's call song (< > < > < > < >) to make it appear. Find the next palm with chest and hookshot it. Look up to find another palm above. You can walk on its leaf; fall down the Deku Flower to reach a chest. Hookshot back to the scarecrow. Follow the palms to reach a cave entrance. Enter the passageway to Waterfall Rapids. Speak to the beaver and win the race for two times to win an Empty Bottle (EB4) and a Piece of Heart (H26). Exit Waterfall Rapids and fall down the water. Dive down. Kill the Like-Like underneath to get a Piece of Heart (H27).

Play the Song of Soaring (v < ^ v < ^) back to the Clock Town. Wait for the clock to reach 10 in the evening. Wear the Romani's Mask and enter the Milk Bar, Latte. Talk to Toto to do a sound check in your four forms. As a normal Link, stand on the center spotlight and play your Ocarina like this, ^ > < >. As a Deku, stand in front-left spotlight and play your Pipes like this, > (A) v < >. As a Goron, stand under the rear-left spotlight and play your drums like this, (A) (A) (A) v (A) (A) (A) >. And as a Zora, stand beneath the spotlight on the right and play your guitar like this, ^ > v (A) ^ < > v. Bravo!!! That was the best, says Toto. You played the Ballad of the Wind Fish. Gorman gives you the Circus Leader's Mask.

The Spider Houses tsh

Fearful Spider House fsh

Play the Song of Soaring (v < ^ v < ^) to the swamp. You'll need two Magic Beans. Buy on the Deku outside the Swamp Tourist Center. Get to the Fearful Spider House. Use a Deku Stick to burn the web covering the entrance. You'll find a cursed man. To help him, you'll need to kill thirty Gold Skulltulas and get the tokens after killing them. A roll normal Link can do is good as the Goron punch on some objects.

Main Hall

You can fill your bottle with spring water on the floor.

1. Open the door and find a Skulltula crawling on the floor.
2. Break the jars to release a Skulltula to your left from door.
3. Look behind the third column to your right from the door or the column in the right side of the gold pillar.
4. On the right wall, there's a patch of soil. Fill your bottle with bugs and pour it near the soil to release a Skulltula.

5. On the left wall, there's a patch of soil. Do the same thing.

-Upper Level

6. On the wall behind the gold pillar.

7. Right wall from the Deku Flower, there's a patch of soil above two jars. Use bugs to release a Skulltula.

8. On the third column from the door.

Left Room

Destroy a boulder to reveal a patch of soil. Plant a bean to fly around the walls.

9. Find a Skulltula on the wall.

10. There are four boxes, destroy to find a Skulltula.

11. On the other two boxes, destroy to find a Skulltula.

12. Climb up the ladder. Find a Skulltula on top of the pillar in the middle of the room.

13. Find a Skulltula behind the lighted torch.

Right Room

You can play the Sonata of Awakening (^ < ^ < (A) > (A)) on the sleeping Deku to wake it. You can use the flower to reach the higher place. You'll find a rock. Destroy it to release bugs. You can jump on top of the vases for rupees.

14. Look above the ceiling to find beehives. Hookshot to release a Skulltula.

15. On the same ceiling, hookshot another beehive to release a Skulltula.

16. Use the Deku Flower to fly to a higher place. Hookshot the Skulltula on the wall.

17. There are six jars. The first one contains a Skulltula.

18. As a Goron, punch the nearest or first vase from the Golden Deku Flower.

19. As a Goron, punch the fourth vase from the Deku Flower.

20. Slash on the grass-covering behind the flower to reveal a passage. Follow the path to the Skulltula.

Middle Room

21. From the right room, use the Deku Flower to reach the higher place, enter the door and shoot the diamond to reveal a ladder. Hookshot the Skulltula on the ladder.

22. Look above the ceiling and shoot at the beehives.

23. Climb up the ladder, plant a bean on the patch of soil.

The leaf, takes you to a Skulltula on the wall above the passageway.

24. Ride on the leaf to reach a passageway. Drop down and turn around to find a Skulltula on one of the columns.

Follow the passageway, open the door. There's a Gossip Stone under the tree in the middle of the room. There are bugs here.

25. A Skulltulla is crawling on the floor, run on the grasses until you get hurt. It's a Skulltula.

26. Another Skulltulla is crawling on the floor, run on the grasses until you get hurt.

27. Look above the ceiling to find beehives. On one of the beehives is a Skulltula.

28. As a Goron, punch the tree to drop one

29. two

30.three Skulltullas and the curse is lifted.

After getting all 30 tokens, speak to the cursed man. He's well now. He gives you the Mask of Truth. You can also enter the Doggy Racetrack to win a Piece of Heart (H28) by wearing this mask when you choose a dog.

Bet on the dogs thinking these;

I should do all right.

I feel unstoppable. I don't think I'll lose.

My four paws feel lighter than usual today.

I'm here for my wife and child. There's no way I'll lose.

Today, I fell like I can win.

Best SAVE Time.

Oceanside Spider House osh

Play the Song of Soaring (v < ^ v < ^) to Great Bay Coast and enter the Oceanside Spider House. Blast with bomb the cracked wall to reveal a passageway. Finish killing all the Gold Skulltulas on the first day to receive a Giant Wallet from a man. You'll just receive rupees on day 2 and 3. A roll normal Link can do is good as the Goron punch on some objects.

1.Slide down and hookshot at one

2.two Skulltulas on the slope passage.

3.Look above the ceiling to find a web. Shoot the web with fire arrow to reveal a Skulltula.

Hookshot a target above the door to cross over the fence.

Open the door.

Area 1

4.On wall corner with vases. There are two vases with holes. Punch as Goron

5.Shoot a fire arrow on the other vase covered with web and punch it.

6.There are three masks display to your left. A Skulltula is coming in and out of the middle mask.

7.Look above the ceiling, on one of the wooden planks is a Skulltula.

Walk down the stair.

8.There's a Skulltula on the ceiling, look from the stair.

9.There's a diamond hole covered with web. Shoot fire arrow at web and hookshot the Skulltula.

10.Climb up three piled boxes. On its top is a pot. Break the pot to release a Skulltula.

11.Punch a vase with hole to release a Skulltula.

12.Behind the stair, a Skulltula is coming in and out of a mask on the wall before a door.

When you enter the first door, there's a door covered in web to your left. Shoot fire arrow at web and open the door.

Area 2

13.Find three small drawers. You can move and grab the two

- to reveal a diamond hole with a Skulltula.
14. Hookshot the painting beside the drawer to reveal a Skulltula.
 15. Climb up an empty bookshelf in front of the drawers. Put Captain's Hat and speak to the Stalchild. Turn around, there's a Skulltula crawling on the ceiling.
 16. From this bookshelf, jump over three bookshelves to the Skulltula.
 17. A Stalchild is sitting on a chair. Hookshot the right painting to reveal a diamond hole with a Skulltula.
 18. Grab and move a bookshelf to reveal a secret area on the wall. There are one
 19. two Skulltulas behind this bookshelf.

Area 3 (Door beside the stair)

20. Look above the ceiling. Shoot fire arrow at web to reveal a Skulltula.
21. On one of the four paintings is a Skulltula. Shoot the painting on the left wall from door.
22. There's a vase with a hole in the northwest corner of the wall. Punch it.
23. Look above the ceiling to find a chandelier. Climb up the table and do a Goron Pound. One,
24. two,
25. three Skulltulas will fall from the chandelier.

Speak to the four Stalchildrens to know the order of the colors. There are four masks on the north wall or above the fireplace. Shoot the masks in this order; blue, red, yellow, red and yellow. The fence on the furnace will clear. Walk up the stairway behind this. Kill a Skulltula and open the large chest to get a Piece of Heart (H30).

Area 4 (Door behind the stair)

- Shoot fire arrow at web-covered door and enter. There are Black Boes and a Skulltula here.
26. Punch a wooden box on the left wall to reveal a passage. Enter and turn around to find a Skulltula.
 27. There's a Skulltula behind two wooden boards. Climb up the boxes on the right and hookshot it.
 28. Climb up the boxes on left. Look above to find a hookshot target. Hookshot on target to reach four jars. Break one with the Skulltula.
 29. Punch a wooden box with a Skulltula on the right wall.
 30. Shoot fire arrow at web on the ceiling to reveal a Skulltula.

Walk back the first door and exit. Look above and hookshot on target. Goron roll on the slope. You'll meet a man who's interested in the place. He gives you a Giant Wallet. This thing is huge. It can hold up to 500 rupees.

Best SAVE Time.

Ikana Graveyard ikg

Rode Epona to Ikana Canyon. Climb down Epona and climb up the passageway to Ikana Graveyard. Follow the pathway after the tombstones. There are Bad Bats flying round your way. You'll find a giant skeleton blocking a passage. There are a ring of

rocks on the lower right and bushes on your left you can refill life energy. Put a bomb in the middle of the rocks to reveal a Treasure Hole. Open the chest under for Bombchus. The door to your left is locked. The giant skeleton is Skull Keeta and he is sleeping. Wear your Bunny Hood and play the Song of Awakening (^ < ^ < (A) > (A)). He rises up and your goal is to outrun him. Kill the Stalchilds that will pop out to extinguish the flames. Shoot it. Skull Keeta stops walking for a moment. When you reach him, fight him until he surrenders and he will put out the fire on the large chest. He asked you to take his soul and convey his words to his men that the war has ended. Skull Keeta salutes at you, now he can drift back to sleep. Jump to the chest and open it to get the Captain's Hat.

Wait for the night. There are Stalchilds all over the graveyard. They'll attack you if you don't wear the Captain's Hat. They'll speak to you if you wear it. Wear the hat and speak to the three Stalchilds walking around a tombstone. Ask them to open the grave. The Stalchilds break the stone and jumped down the hole. Drop down and jump to the passageway. Kill all the bats to reveal a chest. Open the chest with a purple rupee. Equip your fire arrow and light the three torches. There are two beside the passageway and one beside a locked door to unlock it. Open the door and you'll find an Iron Knuckle standing in the middle of the room. Attack it first and it will move. Be careful after you destroyed its suit. It becomes angry. When the Iron Knuckle is defeated, you freed a soul. The curtain goes up revealing a tombstone. Someone will talk to you. He is the Composer, Flat. His brother sold his soul to the devil and locked him here. He requested you that if you find his brother, inform him that the thousand years of raindrops summoned by his song are his tears. The thunder that strikes the earth is his anger. Walk to the tombstone and Z-Target at Tatl to talk to her. Follow the notes to learn the Song of Storms ((A) v ^ (A) v ^).

Exit the room and stand on the light to get back. Play the Song of Double Time (> > (A) (A) v v) and proceed to the night of the second day. You'll find again three Stalchilds circling another grave. Ask them to open it. Drop down and jump to the rupees. Use the Lens of Truth and walk through a hidden passageway. Open the door. Use the lens again to see a Skulltula. Kill it. Shoot at Keeses. Pass a hidden pathway and kill another Skulltula. Kill one more Skulltula and turn left. Blast the cracked wall with bombs and open the door that revealed. Kill an Iron Knuckle to reveal a large chest. Open the chest to get a Piece of Heart (H29). Play the Song of Double Time (> > (A) (A) v v) and proceed to the night of the final day. Speak to the three Stalchilds circling another grave to open it. Drop down and you'll find Dampe. Speak to him and use Z-Targeting to easily guide Dampe to a circular spot with soil. Dampe should dig three or more blue flames.

Kill a Wall Master when you see a shadow getting bigger under you. Roll away and kill it. There's a brown platform that can take Dampe to the other two soil sjars. On the right brown square, Dampe should stand on the east edge. Do not fall down the cliff under the brown square when it levitates. Immediately climb up three blocks to your right and guide him to the soil spot in the corner. Jump down and Dampe will also drop down. Guide him to another brown square platform. Dampe

should stand on the south edge. Climb up the ladder and guide him to the soil spot. The blue flames joined and a Big Poe appears. Dampe runs away. Kill the Big Poe by shooting its back with your bow. After it spins down on you, this is your time to attack. Look at your clock, the minutes are ticking. When the Big Poe is defeated, a large chest will appear. Walk up the stairway and open it to get an Empty Bottle (EB5). Walk up the other stairway, you'll find Dampe under his bed. He is really scared. Play the Song of Time (> (A) v > (A) v) and save.

Best SAVE Time.

With the Giant Wallet you can buy the All-Night Mask in the Curiosity Shop. Prepare 500 rupees. You'll have to redo the first night when the old woman is mugged by a thief. Enter the North Clock Town on the first day. Wait until 12 midnight and wait for the scene. Help the old woman and on the third day, enter the Curiosity Shop at 10 in the evening to buy the All-Night Mask for 500 rupees. Enter the Stock Pot Inn and talk to the old woman in a room beside the kitchen. She is Anju's Mother and you are mistaken as Tortus. She will read you a story. Wear the All-Night Mask and listen to the first story, Carnival of Time. She will ask you this question at the end of the story; 'when does the clock tower roof open?'. Answer 'on the eve of the festival' to receive a Piece of Heart (H31). Listen to the second story, the Four Giants. She'll ask you a question, 'what did the people do to call the giants?'. Answer 'I dunno' to receive a Piece of Heart (H32).

Best SAVE Time.

Play the Song of Soaring (v < ^ v < ^) and soar to Zora Cape.

Zora Hall zoh

/you can skip/

Enter the Zora Hall. There's a passageway from the fish's mouth entrance. There's a door on the middle of two pathways. It is the Zora Shop. The path to your right leads you to a Zora thinking about Lulu. There's a scarecrow's call location here. The path to your left is to Lulu. You can take a pictograph of Lulu and give it to the Zora to receive 5 rupees. For a good pictograph of her, you'll receive 20 rupees. There are two Zoras on the giant clam stage. You receive rupees by lighting the two torches. Look above to see the torches. The other Zora is checking the speaker asking you to pluck your guitar for a sound check.

/you can skip/

There are four rooms where the band members are staying guarded by Zoras. To enter the rooms you'll need to speak to the Zora before entering. The first door is the room of Mikau and Tijo. Tijo plays on his drum. He broke the ladder to Mikau's practice area and decided to go on a diet. You can hookshot the tree above to reach Mikau's area and read his diary. He wrote the following, (A) v > (A), and v > < v. The next room is to Japas, the bassist. Speak to him and take out your guitar

for a jam session. Japas plays > > v (A), add this (A) v > (A).
Japas plays again < < > v, add this v > < v.

- SCENE -

Japas and you played a song and Zora fans came running at the door to hear.

- SCENE -

The next room is to Evan, the band leader. He will ask you if you have a Zora Egg, if you show him, he will tell you to quickly take the egg to the professor at the Marine Research Lab. Take out your ocarina and play it as normal Link to Evan. Play the whole song (> > v (A) (A) v > (A) < < > v v > < v) you played during a jam session with Japas.

- SCENE -

Evan worships the song and played it on his keyboard. He gives you a Piece of Heart (H33).

- SCENE -

The next door is Lulu's room. There's a Deku doing business with a focus on Zora. The deku is selling a green potion. You can exchange the Mountain Title Deed to reach the Piece of Heart (H34) above. You can read on Lulu's diary here.
/you can skip/

Play the New Wave Bossanova (< ^ < > v < >) at Lulu.

- SCENE -

The island transformed into a giant turtle. It rose up making a huge splash. It spoke on Lulu. The turtle might have slept but he knows everything that occurs in the ocean. You're told to climb on its back.

- SCENE -

Hookshot on the palms on the turtle's back.

- SCENE -

You ride the turtle to the Great Bay Temple. The pirates rode their boat to the temple but the mighty winds encircling the temple thrown them away. Link bade goodbye at the turtle.

- SCENE -

Great Bay Temple gbt

There are four unlighted torches before the door. Shoot fire arrows at the torches to reveal a chest with a stray fairy (S1) in front of the turtle. Open the door. You'll enter a room with a waterwheel. Dive down as a Zora and on the northeast of the room is a sunken switch. Grab and turn it to activate a water vent. You'll find a stray fairy (S2) under the water beneath the door you entered. There are two elevators. Ride the left elevator to reach a platform with rupees. Kill the Skulltula here to get a stray fairy (S3). Ride the right elevator. Kill or avoid two Skulltulas. Hop on the water vent. When the water rises, jump to the next platform. Enter the path to the room with a giant spinning blade. To your left is a pillar with a barrel. Drop down to your left or ride on the blade to reach the pillar, climb up the ladder and break the

barrel to release a stray fairy (S4).

Dive under the water as a Zora. There's a pot beneath. Break it to release a stray fairy. Run to the fairy but if you think you can't, surface and wear the Fairy's Mask to lure the stray fairy (S5). Dive down again and swim to the yellow-orange lighted passageway. Avoid the Skullfishes. There's a passageway blocked by two Dexihands. Kill the Dexihands using your Double-Cutter. Swim through the passage and come across three Bio Deku Babas. Kill the three. Surface and hop on the leaves to another Bio Deku Baba. Kill it to reveal a chest with a stray fairy (S6). Enter the door. To your right and left below is flowing water current. There's a pot under the water to your right with a Dexihand. Break the pot by your Double Cutter and wear the Fairy's Mask to lure the stray fairy (S7). Forward to find two Bio Deku Babas on the water. Kill them, hop on the leaves and reach the chest with a compass. Dive down the water and kill a Dexihand. There's a chest below, open it to get a small key. Surface and drop on the flowing water current to return to the room with the giant blade.

Swim through the red lighted passageway. Surface and walk up a red tube to the locked door. Use your shield to bounce off a Real Bombchu. Avoid the Octorocks. Open the door with the small key. Enter the door. Break the jars for items or heart refill. Avoid the two Chuchus. Open the next door. The room is empty. Look above the ceiling, you'll find a giant eyeball called a Wart. Shoot the smaller ones. They will drop off the bigger eye. Slash on the smaller ones with your sword. When the eye is clear, shoot it with a fire arrow. After enough hits, the eye will move like crazy. Stay away before it bashes on you. Shoot at a far distance when the eye is open. Defeat the Wart and a chest will reveal. Open the chest to get the Ice Arrow. Exit the door and refill items and health on the jars. Enter the door back to the switch with Octorocks. Equip the ice arrow and shoot on the Octorock to freeze it. Climb up the iced Octorock and jump to the switch. Grab the switch and turn it. Dive underwater and swim back to the room with the giant blade.

Swim through the yellow-orange lighted passageway. Surface and climb up a platform. Shoot ice arrow on the water to form icebergs and target to the platform with two jars. On one of the jars is a stray fairy (S8). Reach the jars by jumping on the icebergs you made or you can also shoot it with an arrow to release the stray fairy then wear the fairy's mask. From here, shoot ice arrows at water to the chest. Jump on the icebergs to reach the chest. Open the chest to get the dungeon map. Shoot ice arrows to the door. Jump on the icebergs to reach the door and open it. There's a Blue Chuchu. To reach the switch, shoot an ice arrow at the Chuchu. You can grab and move it to the switch. Climb up, grab and turn the switch. Exit the room. Drop down the water and dive down. Swim through the passage with two Dexihands. Surface and open the door. Shoot an ice arrow on water to the passageway with ice stalagmites on the right wall. Break the stalagmites and shoot fire arrow to the frozen door. Open the door and you'll encounter a Gekko. It calls on big bouncy blobs. After few hits on the Gekko, it mixes up with the blobs forming a bigger one. Shoot at the blob when it rises up the ceiling. Shoot

an ice arrow to freeze it. It will fall down and break to smaller blobs. Find and shoot the Geeko. The Geeko holds up the blobs and throw it on you if you don't hit it first. Stay away when it forms back to a bigger blob and shoot at it before it falls on you. It spits you away when you are swallowed. Break the boxes for items and heart refill. When the Geeko is defeated, the blobs melt down and the Geeko turns into a frog. Wear the Don Gero's Mask to speak to him. Open the other door; it takes you to the chest with the boss key. Look above for a target and hookshot it. Drop down the water and swim back to the room with the giant blade.

Surface and ride on the spinning blade to the ladder on the north wall. It's covered with falling water. Shoot the water with ice arrow to freeze it and climb up the ladder. Open the door. Kill the Tektites and a Desbreko. Hookshot on two barrels. Shoot ice on the water to form icebergs to the switch. Jump on the icebergs to reach the switch. Grab and turn the switch. Shoot ice arrow on water at northwest wall. Climb up the iceberg and look above to find a hookshot target. Hookshot it to reach the chest with a stray fairy (S9) above the room. You can drop down at the door and exit the room. Climb down the ladder and go back to the first area with the waterwheel. When you enter the passageway from the giant blade, you'll find that the water vent to your right is working. Look above and hookshot on the target. You'll drop on the water vent. Wait for the water to rise and jump to the switch. Grab and turn the switch. Drop down the water and swim to the switch in the middle of the room. Grab and turn it, the waterwheel cycles to a different direction. Ride the elevator, hop on the water and walk back to the area with the giant spinning blade.

Drop down the water, the water rotates counterclockwise. Dive down and swim to the green lighted passageway. Avoid the spikes. Surface and climb up the platform with the barrels. Wait for the elevator to lower down and shoot the falling water with an ice arrow to stop the movement of the blade. Ride the elevator. Shoot a fire arrow on the frozen water and when the elevator reaches the highest, shoot an ice arrow on the water to frost it and to stop the mechanism. Jump to the spinning blade. Walk to the edge of the blade that when you face the north wall, you will find a chest. Hookshot on the chest and open it to get the stray fairy (S10). Walk to the edge and look down. Find another elevator. If it's too far to reach, defrost the frozen water and wait until its nearer then shoot an ice arrow to frost the water again. Ride on this elevator to the most east wall. Face south to find a torch. Hookshot on the torch and you will reach a chest with a stray fairy (S11). Drop to the water and swim back to the barrels, climb up and ride on the elevator. When you rise up, on the topmost reach of the elevator, shoot at the falling water with ice arrow. The wheel stops turning making it passable. Walk past the wheel and enter the door on the southwest. Drop down; you enter a room with three seesaws. On the first shorter seesaw, shoot at the frozen water above the ceiling with fire arrow. Under the other side of the seesaw is a hole with a Chuchu and a barrel with a stray fairy (S12). Ride on the next seesaw. Shoot fire arrow at the frozen water on the ceiling. Jump to the next seesaw and shoot fire arrow again above the ceiling to reach a switch. Grab and turn the switch. Turn to a Zora and walk to the green

tube. Climb up and walk to your right. Turn back to normal Link and hookshot on the chest. Open the chest to get a stray fairy (S13). Drop down. Ride the first seesaw and shoot ice arrow on the falling water. After you rose, jump to the door on the west wall and enter it. Drop down the water and swim through the red passageway back to the giant blade.

Sink to the very bottom and swim through the passageway. Avoid the spikes, swim to your right to find a passage with a stray fairy (S14). Double Cutter first the bubble and surface. Wear the Fairy's Mask to get it. The water current takes you back to the previous area. Swim again to the lowest passageway and avoid the spikes. Surface and walk up the green tube to reach a switch. Grab and turn the switch. The water vent will work. Hop on the water, turn around to find a stray fairy in a bubble. Shoot an arrow at the bubble and wear the Fairy's Mask to get the stray fairy (S15). Hop to the boss door and open it with your boss key. Drop down the hole and miraculously, Link is not hurt after falling down such a high place.

- SCENE -

The camera is under water and it's the vision of the fish you are going to fight. Bubbles burst and a giant fish swims out of the water. This is Gyorg.

- SCENE -

See Gargantuan Masked Fish Gyorg.

After you defeat Gyorg, get the Heart Container and stand on the light with its remains.

- SCENE -

The mask floats up emitting a bright light. You are once again standing on top of a tall pillar and a giant shows up. The giant asked Link to help their friend which is the last one found in Ikana Canyon. You are back in Zora Cape. The turtle can now continue resting in peace.

- SCENE -

Changes after defeating Gyorg:

- You can enter the Zora Hall and join the Indigo-Go's for a musical performance.
- You can play a game with the fisherman located on the small islands near the Pirates' Fortress.
- You can take the stray fairies to the Fairy's Fountain and the Great Fairy of Courage strengthens your defense.

Enter the Zora Hall. There are Zora audiences on top and the Indigo-Go's band is waiting for Mikau on the stage for their rehearsal. Speak to Lulu as a Zora to begin the rehearsal.

- SCENE -

Tijo starts counting and Lulu sings.

- SCENE -

Enter the cave to the Fairy's Fountain. The cave is blocked by two rock boulders. You can get here by using your hookshot on the palms growing in the small islands. Use bombs to break the boulder and take the 15 stray fairies to the fountain. You meet the Great Fairy of Courage. She strengthens your defense. Play the Song of Soaring (v < ^ v < ^) and soar

to Great Bay Coast. Swim to the location of the Pirates' Fortress. There are small islands before the fortress. You'll find a boat near a sign. Ride on the boat to play the Fisherman's Jumping Game. As you're approaching the island where the fisherman is located; hookshot on the palm to reach him. Win the game to get a Piece of Heart (H35).

Play the Song of Soaring (v < ^ v < ^) and soar to Clock Town. Go to the Laundry Pool, wear the Don Gero's Mask and speak to the frog. Play the Song of Soaring to Southern Swamp and go to the area before the Deku Palace. There's a big flower here and a frog jumping on a log. Speak to the frog. Play the Song of Soaring and soar to Woodfall Temple. Play the Sonata of Awakening ((A) < ^ < (A) > (A)) as a Deku, dive down the flower and hop to the temple entrance. Enter the temple and find the Geeko on the room where you get the boss key. Defeat the Geeko to transform it into a frog and speak to him. Play the Song of Soaring and soar to Snowhead. Play the Goron Lullaby ((A) > < (A) > < (A)) as a Goron to clear the path to the temple from blizzard. Roll to the entrance and enter the temple. Stand on the light to warp to the lair of the boss. Shoot a fire arrow at frozen Goth and defeat him. Stand on the light when Goht is defeated. You'll come to the frogs. Wear the Don Gero's Mask to conduct the performance of the frog choir. They give you a Piece of Heart (H36).

Best SAVE Time.

Ikana Canyon iky

Exit Clock Town from the East Gate. Rode Epona to the canyon. Wear the Garo's Mask and approach someone sitting on a high place. A tree sprouts beside him and he disappears. Hookshot on the tree. Avoid the boulders and the Nejirons. Wear the Stone Mask so they will not hurt you. After the boulders, someone is running around. This is the thief that mugged the old lady in the North Clock Town. There's a pathway to your right. This leads to the blocked cave or Sakon's Hideout. There's a Deku to your left selling Blue Potions for 100 rupees. If you're thrifty, give Kotake a magic mushroom to receive a free bottle of blue potion. There's a heart piece behind the Deku. Trade him the Ocean Title Deed to reach the Piece of Heart (H37) from the flower. You'll be given a Huge Rupee. There's a passageway on the water. When you swim through it, it takes you to the area of the Magic Hag's Shop.

Back from the location of the thief, there's a broken bridge and Octorocks. There's a passageway to your left. You need to have the Mirror Shield to enter the closed area. Shoot ice arrows at the two Octorocks and jump over to reach the other side. Look above to your left and hookshot the tree. Turn around and hookshot another tree. Turn around and hookshot one more tree. You'll find an owl statue to your left. Slash it to make Ikana Canyon available on the warp screen. The big gate to your right is the Ikana Castle Front Gate. Walk up to the Music Box house. Avoid the Gibdos walking around the house. Walk up the path to your left from the house. Find Tingle floating on his balloon above the dead tree. Pop his balloon to buy the map Stone

Tower for 20 rupees. You can reach the well by following the path beside the house. Walk farther to your left to reach the well. From the Music Box house, to your right is the cave of the Fairy's Fountain.

Walk up the path right from the house and you'll find a cave beside a hut. You can reach it from the location of the well. Enter the ghost hut or the Spirit House. Speak to the cyclops and pay 30 rupees to save the souls of the wandering spirits. Defeat the first tree easily by using your sword. Slash their backs. The last one makes three clones and they will circle around you. Shoot on the real one with an arrow. You will know it when it quickly spins on its place while the other three just circle around you. You get a Piece of Heart (H38) by defeating all four and you also healed the soul of the cyclops you've spoken. From the hut, enter the cave located on the right. Walk forward and Sharp shows up. He hurts you by the melody of darkness he composed. Take out your instrument and play the Song of Storms ((A) v ^ (A) v ^).

- SCENE -

Rain pours down. The camera spins and the water rises. The Music Box house played and the Gibdos around were put to sleep and returned to the soil. The door of the house unlocks. Sharp remembered his brother Flat. By playing the song, you've broken the curse on him. He informs you of the king's location in the ruins of Ikana Castle waiting for the one who will break the curse. Sharp disappears.

- SCENE -

Get out the cave. Wear the Stone Mask and walk to the Music Box house. A girl is outside the house. This is Pamela. If you don't wear the stone mask, she will get inside the house and lock the door. If she locks the door, you can drop a bomb and she will go out. She walks to the well. This is your chance to enter the house. Open the door and walk down the stair. Approach the closet.

- SCENE -

A cursed man looking like a Gibdo will come out of the closet and will walk to you. This is Pamela's father.

- SCENE -

Don't go nearer him. Take out your instrument and play the Song of Healing (< > v < > v). The man is healed and the Gibdo Mask fell from his face.

- SCENE -

Pamela ran to his father and embraced him.

- SCENE -

You got the Gibdo Mask.

What makes you fail from saving Pamela's father?

- If you walk to the door of the house without wearing the Stone Mask and Pamela catches you.

- If you approach near her father after he comes out of the closet. Pamela appears and she will let you go out.

- If you wait until Pamela gets inside the house and run

to her father before you can play the Song of Healing.

If Pamela gets inside the house, wear the Stone Mask then drop a bomb in front of the door. Enter the house after she goes out.

If you succeeded, exit the Music Box house and reach the well. Climb down the ladder and enter the passageway beside the ladder.

Preparations before climbing down the well:

- Buy a Blue Potion on the Deku in front of Sakon's Hideout or if you are thrifty, you can soar (v < ^ v < ^) to Southern Swamp. Wear the Mask of Scents to find a scent behind the owl statue, use an empty bottle to get a magic mushroom and give it to Kotake to receive a free Blue Potion.
- Buy 5 Magic Beans on the Deku in swamp.
- Buy Milk or get it free from the cows in Great Bay. You can also find a cow under the well so it depends on you. To make things faster, just bring milk.
- Bring 10 Deku Nuts and 10 Bombs. You can also find Mini Babas and bombs under the well.
- There are plenty of bugs and fishes under the well so there is no need to collect.

Beneath the Well btw

(Right Door)

On the first area, there are two Gibdos. Wear the Gibdo Mask to speak to the Gibdos. The one to your right will ask you: Leave me something delicious to chomp on. Something that sprouts when it's watered. Preferably five of them. Give it 5 Magic Beans. The Gibdo disappears. Open the door and kill the Ice Keeses. There are Deku Babas and a Freezard to your left. Ice stalactites fall down when you reach the spring water. A Wall Master falls down when you approach the torches.

Reach the Gibdo to your right. The Gibdo asks you: Leave me something that makes a blinding flash. Preferably ten of them. Give it 10 Deku Nuts. Open the door and kill the Fire Kesses. To your right are bugs.

Approach the Gibdo that you see. It asks you: Leave me something warm that can melt ice and quench one's spirit. Give it Hot Spring water. Open the door to find a cow. Play Epona's Song to get free milk.

Turn to your left and approach the next Gibdo. It asks you: Leave me ten refreshing blasts. Give it 10 bombs. Open the door and walk past the spinning blades. Break the jars here for arrows. A Big Poe appears. Shoot it with an arrow after it spins on you. Defeat and catch it with a bottle after.

Exit the door facing the Gibdo where there's a cow. Approach the Gibdo saying: Leave me something deliciously fresh. Give it fish. Open the door. There are Mini and Deku Babas to your right.

Approach the Gibdo to your left. It asks you: Leave me

something small and creepy. Give it bugs. Open the door. Light two torches on the wall to reveal a chest. Open chest to get a purple rupee. Kill the three hidden Skulltulas.

Approach the Gibdo after the jars. It asks you: Leave me a ghost. A big one at that. Give it the Big Poe. Open the door and kill the Wall Master. There's a web covered area to your left. Shoot the web with a fire arrow, kill the Skulltula. There are bugs here. Walk past the spikes. Light two torches and kill a Wall Master.

Approach the Gibdo saying: Leave me something rich in calcium. Give it milk. Open the door and light the four torches to reveal a chest. Open the chest to get the Mirror Shield. Try using it on the sleeping sun display on the wall. Stand on the sun light. Your shield reflects light. Use your shield and target it on the sleeping sun. It should smile when you target it with the light coming from your shield. There's a big 'sun block' above the ladder. Target it on the block to make it disappear. Climb up the ladder to reach the Ancient Castle of Ikana.

(The Other Door)

From the first area, speak to the other Gibdo left from the Gibdo who asked for 5 Magic Beans. The one you see when you enter the passageway from the ladder. The Gibdo asks you: Leave me something blue that bestows health. Give it a Blue Potion and enter the door. To your left is a body of spring water with a fish.

Pass past the spikes and speak to the Gibdo on the left. It asks you: Leave me something deliciously fresh. Give it a fish and enter the door. To your left is another spring water with two fishes. To your front are two eye targets releasing flames when you walk near it. You can shoot arrows on the eye when it opens. After the eye targets is hot spring water with a Dexihand.

The other Gibdo that you see after the spikes asks you: Leave me H2O. Give him water and open the door. There are two spider's webs to your left and right. Shoot fire arrows on the webs. To your left are bugs and to your right are five jars containing bombs and Black Boes. Pass the spikes and kill a Wall Master.

The Gibdo to your right asks you: Leave me something small and creepy. Give it a bug. Open the door and kill three Fire Keeses. There's a hidden chest with a purple rupee.

The Gibdo to your left asks you the same thing: Leave me something small and creepy. Give it a bug and enter the door to a Fairy's Fountain. Catch and fill your bottles with fairies and save it for later.

Best SAVE Time.

Ikana Castle ikt

Buy a Powder Keg in the Bomb Shop. Bring two Magic Beans. You will need these later. Soar to Ikana Canyon. On the left side of the Front Gate of Ikana Castle is a small pathway. Enter it. There is a diamond switch to your left. Slash on the switch and target the reflection of the light using your Mirror Shield to the sun block to make it disappear. Walk past and enter Ikana Castle. Wear any of these masks; the Gibdo Mask, Garo's Mask, or the Captain's Hat and the ReDeads will not attack you or you can turn into a Goron. Shoot a fire arrow on the eye target that you will see and get inside the left door. Slash the diamond switch. The platform on your right will rise. Immediately turn into a Deku, run to the nearest Deku Flower and dive down on it. The platform lowers down. Jump out of the flower to make it rise up again. Swirl to the Deku Flower under a pillar. The nearest one to the pillar. Quickly dive down and fly to the top of the pillar. Step on the switch as a normal Link to unlock the next door. Jump to the door and open it. To your left is a switch. Use the Lens of Truth to find a hidden floating square platform. Jump across it and step on the switch. Reach the next door by diving on the Deku Flowers. Avoid or kill the Skulltulas. Also avoid the spikes. Enter the door and walk past the Blue Bubbles. Walk up the stair and open the door to reach the rooftop of the castle. Climb up and find a diamond switch to your right. Shoot the switch with an arrow to get rid of the flames on the Deku Flowers. Jump down the nearest flower and Deku Chopper to the Piece of Heart (H39). You will have to fall down and enter again the castle. Get back to the roof and follow the spaces you can walk through beside the fences to your left. You'll find a switch on a pillar when you reach the area just above the castle entrance. Deku Chopper using the nearest Deku Flower and fly to the switch. Step on it as normal Link. Jump down and enter the castle. Wear any of the effective masks that make ReDeads dancing. Walk to the center of the ReDeads and look behind you. Behind the right pillar is another frozen eye target. Shoot it with a fire arrow to unlock the right door. Enter the door and kill a Floor Master. Stand on the sunlight and target your Mirror Shield on the sun block. Pass across four ReDeads and open the door behind. Kill the Wizrobe that you will encounter and enter the next door that unlocks. Pass across four ReDeads, walk up the stair and open the door. You reach the other side of the roof. Walk past the hole in your front and follow the way to the middle area of the roof. You will find a crack on the floor. Drop a Powder Keg to make a hole. Drop down the hole. Target your Mirror Shield on the sun block. Enter the passage and break the jars for item refill. Open the door and walk forward.

- SCENE -

The curtains are lowered down. The windows are covered to block the sunlight. The King of Ikana talks to you. His two guards prepare for battle.

- SCENE -

Shoot fire arrows on the window for sunlight. Slash the two enemies with your sword and when they fell down; stand on the sunlight and target your Mirror Shield to your enemy. Do the same thing on the King.

- SCENE -

The king's guards quarrel and disappear. The King spoke and taught you the Elegy of Emptiness (> < > v > ^ <) and the King farewells.

- SCENE -

Best SAVE Time.

Stone Tower sot

To the right side of the Spring Water Cave is your destination. There is a giant structure with its mouth open and its tongue is out. Enter the passage which is its mouth. Hop across the three floating blocks. Never mind of the first switch that you will find. Mind the falling boulders. Use your hookshot above on the column from where the boulder is falling. Move closer to the walls. Beside the column is another switch, some jars and a Beamos. Get rid of the Beamos and turn into a Goron. Stand on the switch and play the Elegy of Emptiness (> < > v > ^ <). Look above and find another hookshot column. Stand on the switch as normal Link and play the Elegy of Emptiness (> < > v > ^ <). Get down, back to the first switch. Stand on the switch as a Zora and play the Elegy of Emptiness (> < > v > ^ <). You'll notice all the three blocks align in front of the third switch where you left a mirror image of normal Link. Get back to the third switch and jump across the blocks. You will find another three switches in front of you. Never mind them.

To your right, above is a hookshot column. Hookshot at it. There's a nearby switch. This is the first of the three switches you will have to step on again. Step on this switch later. Look above to find another hookshot column. Hookshot on it. There's a Beamos on the right side of the column. Behind the Beamos is the second switch. Kill the Beamos and stand on the switch as normal Link and play the Elegy of Emptiness (> < > v > ^ <). Get down to the first switch and stand on it as a Goron and play the Elegy of Emptiness (> < > v > ^ <). Go up the second switch and look above for another hookshot column and hookshot it. On the right side from the column is the third switch. Turn into a Zora and stand on the switch and play the Elegy of Emptiness (> < > v > ^ <). The three blocks align. Jump across and you will find three new switches. There's a hookshot column on the left side. There are four ReDeads on the farther side. You can reach this place by calling a Scarecrow. There are several jars here for refilling items. Hookshot on the column to get back down the three rows of switches.

On the right side, above is a hookshot column. Hookshot it. Stand nearside the column to be safe from the two boulders. You can climb on top of this column to reach the next hookshot column or you can stand on the edge of the pit, look above for a hookshot column and hookshot it. To your left, above are jars. Play the Scarecrow's calling song to reach this place. To your right, above is another hookshot column. Climb on top of the column to have a better view and hookshot it. There are jars here and three switches. Slash the owl statue to make the Stone Tower available on the warp screen. Turn around and face the temple. Stand on the farthest right switch as normal

Link and play the Elegy of Emptiness (> < > v > ^ <). Stand on the left switch as a Goron and play the Elegy of Emptiness (> < > v > ^ <). Stand on the middle switch beside the hookshot column as a Zora and play the Elegy of Emptiness (> < > v > ^ <). Jump across the blocks that aligned. Behind the third block, you will find a red emblem. There are three switches outside the entrance to the temple. Enter the Stone Tower Temple.

Stone Tower Temple stt

You are in the main hall. Kill the Dragonflies and the Real Bombchu. Shoot the left eye target on the face of the statue to reveal a chest. Hookshot on the chest and open it to get a stray fairy (S1). Get inside the left door. Kill the Real Bombchus. There are four blue switches here. You'll find the first one to your upper left when you enter the room. Destroy the cracked wall with a bomb to reveal an area with five larger wooden boxes. Break the larger boxes and grab one of the two smaller boxes behind. Get to the first switch, stand over it and drop the box. You'll find the second switch on the other side aligned on this switch. You can grab another box and drop it on one of the two smaller switches or you can just play the Elegy of Emptiness (> < > v > ^ <) and stand on the switch as a Zora. Find the largest switch behind the second switch. Stand on it as a Goron and play the Elegy of Emptiness (> < > v > ^ <). Find the last switch facing the locked gate. Stand on it as normal Link and play the Elegy of Emptiness (> < > v > ^ <). Pass past the opened way. To your right is a locked door. Kill the Dragonfly and Guay. There are bushes on the floor growing in a dark square. On the second dark square, drop a bomb to reveal a hole. Walk down the stairway. Look above to find a hookshot target to your right. Hookshot it to reach a chest with a stray fairy (S2). Drop down and stand on the light and target the reflection of light on your mirror shield to the sun block. Turn into a Goron before stepping on the lava. Approach the two Armoses standing on the corners and kill them. Kill two more Armoses standing before the chest. A chest will reveal. Open it to get a small key. Open the other chest to get the dungeon map.

Walk up the stairway back to the locked door. Open it with the small key. There are two sun blocks on this room. Get back here later when you get the light arrow. Drop on the water and turn into a Zora. Avoid the spikes. Get caught by the Dexihand. It will throw you to the location of a chest. Open the chest to get a small key. Drop down the water and kill the Dexihand with your Double Cutter. Swim through the passageway. Lower down the water and kill the Bio Deku Babas and the Skullfishes. Use your Double Cutter on the three spikes and step on the switch to reveal a chest above. Surface and reach the area with sunlight. Shoot the frozen eye target above to reveal a chest above the locked door. Turn to normal Link and stand on it. Target your mirror shield on the mirror. Count to 15 and you'll notice light coming to the mirror. Stop reflecting light and run to the beam of light the mirror will emit. Use your mirror shield and target it on the sun block to make it disappear. Kill the Bombchu and walk to the chest. Open it to get the compass.

The next door takes you back to the main hall. Walk to the locked door and use your small key. Kill the Black Boes. Turn into a Goron and punch on two piles of stones. Keep one. Turn back to normal Link and climb up the stone. Target your mirror shield on the upper sleeping sun to your right to make it smile. A chest reveals with a stray fairy (S3). Climb back to the top of the stone. Target your mirror shield on the right mirror. Count to 15 and drop down. Kill the Black Boes and quickly target your mirror shield on the nearest sun block to make it disappear. Get to the location of the sun block. Walk to the chest and a Nejiron appears. Kill it and open the chest to get the stray fairy (S4). Climb back to the stone and target your mirror shield on the left mirror. Count to 15, drop down, kill the Black Boes and quickly use your mirror shield on the beam to the next mirror. Wait for the beam to disappear on the first mirror and run to the beam of the next mirror. Use your mirror shield on the beam. Target it to the sun block to make the path clear. There are wooden boxes with Nejirons on the corners from where the sun block is. Break the boxes for rupees.

Go through the next door. There's a Deku Flower at your front. There's a switch beneath the lava. Turn into a Goron and drop down. Pound the switch and the flame on another switch disappears. Quickly roll to the other side where the switch is located. Press the switch before the flame goes back. Play the Elegy of Emptiness (> < > v > ^ <). Roll back to the ladder and climb up. Turn into a Deku and dive down the flower. Fly to the left side where there are rupees and a chest. Open the chest to get a stray fairy (S5). Turn into a Goron and drop down the lava. Climb back to the Deku Flower. Turn into a Deku and fly over three cyclones. Fly to the chest. Open the chest with a stray fairy (S6). Enter the door facing the chest. You will encounter the Garo Master. Shield when he attacks you. Wait for him to jump and strike at you then slash it. It spins after you hit it so roll away. After you defeat him, he tells you about the red emblem outside the temple and suicides. A chest appears. Open it to get the light arrow. Open the other door. There are several jars you can refill life energy below. Look above to find a hookshot target to get back to the top. Climb up on top of a steel structure and jump to the bridge where the Hiploop is crawling. Take its mask off using the hookshot. Drop down from the location of the Hiploop to the fence-floor. Drop a bomb to hit the diamond switch. Take note that this is not the right time on making this chest appear. But you can actually get the stray fairy now. But when you shoot the red emblem and enter this area during the upside-down version of the temple, the stray fairy here is not counted. A chest appears below where the jars are located.

Open the next door. Approach the Eyegore. Shoot its green eye after it breaks the floor when you walk near it. A chest reveals in front of the fenced door. Open it to get a stray fairy (S7). Cross the bridge and enter the door. You're back at the main hall. Kill the Dragonflies and the Real Bombchu. Shoot the sleeping sun behind the chest to make it smile. A chest reveals. Open the east door. Drop and swim into the water as a Zora. Swim to the north passageway under the water. You enter the area with the Dexihand.

Let the Dexhihand catch and throw you to the surface. Shoot a light arrow on the sun block. Shoot ice arrows on the water to make icebergs and jump on to the area where you shoot the sun block. Throw a bomb at the Beamos and slash the diamond switch. A chest appears on the other side. Shoot a light arrow on the sun block and throw a bomb to the Beamos. Open the chest to get the stray fairy (S8). Get back to the main hall and exit the temple. Step on the switch to your right to reveal the red emblem. Walk on top on any of the two floating blocks and shoot the red emblem with a light arrow. Stone Tower turns upside-down.

- SCENE -

The camera turns around and Link fell down.

- SCENE -

This is still the Stone Tower, only an upside-down version. Do not enter the temple yet. Find a patch of soil nearby. Plant a Magic Bean and play the Song of Storms ((A) v ^ (A) v ^) to water it. Ride on the leaf. It takes you to a higher area with five jars and three chests. The right chest contains a silver rupee. The middle chest contains 10 Bombchus and the left chest contains Magic Beans. Plant another Magic Bean on a patch of soil here, water it and ride on the leaf back down. Jump across four floating platforms and enter the temple. Open the chest in the middle of the hall to get a stray fairy (S9). Cross the path to the east door. Enter the door and shoot a light arrow on the sun block to pass. Turn into a Deku and dive down the flower. Fly to the middle cyclone and fly to the chest with a stray fairy (S10) on the north wall. Jump to the higher cyclone located east and drop to the switch. Step on it as normal Link and play the Elegy of Emptiness (> < > v > ^ <). The flame on the chest above lowers down. Turn back to a Deku, dive down the flower and fly to the highest cyclone. Fly to the chest, avoid the spikes and open the chest to get the stray fairy (S11). Get down to the bridge with a Hiploop and enter the passage on the north. Follow the way to a switch. Stand on it as normal Link to reveal a chest in between two jars where the Hiploop is located. Reach the chest and open it to get a small key. Look above the chest. Find a sleeping sun. Shoot it with a light arrow to make it smile and a chest appears.

Turn into a Deku and jump to the highest cyclone. Fly to the locked door on the northwest. Avoid the spikes. Open the door with the small key. Turn into normal Link and shoot the red emblem with a light arrow above the west door. The temple turns upside-down. Change to a Goron and walk to the switch in the middle of the room. Pound it. Turn back to normal Link and shoot the emblem again. The temple turns upside-down. Jump to the west door and open it. You enter a room with two Chuchus. There's a gray block to your right and the square you need to put on the block on your upper left. Shoot any of the red emblems. The temple turns upside-down. Walk behind the block to the southeast. Grab the block and move it upward three times. Shoot the red emblem. The temple turns upside-down. Face away from the north wall and push the block forward six times. Shoot the red emblem. The temple turns upside-down. Face away from the east wall and grab and move

the block upward three times. Shoot the red emblem. The temple turns upside-down. Grab and move the block to the square. The west fenced door unlocks. Open the door and you will encounter a Wizrobe. Be careful with the falling lava rocks. After defeating the Wizrobe, a chest appears. Hookshot the chest on the ceiling located south. You'll drop on several jars. Break them for item refill. Hookshot on the chest that appeared. Open it to get a stray fairy (S12). Walk down the stair on the west wall. There are Poes here. Hit it when it appears. It leaves a spirit you can catch with a bottle. Turn into a Deku, dive down the flower and fly to the next deku flower. Dive on this flower and fly to the passageway on the upper right from the door. Death Armos are flying here. Walk to the most southern wall and step on the switch to reveal a chest. Play the Elegy of Emptiness (> < > v > ^ <). Follow the location of the chest on your map. Open it to get the small key. Drop back to the flower and open the door. Walk to the door on the southwest and enter it. Jump to the switch and step on it. A chest appears on the ceiling. Jump back to the door you entered and open it. Reach the deku flower. Shoot the spikes with an arrow and turn into a deku. Deku Chopper to the spikes. Cover for the flying jars. Dive down the flower and fly to the next flower. Open the door and walk past the Blue Bubbles. Break the boxes for magic and item refill before entering the next door. Bats fly around the room and you will encounter Gomess. Shoot a light arrow to make the bats fly away. When Gomess is cleared from bats, it's your chance to slash it with your sword. After hitting it, it spins its weapon and the bats cover him again. Repeat the process. When Gomess is defeated, open the door with the large chest. Open the chest to get the Big Key.

Soar (v < ^ v < ^) back to the entrance, exit the temple and shoot the red emblem. Enter the temple and on the middle of the hall, look above to find two upside-down chests. Hookshot on the highest chest. Walk to the locked door and open it with your small key. Defeat the Eyegore to reveal a large chest and the fenced door opens. Open the chest to get the Giant's Mask. Enter the door that unlocked. Slash on the diamond switch to reveal a chest with a stray fairy (S13) if you haven't bombed it before. Play the Song of Soaring (v < ^ v < ^) back to the entrance of the temple. Exit the temple, hop on two blocks, look above and shoot the red emblem. Redo the order of stepping on the switches and enter the temple. Drop down and find a chest in the middle of the floor below. Open it to get the stray fairy (S14). Enter the east door. Turn into a Zora and dive down the water. Open the chest to get the stray fairy (S15) located on a platform with the smiling sun.

Soar (v < ^ v < ^) back to the entrance and exit the temple. Step on the west switch to reveal the red emblem. Shoot with a light arrow and enter the temple. Hookshot on the highest inverted chest. And enter two doors. Look above to find a chest on the ceiling. Hookshot on it. Careful with the spikes. After you drop on the fence-floor, quickly hookshot on the hookshot target on the ceiling. Drop down, kill the Beamos and watch out for the flying jars. Break the jars here for heart and item refill. Open the door to the lair of the

temple's boss. Drop down the sky.

- SCENE -

The earth is shaking. And the head of a giant red insect comes out from the soil. Another blue one appears.

- SCENE -

See Giant Masked Insect Twinmold

After defeating Twinmold, get the Heart Container and walk to the light to get Twinmold's remains.

- SCENE -

Twinmold's mask rises and emits a bright light. Link is standing again on top of a very tall pillar. Tatl talks to the giant. The giant said to forgive their friend. Link is back at Ikana Canyon. Something appears nearby and it flew to the sky creating a giant smoke-like circle.

- SCENE -

Soar (v < ^ v < ^) back to the entrance, exit the temple and play the Song of Soaring (v < ^ v < ^) to Ikana Canyon. Take the 15 stray fairies to the Fairy's Fountain located inside the hut right from the Music Box House. You meet the Great Fairy of Kindness. In exchange of your good deed, she gives you the Great Fairy's Sword.

Changes after defeating Twinmold:

- The Music Box House is always open. Pamela is still talking the same. If you talk to her, you will get out of the house.

- You can talk to Pamela's father below the stairs. He introduces his self to you.

- You can take the 15 stray fairies to the Fairy's Fountain to receive the Great Fairy's Sword.

Drop down the river to where there are two Octorocks and swim to the shrine entrance behind the waterfall. There's a treasure hole nearby.

Secret Shrine scs

There's a patch of soil in the middle of the room. There's a spring water in the left wall and jars on the right wall. Ride the leaf to get the seventeen green rupees floating on the ceiling. Shoot the sleeping sun with a light arrow above the fenced door to unlock it. Speak to the Cyclops. Jump on the pillars to reach the passages.

Right Passageway

Follow the path and enter the door. You encounter a Garo Master. Defeat it to reveal a chest. Open the chest to get a Silver Rupee.

Left Passageway

Follow the path and enter the door. You encounter three Dinofols. Defeat them to reveal a chest. Open the chest to get a Silver Rupee.

Upper Right Passageway

Follow the path and enter the door. Look above. You encounter a Wart. Defeat it to reveal a chest. Open the chest to get a

Silver Rupee.

Upper Left Passageway

Follow the path and enter the door. You encounter a Wizrobe. Defeat it to reveal a chest. Open the chest to get a Silver Rupee.

Get out and the Cyclops will speak to you. He disappears and a large chest appears on the middle pillar. Open it to get a Piece of Heart (H40).

Best SAVE Time.

Clock Town Adventure ctd

You have saved four giants so far and they are enough to hold moon. Before calling them in the roof of the Clock Tower, read Anju and Kafei Quest to get other important items. After finishing the quest, you acquire one new Empty Bottle, the Keaton Mask, Postman's Hat, and the Couple's Mask. Wear the Postman's Hat and check on one of the Mailboxes in town to find a Piece of Heart (H41). Get in the North Clock Town and wear the Keaton Mask. Cut any of the bushes in the bush circle near the slide and a Keaton appears. Answer all its questions correctly to receive a Piece of Heart (H42). Get inside the Mayor's office. Wear the Couple's Mask and speak in front of the mayor to stop the argument. The Mayor Dotour gives you a Piece of Heart (H43). Play in the Treasure Chest Shop in Goron form. When you reach the chest, open it to get a Piece of Heart (H44). You can also try playing the lottery in West Clock Town. Know the winning number at night after betting on three numbers in the morning. Get back in time and input the winning numbers on daytime and enter the shop again at nighttime and you'll win a Purple Rupee. Enter the Swordsman's School and play the Expert Course. Cut every log to receive a Piece of Heart (H45). Enter the Post Office at nighttime. Play the Postman's training game. Hit 10 seconds exactly while wearing the Bunny Hood to receive a Piece of Heart (H46). Wearing the Bunny Hood makes it easier. Enter the inn during day 1 or day 2 at 12 midnight. Get into the toilet. Give the hand any Title Deed to receive a Piece of Heart (H47). Enter the Astral Observatory and use the telescope. View on the left side of the Clock Tower. You'll find a Deku Scrub flying out of the town. Follow it on the telescope until he drops on the Treasure Hole outside the observatory. Get down the hole in Termina Field and speak to the Deku. Buy his Piece of Heart (H48) for 150 Rupees.

Enter the Clock Tower's roof entrance on the midnight of the final night. Take out your instrument and play the Oath to Order (> v (A) v > ^).

- SCENE -

The screen shakes and the giants howl. Skull Kid screams. The moon is falling and the earth is shaking. The giant's appear and run to the outside walls of Clock Town. They raised their arms to carry the moon and stopped it from falling. Majora's Mask separated from the face of Skull Kid and Skull Kid fell down unconscious. Majora fly to the moon. Link followed.

The Moon tmo

Walk or roll as a Goron to the tree. You can directly battle Majora by speaking to the Majora masked kid. But it will be a hard battle. To make it easier, play hide-and-seeK with the other four masked kids. Speak to the Odolwa masked kid. Give him one mask to play a hide-and-seeK game. Change into a Deku and dive on the Deku Flowers. On the second revolving platform opposite from the area with a door is a Piece of Heart (H49). Dive on the golden flower to reach it. Deku chopper back to the spinning platform. Dive on the golden flower and fly to the door. Open the door and speak to the kid as normal Link and give him one more mask. You'll be taken back in the moon. The Odolwa masked kid disappeared. The four kids in the moon disappear after playing hide-and-seeK with them.

Speak to the Goht masked kid and give him two masks. The teleport pads here take you back to the starting area with the jars. Turn into a Goron and position on the middle of the jars and roll to the narrow pathway with a ramp. You'll hit on two empty chests. Stop pressing up when you bump on the chests. You automatically turn left, ramp, chest bump, ramp, ramp, ramp, ramp, chest bump, ramp, two jars, ramp, ramp, three jars, ramp ramp, ramp, chest bump, ramp and you reach an area with a Piece of Heart (H50). Position from the jars located near here and roll to the ramp. If you go further, you'll go back to the first area. Roll again from the starting area and stop when you reach the two jars. Walk on the bridge and reach the two Gossip Stones. From here, you'll find the area with a door. There are four ice stalagmites beside it. Walk on the opposite bridge aligned with the door's location. Break the two jars on the other side of the bridge. Position from the jars and curl. Roll on the bridge, avoid the teleport pad by turning around it, and continue rolling until you reach a ramp that takes you to the area with the door. Open the door and speak to the kid. Give him two more masks.

The Goht masked kid disappears in the moon. Speak to the Gyorg masked kid. Give him three masks to play hide-and-seeK. Turn into a Zora and dive down the water. Enter the hole; enter left, right, left, left to enter an area with a Piece of Heart (H51). Left, left, right, left also takes you to the heart location. Dive on the water and swim through the passage to be taken back at the starting area. Enter the hole; enter left, left, right, and right to enter the area with door. There are other two ways to reach this area. Enter the hole passage then left, right, left and right. Or right, left, left and right. The other areas contain Gossip Stones. Open the door and speak to the kid. Give him three more masks.

The Gyorg masked kid disappears on the moon. Speak to the kid wearing the Twinmold mask. Give him four masks to play hide-and-seeK. Open the door. One Dinfols appear. Defeat it to unlock the next door. Open the door. Open the next door behind the Gossip Stone. You battle with a Garo Master. Defeat it and a chest appears. Hookshot on the chest to reach the upper level.

Open the door. Open the next door behind the Gossip Stone. You battle with an Iron Knuckle. After defeating it, a chest appears. Open it to get 10 Bombchus. Turn around and look on the wall to find an x-like cracked mark. Face the wall with the x mark. Drop a Bombchu to break the crack and reveal an eye target. Shoot an arrow on the eye and a ladder appears behind the chest. Climb up the ladder and open the door. Get the Piece of Heart (H52) and open the next door behind the Gossip Stone. You'll find an x mark on the ceiling. Drop a Bombchu to break the crack and reveal a frozen eye target. Shoot a fire arrow on the eye to unlock the next door. Open the door and speak to the child. Give him your last four masks.

Speak to the Majora masked kid sitting under the tree. He finds out that you don't have anymore masks so he gives you the Fierce Deity Mask. See the Majora battle guide under the Enemies section. After defeating the three forms of Majora, you finally finish the game.

- SCENE -

Majora burns and a big explosion happened on top of the moon and the moon moved back to its right place. The knight soldiers were raising their spears joined by Mutoh's carpenters located in the area in Termina Field going to the canyon.

- SCENE -

Epilogue epg

Dawn of a New Day

Skull Kid woke up. He felt sorry. The giants walked back to the areas where you found them. Skull Kid befriended Link. The Mask Salesman appears and bid farewell. Tatl left a few words and Link rode Epona away. By getting all the masks, several happy endings will be shown on the credits. Romani became a good archer. Anju was married to Kafei. The Deku Butler's story is sad though because he found out that he's son has died. Link rode Epona in the woods. The camera zooms into a tree trunk with a drawing of Link, Skull Kid, Tatl, Tael, and the four giants.

The End.

Anju and Kafei Quest akq

The numbers on the left side before a sentence are clock times where a situation happens and the asterisks mean that you will have to do this on that time. The other clock times with no asterisks can be skipped.

DAY 1

Daytime

6 - A kid comes out of Laundry Pool to drop a letter on the mailbox. He is wearing a yellow mask called Keaton. He is Kafei.

10* - Enter the Mayor's Residence after Gorman. Enter the right door and speak to Madame Aroma. She gives you Kafei's Mask.

11 - Anju prepares food in the kitchen. Do not speak to her.

2 - The Postman enters the inn and delivers the letter to Anju. Anju was shocked knowing it came from Kafei.

3* - Speak to Anju, after the Postman leaves to get a room reservation. She gives you the Room key. Speak to her again while wearing Kafei's Mask. She will meet you in the kitchen at 11:30 tonight. Goron Link arrives. You get the room which is supposedly reserved for him.

Nighttime

12* - Anju enters the kitchen. She gives you a letter for Kafei. Get outside and drop the letter on the mailbox in South Clock Town nearside the Laundry Pool entrance.

Do not help the old lady in the North Clock Town. Let the thief rob her and escape.

Play the Song of Double Time (> > (A) (A) v v) to proceed to the dawn of the second day.

DAY 2

Daytime

1 - If you failed to drop the letter, Anju is found crying in the Laundry Pool.

3* - Postman delivers the letter to Kafei. He rings the bell and Kafei goes outside to receive it. Enter the door from where Kafei goes out. Speak to Kafei when he enters his room. Speak to him. He explains you how he was turned to a kid and he gives you the Pendant of Memories. Enter the Stock Pot Inn and give the pendant to Anju.

Nighttime

10 - Enter your room on the second floor in the inn. There's a chest between two beds with a Silver Rupee. There's a broken wall on the right side of the fireplace. You can listen to Anju's conversation with her mother from here.

Play the Song of Double Time (> > (A) (A) v v) to proceed to the night of the second day.

FINAL DAY

Daytime

1* - Enter the backroom of the Curiosity Shop and talk to the Curiosity Shop Owner. He gives you a letter of Kafei to her mother and the Keaton Mask.

Play the Song of Double Time (> > (A) (A) v v) to proceed to the night of the third day.

Nighttime

6* - Enter the Milk Bar Latte, wear Kafei's Mask and speak to Madame Aroma. Show her the priority mail. She gives you a bottle (EB6) with Chateau Romani. You'll have to redo everything from day 1 to get the Postman's Hat.

Best Save Time.

Repeat steps from Day 1 excluding talking to Madame Aroma because you already have the Kafei's Mask. You will have to give Kafei's mail to the Postman this time, later. Follow the lines with an asterisk after the time.

After getting Kafei's letter from the Curiosity Shop Owner, soar to Ikana Canyon and reach Sakon's Hideout. Kafei is found behind two tablets of stones nearside the rock door of the hideout. He' is waiting for Sakon to open it.

7* - Wait until the clock reaches seven.

- SCENE -

Sakon opens his hideout and Kafei run to it after him.

- SCENE -

Enter the passageway that opened and open the door.

- SCENE -

Kafei recognizes the Sun Mask. He stepped on the switch making the mechanism work. The mask is going away. He tried to go through the door that opened but it locked. Kafei asked you to step on the switch.

- SCENE -

Step on the blue switch and you gain control of Kafei.

Kafei

Enter the room and push one of the four blocks to the switch.

Link

Enter the left door that opened and kill the Deku Baba. Door on Kafei opens.

Kafei

Step on the yellow switch to make the mechanism go slower. Do not step on the red switches or it speeds up. Reach and step on the blue switch.

Link

Enter the door that opened and kill two Deku Babas.

Kafei

Enter the door that opened and push the block above the red switch to the right. Stand on the red switch and push the block in between the red and yellow switches. Push it to the left to cover the yellow switch. Push down the block above the blue switch.

Link

Go through the door that opened and kill a Wolfos.

Kafei

Grab and push the first block you pushed ago to the left. Push down the block blocking the door and enter the door. Step on the blue switch.

Link

Enter the door that opened and step on the other blue switch.

- SCENE -

The hole is covered and Kafei gets the Sun's Mask. He runs back to the Clock Town.

- SCENE -

Play the Song of Soaring (v < ^ v < ^) and soar to Clock Town. Go to the West Clock Town and enter the Post Office. Give Kafei's letter to the Postman. Wear Romani's Mask and enter the Milk Bar. Wait for the Postman to arrive and give the letter to Madame Aroma. Listen to their conversation. The Postman goes out the bar. Speak to him outside when he stops walking. He gives you his Postman's Hat and exit on the east gate.

4* - Kafei arrives in East Clock Town and enters the inn. Get inside the inn and enter the Only Employees room. There's a chest with a silver rupee here.

- SCENE -

Anju recognizes Kafei. They hugged and exchanged their promised masks and become a couple. They give you the Couple's Mask.

- SCENE -

=====
Equipment / Items / Other Things eio
=====

Equipment eqt

Swords:

Kokiri Sword

IND: The trusty sword you're familiar with that's from the Kokiri Forest.

Razor Sword

ID: Your Kokiri Sword has been strengthened and forged into a Razor Sword! This new, sharper blade is a cut above the rest. Use it up to 100 times without dulling its superior edge. After you use your new sword 100 times, it will lose its edge and it will be back to its original sharpness.

IND: The Kokiri Sword forged at the smithy. Use it up to 100 times!

Gilded Sword

ID: You Razor Sword has been strengthened. Now it's a Gilded Sword! Newly forged, your sword is better than ever and will never break. No matter how many times you use it, it will never lose its edge.

IND: Forged from Gold Dust and the Razor Sword, it's unbreakable.

Great Fairy's Sword

ID: Set it to (C) to use it. With black roses etched into it, the Great Fairy's Sword is the most powerful of all blades.

IND: The most powerful sword has black roses etched in its blade. Brandish it with (C).

Shields:

Hero's Shield

ID: Press [R] to assume a defensive position. If you Press [R] while Z-Targeting, you can move while defending yourself.

IND: Use with [R]. Press [R] while Z-Targeting to defend while moving.

Mirror Shield:

ID: It can reflect certain kinds of light. Press [R] to assume a defensive position. If you press [R] while Z-Targeting, you can move while defending yourself.

IND: Use like the Hero's Shield, it can reflect certain rays of light.

Quivers:

Quiver

IND: This can hold up to a maximum of 30 arrows.

Large Quiver

ID: You traded for a Large Quiver! Now you can carry up to 40 arrows!

IND: This can hold up to a maximum of 40 arrows.

Biggest Quiver

ID: You traded for the Largest Quiver! Now you can hold up to 50 arrows!

IND: This can hold up to a maximum of 50 arrows.

Bomb Bags:

Bomb Bag

ID: Now you can carry and use bombs! With this special offer, the Bomb Bag comes filled with 20 Bombs! How lucky!

IND: This can hold up to a maximum of 20 Bombs.

Big Bomb Bag

ID: Now you can carry up to 30 Bombs.

IND: This can hold up to a maximum of 30 Bombs.

Biggest Bomb Bag

ID: Now you can hold up to 40 bombs!

IND: This can hold up to a maximum of 40 Bombs.

Wallets:

Link's Wallet - It lets you hold up to 99 rupees.

Adult Wallet - This is for adults, so it holds a lot of Rupees. Now you can carry up to 200 of them.

Bank Teller: See! Doesn't it hold more than your old one? Fill it up and bring it all in to deposit!

Giant Wallet - This thing is huge! It can hold up to 500 Rupees.

Inventory Items ivr

Ocarina of Time

ID: Princess Zelda gave you this precious instrument. Set it to (C) and use (A) and the four (C) Buttons to play it. Press (B) to stop.

IND: This musical instrument is filled with memories of Princess Zelda. Play it with (A) and the four (C) Buttons. Press (B) to stop.

Hero's Bow

ID: Set it to (C) to equip it. Press (C) to draw it. Press and hold (C) to aim it. Release (C) to shoot.

IND: Press (C) to shoot an arrow. Use (J) to aim.

Fire Arrow (MP2)

ID: Set it to (C) to power up your arrows. Things will heat up when they hit.

IND: Set it to (C) to arm your bow with arrows that burst into flame.

Ice Arrow (MP2)

ID: Set it to (C) to power up your arrows. Now you can freeze enemies and objects. Try it everywhere.

IND: Set it to (C) to arm your bow with arrows that freeze.

Light Arrow (MP4)

ID: Set it to (C) to power up your arrows. The light of justice shall target evil!

IND: Set it to (C) to arm your bow. Aim its sacred light at evil.

Bomb

IND: Light and place it with (C). Press (C) while running to throw it!

Bombchu

ID: Set it to (L), (D) or (R) on the Item Select Screen. Press (C) to arm this wall-climbing bomb. Tap (C) again to launch it.

IND: Arm and launch this wall-crawling bomb with (C).

Deku Stick

ID: Set it to (L), (D) or (R) on the Item Select Screen.

Deku Sticks burn well. Pull one out with (C) and press (C) to swing it. You can carry only ten so use them wisely.

IND: Use (C) to swing it. Stand still and press (A) to put it away.

Deku Nut

ID: Press (B) while flying to drop a Deku Bomb! Upon impact, it makes a blinding flash, freezing enemies in their tracks!

IND: Press (C) to throw it. Upon impact, its flash blinds enemies, stopping them in their tracks.

Magic Beans

ID: Find a patch of soft soil, then press (C) to plant them in it. Who knows what will sprout up!

IND: Use (C) to plant them. Plant them in soft soil.

Magic Bean Seller: They sprout leaves as soon as you water them. ...try planting it in some soft soil. You can plant 'em whenever you want, but if you don't water 'em, their leaves won't grow.

Powder Keg

ID: Now you can carry Powder Kegs. Press (C) to light it, then tap (C) to place it. Be careful--its sheer power and size are immense!

IND: Carry and place it with (C). Both its power and size are immense!

Powder Keg Seller: Powder Kegs are very volatile, so you can carry only one at a time. If you shoot them with an arrow, it will explode as soon as they're hit, so be careful.

Pictograph Box

ID: Press (C) to look through it and press (A) to snap a picture. You can shoot only one pictograph at a time, but you can retake it as many times as you like.

IND: Use it with (C) and snap pictographs with (A). You can keep only one shot at a time.

Lens of Truth

ID: Gaze through it to see mysteries that are invisible to the naked eye. Set it to (C) to use it. Seeing the truth drains magic power, so tap (C) again to stop looking and using up magic.

IND: Use (C) and magic to see what the naked eye cannot. Press (C) again to stop gazing and stop using up magic.

Hookshot

ID: Use it to grapple items so you can reel them in or pull yourself over to them. Press (C) to arm it, then use (J) to aim. Release (C) to shoot.

IND: Aim with (J). Press (C) to fire the hook and grapple objects.

Empty Bottle

ID: Save the bottle for storing items.

IND: Carry various items in this. Contain or release them with (C).

Gold Skulltula Spirit

ID: You got a Gold Skulltula Spirit! This is your 1st one!

Cursed Man: The gold ones... The cursed spiders... Defeat them...

And when you defeat them... don't forget...the spider token...it contains the spider's spirit...

Heart Container

ID: You got a Heart Container! Your maximum life energy is increased by one heart. You also get a full refill of life energy!

Recovery Heart

ID: You got a Recovery Heart! One of your life energy hearts will be fully replenished!

Piece of Heart

ID: You got a Piece of Heart! Collect four Pieces of Heart to assemble a new Heart Container. Each new container you put

together will increase the amount of life energy you have.
IND: Four pieces form a Heart Container... And a new Heart Container will extend your life energy supply.

2nd Piece of Heart

ID: You've collected two pieces so far. Collect two more to extend your life energy!

3rd Piece of Heart

ID: You've collected three pieces so far. Collect one more to extend your life energy!

4th Piece of Heart

ID: You've assembled a new Heart Container! Your maximum life energy has been increased!

Quest Items qtt

Moon's Tear

ID: You got the Moon's Tear! Its sparkling beauty radiates rather strangely.

IND: A shining stone from the moon. Use it with (C).

Shikashi: That is one of the lunar rocks that has been blazing from the surface of the moon lately. They fall from what looks to be the moon's eye, so I call them Moon's Tears. They are rare stones, valued by many in town.

Deku Scrub in South Clock Town: ...the perfect souvenir for my wife!

Room Key

ID: You got a Room Key! ??? You're not sure why, but you apparently had a reservation.

IND: With this, you can go in and out of the Stock Pot Inn at night.

Letter to Kafei

ID: You were given a letter to Kafei! Quick! Deliver it for her! Take it to a mailbox.

IND: Use it with (C). Drop it into a mailbox.

Pendant of Memories

ID: You accepted the Pendant of Memories! Though you may not understand these grown-up matters, you should probably take the pendant to Anju, anyway.

IND: Use it with (C). Kafei asked you to give it to Anju.

Special Delivery to Mama

ID: You were given express mail to Mama. This is priority mail, so hurry up and deliver it!

IND: Press (C) to give it to someone. It's a parcel for Kafei's mother.

Rock Sirloin

Goron: Th-That's it! It's so good that I dream about it...

Dodongo Cavern's finest quality rock sirloin! This is my absolute favorite!

OD: You get this by hitting one of the chandeliers in the Goron Shrine after lighting all the torches so when the chandelier revolves; you can Goron roll on the ramp to hit the

chandelier.

Title Deeds tld

Land Title Deed

ID: You traded the Moon's Tear for a Land Title Deed!

IND: The title deed to the Deku Flower in Clock Town. Use it with (C).

OD: Give the Deku found in South Clock Town a Moon's Tear to get the title deed.

Swamp Title Deed

ID: You traded your Land Title Deed for a Swamp Title Deed!

IND: You traded the Land Title Deed for this. Use it with (C).

OD: Trade the Land Title Deed on the Deku found outside the Swamp Tourist Center.

Mountain Title Deed

ID: You traded your Swamp Title Deed for a Mountain Title Deed!

IND: You traded the Swamp Title Deed for this. Use it with (C).

OD: Trade your Swamp Title Deed to the Deku found in Goron Village while in your Deku form.

Ocean Title Deed

ID: You traded your Mountain Title Deed for an Ocean Title Deed!

IND: You traded the Mountain Title Deed for this. Use it with (C).

OD: Trade your Mountain Title Deed on the Deku found inside the room of Lulu. Speak to the Deku in your Goron form. You give the Ocean Title Deed in the Deku found in Ikana Canyon outside Sakon's Hideout. Speak to the Deku in your Zora form.

Dungeon Items dgs

Stray Fairies

ID: You found a Stray Fairy! This is your _ one!

IND: Save the 15 trapped in the temple. Take them to the Fairy's Fountain that matches their color.

OD: Some fairies are unreachable. You'll have to wear the Great Fairy's Mask to make them fly to you. Some fairies are kept in bubbles. Burst the bubbles first by touching it, or shooting it with an arrow if located from far away. You can also use the Double Cutter move when the fairy is underwater. You can also use the hookshot to reach fairies in high places.

Small Key

ID: You got a Small Key! Use it to open a locked door. You can use the key only in this dungeon.

OD: Use keys to open locked doors. You get keys from gold ornamented treasure chests.

Boss / Big Key

ID: You got the Boss Key! Now you can enter the chamber where the boss lurks!

IND: Use it to enter the room in the dungeon where the boss lurks.

Compass

ID: You found the Compass! Now many of the dungeon's hidden things will appear on the map!

IND: Use it to find locations of various things hidden in the dungeon.

Dungeon Map

ID: You found the Dungeon Map! Press START to open the subscreens and view the Map Screen. Areas on the map that appear in blue are places you have visited. Your current location is the flashing area. Use (J) to view another floor.

IND: You've been to the blue rooms... The flashing room is your current location.

Dungeon Boss Remains

Odolwa's Remains

ID: You've seized Odolwa's Remains! You have just freed the innocent spirit that this dark mask had kept imprisoned within the body of evil Odolwa.

IND: The remains of the boss in Woodfall temple.

Goht's Remains

ID: You've seized Goht's Remains! You have just freed the innocent spirit that this dark mask had kept imprisoned within the body of evil Goht.

IND: The remains of the boss in Snowhead temple.

Gyorg's Remains

ID: You've seized Gyorg's Remains! You have just freed the innocent spirit that this dark mask had kept imprisoned within the body of evil Gyorg.

IND: The remains of the boss in Great Bay temple.

Twinmold's Remains

ID: You've seized Twinmold's Remains!

IND: The remains of the boss in Stone Tower temple.

Dungeon Things dgt

Common

Treasure Hole Light

You stand on the light to get back or to get out of the cave hole.

Smaller Boxes

OD: Contain hearts, magic jars and rupees. You can climb over it in Deku form.

Larger Wooden Boxes

OD: Contain hearts, magic jars, rupees and Gold Skulltulas.

Golden Switch

OD: A yellow colored switch you have to step over to operate or reveal something. This can be also done on your other three forms except the Deku form.

Large Golden Switch

OD: Only while in Goron form you can press this switch.

Crystal Diamond Switch

Slash it with your sword or use your bow to operate it. Found standing in flat surfaces or sticking on walls.

Gray Block

Tatl: This looks pretty light. Well, don't just stand there-- Press (A) to grab it and use (J) to move it!

OD: A gray colored block with an image of Majora's Mask. Grab on blocks and move to a certain direction to cross over areas. You can also climb above it.

Unlighted Torch

Tatl: This torch is still warm..

OD: You can light this by focusing an arrow on a nearby flame and hit the torch. You can also light this using a flame arrow or using a lighted Deku Stick. By lighting unlighted torches, locked doors can be opened or hidden things will appear.

Lighted Torch

OD: The torches with flames you can touch with a Deku Stick to light unlighted torches or burn spider webs.

Normal Chest

OD: A small wooden chest. It may contain rupees, stray fairy, deku nuts, or bombchus. You can also use your hookshot on chests.

Small Key Chest

OD: The same size as the normal chest only ornamented with gold. It contains small keys.

Larger Chest

OD: A chest ornamented with gold. It may contain a compass, dungeon map or a heart piece. Its content is replaced with rupees after you take its first content or a recovery heart after taking the piece of heart.

Big Key Chest

OD: A large blue-colored chest with a gold ornament that contains the Boss Key.

Boss Teleport Pad

OD: A circular pad with an image of Majora's Mask. Step over it to teleport to the lair of the temple's boss. You can only use this pad after you defeat the temple's boss.

Locked Door

Tatl: You don't have the key!

OD: You will need a small key to unlock it.

Boss Door

Tatl: Your key doesn't fit this lock!

OD: Unlock it using the big key.

Fenced Door

Tatl: It won't budge!

Aargh! These strong iron bars are blocking the way! Think of another way out...

OD: You will need to do something before it opens. Doors which take you to rooms with bosses or other enemies automatically lock and you will have to defeat the enemies inside that room to unlock it again. Some doors when fenced during a battle remain locked.

Cracked Wall

OD: Blast it open using bombs.

Hidden Wall Passages

OD: Use the Lens of Truth to find hidden passages on walls and even the ceiling. Some passages are covered with grasses. Slash it with your sword to clear the path.

Hidden Items and other hidden things

OD: Some items are invisible and can only be seen when the Lens of Truth is used. Some chests, holes and soil patches are covered by boulders.

Spider's Web

OD: Found mostly inside the Spider Houses. They cover doors and passages. Webs hide Gold Skulltulas. You can burn it by using a fire arrow or lighting a Deku Stick.

Spiked Logs

OD: Prevent from touching these moving logs with sharp spikes to avoid being hurt.

Diamond Eye

OD: A yellow-colored eye target in a shape of a diamond. You can shoot it with arrows to make it sleep.

Ladders

OD: Lets you climb up and down to reach places.

Rocks

OD: Break rocks with bombs. Break rocks for items.

Rock Circles

OD: They are composed of stones/rocks that form a circle shape. You'll find someone like Kamaro and Shikashi or something like a treasure hole on its center.

Moon Dungeon Things

Teleport Pads

OD: Found on Goht's dungeon. Step on these pads to teleport back to the starting area.

Empty Chests

OD: Two empty chests are placed on the tracks where you Goron roll. You can bump into these chests.

Blue Light

OD: Found on every dungeon. Step on the light to be taken back to your starting place on the moon.

X-Marked Wall/Ceiling

OD: You'll need to blast it using a Bombchu to reveal an eye target you can shoot with your arrow.

Bundle of 30 Arrows

ID: You got a bundle of 30 arrows!

OD: Found on a chest in Twinmold's dungeon in the moon.

Spider Houses Things sht

Dead Tree

OD: Found inside the Fearful Spider House. Roll on it or Goron Punch it so the three Gold Skulltulas on its branch will fall down.

Cabinet

OD: Found in the library room of the Oceanside Spider House. You can grab and move these to find a hole on the wall with a skulltula.

Bookshelf

OD: There is one bookshelf you can grab and move in the library room of the Oceanside Spider House revealing a secret area with two Gold Skulltulas.

Poe Portraits

OD: These paintings are found hanging on the walls of the rooms of Oceanside Spider House. It falls down together with the Gold Skulltula when shot.

Gray Wall Masks

OD: Hanging on the walls of Oceanside Spider House. Some Gold Skulltulas are found crawling back and forth behind these masks.

Red, Blue, Yellow and Green Wall Masks

OD: These are shot with an arrow so the fence covering the fireplace opens, leading you to an area with a chest containing a piece of heart.

Table

OD: You have to climb over it and do a Goron Pound so the three Gold Skulltulas on the chandelier will fall down.

Vases with Holes

OD: Some vases are covered with webs. They contain Gold Skulltulas.

Large Vases

OD: You can find five large vases inside the Fearful Spider House in the Swamp. Roll to the vase or punch it as a Goron to release a Gold Skulltula. You can jump on top to get rupees.

Temple Things tth

Woodfall Temple

Fire Moth

OD: They like fire and they can hurt you. Seen flying over torches with flames.

Shrine

Tatl: Look! From up here, we have a better view of that shrine below. What do you think that is? The ashes in the center of it is still fresh..

OD: When you light the torch on its center, it rises and revolves around making higher places accessible.

Cannibal Flower

OD: A three-petal lily flower with sharp teeth. Standing over it as a Deku is safe while a normal Link will get hurt. This will turn to a normal flower after the shrine revolves.

Bomb Flower

OD: Bomb Flowers are plants with a bomb flower. Pick one and it will start to spark. They explode like bombs. Bomb Flowers are also found in the Goron racetrack.

Snowhead Temple

Ice Stalagmite

OD: Break it with a Goron roll, punch or pound, or slash it with your sword and using bombs. It drops arrows, hearts and magic jars.

Ice Stalactites

OD: They can hurt you when they fall from the ceiling directly at you.

Larger Gray Block

Tatl: Hmm... This kind of big.. It's gonna take more than average strength to move this thing!

OD: You can push it only in Goron form.

Bigger Switch

Tatl: What, you think you can push down something this big just by standing on top of it? You're going to have to find some way to pound it down.

OD: Only a Goron pound can operate it.

Ice Column

OD: There are a total of four columns you can punch on after operating a switch.

Great Bay Temple

Elevator

OD: Ride this to reach higher places. This reaches under water.

Waterwheel Switch

OD: This control the movement of the waterwheel in the Great Bay

Temple. It controls the movement of water in the next room with the giant spinning blade.

Waterwheel

Tatl: Whoa! That's a huge waterwheel!

OD: This is powered by water vents.

Spinning Blades

Tatl: Hmm...I get it... That huge waterwheel is powering this thing..

OD: You can ride or cross over it.

Broken Switches

OD: Turn the switch on the right direction and it sinks down.

Icebergs

OD: You can make this by shooting your ice arrow on the water.

Hop on it to reach places.

Falling Water

OD: You can freeze this water coming from the ceiling by using an ice arrow.

Frozen Falling Water

OD: You can defrost it by using a fire arrow.

Water Tubes

OD: Water runs through it. You can use this as a bridge you can cross over.

Seesaws

OD: You can ride over it to reach a broken switch by shooting on frozen falling waters or frosting it.

Stone Tower Temple

Loose Blue Switches

In order to press the switch continuously, you'll have to drop a box on it or stand over it and play the Elegy of Emptiness.

Large Blue Loose Switch

You can press it by standing over it as a Goron and playing the Elegy of Emptiness.

Strange Mirror

Tatl: ...Is this a mirror? This thing looks different from your everyday mirror.

OD: You can target your Mirror Shield on this mirror while standing on a sunlight location. Count to 15 seconds and it releases a large wide beam. You can use this beam and target your Mirror Shield to another mirror or sun block.

Stone Piles

Tatl: Are these all piled on top of one another?

OD: There are three found inside the temple. Goron punch on two stones and use the remaining one. Climb over it to avoid the nuisance of the Black Boes preventing you from using the sunlight.

Red Emblem

Garo Master: If you shoot that which releases the sacred golden light into the blood-stained, red emblem outside the temple... it shall rearrange things, in which the earth is born in the heavens and the moon is born on the earth.

OD: Shoot the red emblem with a light arrow to turn the temple upside-down.

Lava Rocks

OD: These are falling molten rocks when the temple is upside down. Avoid getting hit.

Inverted Chests

Tatl: Look! Can't you use the hookshot on that chest?

OD: Hookshot on inverted chests to reach places.

Other Inverted Things

Deku Flowers, diamond switch, frozen and not frozen eye targets, sleeping suns, blue and yellow switches, red emblem, doors, passages, the floating Stone Tower blocks, and everything inverted.

Clock Town Things ctt

(In Alphabetical Order)

Arrow Targets

OD: Targets for the Bomchus and Arrows target shooting found on Honey and Darling's Shop on day 1 and 3.

Bank Poster

Absolutely guaranteed! We shall guard your assets!

Baskets

OD: Targets for the Bombs found on Honey and Darling's Shop on day 2.

Bell

Those with business, please ring bell. No solicitors.

-Curiosity Shop

OD: When you ring the bell, Kafei comes out of the door then goes back inside for few seconds. The postman rings this bell when you do the Anju and Kafei quest. You can go then inside the backroom of the Curiosity Shop when Kafei goes out to receive the letter.

Blue Balloon

OD: A blue-colored balloon with an image of Majora's Mask. You'll need to pop it so Jimmy will notice you. You pop one more in the bombers' hideout so you can climb your way up the ladder.

Bomb Shop Poster

Planned Moon Trip Experiment Memo: Try using bomb-powered flight

Clocks

OD: This looks the same as the clock on the Clock Tower only smaller versions.

Cow Figurines

OD: You'll find 10 figurines all over Clock Town.

Festival Tower

OD: The tower gets higher and higher as days pass. This is build by the carpenters. A chest with Silver Rupee can be found on the top during the final day.

Granny's Diary

OD: Day 1 - She wrote about the food cooked by her granddaughter, Anju she refuses to eat. Day 2 - She wrote about taking refuge in the ranch for tomorrow thinking the moon will really fall and bring Gampy's favorite books.

History of Tools

My History of Tools -Not For Sale, found inside the Trading post

Hole on Curiosity Shop's Backroom

Kafei: From here, I check on the Curiosity Shop's customers.
OD: Stand on the crate to peek on the hole.

Indigo-Go's Poster

The Indigo-Go's, the Zora Band that's revived the deep-sea sound with its famous song, will be playing at the Carnival of Time!!! Contact Madame Aroma regarding performances and details.

Kafei's Dairy

OD: Kafei wrote about his finished wedding mask and something about Anju.

Knife Chamber Wall Hole

OD: The second room of the inn where you can hear on Anju and her mother talking during day 2, 10 in the evening. You'll have to get the key to this room first by making a reservation on Anju before the Goron Link comes in the inn.

Large Bell

OD: Found on the veranda of Stock Pot Inn

Mailboxes

Deposit mail here. Ka-ching!

OD: There are five mailboxes that you can find all over the town. If you have the Postman's Hat, you'll find a Piece of Heart on the first mailbox you check. You'll get rupees after you get the heart piece.

Observatory Telescope

OD: Use this to find the Skull Kid on the top of the Clock Tower and a Moon's Tear drops. You can also find a Deku Scrub flying from the left side of the Clock Tower. When you follow it on the telescope, you'll find that it entered the treasure hole outside the observatory. You'll find the rupees on a tree with a person climbing on it and trying to get the rupees.

Patron Guidelines for the Milk Bar, Latte

We offer our customers limited-run milk. Thus, we are members-only establishment. Those who have not proof of membership will be refused of service. -The Owner

Postman's Letter

To Myself, You have been doing a great job delivering the mail. I have a request for my hard-working self. All of the townsfolk have taken refuge. I want myself to flee, too. Even if it is not written on the schedule, I want myself to flee. Please...

-From Me

OD: Found on the third day inside the Post Office on the Postman's bed.

Postman's Schedule

Morning: Collection

Afternoon: Delivery

Evening: Practice

The Week's Motto: Don't slack off--the heavens and the wife are watching. --Mayor Dotour

Swordsman's School Poster

Enter all disciples and those who choose to be enlightened with the way of the sword. -Mighty Training Center

Slide

OD: You hop on the slide in North Clock Town to reach a Piece of Heart on the tree.

Soldier Recruitment Poster

Corps Recruiter, Viscen: Recruiting soldiers! Protect peace and uphold justice with us.

Toilet Scent

OD: Found on the inn's toilet when you wear the Mask of Scents.

Treasure Chest Shop Poster

Open the chest for something splendid! The thrill of surprise..

Underwear Scent

OD: Found on the third room of the inn where the traveling troupe is staying when you wear the Mask of Scents.

Wedding Gown

OD: Anju's wedding gown found in the Employees Only room.

Workers Recruitment Poster

Workers wanted to build the festival tower for the carnival. See Mutoh.

Exterior / Other Things eot

Common

Signs

OD: Information and names of places are read here. You can cut it with your sword. You can heal it by playing the Song of Healing.

Jars

OD: Break jars to get items such as bombs, deku nuts, deku sticks, arrows, rupees, fairies, hearts, magic jars and Gold

Skulltulas in Spider Houses.

Magic Jars

OD: Green colored jars from normal jars that replenish magic power.

Larger Magic Jars

OD: Same as the magic jars only bigger and replenishes more magic power.

Hearts

OD: Dropped by enemies, shrubs or jars.

Gossip Stone

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

OD: When you wear the Mask of Truth and check these stones, they tell gossips.

Stone

Notes are carved in the stone...

OD: You meet the owl standing on top of it for the first time. You learn the Song of Soaring from the notes carved here.

Owl Statues

First Encounter: Ye who hold the sacred sword, leave proof of our encounter.

You can save your progress and quit here. When you reselect your file, my face will appear by your file name. This indicates that the next time you reopen your file, you'll resume playing at this very place and time with your current status. Warning: If you reopen this Owl File, then reset without saving at an owl statue, you'll lose the progress you've save here... The next time you open the file, you'll restart at Day One with the status you had when you last saved using the Song of Time.

OD: Owl Statues are seen in important places. You can save your progress here by slashing it with Link's sword first and quit playing.

Rock Boulder

OD: Boulders can be destroyed by punching on it as a Goron or using bombs. Boulders cover treasure holes and other items. Some boulders can only be broken by bombs. There are rock boulders in Stone Tower that fall and roll hurting you. There are boulders that can only be destroyed by using the Powder Keg such as the boulder blocking the road to Romani Ranch and the boulder blocking the entrance to the Goron Racetrack.

Bushes

OD: Throw or slash bushes with your sword for items. You can also walk or run over it while riding a horse to cut bushes. A Goron roll also does the same thing.

Pot Plant

OD: Breaking the pot will drop items.

Deku Flower

OD: Stand over it and dive down as a Deku to fly on your

revolving flowers. Deku Flowers are intended to be used by Deku Scrubs only but Link can actually use it as he turns into a Deku Scrub. There are many areas in the game that you will have to transform into this form first to reach such areas that a normal Link can not reach.

Golden Deku Flower

OD: A bigger Deku Flower. Sends you higher into air when you jump out of it.

Treasure Hole

OD: Treasure holes are underground caves that may contain Gossip Stones, treasure chests, hot spring water etc.

Patch of Soil

OD: Pour bugs on patches of soil and it releases rupees, or Gold Skulltulas. You can plant a Magic Bean here. Some patches of soil are found on walls.

Magic Bean Leaf

OD: You will have to water the Magic Bean you planted in a patch of soil for you to use it. It serves as a floating elevator that takes you to unreachable areas.

Vine

OD: Vines you can climb on.

Beehive

OD: When shot, it falls down dropping a rupee, a Giant Bee or a Gold Skulltula.

Flame

OD: They provide light on dark areas. They cover chests and other items. Do something to lower it down so you can touch the things they are covering. They come in many colors.

Ramps / Slopes

OD: You can Goron roll here. You'll only slide when in other forms.

Fences

OD: Ride Epona to get past. These block the path to Great Bay and Ikana Canyon.

Anju's Milk Bottles

OD: You protect three bottles of milk when the Gorman Brothers try to destroy them.

Chords

OD: If you play the notes on your instruments, the Skull Kid drawing drops rupees.

Skull Kid's Drawings

OD: You can find a drawing on the trunk of a tree before entering the road to Southern Swamp. You can also find a large drawing of the same image in Termina Field. You can see it when gazing through the telescope in the observatory.

Swamp

Leaf

OD: A big leaf floating on water you can hop on as a Deku. The leaf sinks when you stand over as normal Link.

Boat

OD: You ride a boat during a boat cruise. This will kill the Big Octo blocking the way to the Deku Palace.

Deku Scrub Mark

Tatl: Isn't this the Deku Scrub Mask? I wonder if they worshipped here...

OD: Stand on it and play the Sonata of Awakening to open the Woodfall Temple.

Scent

Tatl: If it's possible, put the scent in something and take it to the Magic Hags' Potion Shop.

OD: The scent of a Magical Mushroom visible when you wear the Mask of Scents.

Bodies of Spring Water

Swamp Tourist Center: Please feel free to take our fresh spring water home with you.

OD: A body of spring water you can take with an empty bottle. Fishes are seen swimming on this crystal clear water.

Floating Wood

OD: You can stand over it. These are found floating on the water inside the Deku Shrine. You jump across the woods while racing with the Deku Butler.

Flame Barrier

OD: These appear on a room when you walk near the columns. If touched, you'll have to start on the entrance again.

Tongue Walls

When you lose the Deku Butler and he's too far way to reach, a wall painted with a Deku will cover the passage. The image is with its tongue coming out.

Mountain

Smaller Snowballs

OD: Contains the same items you get when you chop grasses.

Larger Snowballs / Snow Boulders / Giant Falling Snowballs

Tatl: This is no good! If we could just blast these snowballs out of the way, we could get through!

Sign: Gorons should be able to break the snow boulders easily.

OD: May contain blue rupees, magic jars, hearts, Blue Tektite, Snapper, and White Wolfos. They sit and remain still, they also roll and fall and hurt you. You can break snowballs through a Goron pound, roll or using bombs.

Largest Snowball

Tatl: Hey! Isn't this snowball bigger than the others?

OD: Found in the Twin Islands containing a frozen Goron Elder and in Mountain Village on the final day.

Icebergs

OD: Floating on cold water in front of invisible ladders to Darmani's grave.

Frozen Ice Crystal

OD: Touching it will make you frozen. You can melt it by using a fire arrow or pouring a hot spring water into it. It covers passageways, a treasure hole, golden switch, Goron, hearth of the smithy, a wooden block and gray block.

Invisible Ice Square Platforms

OD: Seen only while using the Lens of Truth.

Icicle

Tatl: Up here! Take a look at this! I bet if you had a weapon that was strong enough, one shot from it could pierce right through this! Well, it might take two shots..
What? It's an icicle! It's just like the one we saw outside!
OD: A bigger Ice Stalactite Found on ceilings. Shoot it with an arrow to break the frozen ice crystal below.

Thinner Icicle

OD: Automatically falls down when you stand under it hurting you.

Darmani's Memorial Stone

Inscription: The Goron hero, Darmani the Third, rests here.
OD: By wearing a Goron Mask, you can grab on it from behind and lower it down to release the hot spring water the stone is covering. Techniques for action and battle are inscribed here and only a Goron can read.

Chandelier

OD: Hanging on the ceiling of Goron Shrine. On one of the chandeliers is a Rock Sirloin.

Ocean

Seagulls

OD: Flying on air where there are important locations below.

Pirate Poster

OD: A poster of a female pirate hanging on the wall inside the Fisherman's Hut. If you check it, the fisherman will tell you about the hookshot he found from the bottom of the ocean. He uses this to catch fish. The pirates rob his hookshot but the fisherman still likes them.

Bio Deku Baba Leaf

OD: Cut the Bio Deku Baba from its leaf to use it.

Wooden Plank1

Tatl: Hey..hang on! Doesn't this look a little strange?
OD: Painted with a skull and bone image. In Zora form, swim through it to break it.

Wooden Plank2

OD: Hookshot on it and drop down the aquarium inside the Pirates' Fortress.

Hookshot Column

OD: A column with a hookshot target.

Hookshot Target

OD: Target your hookshot in it to reach higher places.

Barrels

OD: May contain hearts, rupees, arrows, bombs or stray fairies. You can use your hookshot on barrels.

Telescope

OD: Found in the Pirates' Fortress. Use this to view the courtyard outside.

Chained Spikes

OD: These may be located hanging in the ceilings or attached on ground under water. They can explode when touched and hurt you.

Water Vents

OD: Releases water that serves as an elevator you can ride on.

Zora Egg Aquariums

OD: There are four aquariums inside the Pirates' Fortress where the Zora Eggs are kept. They may contain Skullfishes, a Desbreko, Shell Blade, fishes and chests.

Fisherman's Aquarium

OD: Contains a Seahorse the fisherman caught swimming near the waters in Pinnacle Rock.

Professor's Aquariums

OD: The big aquarium was made for Zora Eggs. The other aquarium contains two huge fishes.

Huge Fish

Tatl: That's a huge fish! I bet that thing could eat a small fish in a single bite..

Pirate's Boat

OD: You can ride on the Pirate's Boat while wearing the Stone Mask to reach the northern side with a switch.

Fisherman's Boat

OD: Ride it to reach the fisherman standing on a small island to play a game after defeating Goht in Snowhead Temple.

Palm Trees

OD: You can hookshot on palm trees to reach places.

Rings in the River

OD: You will need to swim through all rings to win the beaver's race. Swim in the proper order for the ring to be counted.

Mikau's Diary

OD: Mikau wrote a journal about his jam session with Japas. His lucky color for this week is green.

Lulu's Diary

OD: Lulu wrote about her lost voice and her Zora Eggs robbed from her.

Giant Clam Stage

OD: The stage inside the Zora Hall where the Indigo-Go's Band rehearse.

Canyon

Dead Trees

OD: You can use your hookshot on these to reach higher places.

Graves

OD: There are three graves you can open in Ikana Graveyard by asking the Stalchids walking around the grave while wearing the Captain's Hat during the night of day 1, 2 and 3.

Fire Barrier

OD: After waking the giant Skull Keeta, a wall of flame prevents you from reaching him.

Large Patch of Soil

OD: These are the soil Dampe digs beneath the graveyard. When Dampe digs on it, it releases a blue flame.

Dampe's Elevator

OD: This can only hold Dampe. Used by Dampe to reach the two higher locations of soil patches.

Sun Boxes

OD: Shoot a light arrow on the box with sun image to make it disappear.

Frozen Diamond Eyes

OD: You'll have to shoot it first with a fire arrow.

Diamond Eye releasing Fire

OD: Under the well in Ikana Canyon are diamond eyes that release fire and then sleep. Shoot at the eye when it opens.

Paper Aeroplane

OD: You can find this on one of the pillars in Ikana Castle.

Cracked Floor

Tatl: Here! See! You always miss things like this. Take a look... The rocks are cracked here.

OD: Found in the rooftop of Ikana Castle. You'll have to drop a Powder Keg to destroy this crack and make a big hole.

Window Curtain

OD: The windows are covered when you enter the king's room

in Ikana Castle. Shoot a fire arrow to burn it so you can use your Mirror Shield against the two guards and the king.

Sakon's Hideout Red Switch

OD: This makes the mechanism go faster when pressed.

Sakon's Hideout Yellow Switch

OD: This makes the mechanism run slower when pressed.

Sakon's Hideout Blue Switch

Kafei: It's some setup where the door stays open only while the switch is pressed!

OD: A loose blue switch that open doors when pressed.

Sleeping Suns

OD: They're eyes open only when shot with a light arrow or reflected with light using the mirror shield. They smile when shot.

Floating Blocks

OD: A row of floating blocks found in Stone Tower controlled by pressing switches. You can use them to reach higher areas in Stone Tower leading you to the Stone Tower Temple.

Stone Tower Switches

OD: Controls the movement of the floating blocks in Stone Tower.

Garos Robe Picture

Pamela's Father: That is the ghost of a ninja. Its scientific name is Garo Robe. The yare merely shells that are empty on the inside. They're the shells of spies from an enemy nation sent to investigate Ikana. They have been unable to forget their living days. Even now their spirit--emptiness cloaked in darkness--continue to spy. According to rumor, those Garos frequently appear near the ranch on the far side of town. Although they are said to be shells, Garos are still ninja and they will not show themselves in front of people. Yet there are many sightings near the ranch...That's strange.

OD: When you check the picture, Pamela's Father tells you information about Garos.

Gibdo Picture

Pamela's Father: That is a mummified man. Its scientific name is Gibdo. A tale in Ikana tells of a treasure that rests at the bottom of the well on the hilltop. It seems the spirits of those who became Gibdos upon entering the well in search of that treasure still linger inside. It's been said going down there is a petrifying experience. So even the mummy hunter may become mummified! ..Well, you never know what might happen, so it's simply best not to approach it.

OD: When you check the picture, Pamela's Father tells you information about Gibdos.

=====
Shops shp
=====

Clock Town Shops ctp

Trading Post

Welcome. What are you looking for?

Location: In East Clock Town, middle of Curiosity Shop and the Bomb Shop.

Time: During nighttime at 9 - On break. Back in 1 hour.

Red Potion: 30 Rupees

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

Part-time Worker: I don't know, but I think it works really good and stuff.

Green Potion: 30 Rupees

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

Part-time Worker: I think this, like, fixes up your magic power or something...

Heroe's Shield: 80 Rupees

This is a great deal. I kid you not! Really!

Part-time Worker: I think that's the price on that thing...

Fairy: 50 Rupees

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

Part-time Worker: I think it, like, helps you or something.

Um. Oh, yeah... And you need, like, an empty bottle.

Deku Stick: 10 Rupees

This long stick can even be used as a weapon. It's our best-seller.

Part-time Worker: Uh, the manager knows how to use it...but he's not here right now.

10 Deku Nuts: 30 Rupees

Cover your eyes when you throw these. If you need a lot, this is the way to go.

Part-time Worker: I think you throw it, and it, like, blinds you and stuff...

30 Arrows: 30 Rupees

You can shoot these if you have a bow. You get 30 of 'em.

Part-time Worker: There are 30 of 'em. D'ya have one of those, uh, bows? If ya do, you can buy these...

50 Arrows: 40 Rupees

You can shoot these if you have a bow. That's a good deal for 50 of 'em.

Part-time Worker: I think you get a, um...a volume discount.

Bomb Shop

...Welcome

Location: In East Clock Town, right from the Trading Post.

Time: Opens 24 hours.

10 Bombs: 30 Rupees

These are selling well. You need a Bomb Bag to carry them...

10 Bombchu: 40 Rupees

These mouse-shaped bombs are practical, sleek and

self-propelled.

Bomb Bag: 50 Rupees

This bag for carrying bombs is made from a certain monster's stomach.

Big Bomb Bag: 90 Rupees

This can hold up to 30 bombs. We just got it in stock...

Goron selling Powder Kegs

...This is just between us, but I have a huge bomb that this shop doesn't even carry.

Location: Inside the Bomb Shop

Powder Keg: 50 Rupees

Powder Kegs made by my instructor are extremely powerful.

Curiosity Shop

Come in.

Kafei: Things that get stolen in this town always make their way to the curiosity shop.

Location: Left from the Trading Post.

Time: Opens at nighttime during10.

Bomb Bag: 100 Rupees

This is just between us, but this is actually the Bomb Shop's.

All-Night Mask: 500 Rupees

Tonight's bargain is the All-Night Mask for use at bedtime.

You won't get sleepy if you wear this mask.

Good Sword (Kokiri Sword): 50 Rupees

You don't have a sword, buddy. At this price, this one's a steal. Heh-heh...

ID: You bought back the Kokiri Sword that was stolen from you! From now on, be more aware of birds when you're strolling down the road...

Good Sword (Razor Sword): 50 Rupees

You don't have a sword, buddy. At this price, this one's a steal. Heh-heh...

ID: You bought back the Razor Sword that was stolen from you! From now on, be more aware of birds when you're strolling down the road...

Good Sword (Gilded Sword): 50 Rupees

You don't have a sword, buddy. At this price, this one's a steal. Heh-heh...

ID: You bought back the Gilded Sword that was stolen from you! From now on, be more aware of birds when you're strolling down the road...

Cool Bottle: 20 Rupees

Isn't it nice? Put anything in it. Brand new, too.

ID: You bought back your favorite bottle! From now on, be more aware of birds when you're strolling down the road...

Things you can sell in the Curiosity Shop:

Chateau Romani: 200 Rupees

Gold Dust: 200 Rupees

Big Poe: 200 Rupees

Poe: 50 Rupees
Blue Potion: 20 Rupees
Green Potion: 20 Rupees
Red Potion: 20 Rupees
Fish: 20 Rupees
Spring Water: 20 Rupees
Hot Spring Water: 20 Rupees
Fairy: 20 Rupees
Milk: 20 Rupees
Bug: 20 Rupees
Magical Mushroom: 5 Rupees

Milk Bar, Latte

Welcome...

Regular Milk: 20 Rupees

Chateau Romani: 200 Rupees

It's a vintage milk. It comes from Romani Ranch, and the current price is 200 Rupees!

Location: East Clock Town

Time: Opens at nighttime during10.

Treasure Chest Shop

Come in! ...How about it? Wanna play?

Zora: 5 Rupees

Deku: 10 Rupees

Normal form: 20 Rupees

Goron: 30 Rupees

Lottery Shop

Would you like the chance to buy your dreams for 10 rupees?

Ticket: 10 Rupees

Your lottery ticket is good only through tonight.

Deku Scrub selling a Piece of Heart

Ah you...

Piece of Heart: 150 Rupees

OD: This Scrub comes out of the town when you use the telescope in the observatory. Follow it until it flies on the nearest hole outside the observatory. Refuse for one time and he offers it for 100 rupees.

Location: Under a treasure hole in Termina Field.

Swamp Shops sws

Deku Scrub Selling Magic Beans

Thanks for stopping! You're not from here, are you?

Location: Outside the Tourist Information House.

Magic Beans: 10 Rupees

I'll sell you one for 10 Rupees

Magic Hags' Potion Shop

My potions work very well, they do.

Location: Before the Lost Woods.

Blue Potion: 60 Rupees

Actually I can't get the ingredients for this, so I'm sold out. Sorry.

I just brewed up this cure-all! It goes down easy and gets right to work.

Green Potion: 20 Rupees

This works very well when you're low on magic power.

Red Potion: 20 Rupees

Recover your energy in one gulp!

Magic Bean Seller

Well...chomp, chomp... You're the first customer I've had in a loooooong time!

Location: He lives beneath the eastern inner palace garden.

Magic Beans: 10 Rupees

It's 10 Rupees for one pod.

Mountain Shops mts

Mountain Smithy

We sharpen any sword. We work hard so your sword works hard for you!

Location: In the Mountain Village.

Razor Sword: 100 Rupees

Gilded Sword: Bring Gold Dust

Goron Shop

Oh, but I'm sleepy... Well, take your time anyway.

Location: Inside the Goron Shrine in Goron Village.

Before:

10 Bombs: 40 Rupees

This is our standard product. But we have only a few left.

10 Arrows: 40 Rupees

These fly well, but you need a bow. If you don't have one, you can't buy them.

Red Potion: 80 Rupees

It's a little expensive, but it's worth it. It's very helpful if you're feeling weak.

After:

10 Bombs: 10 Rupees

These are selling well. They're a bargain right now.

10 Arrows: 20 Rupees

These fly well when shot with a bow. Right now, they're half price.

Red Potion: 50 Rupees

When you're low on energy, this'll pick you up.

Deku Scrub selling Biggest Bomb Bag

Thanks for stopping by! I'm doing a business with a focus on Goron clientele!

Location: Outside the Goron Shrine in Goron Village.

Biggest Bomb Bag: 1000 regular price

A special trade-in offer... You'll give me your Big Bomb Bag and just add 200 Rupees!

Goron Powder Keg Shop

New customers will be tested on proper usage.
Location: Outside the Goron Shrine in Goron Village.
Powder Keg: 100 Rupees
The most famous product of the Gorons.

Ocean Shops ocs

Zora Shop

We didn't have what you wanted?

Location: Inside the Zora Hall

Hero's Shield: 90 Rupees

This is the shield that heroes use, but it doesn't sell very well here.

10 Arrows: 20 Rupees

These fly well when shot from a bow, and you need one if you want to buy any of these.

Red Potion: 60 Rupees

Drink this when your energy is low to ease your weariness.

Deku selling Green Potion

I'm doing business with a focus on Zoras.

Location: Inside Lulu's room in Zora Hall.

Green Potion: 40 Rupees

Other Shops osp

Deku selling Blue Potion

I'm doing business here in this canyon.

Location: In front of Sakon's Hideout.

Blue Potion: 100 Rupees

...in case you get cursed

Gorman Brothers' Milk

Won'tcha buy some fresh milk?

Location: Inside the Gorman Racetrack

Milk: 50 Rupees

We're different from Romani Ranch. Our milk is fresh and full of vitamins. This is true! Milk this good'll cost you double in town. This is true!

Tingle's Maps

Hello, Mr. Fairy! Will you buy one of Tingle's Maps?

-North Clock Town

Clock Town: 5 Rupees

Woodfall: 40 Rupees

-Swamp

Woodfall: 20 Rupees

Snowhead: 40 Rupees

-Twin Islands

Snow Head: 20 Rupees

Romani Ranch: 40 Rupees

-Milk Road

Romani Ranch: 20 Rupees

Great Bay: 40 Rupees

-Great Bay Coast

Frat Bay: 20 Rupees

Stone Tower: 40 Rupees

-Ikana Canyon

Stone Tower: 20 Rupees

Clock Town: 40 Rupees

=====
The Masks and Hats tmh
=====

The 20 normal masks and hats are received from people. The three masks that alter your ability and form are intended to be acquired through the game's progress. Your collection will trigger the scenes in the ending cinema, so collect all the 20 normal masks. If you gathered all the masks, when you reach the moon, play with the four masked kids wearing the masks similar to the boss remains you get after defeating each temple boss. If you played and give them all your masks, the Majora masked kid will give you the Fierce Deity Mask which makes boss battles easier.

Deku Mask dkm

Mask Salesman: Ah, yes. I give you this mask in commemoration of this day. Fear not, for the magic has been sealed inside the mask. When you wear it, you will transform into the shape you just were. When you remove it, you will return to normal.

ID: You got the Deku Mask to keep as memento. Wear the mask with (C) to inhabit the body of a Deku. Press (C) again to return to normal.

IND: Wear it with (C) to assume Deku form. Use (C) to change back.

OD: The Mask Salesman healed you as a promise after you get your precious item back from Skull Kid. He gave you this as a memento.

How to: Help the Great Fairy in North Clock Town by taking its stray fairy piece you can find in Laundry Pool or in East Clock Town. The Great Fairy grants you magic power and you'll learn the Bubble Blast. Play with the Bombers to know their secret code to their hideout. Their hideout takes you to the astral observatory where you can get the Moon's Tear. Give the Moon's Tear to the Deku Scrub in South Clock Town so you can use the Deku Flower and fly to the Clock Tower's roof entrance. During the final day, the roof of the Clock Tower opens during 12. Use the Bubble Blast on Skull Kid. He drops your ocarina and you learn the Song of Time and played it taking you back in time. Speak to the Mask Salesman again after recovering your instrument and he heals you and then gives you the Deku Mask.

Use:

- In Deku form, you can use Deku Flowers enabling you to reach places.

- You'll not be thrown out of the Deku Palace when you wear this.

- You'll not open the Woodfall Temple if you don't wear this when you the Sonata of Awakening.

Goron Mask gnm

ID: You got the Goron's Mask! This mask contains the spirit of a proud Goron hero. Wear the mask with (C) to inhabit the body of a Goron. Press (C) again to return to normal.

IND: Wear it with (C) to assume Goron form. Use (C) to change back.

OD: You get this after talking to the ghost of Darmani in his grave using of Lens of Truth.

How to: After speaking to the owl in Goron Village, it will fly to the Loan Peak Shrine leaving feathers on air. Jump to the feathers and enter the shrine cave. Open the chest with the Lens of Truth. Use the Lens outside the cave to find floating platforms. Jump across and you'll find the ghost of Darmani. Follow him to Mountain Village. Climb the hidden ladders behind the floating icebergs and enter the Darmani's grave site. Speak to Darmani and heal his sorrows and you'll get the mask.

Use:

- You cannot move or press certain things that require more strength.
- The Goron Elder will not mind you if you don't wear this.
- The elder's son when will never stop from crying if you don't play the Goron Intro in Goron form.
- You can not stop the blizzard in Snowhead if you don't wear it and play the Goron Lullaby.
- You can easily go in and out of the Goron Shrine without asking the help of the gatekeeper.
- You can use Powder Kegs when you wear this.

Zora Mask zrm

ID: This mask contains the spirit of a legendary guitarist. Wear the mask with (C) to inhabit the body of a Zora. Press (C) again to return to normal.

IND: Wear it with (C) to assume Zora form. Use (C) to change back.

OD: After helping Mikau in the ocean in Great Bay Coast and after his death, you acquired this mask.

How to: Ride on Epona to enter Great Bay Coast. In the ocean, you'll find seagulls flying over a floating Zora in the water. Help him by swimming to his back, grab and swim to the shore. Play the Song of Healing when the Zora asks you to heal his soul. When he dies, he leaves the Zora Mask.

Use:

- You can dive down deeper the water.
- Lulu will forever lose her voice.

Fierce Deity Mask fdm

ID: You got the Fierce Deity Mask! Could this mask's dark powers be as bad as Majora? Try it on with (C).

IND: Wear it with (C). Its dark power can be used only in boss rooms.

OD: You get this mask from the Majora masked kid in the moon after playing hide-and-seeK to all other four masked kids.

Use this to fight on temple bosses and Majora to defeat them easily. This drains magic power.

How to: After defeating all the four temple bosses, you play the Oath to Order in the roof of the Clock Tower to call the giants. They'll hold the moon and keep it from falling on earth. Majora separates from the Skull Kid and flew to the moon. Link follows and you'll find five masked kids in the moon under a giant tree. Play with all the four masked kids.

They are running around the tree except for one. Give them all your masks. Speak to the Majora masked kid. Because you don't have the 20 normal masks, he gives you the mask.

Use:

- Easily defeat temple bosses and Majora when you wear this.
- Wear this in lairs of the temple bosses.
- Use it when you fight Majora.

Postman's Hat pth

Postman: I don't need this anymore, so here...I'll let you have it!

Mask Salesman: That is a fine thing. It is filled with the joy of freedom.

ID: You got the Postman's Hat! This dignified hat allows you to check the mail. Use (C) to put it on. It might just suit you...

IND: You can look in mailboxes when you wear this with (C).

OD: The postman gives this to you after he gave Kafei's Letter to Madame Aroma.

How to: After receiving the priority mail from the Curiosity Shop owner, get inside the Post Office in West Clock Town and give the letter to the Post Man. The Post Man delivers the letter to Madame Aroma in the Milk Bar. After giving the letter, he goes outside the bar. Talk to him standing outside the bar and he will not need the hat so he gives it to you.

Use:

- Wear the hat and check on mailboxes. On the first mailbox you check, you will find a Piece of Heart.
- You'll get rupees by checking again on mailboxes

All-Night Mask anm

Curiosity Shop Owner: I forgot when this was made, but it sure is a freaky mask...See? When you put it on, you can try and try to fall asleep, but you won't be able to. Pretty creepy, huh?

Mask Salesman: That looks like an expensive mask. Unfortunately, that's not the mask I am looking for.

ID: Apparently, this mask will not let you drift off to sleep even if you want to. Wear it with (C).

IND: When you wear it with (C), you don't get sleepy.

OD: You can buy this in the Curiosity Shop during the final day.

How to: Help the old woman in North Clock Town. Wait until 12 and the scene when Sakon robs her. Slash the thief with your sword. Do not hit him with an arrow or he'll explode. Enter the Curiosity Shop on the third day to buy this mask for 500 rupees.

Use:

- Wear this mask on Anju's mother on her room inside the Stock Pot Inn to listen continuously to her story.
- Listen to the story Carnival of Time. She asks you this question, when does the clock tower roof open? Answer 'on the eve of the festival' to receive a Piece of Heart.
- Listen to the other story, Four Giants. She asks you this question, 'what did the people do to call the giants?'. Answer 'I dunno' to receive a Piece of Heart.

Blast Mask blm

Old Woman: Yes, I must thank you. It's a dangerous mask, but maybe you could use it to throw your own festival fireworks show.

Mask Salesman: That is a fine mask. It is filled with feelings of gratitude.

ID: You got the Blast Mask! Wear it with (C). You can have a blast with (B), but you'll lose life energy in the process.

IND: Wear it with (C), then detonate it with (B)... Losing hearts from the explosion is a side effect.

OD: Explode like a bomb wherever, whenever. You receive damage by having a blast.

How to: Wait until 12 in the evening on day 1 and help the old woman. You help her by slashing the thief with your sword.

He gives you the mask if you do so.

Use:

- When you wear the mask, press (B) to blast boulders and other things like what a normal bomb can do.

- If you ever need a bomb and you don't possess one, this comes brutal.

Stone Mask snm

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

ID: You got the Stone Mask! Wear it with (C) to become as plain as stone.

IND: Become as plain as stone so you can blend into your surroundings.

OD: By wearing this mask, you gain access in the Pirates' Fortress without being noticed.

How to: Buy a Red Potion or get it free from Kotake. Ride Epona to Ikana Canyon. You'll find a circle of rocks in the right wall before the Cyclops that you will see sitting on a high place. Use the Lens of Truth and give the Red Potion to the soldier sitting in the center of the rocks. He gives you this mask after helping him.

Use:

- Wear this when you get inside Pamela's House so she will not catch you sneaking in.

- Wear this when you go to the Pirates' Fortress so the pirates will not bother you.

Great Fairy's Mask gfm

Great Fairy of Magic: Allow me to grant you something good so that the Stray Fairies will not fear you.

Mask Salesman: That is quite rare. Normally, you wouldn't be able to get one of those.

ID: You got the Great Fairy's Mask! Wear it with (C). Stray Fairies will fly to you when you wear it. You'll know you're close to a fairy who's lost in a temple if the mask's hair begins to shimmer.

IND: The mask's hair will shimmer when you're close to a Stray Fairy.

OD: This mask is given by the Great Fairy in North Clock Town's Fairy's Fountain.

How to: Find the stray fairy in Laundry Pool or in the East Clock Town and take it to the Fairy's Fountain in North Clock Town as normal Link. The Great Fairy gives you this mask so you could help other fairies like her whose bodies are shattered into pieces done by the masked Skull Kid.

Use:

- Wear this in temple dungeons to easily catch stray fairies by luring them to you even they're far away.

Keaton's Mask ktm

Curiosity Shop Owner: I gave him (Kafei) that mask along time ago when he was just li'l Kafei. Didn't know he kept it that well for so long...

Mask Salesman: It carries a lot of nostalgia. It was popular with children long ago.

ID: You got the Keaton's Mask! This is Kafei's Mask of memories. Accepting this keepsake doesn't make much sense to you, but you should take it anyway.

IND: The mask of the ghost fox, Keaton. Wear it with (C).

OD: This mask is given to you by the Curiosity Shop Owner inside the backroom of the Curiosity Shop during the final day.

How to: follow Anju and Kafei Quest

Use:

- Find circles of bushes in North Clock Town, Milk Road and Mountain Village during spring. Cut the bushes while wearing this mask. A Keaton appears and asks you questions. Answer all its questions correctly to receive a Piece of Heart.

Bremen Mask brm

Guru-Guru: The dog's mask. I stole it. I wanted it because it was te leader's mask... But I no longer need it... I give it to my guest.

Mask Salesman: If you have that, then it would appear you have the qualities of a leader.

ID: You got the Bremen Mask! This mask belonged to the leader of the animal troupe. Try parading it around tiny, young animals.

IND: Wear it with (C) so young animals will mistake you for their leader.

OD: Wearing this mask will make animals turn nice and they will follow you where you go.

How to: Talk to Guru-Guru in Laundry Pool on day 1 or day 2 as normal Link. After listening to his story, you'll receive this mask.

Use:

- Wear this in Cucco Shack in the ranch and let ten chicks follow you until they become roosters. Grog gives you the Bunny Hood.

Bunny Hood buh

Mask Salesman: That is a fine thing. It is filled with kindness towards animals.

ID: You got the Bunny Hood! My, what long ears it has! Will the power of the wild spring forth?

IND: Wear it with (C) to be filled with the speed and hearing of the wild.

OD: When you wear this, you'll jump farther and run faster.

How to: Get inside the Cucco Shack and wear the Bremen Mask. Make all 10 chicks follow you and after they become roosters, Grog will give you this.

Use:

- By wearing this, you can run faster and jump farther.
- You can try using this in the Deku Shrine while racing with the Deku Butler. If you wear this, racing with the butler will be easy.
- You can try using this when you awaken Skull Keeta to reach him when he runs away.

Don Gero's Mask dgm

Mask Salesman: That mask has a very operatic feel about it.

ID: It looks just like Don Gero, Conductor of the frog choir.

It was crafted so well that no one would even think twice if you were to direct the frog choir.

IND: When you wear it, you can call the Frog Choir members together.

OD: The frogs will speak to you when you wear this and they will go to the Mountain Village during spring.

How to: After acquiring the Goron Mask, go inside the Deku Shrine and roll on the area before the elder's throne room with his son heavily crying. There's a ramp that you can roll so you can reach and broke the hanging chandelier. On one of it is a rock Sirloin. Hold this rock in Goron form and take this to the hungry Goron you'll find in Mountain Village. Throw this rock to him and he gives you the mask.

Use:

- By wearing this mask, you can speak to frog choir members so they will come in the Mountain Village and you can conduct their performance. You receive a Piece of Heart after. You'll find the four frogs in the Laundry Pool, in the swamp area before the Deku Palace, Woodfall Temple after defeating the Gekko, and Great Bay Temple after defeating the Geeko.

Mask of Scents mks

Mask Salesman: You've done well to get that mask. Looking at its condition, I can tell that its previous owner was neat and tidy.

Tatl: The power if this mask allows you to see what you can smell. If it's possible, put the scent in something and take it to the Magic Hags' Potion Shop.

Kotake: With that mask, you can find the mushrooms that grow in the wods.

ID: You got the Mask of Scents! This mask heightens your sense of smell. Wear it with (C) to sharpen your olfactory perception. Sniff... Sniff... That's the smell of power!

IND: Wear it with (C) to heighten your sense of smell.

OD: You will be able to locate and see scents when you wear this mask.

How to: Save the Deku Princess in the Woodfall Temple by cutting the grasses covering the passage to the princess after you defeat Odolwa. Take the Deku Princess to the Deku King by using an Empty Bottle. Release the princess in front of the king. The Deku Butler will be waiting in the Deku Shrine. Enter the shrine by jumping on the leaves in the water to the passage with a Big Octo before outside the Deku Palace. Speak to the butler and race with him to the last area where he gives you this mask.

Use:

- You'll find scents inside the Woods of Mystery when you wear this. You'll also find other locations with scents in the swamp and in Clock Town such as the underwear in the room of Stock Pot Inn and the smell of the inn's toilet.

Romani's Mask rmm

Mask Salesman: That is a nice mask. It is a sentimental item that exudes a lot of maturity.

ID: You got the Romani's Mask! Wear it with (C) to show you're a member of the exclusive milk bar, Latte. That mask is only given to a limited number of adult customers. It's proof of membership.

IND: Wear it with (C) to show you're a member of the Milk Bar, Latte.

OD: Cremia gives this mask to you after you help deliver her

milk to Clocktown. You can use this mask to enter the Milk Bar Latte.

How to: After you earned the right to hold and carry Powder Kegs, blast the boulder blocking in the Milk Road leading to the ranch. Help Romani during three in the evening and fend off the ghosts until daytime. After helping Romani, on 6 of Day 2, Cremia will send her milk to the town. Help her by shooting arrows on the Gorman Brothers. Don't let them break her three bottles of milk. If you do, she gave you this mask.

Use:

- Wear this mask so you can enter the Milk Bar Latte during 10 pm.

Circus Leader's Mask clm

Mask Salesman: That is a fine mask. it is filled with the feelings of tenderness left behind in the back of one's heart.

ID: This mask looks so sad it could put a tear even in a demon's eye.

IND: People related to Gorman will react to this.

OD: The saddest mask of all. This mask cries endlessly when you wear this.

How to: After receiving the Romani's Mask, get inside the bar and talk to Toto and do the sound check in all your four forms by standing on the stage and following the music Toto will show you. Do this as a normal Link, Deku, Goron and Zora, and Gorman will give you this.

Use:

- Try talking in front of the Gorman Brothers in the Gorman Racetrack and they will be suddenly saddened.

Kafei's Mask kfm

Mask Salesman: The worry of a concerned mother is expressed quite well in that mask.

ID: You've been given Kafei's Mask and recruited to locate a missing person! Wear this to inquire about the missing Kafei.

IND: Wear it with (C) to inquire about Kafei's whereabouts.

OD: You receive this mask from Madame Aroma inside the Mayor's Residence.

How to: Enter the Mayor's Residence and talk to Madame Aroma inside the right room. She gives you this mask.

Use:

- Wear this mask and try to talk to people around Clock Town and the ranch.

- You'll have to wear this mask, so when you speak to Anju inside the inn, she will ask you to meet her in the kitchen at 11:30 in the evening to talk to her.

Couple's Mask cpm

Bomber's Notebook note: The two gave you a happy mask!

Mask Salesman: That is truly a very fine mask. It's overflowing with powerful feelings of love and gratitude. You have done some good work... You went to a great deal of trouble, didn't you?

ID: You got the Couple's Mask. It's filled with their love.

IND: When you wear it with (C), you can soften people's hearts.

OD: You get this mask by completing Anju and Kafei's quests.

This is composed of Anju's Moon's Mask and Kafei's Sun's Mask

How to: follow the Anju and Kafei quest

Use:

- Wear this mask in front of the mayor to stop the argument. You receive a Piece of Heart from the mayor.

Mask of Truth mkt

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

ID: You got the Mask of Truth! This is the same mask the Sheika spoke of! This mask allows you to hear and understand the wisdom of Gossip Stones and the thoughts of animals.

IND: Wear it to read the thoughts of Gossip Stones and animals.

OD: Wearing this mask will make Gossip Stones gossip.

How to: Help the cursed man you found inside the Fearful Spider House located in the swamp. Kill all the Gold Skulltulas and speak to him to get this mask.

Use:

- Wear this mask and check on Gossip Stones to hear gossips.

Kamaro's Mask kmm

Mask Salesman: That is a fine mask. It is filled with the joy a teacher has in finding a good student.

ID: Use it to teach his dance to the world, so his moves can become popular as he hoped they would be.

IND: Wear this with (C) to perform a mysterious dance.

OD: You'll dance a mysterious dance Kamaro has indebted to you to spread to the world when you wear this mask.

How to: Find the mushroom with the circle of rocks. You'll find Kamaro dancing there during midnight. Heal his sadness by playing the Song of Healing and you'll receive this.

Use:

- Wear this in front of the Rosa Sisters you'll find dancing during nighttime in the West Clock Town to receive a Piece of Heart.

Gibdo Mask gbm

Mask Salesman: That is a fine mask. It is filled with the love of a father and child.

ID: You got the Gibo Mask! This mask was once the hideous face of Pamela's father. This mask looks so real that even a Gibdo would mistake you as one of its own.

IND: Use it with (C). Even a real Gibdo will mistake you for its own kind.

OD: When you wear this mask, Gibdos will speak to you and will never harm you.

How to: After learning the Song of Storms, go to Ikana Canyon and enter the Spring Water Cave where Sharp is found. Play the Song of Storms to heal Sharp from its curse and fill the river with water again. Pamela will go out of the Music Box House. Wear the Stone Mask to get unnoticed and enter the house. Get down the stair and approach the closet. A cursed man looking like a Gibdo will come out of it. Play the Song of Healing when he comes out. You'll receive the mask after healing him.

Use:

- Wear this mask so Gibdos will talk to you. This mask is used under the well in Ikana to enter doors with Gibdos asking for something.

- The ReDeads will not harm you when you are wearing this.

Garo's Mask grm

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

ID: You got the Garo's Mask! The wandering ninja spirits who appear at Ikana Canyon once wore this.

IND: This mask can summon the hidden Garo ninjas. Wear it with (C).

OD: The Cyclops will let not let you continue to Ikana Canyon if you don't have this mask. When you wear this mask however, the Cyclops will grow a tree beside him where you can use your hookshot.

How to: Once you have Epona, enter the Gorman Racetrack and talk to the man standing in front of the fence. Race with them for 10 rupees. If you won the race, they will give you the mask.

Use:

- Wear this mask and the Cyclops sitting on a hill will let you enter Ikana Canyon by growing a tree you can hookshot beside him.

- Gibdos and ReDeads will not harm you if you wear this mask.

Captain's Hat cph

Mask Salesman: That is a splendid thing. It earns the respect and sworn allegiance of legions of soldiers.

ID: You got the Captain's Hat. Wear it with (C). The ghosts of a hundred soldiers swear allegiance to this symbol of authority.

IND: Wear it with (C) to pose as Captain Keeta.

OD: Skull Keeta gives you this mask after defeating him in a battle. You get this by opening the chest when the flames covering it will be gone after defeating Skull Keeta.

How to: Play the Song of Awakening in front of the sleeping Skull Keeta you can find in Ikana Graveyard. You can wear the Bunny Hood to run faster so you can reach him. Shoot him with an arrow to stun him. Kill the Stalchilds that pop out of the ground to extinguish the flame barrier. When you reach him, defeat him in a battle until he surrenders. After you speak to him, the flames in the chest will be gone and you can jump into it. Open the chest to get the hat.

Use:

- When you wear this hat, Stalchilds will not harm you.

Stalchilds speak to you.

- You can speak on the Stalchilds circling the graves in Ikana Graveyard on three nights to open three graves that will lead you to a Piece of Heart and an Empty Bottle.

- The Stalchilds will give you a clue on the order of colored masks you should shoot to open secret area where you will find a chest with a Piece of Heart..

Giant's Mask gtm

ID: You got the Giant's Mask! Within this mask lies the might of a giant, but can you use its power anywhere?

IND: If you wear it in a certain room, you'll grow into a giant.

OD: This mask is found in the upside-down version of the Stone Tower Temple before entering the lair of the boss. You can only wear this mask when you defeat Twinmold.

How to: Before you enter the lair of the temple boss in Stone Tower Temple, you'll have to defeat an Eyegore that releases beams. Stun it by shooting an arrow and damage it by shooting an arrow again. When the Eyegore is defeated, a chest will appear. Open it to get the mask.

Use:

- With this mask, you can turn into a giant so you can defeat the giant Twinmold, the boss in Stone Tower Temple.

Other Masks ohk

Sun's Mask

Kafei: ...my precious mask--a wedding ceremony mask--was stolen from me by some prancing man with a grinning face!

ID: I got the Sun's Mask back!

OD: This is Kafei's mask stolen by Sakon. You found this in Sakon's hide-out.

Moon's Mask

OD: The mask of Anju she will exchange with Kafei on the day of the Carnival of Time.

Majora's Mask

Mask Salesman: The mask that was stolen from me... It is called Majora's Mask. It is an accursed item from legend that is said to have used by an ancient tribe in its hexing rituals. It is said that an evil and wicked power is bestowed upon the one who wears the mask. According to legend...the troubles caused by Majora's Mask were so great...the ancient ones, fearing such catastrophe, sealed the mask in shadow forever, preventing its misuse. But now, that tribe from the legend has vanished, so no one really knows the true nature of the mask's power...

Tatl: That mask... The Skull Kid uses the power of that mask to do those terrible things.

OD: Majora's Mask started all the trouble when Skull Kid robbed it from the Mask Salesman.

Mario's Mask

OD: You can find it on the luggage carried by the Mask Salesman.

=====

Melodies mld

=====

Songs sng

Song of Time

> (A) v > (A) v

Princess Zelda: I am praying that your journey be a safe one. If something should happen to you, remember this song... This reminds me of us...

ID: This melody, lingering on the edges of your mind, is a song of memories of Princess Zelda.

OD: You learn this in the roof of the Clock Tower during the final day after the Great Fairy of Magic granted you magic power. You'll lose all your normal inventory items when you save.

Use:

- By playing this song, you can save your progress and return to the dawn of the first day.

Song of Storms

(A) v ^ (A) v ^

On Inscription: Here is written the song that shall cleanse his (Sharp) cursed, black soul.

ID: Keep this song in your heart... This melody that you've heard before is the turbulent tune that blows curses away.

OD: You learn this song beneath one of the graves in Ikana Graveyard carved on the gravestone. This grave can be

opened on day 1 by talking to the Stalchids circling the grave while wearing the Captain's Hat. Defeat the Iron Knuckle under the grave to reveal the gravestone. This is a song composed by Flat and the notes are carved on the stone.

Use:

- Play this song to Sharp inside the Spring Water Cave in Ikana Canyon to cure him.
- Play this song if you want to water Magic Bean sprouts.

Song of Healing

Mask Salesman: This is a melody that heals evil magic and troubled spirits turning them into masks. I am sure it will be of assistance to you in the near future.

OD: You learn this song from the Mask Salesman inside the Clock Tower after you got your Ocarina back from Skull Kid.

Use:

- Play the song to the ghost of Kamaro found dancing on top of one of the mushrooms in Termina Field to cure his sadness to acquire the Kamaro's Mask.
- Play this to Darmani in his grave to heal his sorrows and you'll acquire the Goron Mask.
- After helping Mikau reach the shore, play this song to heal his soul and you'll acquire the Zora Mask.
- Play the song to Pamela's Father when he comes out of the closet to get the Gibdo Mask.

Epona's Song

^ < > ^ < >

Romani: The horse seems to like this song.

Cow: Moo! Nice mooosic. It reminds me of the pasture.

That song just makes me want to let go and put out a lot of milk!

ID: The song of two who are bound by trust.

OD: This is Romani's horse-calling song. Romani teaches you this song after doing a ghost balloon target practice on day 1. Play the song to call and ride Epona.

Use:

- Play the song to call Epona for a horseride. With Epona, you can enter Great Bay Coast and Ikana Canyon.

Song of Soaring

v < ^ v < ^

Owl: Then the song carved at my feet will certainly be of some assistance..Remember it well and play it wherever the need arises. From the first time you play this song, we shall become eternal friends, transcending time and place!

ID: May the soaring wings take flight. This melody swoops you up and sends you soaring to a stone bird statue in an instant.

OD: The song is learned before you enter the entrance to Woodfall after talking to the owl. Slashed owl statues will appear on the warp screen. After playing the song, a ball of wind will enclose your body and feathers float over taking you to the place you've chosen.

Use:

- Play the song to easily teleport on places.

Sonata of Awakening

^ < ^ < (A) > (A)

Caged Monkey: The princess taught it to me! We can't let them

hear us so I'll sing it softly...

Deku King: This royal melody, which only the Deku Royal Family knows... It proves the foolish monkey deceived the princess so he could enter the temple!

ID: This melody awakens those who have fallen into a deep sleep!

OD: You learned this from the monkey caged in Deku Palace.

Use:

- Play on four of the bigger Gossip Stones found under the four treasure holes in Termina Field. You get a Piece of Heart when all their color matches.
- In Deku form, play this song while standing on the Deku Scrub mark in Woodfall to open the Woodfall Temple.
- Play it on the sleeping Deku in a Golden Flower in Fearful Spider House in the swamp so you can use the flower.
- Play the song to Skull Keeta in Ikana Graveyard to wake him up.

Goron Lullaby

(A) > < (A) > < > (A)

Goron Elder: It is the very same melody that was played for you when you were young (referring to Daramani).

Elder's Son: That song... That's the song daddy always plays for me before I go to sleep.

ID: The Lullaby Intro became the Goron Lullaby. This lullaby blankets listeners in calm while making eyelids grow heavy.

OD: You'll learn first the Goron Intro from the Goron Elder before learning the whole song from his son on Deku Shrine.

Use:

- Play on four of the bigger Gossip Stones found under the four treasure holes in Termina Field. You get a Piece of Heart when all their color matches.
- Play the Lullaby Intro to the son of the elder to stop him from crying.
- Play the song to any Goron and they'll fall asleep.
- In Snowhead, before you can reach the temple, play the song to the Biggoron to make it fall asleep and stop the blizzard.

New Wave Bossa Nova

< ^ < > v < >

Marine Professor: Play this song to the Zora who laid these eggs.

ID: It's the melody taught by the Zora children that invigorates singing voices.

OD: You learn this from the Zora children after finding and taking all the Zora Eggs to the aquarium of the Marine Professor.

Use:

- Play on four of the bigger Gossip Stones found under the four treasure holes in Termina Field. You get a Piece of Heart when all their color matches.
- Play this to Lulu so she can speak again and the sleeping giant turtle nearside rises out of the water so you can ride on it to reach the Snowhead Temple.

Elegy of Emptiness

> < > v > ^ <

King of Ikana: I grant to you a soldier who has no heart. One who will not falter in the darkness.

ID: It's a mystical song that allows you to shed a shell

shaped in your current image. By playing the song while wearing masks to assume different forms, you'll be able to leave up to four empty shells--one for each form! This soldier who has no heart is your twin image. A shell of yourself that you will shed when your song commands it.
OD: You learned this song after defeating the king of Ikana in Ikana Castle.

Use:

- Play the song while standing on loose switches to press it
- You use this on switches found in Stone Tower so you can reach the temple.
- You use this on the switches found inside the Stone Tower Temple.

Oath to Order

> v (A) v > ^

Tatl: That crying, its way of teaching us some sort of melody. Call us. That's what is saying.

OD: This is the song taught to you by the giant you first saved after defeating Odolwa.

Use:

- Play this song in the roof of the Clock Tower to call the four giants and stop the moon from falling to earth.

Chronological Order of learning or playing the songs:

Song of Time
Song of Healing
Song of Awakening
Song of Soaring
Oath to Order
Goron Lullaby
Epona's Song
New Wave Bossanova / Song of Storms
Elegy of Emptiness

Other Songs ohs

Inverted Song of Time

v (A) > v (A) >

Scarecrow: If you play that strange song backward, you can slow the flow of time.

OD: You can slow down the current flow of time when you play this song.

Use:

- Play the song so you can easily finish temples easing your time problem.
- If you are not good at using your bow, you can slow down the movement of the ghosts in Romani Ranch when they appear.

Song of Double Time

> > (A) (A) v v

Scarecrow: ...And if you play each note twice in a row, you can move a half way forward through time.

OD: You can move half way through time by playing this song.

Use:

- Play the song if you need time to pass.

Scarecrow's Calling Song

< > < > < > < >

Scarecrow: Yow! Oh, yeah! That's a nice tune baby. ...If you'd like to see me again, play that song you just played for me. See you later, baby!

OD: Play the song to call Scarecrows on far areas you can't reach.

Use:

- Play any song on one of the scarecrows in Clock Town.

Remember it and the scarecrow will hide. Call it back by playing the song. There are areas around you can play the song so you can use your hookshot on the scarecrow and reach areas.

Lullaby Intro

(A) > < (A) > <

ID: The soothing melody of a thoughtful father.

OD: You learn this song from the Goron Elder.

Use:

- Play this song to the elder's son in Goron Shrine.

Mikau and Japas Jam Session

> > v (A) (A) v > (A) < < > v v > < v

Japas plays > > v (A), add this (A) v > (A)

Japas plays again < < > v, add this v > < v

OD: You learn the song by reading Mikau's Diary found inside Mikau and Tijo's room.

Use:

- Play the song with Japas to do a jam session.

- Play all the song to Evan as normal Link and he will give you a Piece of Heart.

Ballad of the Wind Fish

Normal Link - ^ > < >, center spotlight

Deku - > (A) v < >, front-left spotlight

Goron - (A) (A) (A) v (A) (A) (A), under the rear-left spotlight

Zora - ^ > v (A) ^ < > v, beneath the spotlight on the right

OD: Speak to Toto found inside the Milk Bar Latte to do a sound check. You'll have to play the song on the stage in your four forms. You play different notes in different forms. Follow the song shown by Toto.

Use:

- Play all the notes in your four different forms by standing on the right spotlights and Gorman will give you the Circus Leader's Mask.

Musical Instruments msi

Your Instruments yrs

Ocarina

Monkey: That tiny thing will never do. Its sound won't carry far enough.

OD: A blue Ocarina.

Deku Pipes

Monkey: ...something that can make a lot of noise...like a loud

instrument with sound that carries a long way
OD: Consist of five pipes with one mouthpiece.

Goron Drums

OD: Composed of five drums carried by a strap worn on the neck.

Guitar

OD: The skeleton of a big fish. You play it like a guitar in your Zora form.

You'll find the similar guitar on Mikau's grave.

Other Instruments otm

Bell

OD: A large bell can be found on the veranda of the Stock Pot Inn. A small bell is found in the Laundry Pool.

Evan's Piano

OD: Composed of skeletons.

Flute

OD: The instrument that Skull Kid plays.

Gong

OD: Found inside the Swordsman's School left from teacher.

Goron Elder's Drum

OD: Consist of only one drum.

Guru-Guru's Music Box

OD: He makes music by spinning on the box he is carrying. It is connected to a pipe revolving on his back.

Japas' Crab Guitar

OD: Japas is holding a giant crab guitar.

Mask Salesman's Piano

OD: A large piano composed of three keyboards.

Tijo's Drums

OD: Consists of 6 head drums, five are aligned above one bigger drum, and three clam cymbals.

=====

Player Moves plm

=====

Basic Controls bct

- Start Button

In the start menu, press start twice to open the load or new game screen. Press start to view the subscreens during game play. Press start again to exit.

- Control Stick

Use the control stick to control the movement of Link. The same button is used when gazing through telescopes.

- C-Up - After pressing C-Up, you can look around as what is

seen in Link's eyes using the control stick.

- C-Left, C-Right, C-Down - In the menu screen, press this buttons to equip your masks and other items. After you exit the menu, press the same button where you equipped to use the item. The buttons allow you to play notes when playing an instrument.

- Z Button

Press the button to Z-Target. When Z-Targeting, you can lock on your targets. You also use this button to rotate the subscreens to the left.

- R Button

Press the button to raise your shield. While in your Zora form, press the same button to release your magical power. While Z-Targeting, you can walk around while holding your shield. If not, Link will crouch down and you can use the control stick to move the shield. In your adult form when wearing the Fierce Deity Mask, press the button to shield using your sword. You also use this button to rotate the subscreens to the right.

- L Button

Press this button to show or hide the minimap on your screen. You'll have to buy the maps first to access the minimap on your screen.

A Button Moves

Attack - While Z-Targeting with the sword in your hand, you will jump. While running without Z-Targeting or without your sword, you will make a roll. Use the Z-Targeting on enemies and press A to attack.

- Backflip - see swordsman's school instructions

- Check - Press A to check on things like signs, etc.

- Climb - While in ledges, climbing up and down a ladder, or when riding Epona. Press A to climb up and use the control stick to go up or down.

- Deku Spin - Press the button while in your Deku form to spin.

- Dive - When in water, press A to dive down while in your normal form.

- Down - While on Epona, come to a stop and press A to get down.

- Drop - If you are hanging on a ledge or a ladder, press A to drop down. If you are carrying something, press A to drop it.

- Faster - Press A while riding on Epona to make Epona run faster. Pressing A minuses Epona's carrots.

- Goron Curl - Press the button while in your Goron form to curl.

- Grab - Stand on something you can grab and hold it with the A Button. Dungeon objects like gray blocks, you can grab on one and move or pull it with the control stick.

- Jump - On ledges, you' will jump farther by pressing A while running. Link automatically jumps when you reach a ledge.
- Open - Press A in front of doors and treasure chests to open them.
- Play Note - Press the button to play a note on your instrument.
- Put Away - When you are holding something in your hand like a sword, press A to put it away.
- Sideways Jumps - see swordsman's school instructions
- Speak - Press A in front of people to talk to them.
- Take a Pictograph - Press the button to take a Pictograph.
- Throw - After grabbing something for example, a bush, you can throw. You also throw bombs while running. Press A while running or standing to throw the object you are holding.
- Zora Swim - Press the button while in your Zora form to swim in water.

B Button Moves

- Barrage of Punches - While in your Goron form, press the button repeatedly to do several punches.
- Bomb Drop - While in your Deku form, after jumping out of a Deku Flower, press the button to drop bombs.
- Bow Out
Press the B Button to take out your bow and shoot the targets on the minigames and when riding Epona.
- Bubble Blast - While in your Deku form, press and hold the button to blow a bubble and release to shoot.
- Dance - While wearing the Kamaro's Mask, press the button to dance.
- Diagonal Cut - Walk right while Z-Targeting and press the button to do a diagonal cut.
- Double Cutters - While in your Zora form, press and hold the button to release your Double Cutters.
- Exit Subscreen - Press the button to exit the subscreens.
- Explode - While wearing the Blast Mask, press the button to explode.
- Goron Pound - While in your Goron form, press the button to jump and pound.
- March - While wearing the Bremen Mask, press the button to march.

- Punch of Anger - While in your Zora form, press the button repeatedly to do several attacks.

- See the Swordsman's School Instructions for the following moves done with the B Button:

Horizontal Cut

Vertical Cut

Thrust

Jump Attack

- Spin Attack - While holding the sword, press and hold the button to do a spin attack. Power-up your weapon with magic by pressing and holding the same button.

- Stop Playing Instrument - Press the button to stop playing your instrument.

- Surface - While underwater in your Zora form, press the button to rise up.

- Zora Dive - You will reach the deepest bottom of the water in your Zora form when diving.

Normal Form nrf

Spin Attack

In your normal form, press (A) to do a spin attack with your sword.

Enhanced Spin Attack

ID: You mastered the Spin Attack! Press and hold (B) to power your weapon with magic. When you release (B), your sword will unleash a whirlwind of energy as you spin around. To stir up energy quickly without having to charge your weapon, rotate (J) once and press (B).

OD: Your spin attack is enhanced by the Great Fairy of Power in Woodfall after taking all the stray fairies from the Woodfall Temple to her fountain.

Deku Stick Swing

OD: While holding a Deku Stick, use (C) to swing.

Swordsman's School Instructions sss

Unarmed Combat uac

Now then, before you draw your sword, I shall teach you the basics of unarmed combat.

Sideways Jumps

I'll start with sideways jumps. After pressing [Z] to lock onto that log with Z-Targeting, press (A) while pushing (J) left or right.

-Jump sideways by pressing (A) while pushing (J) left or right after you have used [Z] to target something.

Roll Attack

Next is the roll attack. After pressing [Z] to Z-Target, press (A) while pushing (J) forward to roll.

-After Z-Targeting with [Z], press (A) while pressing (J) up to move and perform a roll attack. You must release [Z] and press (A) to put away your sword!

Backflip

Next is the backflip. Lock on and Z-Target the log with [Z], then press (A) while pushing (J) down to jump.

-Perform the blackflip by pressing (A) while pushing (J) down after you've locked onto your target with [Z].

Armed Combat amc

All right, now think of that log as an enemy and practice your sword skills!

Horizontal Cut

First is the horizontal cut. Simply press (B).

-Just press (B) for a horizontal cut. Do not Z-Target!

Vertical Cut

Next is the vertical cut. Press (B) after Z-Targeting with [Z].

-Press (B) after Z-Targeting with [Z] to execute a vertical cut.

Thrust

Next is the thrust. After pressing [Z] to Z-Target, push (J) forward and press (B).

-After Z-Targeting with [Z], push (J) forward and press (B) to perform a thrust.

Jump Attack

And finally, the jump attack. Press (A) after drawing your sword and Z-Targeting with [Z].

-Draw your sword, press [Z] to Z-Target, then press (A) to perform the jump attack.

Shield

Ah, yes, you can press [R] to defend yourself with your shield.

Deku Form dkf

Link becomes a Deku after meeting Skull Kid on the very first part of the game. This ability is useful because it lets Link use Deku Flowers.

Bubble Blast

ID: Press and hold (B) to blow a big bubble and release to shoot. Your magic power decreases when you shoot. You can replenish it with Magic Jars and Potions.

OD: You are granted magic power while in your Deku form after returning one stray fairy to the Fairy's Fountain in North Clock Town.

Spin Attack

OD: In Deku form, press (A) to spin.

Deku Flower Jump

OD: Dive under a Deku Flower, wait for the enemy to step on the flower then jump out to damage your enemy.

Bomb Drop

IND: Press (B) while flying to drop a bomb.

Tatl's Instructions:

- If I figure something out, press (^) and I'll tell it to you.
- If you press and hold (A) as a Deku Scrub while standing on a Deku Flower, you can - dive into it.
- If you wait a bit before releasing (A), you'll launch out of the flower. Press (A) while flying to descend.
- One more thing: Press (A) when you're on the ground to perform a spin attack!

Goron Form grf

You get the Goron Mask after healing the soul of Darmani in his graveyard which enables Link to transform into a Goron and do various things like grabbing and moving heavy objects and pounding switches that Link's other forms cannot do.

As inscribed on Darmani's grave:

Techniques for Action

Oh, chosen Goron hero! Your power to lift objects without effort is mightier than the strength of any other. And your heart is strong, too, as it is filled with compassion that is kinder than any other.

- Goron heroes press (A) and (J) so that they may curl up and roll wherever it is that they may need to go.
- If Gorons who possess magic power roll swiftly enough, spikes will emerge from their bodies so they may mow down enemies.
- Water is disastrous for Goron heroes, for they sink like stones and are rendered motionless in the deep. Beware.

Techniques for Battle

- The powerful punch that Goron heroes unleash by pressing (B) is feared by all.
- By repeatedly pressing (B), Gorons will deal out a barrage of punches.
- After using (A) to curl up, a Goron can jump with (B) and land with quaking impact that is so mighty it can flatten enemies.

Zora Form zrf

You get the Zora Mask from Mikau. You can equip and use this mask while normal Link is in water. With the Zora form, you can now dive deep down the water that normal Link can't reach.

Mikau's lyrics inscribed on his grave:

1. We the Zora

- Sharp fins are the mark of the Zora. We swim, speeding through the seas with (A) and (J).
- If [R] is pressed when swimming, a shield is produced to deflect enemies.
- (Spoken) If you have magic.
- We can even dive by pressing (B)! Oh-oh...We the Zora.

2. Zora Fight Song

-For my punch of anger, hit (B). Press (B) repeatedly for a flurry of attacks! Yeah, yeah.

-For my deadly move, press and hold (B). Now release! It's the final blow. My double cutters!

While Riding Epona whr

As written on the signpost by the Future Head of Romani family.

How to Befriend a Horse:

-Stand next to your horse and press (A) to mount it.

-Tilt (J) forward to gallop. Press (A) while galloping to speed up.

-While galloping at a brisk pace, ride directly toward an obstacle to jump over it. Horses don't like jumping at angles.

-To dismount, bring your horse to a stop and press (A).

=====

The Enemies enm

=====

Below is an alphabetical list of all the monsters Link encounters in the game. I also included other enemies and obstacles that can hurt Link. The four bosses are listed after the "other enemies" section.

There are effective and ineffective weapons or attacks you can use on enemies. Try using all your weapon or attack to see the best, fastest, and easiest way to kill it. Using the Deku Nuts to stun enemies is a good idea. Killing enemies by shooting it from a distance with an arrow is also nice. Using your shield before attacking your enemy is helpful. If you helped the Great Fairy of Courage in the Fairy's Fountain in Zora Cape by taking all the stray fairies from Great Bay Temple to the fountain, she grants you strength making the attack damage of your enemies lower.

Monsters mnr

Amy

Tatl: It's Amy, youngest of the four ghost sisters. Target her when she appears! You got that?

OD: A green colored Poe. One of the four ghosts you encounter in the Ghost Hut. This is the first one to beat.

Strategy: Deflect her spinning attack with your shield. You can hit her with your sword or an arrow when she appears. If you Z-Target her, she turns invisible. Just use your shield when she attacks and she will be visible again.

Location/s: Ghost Hut

Drop Item: Rupee

Armos

Tatl: You know about the Armos, right? Shhhh! Don't touch it! Blow it up before it wakes, please!

OD: A stone statue. Touch it and it becomes alive and they will not stop from following and hurting you. They'll jump to you.

There are Armos statues found in the Stone Tower Temple that remain as statues. They explode after you hit them so shield.

Strategy: Throw a bomb at it or hit it as a Goron.

Location/s: Stone Tower Temple

Drop Item: Bomb

Bad Bat

Tatl: It's a Bad Bat. If you don't do something before it swoops down on you...Well, just don't come running to me!

OD: A black bat flying in clusters or a large group.

Strategy: Hit it with any weapon or attack.

Location/s: They are found flying everywhere. They surround Gomess in the Stone Tower Temple. There are many found under a grave in Ikana Graveyard.

Drop Item:

Beamos

Tatl: What?! You don't know about the Beamos? Don't let its beam scare you. Just give it a good blast!

OD: A still statue with two eyes. The upper eye is open and releases a beam that can hurt you. The other eye behind the open eye is always closed. Its lower body sticks on the ground and its teeth are showing.

Strategy: Throw a bomb at it to break the lower part and its head will fly on air and explode.

Location/s: Stone Tower, Stone Tower Temple

Drop Item: Bomb

Beth

Tatl: It's Beth, third of the four ghost sisters. Aim when she appears! Hurry up! There are still more!

OD: A blue colored Poe. One of the ghosts you encounter in the Ghost Hut. She is the second ghost to beat. She appears together with Jo.

Strategy: Deflect her spinning attack with your shield. You can hit her with your sword or an arrow when she appears. If you Z-Target her, she turns invisible. Just use your shield when she attacks and she will be visible again.

Location/s: Ghost Hut

Drop Item: Rupee

Big Octo

Tatl: Don't tell me you don't know about the Big Octo! If you don't want to be sucked in, keep your distance. Aim from afar!

OD: A big headed octopus with a large sucking mouth that sucks you when you pass near one and throws you away. By killing it, you'll gain access on the passages in the swamp and the entrance to the Deku Shrine blocked by Big Octos. You can also kill it by riding the boat cruise.

Strategy: Shoot it with an arrow from afar. Just one hit will kill it.

Location/s: Southern Swamp

Drop Item:

Big Poe

Tatl: You know about the Big Poe, right? Knock it back to stop it, then take your shot!

OD: Three blue flames appear and fused making a big ghost. It floats down and spins on you. It disappears for sometime if you do nothing. It reappears behind you.

Strategy: Z-Target and hit it with arrows. After you hit the poe, it disappears and turns visible again. Deflect its attack with your shield.

Location/s: Ikana Well, beneath a grave in Ikana Graveyard.

Drop Item: Big Poe Spirit

Bio Deku Baba

Tatl: Bio Deku Baba... Just calm down and aim carefully! And don't blame me if one hit doesn't get rid of it!

OD: Its body is under the water attached on a floating leaf.

Looks like a Deku Baba only living underwater. The body is separated from the leaf after hitting it. You can stand on its leaf when its body is separated. If you stand on its leaf while it's still attached, it bites you. You can also directly kill it without detaching its body with a good weapon or attack.

Strategy: Effective weapons are bomb, bomchu, hookshot, arrow, and the Zora Double Cutter and shield.

Location/s: Great Bay Temple / Hole near the fenced road to Great Bay

Drop Item: Deku Nut, Deku Stick, Heart

Black Boe

Tatl: It's a Black Boe... Just calm down and attack it! Look, there are just a lot of them, that's all.

OD: A crawling black creature. They also jump.

Strategy: Any weapon can kill it.

Location/s: Woodfall Temple, Path to Darmani's grave during spring, Stone Tower Temple, Oceanside Spider House, Ikana Well

Drop Item:

Blue Bubble

Tatl: That's a Blue Bubble! Quick! Run! Don't let it curse you! If it comes after you, defend yourself to block it!

OD: A floating skull with blue flames and wings. When it loses its flame, it jumps on the ground. If you don't attack it after some time, its flame will come back. If you touch its flame, you are jinxed and you can't draw your sword.

Strategy: Shield when it attacks you and it will lose its flame.

Hit it with any weapon when it loses its flame to kill it.

Location/s: Termina Field during nighttime, road to Ikana and the canyon during nighttime, Stone Tower Temple

Drop Item: Heart, Purple Rupee, Arrow

Blue Chuchu

Tatl: Blue Chuchu... This doesn't have anything inside of it, so it's really just a blob of water.

OD: Looks the same as the red and green Chuchus. This blob has nothing inside. You can freeze it with an ice arrow and you can grab and move and climb over it.

Strategy: Hit it with any sharp weapon. A Goron punch and pound is not effective. It bursts when defeated.

Location/s: Great Bay Temple

Drop Item:

Blue Tektite

Tatl: Don't you know about the Blue Tektite? Use Z Targeting to follow it as it bounces.

OD: A one-eyed jumping creature with four legs. It doesn't sink on water. It hides in large snowballs. It hides under the snow and jumps out at you when you are next to one.

Strategy: Hit it with any weapon. Zora shield is not effective.

Location/s: road to Mountain Village, Twin Islands, Goron Village, Snowhead Temple, Great Bay Temple

Drop Item: Green / Red Rupee, Deku Stick, Arrow, Hearts, Magic Jar

Death Armos

Tatl: Death Armos, a temple guard... Look at that red mark on its chest! I know you've seen something like that before...

OD: A floating statue with a red emblem mark on its chest. It turns upside-down when you shoot it with a light arrow. If it sees you, it will squash you.

Strategy: Z-target and shoot it with a light arrow. Walk under it and run away before it pounds its head on the floor and explode.

Location/s: Stone Tower Temple

Drop Item: Magic Jar

Deep Python

Tatl: It's a Deep Python. Get close to it and stun it. If you fail, it'll getcha!

OD: A huge sea snake found in the caves under the water in Pinnacle Rock. When you approach its cave, it comes out to bite you.

Strategy: Drop near the edge of its cave and use your Double Cutter on its head.

Location: Pinnacle Rock

Drop Item:

Deku Baba 1

Tatl: Don't tell me you don't know about the Deku Baba! Cut it down when it has extended its body and Deku Nuts or Sticks will come out.

OD: A carnivorous plant. It likes biting you.

Strategy: Slash it, bomb it, punch it, Deku spin

Location/s: Southern Swamp, Woodfall Temple, under treasure holes, Termina Field, Sakon's Hideout

Drop Item: Deku Nut / Deku Stick

Deku Baba 2

Tatl: Isn't that a Deku Baba? But it looks a little withered... Just cut it. You should at least get a Deku Stick out of it.

OD: A carnivorous plant. It likes biting you.

Strategy: Slash it, bomb it, punch it, Deku spin

Location/s: Southern Swamp, Woodfall Temple, under treasure holes, Termina Field, Sakon's Hideout

Drop Item: Deku Stick

Desbreko

Tatl: It's a Desbreko. Once it bites you, it's not going to want to let go, I haaaate this thing!

OD: A bigger skeleton fish with swarm of smaller skeleton fishes. When you defeat the Desbreko, it dies together with the smaller fishes.

Strategy: Use Double Cutter from a distance or shield while in Zora form.

Location/s: Pirates' Fortress, Great Bay Temple

Drop Item:

Dexihand

Tatl: It's a Dexihand. Just be careful... Look, it's not my fault if you get too close and it grabs you!

OD: A long slim blue amphibian hand attached on floors or

walls. If you approach near it, you are grabbed and thrown away. It drops blue blood when cut.

Strategy: Cut it off using the Double Cutter.

Location/s: Great Bay Temple, Stone Tower Temple

Drop Item:

Dinofols

Tatl: What?! Don't you know about the Dinofols? Use targeting methods while defending. And watch out for its fiery breath!

OD: A dinosaur with a sword and armor. It exhales fire.

Strategy: Few sword slashes will kill it. When it jumps at you, shield.

Location/s: Woodfall Temple, Snowhead Temple, secret shrine in Ikana Canyon

Drop Item: Stray Fairy in Snowhead Temple

Dodongo

Tatl: What?! Don't you know about the Dodongo? It moves slowly, so you can circle around to its backside. Got that?

OD: A giant green Lizard crawling on two legs. After you hit the Dodongo, it turns around at you and breaths fire. The bigger one drops a purple rupee while the smaller ones drop red or blue rupees.

Strategy: Hit its tail and when it falls on the ground, shield because it explodes.

Location/s: Termina Field during daytime, treasure hole near the mushrooms

Drop Item: Rupees

Dragonfly

Tatl: Isn't that a Dragonfly? As long as you stay away from its tail, it's no big danger.

OD: A giant dragonfly with a long electric tail. It hits you with its tail.

Strategy: While in Deku form, dive on a flower and jump out when the enemy is above you to kill it instantly. Using arrows from a distance is all right.

Location/s: Southern Swamp, Woodfall, Woodfall Temple, Stone Tower Temple

Drop Item: Hearts

Eeno

Tatl: That's an Eeno. It's persistent! ...And it's susceptible to heat!

OD: A creepy snowman with long arms. There are bigger and smaller Eenos. The larger ones can throw a giant snowball at you while the smaller ones throw you only a handful.

It hides under the snow. When you hit the bigger one, it splits into three smaller Eenos.

Location/s: Termina Field, Snowhead Temple

Drop Item: Hearts

Eyegore

Tatl: It's an Eyegore. Simply attacking it is no good. I say you should pay attention to the subtle changes in its eye.

OD: A tall statue with a big eye that changes color. Its eye turns green when it thumps its hands on the floor. Rocks are made out of its thumping. When you do nothing and just avoid it, it returns back to its position and sleeps again. The floor trembles when it walks.

Strategy: Walk near it, shield when it thumps the floor. Shoot arrow on its eye quickly after it thumps the ground. After you defeat it, it drops on the ground and explodes. The other Eyegore when the temple is upside-down releases beams. When shot with an arrow, it is stunned. Shoot another arrow to damage it.

Location/s: Stone Tower Temple

Drop Item:

Fire Keese

Tatl: Don't tell me you don't know about the Fire Keese! Defeat it before it swoops down on you. I do not want to roast!

OD: A bat in flames. It burns you when it touches you and it loses its fire. It becomes an ordinary Keese when it loses its flames.

Strategy: Use any weapon.

Location/s: Stone Tower, Ikana Well

Drop Item: Arrow, Magic Jar

Floormaster

Tatl: You know the Floormaster, right? If you don't do something about its pieces before they can reunite...

OD: A giant walking hand that turns green when it attacks you. It jumps on air to attack. You can't damage it when it turns green. When defeated, it splits into three smaller hands. They run away from you. They also attack you by jumping and grabbing you. If you don't kill all the three, they will mix back to its larger size.

Strategy: Use your sword.

Location/s: Ikana Castle

Drop Item: Red or Blue Rupees

Freezard

Tatl: Don't tell me you don't know about the Freezard! Watch out for its icy breath! I hate the c-c-cold!

OD: A still ice blowing an icy breath that frosts you when hit. It melts down when shot with a fire arrow.

Strategy: Shoot a fire arrow. You can also hit it when it stops breathing.

Location/s: Snowhead Temple, Ikana Well

Drop Item:

Garo

Tatl: It said that it's a Garo... Just concentrate on blocking and dodging those sharp swords!

OD: Wears a brown robe. They are only visible when you wear the Garo's Mask. When a Garo sees you, you fight him inside a round wall of flames. It attacks you with its two swords.

Strategy: Position near the fire-wall and shield when it attacks you. It will break its sword and sit on the ground. Hit it when its sword breaks. When you defeat a Garo, it tells you some information, and suicides.

Location/s: Ikana Canyon, Ikana Castle

Drop Item:

Garo Master

Tatl: That's the Garo Master... You can't fight him like an ordinary Garo. Just dodge those swords...

OD: Wears a purple robe holding two flaming swords. You'll burn when it hits you. When defeated in the Stone Tower Temple, it tells you about the red emblem located outside the temple and drops a bomb and suicides.

Strategy: Shield. When it jumps and vanishes, roll away because it will land above you. Roll away after you hit it 'cause it will spin. When defeated, it drops a bomb to suicide. Stay away when it drops so.

Location/s: Stone Tower Temple, Moon, secret shrine in Ikana Canyon

Drop Item:

Gekko

- Woodfall Temple before riding a Snapper

Tatl: That's a Gekko. And it's pretty angry! It's pretty weak too. It really shouldn't be making a fool of you.

- Woodfall Temple after getting off the Snapper

Tatl: That's a Gekko. It gets itself all worked up and then it just runs around. I hate it.

OD: An orange reincarnation of a frog. This is the cursed evil version of a frog choir member. A resourceful reptile that uses other creatures to fight. When defeated, it turns into a frog. You can speak to them while wearing the Don Gero's Mask and they will come in the mountain during spring for a musical performance.

Strategy:

-Woodfall Temple

Hit it with your sword until it calls a Snapper. It rides the Snapper and spins at you. In Deku Form, dive down the Deku Flower and jump out when they are above you. The Gekko will fall from the Snapper and crawl away to the ceiling. Shoot it with an arrow. The Gekko falls down and ride the Snapper again. Repeat the process.

-Great Bay Temple

After hitting the Mad Jelly on the ceiling, hit the Gekko with an arrow when it runs away while avoiding the blobs. The Gekko throws the smaller blobs at you. It mixes with the giant Mad Jelly that swallows you in and spits you away.

Locations: Woodfall Temple, Great Bay Temple

Item Drop: Not really an item, it turns into a frog

Giant Bee

Tatl: That's a Giant Bee. Don't ask me! You can either fight or run... It's up to you.

OD: A yellow giant bee that stings you. It came from beehives or found flying in Mountain Village during spring.

Strategy: Hit it with any weapon. When you shoot a beehive, it may drop a rupee or a Giant Bee.

Location/s: Woodfall Temple, Mountain Village during spring, Fearful Spider House

Item Drop: The beehive drops the Giant Bee.

Gibdo

Tatl: It's a Gibdo. You won't be able to move if it glares at you, so be careful! Got it?

OD: A mummy. You'll freeze when you pass near one and it starts walking slowly to you and you're damaged by its hug.

Location/s: Ikana Canyon around the Music Box House, Ikana Well

Strategy: Wear the Gibdo Mask and they will speak at you

instead of hurting you then you can freely do whatever you want.

Item Drop:

Green Chuchu

Tatl: That's a Green Chuchu. It's nothing to be afraid of...

It usually has something in its stomach that's of use.

OD: A blob containing a Magic Jar.

Strategy: Hit it with anything sharp. A Goron punch and pound is not effective.

Location/s: Termina Field, road to Southern Swamp, Great Bay Temple, Stone Tower Temple

Item Drop: Magic Jar

Gomess

Tatl: It's a Gomess. There'll be no end to it if you can't get those bats away from it. Does that shed any light on the situation?

OD: A dark flying menace carrying a big scythe made of bad bats.

Strategy: Shoot a light arrow on the bats to scare them away and slash Gomess with your sword. Quickly shield or be hit.

Location/s: Stone Tower Temple

Item Drop:

Guay

Tatl: It's a Guay. You don't know about this one? Just attack it before it swoops down on you. That's all there is to it.

OD: A bird. It is one of the targets you'll have to shoot when you play in the Swamp Shooting Gallery. There is a Guay flying around Termina Field. Play any song on your Ocarina and it will drop rupees.

Strategy: Hit it with any weapon.

Location/s: Termina Field, Swamp Shooting Gallery, Twin Islands in spring, Great Bay Coast, Ikana Canyon, Stone Tower Temple

Item Drop: Play a song on the Guay flying around Termina Field and it will drop a lot of rupees.

Hiploop

Tatl: Hiploops are hotheaded, so they'll charge if you look it in the eye. If it comes at you, assume the defensive position.

Tatl (Hiploops wearing a mask): It's a Hiploop. Quickly dodge it if it charges at you. But can't you first do something about that mask it's wearing?

OD: A big crawling bug. Other Hiploops wear a mask. They dash when they attack you.

Strategy: Hit it with anything and if it has a mask, take it off first using the hookshot and then hit it.

Location/s: Woodfall, Stone Tower Temple

Item Drop: Arrow, Deku Stick

Ice Keese

Tatl: You know about the Ice Keese, right? Destroy it before it swoops down on you, I hate the c-c-cold!

OD: A blue bat with blue flames. If it touched you, you'll freeze.

Strategy: Remove its flame first and shoot it again with an arrow.

Location/s: road to Snowhead, Snowhead Temple

Item Drop:

Iron Knuckle

Tatl: You know about the Iron Knuckle, right? Stay away from its ax attack, then look for a chance to retaliate.

OD: A knight in shining armor. It holds a big axe.

Strategy: It looks not harmful at first, but if you attack it, it moves and swings its axe at you. If you destroy its armor, it becomes angry. Just keep on hitting it.

Location/s: Graves in Ikana Graveyard

Item Drop:

Jo

Tatl: It's Jo, second of the four ghost sisters!. Aim when she appears. Hurry! There's no time!

OD: A red colored Poe. One of the four ghosts you encounter in the Ghost Hut. This appears with Beth.

Strategy: Deflect her spinning attack with your shield. You can hit her with your sword or an arrow when she appears.

If you Z-Target her, she turns invisible. Just use your shield when she attacks and she will be visible again.

Location/s: Ghost Hut

Drop Item: Rupee

Keese

Tatl: What?! Don't you know about the Keese? Use Z Targeting when it gets close. Even if it flies off, I'll follow it for you.

OD: A blue bat. It flies on blue flames turning into an Ice Keese

Strategy: Any weapon will kill it instantly.

Location/s: Stone Tower, Ikana Well

Item Drop: Arrow, Hearts

King of Ikana

Tatl: Stick with using the basic Z-Targeting methods while defending. ...He's a different rank than those other two lackeys, though...

OD: He is Igos du Ikana. You encounter him in the Ikana Canyon. You'll have to defeat his two knight guards first before you battle him.

Strategy: You'll have to shoot a fire arrow on the curtains of the two windows so you can use the sun as a weapon.

Slash him with your sword and when he falls on the floor, stand on the sunlight and target your mirror shield's reflection to him. He's head can detach from his body, and this flies around targeting you. Its body can attack you also while its head is flying. Just run away when this happens. He teaches you the Elegy of Emptiness.

Location/s: Ikana Canyon

Item Drop:

King of Ikana Guard

Tatl: Just keep defending and watch his movements. I think I'm starting to see his weak point!

OD: A skeletal knight guard of the king of Ikana. There are two guards. The thin faced guard has only upper teeth while

the other broader faced guard has only lower teeth. You battle with them together at once. You can wear the Bremen Mask and the two will join you marching.

Strategy: Burn the curtains of the two windows so light will shine. You can use the sunlight then on the two. You'll have to defeat them first. Position near the sunlight where the reflection on your shield can reach. When they drop, immediately target your mirror shield to totally defeat the two.

Location: Ikana Castle

Item Drop:

Leever

Tatl: You know about the Leever, right? It actually moves pretty fast. That's not exactly good news, is it?

OD: Found popping out of the sand spinning around. They move fast when they attack.

Strategy: Hit it with any weapon.

Location/s: Termina Field, Great Bay Coast, Zora Cape

Item Drop: Hearts

Like Like

Tatl: You know about the Like Like, right? It eats whatever you're carrying. You'd better defeat it if you want your stuff back.

OD: A big coral tentacle. It can stretch wide to gobble you. It likes taking your sword. They don't take the Mirror Shield. When your shield is eaten, just kill it to get it back. Found on sands and the sea floor. It flattens down when defeated.

Strategy: Do not walk or swim near it or it will eat you. The Double Cutter only stuns it. Hit it from a distance.

Location/s: Great Bay Coast, Zora Cape, Great Bay Temple

Item Drop: your Shield, Rupees

Mad Jelly

Tatl: You've run inside a Mad Jelly. Since its body is so soft, normal attacks won't do any good! Figure out another way!

OD: The biggest of all the blobs. It mixes up with a Geeko. When shot it an ice arrow from the ceiling, it drops and breaks into smaller pieces of bouncy blobs that the Geeko throws at you. When it reaches near you, you will be swallowed and the Geeko beats you and throws you away. Strategy: Shoot the Mad Jelly when it sticks on the ceiling with an ice arrow to freeze it. After it drops, find and shoot the Geeko with an arrow.

Location/s: Great Bay Temple

Item Drop:

Mad Scrub

Tatl: That's one Mad Scrub! Even though it's weak, it sure likes to attack!

OD: The mad version of a Deku Scrub. Its head pops out and spits Deku Nuts at you.

They hide under the bush that turns into a Deku Flower when you kill the Mad Scrub.

Strategy: Shield, spin, or hit it from far away. It is one of the targets you'll have to shoot when you play in the Swamp Shooting Gallery.

Location/s: Deku Palace, Deku Shrine, Woodfall, Fearful Spider House
Item Drop: Deku Flower, Deku Stick, Deku Nut, Heart

Meg

Tatl: It's Meg, eldest of the ghost sisters. When she multiplies, look for the real one!!! Is this it?

OD: A purple-colored Poe. The fourth poe you encounter in the ghost hut. She multiplies into four. The other three are only illusions.

Strategy: You can do the enhanced spin attack to destroy the three to find the remaining real one. Or you can shoot an arrow on each until you hit the right one. You can differentiate the real one from the fakes when she spins on her place while the others remain floating around you. You receive the Purple Rupee from the Cyclops after defeating the four of them.

Location/s: Ghost Hut

Item Drop: Purple Rupee

Mini Baba

Tatl: That's a Mini Baba. It won't attack unless you get too close to it, so watch your step!

OD: A short carnivorous plant that looks exactly the same as the Deku Baba. The only difference is that it is shorter than a Deku Baba.

Strategy: Spin or chop it.

Location/s: under the treasure holes, Southern Swamp

Item Drop: Deku Nuts.

Nejiron

Tatl: That's a Nejiron. Don't get too close to it. Sniff... Sniff... It smells like gun powder!

OD: They pop from the ground in the canyon and roll to you. It looks like a boulder, only alive. They'll roll at you and hide underground.

Strategy: Wear the Stone Mask and they will not bother you. When you hit them, they explode. Better hit them with an arrow from a distance.

Location/s: road to Ikana Canyon, Stone Tower Temple

Item Drop: Bomb

Octorok

Tatl: You know about the Octorok, right? All you have to do is deflect that rock it spits out.

OD: An octopus with four tentacles. They spit rocks at you. You can shoot an ice arrow on Octorocks to freeze them then you can climb and stand over it. If you walk near, it will hide under the water. It is one of the targets you'll have to shoot when you play in the Clocktown's Shooting Gallery.

Strategy: You can deflect the rocks with your shield. You can shoot arrows or throw bombs.

Location/s: Southern Swamp, Great Bay Temple, Ikana Canyon

Item Drop:

Pirate

Tatl: The pirate found you! Use Z-Targeting and look for your chance. You're caught if you don't win.

OD: A woman with two swords. They have different costume colors when you meet the four of them in the Pirates'

Fortress. You'll be thrown out of the fortress when you are defeated on the battle.

Strategy: Shield, when it's clear, slash and hit.

Location/s: Pirates' Fortress

Pea Hat

Tatl: Don't tell me you don't know about the Pea Hat! Just remember that its root area is soft!

OD: A giant spinning creature. It looks like a plant with four leaves. It remains on the ground from afar. It comes out of the ground when you approach it. Its blades can easily hurt you. It sleeps at night and will never come out. When you hit it, it releases three Pea Hat Larvae.

Strategy: Hit the lowest area to damage it. Avoid the blades.

Location/s: Under a Treasure Holes in Termina Field

Item Drop:

Pea Hat Larva

Tatl: Pea Hat Larva... You don't know about it? If it comes at you, get in the defensive position to knock it back!

OD: The miniature version of the Pea Hat. Released during night when you hit the Pea Hat.

Strategy: The easiest way is to shield.

Location/s: under a Treasure Hole in Termina Field

Item Drop:

Poe

Tatl: What?! You don't know about the Poe? If you try to use Z Targeting, it vanishes.

OD: A floating ghost in a purple robe. They can turn invisible and spin. The only visible thing is their lanterns. After you defeat it, you can catch its spirit with an empty bottle.

Strategy: Hit it when it appears.

Location/s: Stone Tower Temple

Item Drop: Arrow

Real Bombchu

Tatl: That's a Real Bombchu! It runs at you with its pack of explosives, so protect yourself or else!

OD: A bomb-tailed doggy. They're happily running while blasting you. Their tails will explode for a short time after seeing you.

Strategy: Ride Epona and run over them in the canyon. Shield to let it bounce back and explode.

Location/s: Termina Field, road to Ikana Canyon, Snowhead Temple, Great Bay Temple, Stone Tower Temple

Item Drop: Magic Jar

Red Bubble

Tatl: What?! You don't know about the Red Bubble? If it comes at you, get in the defensive position to bounce it back...Got it?

OD: A flying skull with red flames. When their flames run out, they'll submerge on the lava for flames.

Strategy: Shield and slash it with your sword.

Location/s: Snowhead Temple

Item Drop:

Red Chuchu

Tatl: That's a Red Chuchu. It's nothing really to be afraid of! It's not unusual to find something in its stomach that might be

of use.

OD: A blob containing a heart. If defeated, you get a heart but when your life energy is full, you'll get a rupee.

Strategy: Hit it with anything sharp. A Goron punch and pound is not effective.

Location/s: Termina Field, road to Southern Swamp

Item Drop: Heart

ReDead

Tatl: ReDead... If it catches you in its paralyzing glare, you won't be able to move. Shake it off if you get caught!

OD: The Gibdo look-alike. When you wear the Captain's Hat, the Gibdo and Garo's Mask, they will dance. They are members of a dancing troupe when they are still living.

Strategy: Wear any of the three mask mentioned above and slash them with your sword. They're afraid to touch you when you're in Goron form.

Location/s: Ikana Castle

Item Drop: Rupees

Shell Blade

Tatl: Don't tell me you don't know about the Shell Blade! It's impossible to beat it if you aim for anything but its ligament inside the shell.

OD: A big clam shell with sharp teeth.

Strategy: When it opens, hit it in the middle to kill it.

Location/s: Pirates' Fortress

Item Drop:

Skull Keeta

Tatl: Hurry! Chase him until you get your chance at him! But if you get too close, you might regret it!

OD: A giant skeleton warrior.

Strategy: He is found sleeping in the Ikana Graveyard. You'll have to play the Sonata of Awakening. Wear the Bunny Hood to run faster and kill the two Stalchids that will pop out of the ground as you run to extinguish the flames. Shoot him with an arrow to stop him from moving. When you reach him, you should battle with him until he surrenders. You get the Captain's Hat from defeating him.

Location/s: Ikana Graveyard

Item Drop:

Skullfish

Tatl: Isn't that a Skullfish? Look, don't ask me about everything, all right?

OD: A skeleton fish.

Strategy: Hit it with a Double Cutter from afar while in Zora form or shield.

Location/s: Great Bay Coast, Zora Cape, Pirates' Fortress, Great Bay Temple, Twin Islands during spring

Item Drop: Bomb, Heart, Rupee

Skulltula

Tatl: What?! You don't even know about the Skulltula? It's protected by a hard shell, but its stomach is soft!

OD: A big masked spider. It webs down from the ceiling to hurt you. It spins if you walk very near it. If you hit its face, it swings like a pendulum.

Strategy: You can hit it when it turns around showing its belly.

Location/s: Clock Town Sewers, Woodfall Temple, Great Bay Temple, Ikana Well
Item Drop: Arrow

Skullwalltula

Tatl: What?! Don't you know about the Skullwalltula? ...Just don't touch it, all right?

OD: Spiders found on walls. They look exactly the same as the Gold Skulltulas. They just don't drop the Skulltula Spirit.

Strategy: Don't touch it.

Location/s: Under a treasure hole in Termina Field

Item Drop:

Snapper

Tatl: It's a Snapper! The way these things move, they never expose the weak part of their body!

OD: A spiked turtle. They attack by spinning at you. It hides on its shell and releases its spikes.

Strategy: In Deku form, dive down a Deku Flower and jump out when the Snapper is above you. Goron Pound, when it lies on the floor, hit its belly. There's a Snapper covered by a snowball in Twin Islands.

Location/s: Woods of Mystery, Woodfall Temple, Twin Islands

Item Drop: Heart

Stalchild

Tatl: It's a Stalchild. They were the cursed soldiers of the Kingdom of Ikana...What are you gonna do?

OD: The Skeleton Soldiers. They walk like zombies. Wear the Captain's Hat and they will speak to you. You can order them to dig the graves in Ikana Graveyard. They attack by their hands.

Strategy: Wear the Captain's Hat to easily defeat them. You can chop its head. They can still speak and salute at you when you wear the hat.

Location/s: Oceanside Spider House, Ikana Graveyard

Item Drop: it's head?, Mahic Jar, Rupee

Takkuri

Tatl: It's a Takkuri. Run! This bird steals your items! C'mon! What are you doing just standing around?!

OD: The thief bird. There is only one found in the game. It steals your items such as your empty bottle, sword, arrow, bomb and your rupees. Your stolen items are taken to the Curiosity Shop where you have to buy them to get them back. The Takkuri never shows until you bought back the stolen item in the Curiosity Shop.

Strategy: From a distance, shoot it with an arrow. After you hit or kill it, it drops the items stolen from you.

Location/s: Termina Field

Item Drop: The items stolen from you. 200 Rupees

How the Takkuri steals your items:

-If all your Empty Bottles are full, or has any content, the bird takes your sword.

-If one bottle is empty while the other remaining bottles have contents, the bird takes the bottle with no content.

Wallmaster

Tatl: It's a Wallmaster! Keep an eye out for it by watching for its shadow on the floor. Get it before it goes back up to the

ceiling.

OD: Looks the same as the Floormaster. It falls down from the ceiling targeting you. When it catches you, it takes you back to the entrance of the dungeon. You will notice that the shadow on the floor gets bigger. This is the hand approaching near you.

Strategy: When you see the shadow on the floor getting bigger, roll away and slash the hand with your sword when it touches the floor.

Location/s: Ikana Well

Item Drop: Rupees

Wart

Tatl: It's a Wart. Once you've gotten rid of the spheres that shield the main body, you can attack the eye.

OD: A giant green eyeball covered by smaller blobs. The blobs come down as distraction. You can shoot and damage its eye when it's open.

Strategy: Get rid of the smaller blobs and shoot an arrow on its open eye. After some hits, it eye-bangs on the walls. Shoot more arrows when it opens.

Location/s: Great Bay Temple, secret shrine in Ikana Canyon

Item Drop:

White Boe

Tatl: It's a White Boe... Just calm down and attack it! Yeah, yeah, yeah... There are just a lot of them, OK?

OD: A crawling white creature. They also jump.

Strategy: Any weapon can kill it.

Locations: Mountain Village, Snowhead, Snowhead Temple

Item Drop:

White Wolfos

Tatl: It's a White Wolfos. Lure it in and watch its movements. It doesn't like its tail to be touched...

OD: A white wolf. Some are found hiding in large snowballs.

The can shield using their arms.

Strategy: Hit its back.

Location/s: Mounatain Village, Twin Islands, Snowhead, Snowhead Temple

Item Drop:

Wizrobe:

Tatl: It's a Wizrobe. You'll get your chance right when it starts to attack. Be on the lookout for it!

OD: A wizard using a staff that does a magic attack.

Strategy: Shoot it with an arrow on a position you can see clearly where it appears. The first phase of battle is easier. Wait for the Wizrobe to appear and you'll know it when light shines from the blue pad. Hit it before it hits you. On the second phase of the battle, the Wizrobe will run around making copies of his self. You can differentiate the true Wizrobe from its copies because it's not transparent. The transparent copies just swirl around while the real one will strike its staff at you. They release fire or ice. The ground when touched can burn and freeze you.

Location/s: Snowhead Temple, secret shrine in Ikana Canyon, Stone Tower Temple

Item Drop:

Wolfos

Tatl: So you don't know about the Wolfos? Lure it in and watch its movements. It doesn't like its tail to be touched.

OD: A black wolf. It is one of the targets you'll have to shoot when you play in the Swamp Shooting Gallery. The can shield using their arms. They'll burn when you kill them.

Strategy: Hit it from its back.

Location/s: road to Southern Swamp during night, Twin Islands during spring, Sakon's Hideout

Item Drop: Heart

Yellow Chuchu

Tatl: It's a Yellow Chuchu. That's nothing to sweat about. It usually has something in its stomach that's of use...

OD: A blob containing an arrow. If defeated, you get the arrows.

Strategy: Hit it with anything sharp. A Goron punch and pound is not effective.

Location/s: Great Bay Temple, Stone Tower Temple

Item Drop: 10 Arrows

Unidentified Enemies and Objects ueo

These are the list of enemies and objects that can hurt you that are not named by Tatl. I put them here because of the fact that they can hurt Link or make him fail on going on.

Creatures crt

Crabs

OD: Crawling creatures called by Odolwa. They fall from the ceiling.

Desbreko Youngs

OD: The smaller Skullfishes swimming around the Desbreko.

Strategy: If you kill the Desbreko, they also die.

Location/s: Pirates' Fortress, Great Bay Temple

Eyeball Blobs

OD: This protects the giant eyeball or the Wart you encounter in Great Bay Temple. Strategy: Slash them off from the Wart so you can shoot the eye.

Location/s: Great Bay Temple

Fire Moth

OD: They are found flying over the flames of torches. They like flame. When you hold a Deku Stick while it is lighted, the moths will fly at you and hurt you. Odolwa releases these moths during the battle to distract you.

Gold Skulltula

Cursed Person: The gold ones... The cursed spiders... And when you defeat them...don't forget...the spider token...it contains the spider's spirit...

OD: These look like a Skullwalltula. After killing a Gold Skulltula, the spider's spirit appears. Kill all the Gold Skulltulas in Fearful Spider House and Oceanside Spider House and you'll receive the Mask of Truth and the Giant Wallet.

Strategy: Just slash it, burn webs to reveal its location, roll on vases, shoot on beehives, etc.

Location/s: Fearful Spider House, Oceanside Spider House

Item Drop: Gold Skulltula Spirit

Mad Jelly Blobs

OD: These makes up a giant Mad Jelly. The Geeko throws these at you.

Strategy: They will not hurt unless thrown to you by the Geeko.

Location/s: Great Bay Temple

Poe in a Bottle

OD: If you drink the sprit of a Poe you catch by defeating Poes in the upside-down Stone Tower Temple, you can get healed or damaged.

Objects ojt

These are the list of obstacles or not really an obstacle in the game that also hurt Link.

Falling and Rolling Rock Boulders

OD: They fall from above and roll when they reach the floor and fall again when they reach the pit.

Strategy: Avoid getting hit. Stay away from the floor area where it falls.

Location/s: Mostly abundant in the canyon and Stone Tower

Falling and Rolling Snowballs

OD: Giant snowballs falling from above and roll when they reach the floor and fall again when they reach the pit.

Strategy: Avoid getting hit. Stay away from the area where it falls.

Location/s: Mostly abundant in the road to Snowhead and Snowhead.

Flames

OD: You'll burn when you touch flames.

Strategy: Avoid touching it. Do something to make it disappear by pressing on switches or using your shield on enemies such as the Keeses and Blue Bubbles. This kills you when you're in Zora form. Flames are found covering chests, there are flame barriers found in Ikana Graveyard and the Deku Shrine. Various flame colors in the game can be found and depending on the flame, its effects may vary. For example, the blue flame of Ice Kesses frosts you while the red flame of Fire Keeses burn you. There are also eye targets that releases flames found beneath the well in Ikana Canyon.

Location/s: anywhere

Floating Jars

OD: They may look like normal jars but they'll fly to you and hurt you if you reach near them.

Strategy: Shield

Location/s: anywhere

Frozen Ice Crystals

OD: When touched, you'll frost.

Strategy: Shoot it with a fire arrow or if you don't still have the fire arrow, you can target your normal arrow on the flames of torches and hit it on the ice. You can also pour hot spring water on these to melt it.

Location/s: in the Mountains during snow, Snowhead Temple

Lava

This kills you when you're in Zora form. This will not hurt you when you're in Goron form. This will damage you when you're normal Link.

Location/s: Snowhead Temple, Stone Tower Temple

Strategy: Turn into a Goron and you'll not burn.

Chequered Structure

OD: This is found in a room in Ikana Castle. It will squash you if it falls and the squares above its surface can damage Link.

Strategy: Slash the switch, turn into a Deku, and dive down the flower and by jumping out, the structure rises up again making the floor under it passable.

Location/s: Ikana Castle

Spikes

OD: They spin. You found this when you encounter a Big Poe in Ikana Well.

Strategy: Avoid getting hit.

Spikes (Chained)

OD: Attached on the floor or hanging on walls. First found in the Pirates' Fortress. It will explode if you touch it. If you shoot it for example with an arrow, when it hits another spike, they'll both explode.

Strategy: Avoid touching it. Shoot it from far away so the explosion will not hurt you.

Spiked Logs

OD: Rolling logs with several spikes.

Strategy: Avoid getting hit.

Spiked Walls

There is a room in Snowhead Temple where there are spikes placed on the walls around the room. This is the room with a Real-Bombchu and invisible floating blocks.

Stalactites

These fall during a battle with Goht. These served as a distraction when racing with Goht.

Strategy: Avoid these so you can continuously do the Goron Roll.

Location/s: Snowhead Temple

Thinner Icicles

OD: The ones found hanging on ceilings. They fall down when you're under one.

Strategy: Look above before passing over.

Location/s: Snowhead Temple

Water (Poisoned)

OD: When touched, the water damages you. You can purify this water after defeating Odolwa.

Location/s: Southern Swamp, Deku Palace, Woodfall, Woodfall Temple

Strategy: Hop on the leaves as a Deku or the cannibal flowers inside the Woodfall Temple and don't drop on the water.

Location/s: Swamp

Water (Murky)

Fisherman: I always lose my way and somehow end up back at shore.

OD: If you swim out the map, the cloudy water will take you back to you're last position.

Location/s: Great Bay Coast, Zora Cape, Pinnacle Rock

Water:

OD: If you stay underwater for too long, normal Link dies.

Gorons are heavy and they can't swim, so they'll die. While in Deku form, you will sink after five jumps.

Other Enemies ohe

I also added other enemies or not really an enemy that can hurt or not hurt Link and can be considered as an enemy.

Flat

OD: The brother of Sharp. He hurts you by playing his evil song when you enter the Spring Water Cave in Ikana Canyon.

Strategy: Play the Song of Storms before you are hurt.

Location/s: Spring Water Cave in Ikana Canyon

Gorman Brothers

OD: They'll try to break Cremia's bottles of milk when she tries to deliver them to Clocktown.

Strategy: Shoot an arrow on the person shouting. Their shout is the signal of their attack.

Location/s: Gorman Racetrack

Dog

OD: When you are in Deku form, they'll attack you.

Strategy: They hurt you but you receive no damage.

Location/s: Clocktown, Fearful Spider House, Romani Ranch, Doggy Racetrack, Mama's House

Cucco

OD: Hit the Cucco inside the barn in Romani Ranch for several times and it will call other Cuccos for help.

Strategy: Get out of the barn before you die.

Location/s: Romani Ranch

Ghosts in Ranch

Romani: They... They come at night...every year when the carnival approaches... They come riding in a bright, shining ball. A whole lot of them come down... And then... They come to the barn...

OD: They appear in the ranch during Day 1 at two.

Strategy: Climb on top of the wooden box nearside Mama's House or the box outside the barn. You can position here to easily shoot the ghosts. Shoot arrows on the ghosts until daytime to help Romani. If you failed, they will destroy the barn's roof and take the cows with Romani.

Location/s: Romani Ranch

Floor

OD: Jump from a high place and drop on the floor. See? The floor is also your enemy.

Strategy: Use a ladder or stair.

Location/s: Everywhere

Skull Kid

OD: The outcast friend. He robbed the Mask Salesman of his Majora's Mask that turned him into evil upon wearing it.

Strategy: When you first enter the roof of the Clock Tower, as a Deku, Bubble Blast on Skull Kid to make him drop the ocarina.

Location/s: roof of the Clock Tower

Dungeon Boss Remains

OD: You battle with them in the moon on Majora's first form.

They shoot you with balls of light.

Location/s: Moon

Temple Bosses tmb

You get a Heart Container and the remains of the temple boss after defeating each. You will have to stand on the circling blue light to get the Boss Remains. Every time you walk on the light to get the remains, they will float up high emitting a bright light and Link will find his self standing on a very tall pillar with mist all over and a giant will appear. The giants speak through howling. Tatl tries to understand their cries and she then conveys what the giants are saying to Link. The first giant teaches Link a song that will call them when Link will need their help. This is the Oath to Order. The second giant informed Link that they are the protective gods. The third giant just asked Link to also help the last giant. The fourth and the last giant told Link to forgive their friend. He is referring to Majora. Something happened after meeting the last giant. Forces flew up high and clouds circle in the sky. You can actually call one giant after defeating Odolwa when you enter the roof of the Clock Tower, but then, his strength will not be enough to hold the moon. Their purpose is to prevent the moon from falling to earth and you will need the strength of the four of them. They appear around Clock Town when you play the Oath to Order in the Clock Tower's roof then you go to the moon to face the final boss, Majora.

Masked Jungle Warrior ODOLWA

Before

Tatl: If you get close to him, you'll be beaten! Do you understand me?

After

Tatl: If he starts dancing and you don't run... Well, then I really can't help you!

After it calls crabs

Look closely! The bugs seem to gather around fire!

OD: This is the boss you encounter in the Woodfall Temple.

He wields a big sword and a shield. It talks. It calls crabs.

It releases fire moths. It wears a bling-bling. Bubble Blast stuns Odolwa.

Strategy: On the corners of the room are bomb plants called Bomb Flowers. You can pick it up and throw it on the bugs that Odolwa will call or throw it when you're surrounded by moths. Do not wait for Odolwa to release a wall of flames around you to burn these moths. You can also throw Bomb Flowers at Odolwa.

If you use the bombs, killing him will be fast. You can attack him when his dancing. Watch out for the falling rocks. You can also shoot arrows to distract him. Walk to him while shooting arrows and when you're next to him, this is your time to take several slashes. After hitting him for a couple of times, he will jump away and will strike at you. Roll away before he strikes at you. Odolwa also has his own spin attack. Avoid getting near him when he does this. You will not be hurt when you're standing on his foot while he is spinning. After he spins, you can hit him.

Location: Woodfall Temple

Item Drop: Heart Container, Odolwa's Remains

Masked Mechanical Monster GOTH

Tatl: Hurry! Chase after it. Even if it means throwing your own body into it, do it so it'll stop!

OD: This is the boss you encounter in the Snowhead Temple. It is a giant black bull made of a frail metal. It just runs away when you roll near it. But it will wait for you when you're too far away. So it likes racing.

Strategy: Shoot a fire arrow first on the frozen Goht and then turn into a Goron. Roll and hit Goht with your spikes. There are several Magic Jars in this lair. Roll on them while racing with Goht. The slopes, when you don't roll enough, prevents you from forming spikes on your body so roll on the flat surface first until you grow spikes and then you can use these slopes to reach air like a cannon and damage Goht. Goht releases a bolt of lightning from its head. Rocks fall at you built up by its strong feet while it is running. When you're too far away, it will stop from running and will wait for you and release lightning. Avoid its attack and continue rolling and it will run again. Continue rolling with your spikes. Don't stop rolling to damage Goht more when it collapses on the floor. After enough hits, stalactites will fall from the ceiling. Avoid them. Obstacles such as these prevent you from growing spikes. After hitting it much, it will throw bombs at you. Avoid it. Hit it until its body grows more sparks and it will run away like crazy. Goht will bash its head hard on the wall and rocks will fall off burying him.

Location: Snowhead Temple

Item Drop: Heart Container, Goht's Remains

Gargantuan Masked Fish GYORG

Tatl: If you go near it now, you'll be eaten! Aim at it from afar to weaken it.

OD: This is the boss you encounter in the Great Bay Temple. This is a giant fish that can fly high out of the water. It releases smaller skeleton fishes that will bite you.

Strategy:

Gyorg releases smaller fishes, Zora shield to kill them. It

can chew you when you swim in the water. Stay and swim away from it. It can jump out of the water to the platform in the middle of the room. This platform is safe but not when it jumps here. You'll be bitten or you will also fly on air and fall on the water. Stay away from the edges when it comes out of water. While standing on the platform, you can shoot an arrow on Gyorg to stun it when it is underwater or when it jumps on air. If you hit it, it falls beneath the water. Quickly turn to Zora, drop on the water, reach Goht and dive down and use your water shield on it. Repeat the process.

Location: Great Bay Temple.

Item Drop: Heart Container, Gyorg's Remains

Giant Masked Insect TWINMOLD

Tatl: Just its head and tail aren't protected by its hard exoskeleton, so aim carefully. If only you were the same size as it...

OD: This is the boss you encounter in the Stone Tower Temple. These are twin giant insects. They look like centipedes. They are colored blue and red. Their bodies are strong as steel. Your sword can't damage it but their heads and tails are weak. There are no other parts where you can slash your sword on but only these. You battle in a place full of sand. If you ran and stand still outside the ring, the sand will swallow you.

Strategy: Drink a Chateau Romani to have endless magic because wearing the Giant's Mask will use and drain more magic power. Wear the Giant's Mask and never walk out far from the ring or you will be swallowed by sand. Stay away from their heads coming out of the sand. Find their tails and keep on slashing when you have the time. Slash only on the head when it is out of the sand. Roll to the part you are aiming when they move so you can slash more. After both are defeated, take off your Giant's Mask so you can take the Heart Container and stand on the light. You can't fit here if you're a giant.

Location: Stone Tower Temple.

Item Drop: Heart Container, Twinmold's Remains

Defeating Majora dfm

Everything turned bad after the Mask Salesman was robbed by the Skull Kid. Majora separates from Skull Kid after you called the four giants to carry the moon and stop it from falling. You have to speak to the Majora masked kid for battle.

Majora's Mask

Tatl: Remember your battles! When something resistant would deflect your weapons, what was its backside usually like?

OD: You battle Majora on his first form. A floating mask with tentacle-like strings attached. When you defeat Majora, it

loses its strings and grows legs, arms and a head with one eye.

Attacks:

Spinning Charge attack

Shoots laser

Summons the four temple boss remains that shoot light orbs at you

Strategy: Shoot the back side with an arrow or hookshot to bring it down and slash it with your sword. Shield when it releases a laser to deflect it. After enough hits, Majora summons the four masks or the temple boss remains hanging on the walls. They come as distractions so defeat them.

Majora's Incarnation

Tatl: Remember your battles! When you fought things that ran around, didn't you battle them using your own body?

OD: You battle Majora on its second form. It has skinny legs and arms and the head with one eye. When you defeat Majora, its skinny legs and arms grow muscles. Its head grows out and its arms grow long whips.

Attacks:

Runs around the room hitting you

Shoots balls of light at you

Strategy:

Avoid the orbs. Shoot Majora with an arrow. When it falls on the floor, slash it with your sword. Do not shoot it with your bow when it runs around the room to avoid wasting your arrows.

Majora's Wrath

Tatl: Think about battles and weapons! When you had the chance before an enemy was about to attack, didn't you usually try shooting at it?

OD: The third and final form of Majora with totally developed body parts. Its head is clearly visible. Its arms and legs are strengthened and whips are attached on his two hands. Majora keeps on jumping.

Attacks:

It attacks you with its whips

Grabs and throws you away

Releases spinning blades

Strategy:

Shoot Majora with an arrow to stun it then you can slash it with your sword.

=====
Mini Games mng
=====

Target Shooting Games tsg

Town Shooting Gallery

OD: With the Hero's Bow in possession, you can play the game.

How to: Each game is 20 rupees. Shoot all the red Octorock targets and reach up to 40 points before the time limit to win a Larger Quiver or a Piece of Heart. You lose time if you shoot the blue ones.

Honey and Darling's Shop

OD: You'll have to possess a Bomb Bag and the Hero's Bow to play the game. Speak to Honey and Darling to play the game. All games are worth 10 rupees. The platform is moving, so timing is crucial. If you fall out of the platform, you'll lose.

How to: Play the games for three consecutive days and score three perfect scores on each of the games on the three-day period within their time limits. You play three different shooting games. Day 1 is the Bombchu Gallery Day. Pay 10 rupees to play the game. Hit all the targets by throwing a Bombchu. Score a perfect score. Day 2 is Basket Bomb Day. Pay 10 rupees to play the game. Throw bombs on all the baskets. The bomb has to get inside the basket. When the bomb explodes, the basket is destroyed. Score a perfect score. Day 3 is the Target Shooting Day. Pay 10 rupees to play the game. Shoot all the targets using your bow and score a perfect score. You are rewarded a Piece of Heart.

Swamp Shooting Gallery

OD: You have to possess the Hero's Bow first before you can play here. Play for 20 rupees. If your money is not enough, outside are bushes you can cut for rupees. Reach up to 2000 or more points to win a Piece of Heart or a Large Quiver.

How to: Quickly take out your bow. Shoot all targets before time runs out. A whistle will sound before targets appear. Aim on the farthest left hole and the first targets are five Mad Scrubs. After hitting all the Scrubs, birds called Guays will appear from your right. Mad Scrubs again and birds on your left and so on. When you hear a squeak or noise, your targets will come out. Shoot at two Mad Scrubs on your right and left for 100 points. They're both too far and aiming at them will be difficult. Only aim at them when the screen is cleared from other targets. When you hear a howl, it means that a Wolfos will be coming out, hit them for 100 points. They will come out from your left, run to your right, pose and howl at two specific places. One beside the second Mad Scrub from your right and the other will pose on a hill also on the right side. The five Mad Scrubs coming out of their holes in your front worth only 30 points each and the three birds, 60 points each. Your goal is to clear the screen from targets before the time reaches zero and score 2000 points or higher. Score a perfect score to get a Large Quiver which lets you stack 10 more arrows or a Piece of Heart.

Koume's Target Shooting Game

OD: After defeating Odolwa, the boat cruise is changed into a target shooting game with Koume.

How to: You have to save her first in the woods to make her appear. Hit the targets she will show you as she fly around on her broom. Aim for the targets and not Koume because if you hit her ten times, she will never forgive you. You have to get more than 19 hits

otherwise, no prize. You will receive a Piece of Heart if you do so. It might be hard on your first but as soon as you know where and when Koume turns, it will not be also easy though. You can take several easy hits at the beginning. Site above immediately and shoot the target. Moving your camera ahead of Koume will help. Aim properly and keep on shooting. After your first game, you'll have to pay 10 rupees to play another game.

Romani's Target Practice

OD: After earning the right to carry Powder Kegs, you can enter Romani Ranch. Speak to Romani for a target practice. You ride Epona for the first time by playing Romani's target practice. Pop all the balloons to learn Epona's Song.

How to: Hit all 10 ghost-balloons not less than 2 minutes around the ranch. Press (B) to take out your bow and shoot all the balloons. Refer to your mini-map as a guide to your target's location. After you popped all ten balloons, Romani will teach you a horse-calling song.

Races rcs

Gorman Horserace

OD: After Romani teaches you the horse-calling song, ride Epona and enter the Gorman Racetrack. Speak to the person standing near the fence while riding Epona for a horseracing game.

How to: Pay 10 rupees for a race against the two. Rules; just go once around the track. If you win, they'll give you something nice. If you can beat them to the finish line, you win. Keep running on the right side. Avoid the trees. You'll come across three fences, one to your left and two on the right. You can jump on it or just run around it. Next are trees with mud and the last obstacle are three fences on your right and mud on your left. Save carrots for the last three fences before the finish line. Jump over this three fences to win the race. If you win, the Gorman Brothers can't believe they've lost. They have to give you something. You'll receive the Garo's Mask. You can win milk on the second race.

Mamamu Yan's Doggy Race

OD: It is best to have the Mask of Truth first so you can choose the right dog. If your dog wins, you win a Piece of Heart.

How to: Pick up the dog you want to bet and bring it to her.

If you have the Mask of Truth, bet on the dogs thinking these:

I should do all right.

I feel unstoppable. I don't think I'll lose.

My four paws feel lighter than usual today.

I'm here for my wife and child. There's no way I'll lose.

Today, I fell like I can win.

On my first race, I chose the yellow one and betted the highest amount and got a Piece of Heart. If you bet 90, you'll win over 150 rupees so she will have to give you a bonus prize, a Piece of Heart. The rules; if the dog you chose takes 1st place, you get triple your bet. 2nd place gets double. If the dog you've chosen places 3rd through 5th, you'll break even and get back however much you bet. If your dog does any worse than that, you'll lose whatever you bet. During the race, an arrow will point to your chosen dog.

Goron Race

OD: You can enter the race during springtime after you are approved to carry Powder Kegs. You'll need to break the boulder first blocking the entrance found in the Twin Islands.

How to: There are green jars you can charge your magic along the course. At the start of the race, do not roll after the line when the time is still counting to zero. You will make a false start restarting the race if you do so. There are Bomb Flowers in the course so avoid them. After the first ramp are big trees growing. Slow down when you cross the trees and keep on pressing right or keep on rolling to your right after the trees. You will come across three ramps and a bridge after. Do not fall down the bridge or you will never make it. Before the finish line is a long rocky curve. Win the race to receive the prize, Gold Dust. You also get a new empty bottle. You can sell it for 40 rupees in the Mountain Smithy and 200 rupees in the Curiosity Shop.

Beaver Race

OD: You can race with the beavers in the Waterfall Rapids to win an Empty Bottle, a Piece of Heart and Purple Rupees.

How to: In the Waterfall Rapids, you'll find a beaver is swimming. Approach him and dive down as a Zora when he settles down under the water. Speak to him. Accept the game. You'll need to swim in the river in under two minutes. There are 20 rings; you must swim through them in the right order for it to count. Swim through the ring that's flashing. He will show you the way, so follow him. If you win, his older brother will come and he will ask you for another race against him. The rules are the same, but this time there are 25 rings. If you succeed, you'll receive an Empty Bottle. Speak to them again for another game. The time you need to beat is 1:50. You'll get a Piece of Heart if you do. On the third race, 1:40, you'll receive a purple rupee.

Other Minigames ohr

Treasure Chest Shop

OD: Speak to the lady in any of your forms to play the game.

In each forms, the fess vary.

Forms and Fees:

Zora: 5 Rupees

Deku: 10 Rupees

Normal form: 20 Rupees

Goron: 30 Rupees

How to: Speak to the lady and pay the amount based on your form.

In your Goron form, reach and open the chest before the time limit to get its content. Open the chest with a Piece of Heart.

You get a red rupee in your Zora form, Deku Nuts in your Deku form and Purple Rupee in your Goron and normal form.

Lottery Shop

OD: Pick any three numbers, and if your numbers match the winning number, you win 50 rupees.

How to: On Day one at daytime, buy a ticket for 10 rupees. Enter the shop again at nighttime. They'll announce the winning numbers. Memorize the winning numbers. Play the Song of Time and return back in time. Enter the Lottery Shop and copy the winning numbers. Enter the shop again at night and win a Purple Rupee.

Deku Scrub Playground

OD: Speak to one of the Deku Scrubs under the playground in your

Deku form. Pay 10 rupees for one game. You'll have to get the rupees faster than the current record. The time starts counting after you jump out the flower. If you fall down from the platform, you lose. Play the game for three consecutive days to win a Piece of Heart.

How to: Dive on the Deku Flower and fly to the nearest floating platform. Your goal is to get all the rupees. On day 1, the platforms float up and down. Get all the rupees. On day 2, the platforms revolve around. Get all the rupees. On the final day, some platforms revolve and other platforms float up and down. Get all the rupees and win the Piece of Heart.

Hide-and-Seek

OD: You play hide-and-seeK with the Bombers.

How to: Pop the blue balloon in North Clock Town then speak to Jimmy to play the game. You'll find two Bombers in North Clock Town. You'll find two more Bombers in East Clock Town. The last one is found in West Clock Town.

Zora Game Site

OD: If you break all the jars in one shot, you win 90 rupees.

How to: Break all the 5 jars in the same time behind them to earn 100 rupees, but they have to deduct 10 rupees for jar replacement. You can break all the jars by dropping a Powder Keg while in your Goron form or the harder way using the Double Cutter in you Zora form.

Fisherman's Jumping Game

OD: You can play the game after defeating Gyorg. The fisherman is located in Great Bay Coast standing on one of the mini islands under a palm. Ride the nearby boat to reach the islands and hookshot on the tree to reach the fisherman.

How to: Speak to him and jump to the center island encircled by four islands with torches as normal Link. Pay 20 rupees to start the game. He will explain you the rules. Jump to the island with the torch that has flame. Reach 20 or more points to win a Piece of Heart.

=====
Miscellaneous msl
=====

Bombers' Notebook bbn

By playing hide-and-seeK with Jimmy and the other bombers, you'll gain access to their hide-out by telling you their secret code. Playing again in your normal form, Jimmy gives you a Bombers' Notebook. There are total 20 numbers of people you'll have to help. By helping these people, you receive quest items, masks, and Pieces of Heart.

Bombers' Weekly News

A special review of the Bombers' Notebook. You too can master it! Seek out troubled individuals and lend an ear! A record of all the troubled people you meet will be kept in your notebook schedule. People are shown in left column and their schedule appears in the adjacent row. Blue bars shows people's schedules and when notable events occur. Something will happen at the time shown! An exclamation mark is added to your notebook when you make a promise or appointment! Be sure to confirm what you need to do!! Don't lose heart if you fail to fulfill a promise; just check your notebook and try again. When you're thanked for easing

someone's troubles, take note! By helping someone out, you'll receive a happiness seal. Try to please everyone!
OD: You can find a signpost on the rooftop of the Milk Bar, Latte. You read the Bombers' Weekly News here.

Bomber:

The Bomber gang is a Secret Society of Justice. You can't tell this to anybody...

Every Bomber has a notebook! Here's how we use it:

1. Find troubled people and add their names and pictures. Only 20 people will fit in your book.
 2. Promise to help them. Mark promises with Promise Stickers. Don't be late fulfilling your promises!
 3. Whenever you solved someone's problems, it makes you happy, so a Happy Sticker will be added to your book.
 4. No removing stickers! Use Promise Stickers to keep track of people until everyone is happy.
- Don't forget the rules!

Bombers

Secret Society of Justice, Helping people 24 hours a day
How to: Play hide-and-seeK on any time of any day with the bombers to know the secret code to their hide-out. Play with the bombers again to get the Bomber's Notebook.

Day1/2/3

Secret code: ---- North of town
Code for entering bombers' hideout.

Bombers' Notebook, North of town
Members-only schedule book
Reward: Bomber's Notebook

Anju

Stock Pot Inn's Innkeeper, A courteous woman
How to: Talk to Anju on day 1 at 3 after the postman gave her a letter to get the Room Key to the Knife Chamber room. Talk again to Anju while wearing Kafei's Mask. You get Kafei's Mask from Madame Aroma in the Mayor's Residence. She'll talk to you in the kitchen at 11:30 in the evening. Wait for Anju to come in the kitchen and talk to her. She gives you a letter to Kafei. Drop it on the mailbox in South Clock Town nearside the Laundry Pool. Day 2 at 3, the postman delivers the letter to Kafei. Get inside the door when Kafei receives it. Speak to Kafei and he'll give you the pendant of memories. Take the pendant to Anju. Day 3, 7 in the evening, Sakon opens his hideout. Help Kafei inside the hideout to get his Sun's Mask back. At 4, enter the inn. Anju and Kafei will give you the Couple's Mask.

Day1

Received Room Key, Inn Lobby
Got it by mistake. Enter at night.

Secret Night Meeting, Inn Lobby
Promised to meet in kitchen at 11:30

Promised to meet Kafei, Inn Kitchen

Promised to meet Anju's boyfriend

Received letter to Kafei, Inn Kitchen
Ask to drop in postbox in morning

Day2/3

Delivered Pendant, Inn
Conveyed Kafei's intentions to Anju

Day3

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

Kafei

Strange youth seen near Laundry Pool
How to: Follow Anju and Kafei quest or to make it brief,
follow the 'how to' on Anju.

Day2

Pendant of Memories, Backroom
Promised to deliver it to Anju

Day3

Escaped from Sakon's Hideout, Ikana
Helped Kafei recover stolen mask

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

Man from Curiosity Shop

Buys and sells stolen goods. Open at night only.
How to: Help the old woman in North Clock Town at 12 midnight
on day 1. Slash the thief with your sword. With the Giant
Wallet in your possession, on day 3, you can buy the All-Night
Mask in the Curiosity Shop for 500 rupees.

Day3

Keaton Mask, Backroom
Kafei and Curiosity Shop's Mask

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

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

Old Lady from Bomb Shop

Runs town Bomb Shop. Always open.
How to: Help the woman in North Clock Town at 12 midnight
on day 1. Slash the thief with your sword. She gives you
the Blast Mask.

Day1

Blast Mask, North of Town
Thanks for guarding bag from thief

Romani

Young girl living at ranch with sister

How to: After the Powder Keg seller in Goron Village granted you the right to carry Powder Kegs, blast the boulder blocking the way to Romani Ranch. Speak to Romani and do the ghost-balloon target shooting practice. Enter the ranch at 3 in the evening. Prevent the ghosts from reaching the barn until daytime by shooting them with arrows. Position on the wooden box. Climb on it to have a better view. Watch for the ghosts on your mini-map. She gives you a Milk Bottle if you succeed.

Day1

Became ranch hand, Romani Ranch

Help get rid of ghosts at 2:30 a.m.

Reward: Milk Bottle

Saved cows from "them", Romani Ranch

Protected cows and Romani 'til morn

Milk Bottle, Romani Ranch

Thanks for saving cows from ghosts

Cremia

Manager of Romani Ranch. Milk is her specialty.

How to: After helping Romani from the ghosts, on day 2 at 6 in the evening, take a ride on Cremia's wagon. Prevent the Gorman Brothers from breaking her milk bottles by shooting them with arrows. There are only three. If all the bottles are broken, you'll have to restart helping Romani again. If two or one bottle/s is/are left, you'll still make it. If you succeed, Cremia gives you the Romani's Mask.

Day2

Protected milk delivery, Romani Ranch

Saved milk from bandits

Romani's Mask, Romani Ranch

Shows Cremia considers you an adult

Mr. Dotour

Mayor of Clock Town. V.I.P.

How to: After acquiring the Couple's Mask, wear it in front of the mayor to receive a Piece of Heart.

Day1/2/3

Dotour's Thanks, Mayor's Residence

Thanks for ending a looong meeting

Reward: Piece of Heart

Madame Aroma

The Mayor's Wife. In charge of town performances

How to: Enter the Mayor's Residence at any day and speak to Madame Aroma to receive the Kafei's Mask. Follow Anju and Kafei quest to receive the priority letter. Give it to Madame Aroma inside the Milk Bar to get a bottle with Chateau Romani.

Day1/2

Kafei's Mask, Mayor's Drawing Room
Show it to help with the search

Day3

Chateau Romani, Milk Bar
Thanks for delivering letter to mom
Reward: Bottle of Chateau Romani

Toto

Famed manager of The Indigo-Go's
How to: After possessing the Zora Mask, at this point of time you should be able to play the Ballad of the Wind Fish in the stage inside the Milk Bar in your four different forms. Stand on the spotlights and play what is shown by Toto. Gorman gives you the Circus Leader's Mask after playing the song.

Day1/2

Circus Leader's Mask, Milk Bar
Thanks for moving Gorman with song

Gorman

Leader of a traveling troupe. Has fine clothes, but a frightful face
How to: Follow Toto's "how to" above.

Day1/2

Circus Leader's Mask, Milk Bar
Thanks for moving Gorman with song

Postman

town's postal carrier. A very serious public servant.
How to: Follow Anju and Kafei quest to get the priority mail. Give the letter to the Postman inside the Post Office. After he delivers the letter to Madame Aroma located in the Milk Bar, he'll stand outside the bar. Speak to him to get the Postman's Hat and he'll exit the town.
Get inside the Post Office at day 1 or 2 and do the Postman's training. If you hit exactly ten seconds, you'll receive a Piece of Heart. Do the training while wearing the Bunny Hood.

Day1/2

Training Award, Post Office
Prize for getting time exactly right
Reward: Piece of Heart

Deposit Letter to Kafei, Postbox
Deposited letter for delivery

Postman's Hat, Town, Near Milk Bar
Thanks for enabling him to flee

Rosa Sisters

Twin dancers. Members of the Gorman Troupe
How to: Speak to the ghost dancing on top of one of the mushrooms in Termina Field. Kamaro appears at 12 midnight. Play the Song of Healing to him. You'll acquire the Kamaro's

Mask. Enter the West Clock Town during the evening. The Rosa Sisters are found dancing in front of the Lottery Shop. Wear the mask and dance in front of the Rosa Sisters. They'll follow your steps and give you a Piece of Heart.

Day1/2

Rosa sister's thanks, West of Town
Thanks for teaching the dance
Reward: Piece of Heart

???

(Person living in the Inn's restroom) Details are unknown.
How to: If you have a Title Deed, give it to the hand you'll find living in the toilet of Stock Pot Inn. It shows up at 12 in the evening at any day asking for a paper. You'll receive a Piece of Heart if you give him so.

Day1/2/3

Thanks for the paper, Inn Restroom
Thanks for helping person in toilet
Reward: Piece of Heart

Anju's Grandmother

Storyteller and grandmother at inn
How to: After buying the All-Night Mask in the Curiosity Shop, speak to Anju's Grandmother while wearing the mask and listen to her two stories. You'll receive one Piece of Heart on each story. After reading you the story, she asks you a question. On the story of Carnival of Time, answer "on the eve of the festival". On the story, The Four Giants, answer "I dunno".

Day1/2

Reading Prize 1, Inn Study
Prize for not sleeping through story
Reward: Piece of Heart

Reading Prize 2, Inn Study
Prize for not sleeping through story
Reward: Piece of Heart

Kamaro

Ghost of a charismatic dancer. Enjoys moonlight.
How to: Find the nearest Mushroom with a circle of rocks on top in Termina Field. Wait until 12 in the evening of any day. A ghost appears. Cure his sadness by playing the Song of Healing. You acquire the Kamaro's Mask after.

Day1/2/3

Kamaro's Mask, Termina Field
Sign of taking over for ghost dancer

Grog

Cucco Shack's breeder. His crest is frightful.
How to: Find Guru-Guru in the Laundry Pool in the evening on day 1 and 2 and listen to his story. He gives you the Bremen Mask. Get inside the Cucco Shack in Romani Ranch and wear the

mask. Let all ten chicks follow you until they all become roosters. Grog gives you the Bunny Hood.

Day1/2/3

Bunny Hood, Cucco Shack

Thanks for turning chicks into cuccos

Gorman Brothers

Horse trainers. Suspicious...

How to: After entering Romani Ranch and doing the ghost-balloon practice with Romani, she teaches you Epona's Song. This makes Epona available for you to ride on. Enter the Gorman Racetrack while riding Epona and speak to the person standing near the fence for a horserace. Beat them to get the Garo's Mask. Help Cremia from them when they broke the bottles.

Day1/2/3

Garo's Mask, Gorman Track

Prize for winning Gorman horserace

Day2

Protected milk delivery, Romani Ranch

Saved milk from bandits

Shiro

The inconspicuous soldier. He really doesn't stand out.

How to: Buy a Red Potion or get it free from the Magic Hags' Potion Shop. Ride Epona to the canyon. You'll find a circle of rocks before the Cyclops sitting on a high place. Use the Lens of Truth to find a soldier sitting on the center of the rocks. Give him the potion and he gives you the Stone Mask.

Day1/2/3

Stone Mask, Road to Ikana

Thanks for giving strength to a soldier

Guru-Guru

Musician in the Gorman Troupe

How to: Find him in the Laundry Pool in Clock Town during day 1 or 2 in the evening. Listen to his story and he'll give you the Bremen Mask.

Day1/2

Bremen Mask, Laundry Pool

Thanks for hearing confession

Bottle Contents btc

Blue Potion

ID: Use it with (C) to replenish both health and magic power. In the meantime, it will be stored in your bottle so you can take it with you.

IND: Use it with (C) to replenish both life energy and magic power.

Green Potion

IND: Use it with (C) to replenish your magic power.

Red Potion

IND: Replenish your life energy by using it with (C).

Bottle of Red Potion

ID: Red Potion replenishes health. After using the potion, save the bottle for storing things. On the Select Item Screen, set it to (L), (D), or (R), then press that (C) Button to use it.

Magical Mushroom

ID: You got a Magic Mushroom! Your nose is tickled by its fragrant scent!

IND: Give it away with (C). It's very aromatic.

Fish

ID: You caught a fish in a bottle! It's a deliciously fresh catch. Use it with (C).

IND: It's freshly caught and still jumping. Use it with (C).

Poe

ID: You caught a Poe in a bottle! This may lead to something good...

IND: If you drink it with (C), you may recover hearts... or you may lose some hearts.

Big Poe

ID: You caught a Big Poe in a bottle! This may lead to something good...

IND: You can sell this with (C).

Fairy

ID: You caught a Fairy in a bottle! Your new friend will give you life energy the moment you completely run out. Set it to (C) to keep it by your side.

IND: Use it with (C) to recover life energy. If you run out of all life energy, you'll automatically use this.

Spring Water

ID: You filled your bottle with Spring Water! Use (C) to pour it on whatever you may need it.

IND: Try using it with (C) on things that need watering.

Hot Spring Water

ID: You filled your bottle with Hot Spring Water! Use it with (C) before it cools.

IND: Use it with (C) before it cools.

Milk Bottle

ID: You got a Milk Bottle! One quick gulp will have you feeling great! Use (C) to take a drink.

IND: Use it with (C). Recover five hearts with one drink.

This contains two helpings.

Milk (From the Gorman Brothers)

ID: Your bottle was filled with milk! Drink it with (C) to recover five hearts. This bottle contains two helpings, but the milk looks a bit watered down...

IND: Use it with (C). Recover five hearts with one drink.

This contains two helpings.

Ordinary Milk

ID: You had your bottle filled with milk! Drink up for health and long life with (C). One drink recovers five hearts. With this special offer, you'll get two helpings in one bottle!
IND: Use it with (C). Recover five hearts with one drink. This contains two helpings.

Chateau Romani

ID: Your bottle is filled with Chateau Romani! Drink it to replenish all of your magic power. The drink even improves your stamina! Swirl it around with your tongue to enjoy its flavor to the fullest!
IND: Drink it with (C) to get lasting stamina for your magic power.

Bug

ID: You caught a bug in a bottle! Use (C) to release it. Bugs like to burrow in small holes.
IND: Press (C) to release it so it can crawl into a small hole.

Gold Dust

ID: The price is Gold Dust! This stuff is the highest quality available.
IND: Use (C) to give it to someone. It's very high quality.

Zora Egg

ID: You put a Zora Egg in a bottle! It doesn't look very healthy. You've better have someone examine it quick!
IND: Use it with (C). It doesn't look very healthy.

Sea Horse

ID: You got a seahorse! Hurry! Take it to its home at Pinnacle Rock!
IND: Use it with (C). It wants to go back home to Pinnacle Rock.

Deku Princess

ID: You put the Deku Princess in a bottle! It's a tight fit, but she says she'll be fine if you hurry. Use(C) to let her out.
IND: Press (C) to release her.

Empty Bottles etb

Read the Walkthrough for further details on getting all the bottles. Find for example, bottle number one is EB1. If your Empty Bottle is stolen by the Takkuri, you can buy it back in the Curiosity Shop. If you travel back in time with your bottle stolen, you'll lose your bottle.

1. Kotake's Bottle

Find Koume in the Woods of Mystery. Speak to her and she will ask for your help. Get inside the Magic Hags' Potion Shop and speak to Kotake. She will give you a bottle with Red Potion.

2. Goron Race Bottle

Win the Goron race in the Goron Racetrack to receive a bottle with Gold Dust.

3. Romani's Bottle of Milk

Help Romani during 2 o'clock on the night of the first day. Do not let the ghosts get in the barn. If you fend them off until daytime, Romani will give you a bottle with milk.

4. Beaver Brothers' Bottle

Play the race game with the Beavers in the Waterfall Rapids and win twice and you are rewarded an Empty Bottle.

5. Grave Treasure

Help Dampe found beneath the grave in Ikana Graveyard during the final day. Defeat the Big Poe to reveal a chest with an Empty Bottle.

6. Madame Aroma's Bottle

Do the Anju and Kafei quest. Receive the priority mail from the Curiosity Shop Owner and give it to Madame Aroma inside the Milk Bar, Latte. She gives you a bottle with Chateau Romani.

Fairy's Fountain Locations ffl

Take note of the colors. They may appear differently depending on the Video Plug-in you are using. The bodies of the Great Fairies living in each fountain were broken into pieces. By taking all the Stray Fairies you find in the temples, you are rewarded. You can replenish all your life and magic energy if you enter a fairy's fountain.

North Clock Town

Found inside a cave beside the location of the Deku Scrub Playground.

Great Fairy: Great Fairy of Magic

Stray Fairy Color: Red Orange

Reward: Magic Power / Great Fairy's Mask

Woodfall

Found inside a cave behind the tower with a Deku Scrub mark. You can get here by using the Deku Flower nearside the tower.

Great Fairy: Great Fairy of Power

Stray Fairy Temple: Woodfall Temple

Stray Fairy Color: Pink

Reward: Enhanced Spin Attack

Snowhead Temple

Found inside a cave on the foot of Snowhead Temple.

Great Fairy: Great Fairy of Courage

Stray Fairy Temple: Snowhead Temple

Stray Fairy Color: Yellow Green

Reward: Twice Magic Power

Zora Cape

Found inside a blocked cave. You can get here by using your hookshot on the palm tress growing on the small islands.

Great Fairy: Great Fairy of Courage

Stray Fairy Temple: Great Bay Temple

Stray Fairy Color: Purple / Blue

Reward: Strengthened defense

Ikana Canyon

Found inside a hut nearside the Music Box House.

Great Fairy: Great Fairy of Kindness

Stray Fairy Temple: Stone Tower Temple

Stray Fairy Color: Yellow

Reward: Great Fairy's Sword

Beneath the Well

Found beneath the well with the Gibdo that asked for something small and creepy. You can stock fairies here with an Empty Bottle.

Great Fairy: None

Fairy Color: Normal

Fauna fna

Bugs

OD: Bugs are crawling insects. They like to burrow on soil patches.

Butterfly

OD: There's a butterfly location in Termina Field with a hidden treasure hole beneath these. Butterflies are also seen in the moon.

Chicks

OD: The young Cucco.

Cucco

OD: Zelda-chickens.

Cow

OD: Some cows in the game can give you milk if you play Epona's Song.

Dog

OD: You'll know what they're thinking if you wear the Mask of Truth.

Fire Moth

OD: Found in dungeons flying over flames. You'll get damaged if they fly to you while you are holding a Deku Stick.

Fish

OD: Some fishes are only displays. There are fishes you can catch with your Empty Bottle.

Fish locations:

- In the road to swamp under the treasure hole. The hole is located behind the tree with a Piece of Heart.
- On the water inside Trading Post.
- In the Stock Pot Inn's kitchen.
- In the water area nearside the sign "Waterfall Rapids" and the two jars.
- Two spring water locations under the Ikana Well.

Frog

OD: They jump and they can sing. They are the members of the Frog Choir.

Horse

OD: Aside from Epona, you'll find another horse when you ride on Cremia's wagon.

Keaton

OD: They are yellow colored creatures that appear when you cut bush circles while wearing the Keaton Mask. They ask you questions and if you answer all their questions correctly, you are given a Piece of Heart or rupees.

Seagull

OD: They fly over important locations in the ocean.

Seahorse

OD: The first one you find is in the aquarium of the Fisherman and another one you can save in Pinnacle Rock. The first seahorse helped you reach the location of the pythons.

Keaton Locations and Questions klg

There are bush circles that run away when cut with your sword. If you wear the Keaton Mask when doing so, a Keaton will appear asking you questions. If you answer their questions correctly, you are rewarded a Piece of Heart. You will receive rupees on the next Keaton if you already get the heart piece.

Bush Locations:

North Clock Town - near the slide

Milk Road - near the Gossip Stone

Mountain Village - during spring behind the Mountain Smithy

Keaton Questions:

About Tingle

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

Abracadabra!

Kookoo-Tingle-Rama!

Kooloo-Limpah! <

How old is Tingle, the map salesman?

15

25

35 <

Is Tingle the map-maker left-handed or right-handed?

Left-handed

Right-handed <

Ambidextrous

What color trunks does Tingle, the map maker, wear?

Yellow

He doesn't wear any

Red <

Around Clock Town

Who is the leader of the Bombers gang?

Gorman

Viscen

Jim <

What is the name of the Mayor of Clocktown?

Babour

Cagour

Dotour <

What instrument does the Skull Kid play?

Tin Whistle

Flute <

Ocarina

How many mailboxes are there in Clock Town?

Four

Five <

Six

How many tiny cow figurines are there in Clock Town?

Eight

Nine

Ten <

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

Two stories

Four stories <

Six stories

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

Romani Run

Chateau Romani <

Chateau Moroni

What is the name of Clock Town's inn?

Stockpile Inn

Stop On Inn

Stock Pot Inn <

About Anju

What is the name of Anju's father?

Padre

Tortus <

Tertal

What is Anju, the innkeeper, bad at doing?

Cleaning

Writing letters

Cooking <

What bad habit does Anju, the innkeeper, have?

She's quick to apologize <

She's quick to get angry

She's quick to break into tears

Related to Romani

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

Butterfly

Cricket

Grasshopper <

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

Epona's Song <

Song of Healing

Song of the Field

What weapon does Romani, the girl at the ranch, use in practice?

Slingshot

Bow <

She doesn't use one

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

Seven

Eight <

She doesn't sleep

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

Six <

Seven

She never gets up

How many balloons does Romani, the girl at the ranch, use during practice?

One <

Two

She doesn't use balloons

How many cows are there at Romani Ranch?

Two

Three <

Four

How many cuccos are there in the barn at Romani Ranch

One <

Two

None

Where does Cremia, manager of Romani Ranch, try to deliver her milk?

Curiosity Shop

Milk Bar <

Stock Pot Inn

Race / Band

Darmani is of which race?

Deku Scrub

Goron <

Zora

Mikau is of which race?

Deku Scrub

Goron

Zora <

What is the name of the singer in the Zora band, the Indigo-Go's?

Toto

Lulu <

Ruto

How many members are there in the Zora band, The Indigo-Go's?

Four

Five <

Six

Pictographs ptg

Link's Pictograph

It is possible to take Link's pictograph. How? While riding the boat cruise, turn around the camera to link and press the Pictograph Box then quickly snap a picture. Try it.

Pictographs not taken in the swamp

Tingle's Father: You can't enter the contest with Pictographs that weren't taken in the swamp. It's a nice shot, though...

Standard Swamp Shot

Tingle's Father: Hmmm...That's a kind of a standard shot, don't ya think? Well, it is a good shot...

Reward: 5 Rupees / another boat cruise

Deku King's Pictograph

Tingle's Father: Oh! Oh! The King! You are amazing! If you're not a Deku Scrub, you're not allowed to enter the Deku Palace, but somehow you took this picture...This is a great shot... This is rare as they come! I'm giving you a big prize!

Tingle's Pictograph

Tingle's Father: Whah!!! That's my son! Eesh...Is he still doing that sort of thing? Urgh...How humiliating! This guy... He's my son...

Big Octo Pictograph

Tingle's Father: Oh! This is a Big Octo... I'm pretty sure others have taken pictographs of those before... But if you get too close to one of those things, it'll suck you in, so it's pretty hard to take a decent shot.

Reward: 20 Rupees / another boat cruise

Pictograph of the female pirates

Fisherman: I had a picture like that... This picture you gave me is gonna be one of my treasures.

Reward: Seahorse

Lulu's Pictograph (Standard Shot)

Speak as a Zora to the Zora who is fond of Lulu.

Zora: Hmmm...This isn't that great, but I'll buy it off you

anyway. Next time, bring me a better shot that really captures Lulu.

Reward: Blue Rupee

Lulu's Pictograph (Good Shot)

Zora: Show me Lulu's private side... Oh! Lulu's face. It's irresistible! For this kind of pictograph, I'll take as many as you have, so bring more!

Reward: Red Rupee

Rupee Types rpt

Green Rupee

OD: It's worth 1 Rupee.

Blue Rupee

ID: You got a Blue Rupee! It's worth 5 Rupees! That's not too shabby...

Red Rupee

ID: You got a Red Rupee! It's worth 20 Rupees! That's pretty nice!

Purple Rupee

ID: You got a Purple Rupee! It's worth 50 Rupees! Your face is beaming!

Silver Rupee

ID: You got a Silver Rupee! It's worth 100 rupees! You're pretty happy!

Huge Rupee

ID: You got a Huge Rupee! Just one is worth 200 Rupees! That's a big deal!

Scarecrow Call Locations scw

- When you enter the cave of the Goron selling Powder Kegs in Goron Village

- Road to Snowhead after jumping on hidden floating square blocks, on the pillar with Piece of Heart

- Inside the Snowhead Temple on a hidden area behind a wall with a chest that contains a stray fairy

- Inside the Snowhead Temple, above area in between the red and green framed door.

- On one of the location of palms before you reach the Waterfall Rapids.

- Great Bay Coast, on pillars with hookshot columns right from the location of the Pirates' Fortress, you call the scarecrow to reach a Piece of Heart

- In Zora Hall on the second floor where the Zoras watch during a concert or the location of the Zora who's a fan of Lulu

- In Stone Tower, area with four ReDeads

- In Stone Tower, area with several jars

The Gossips and Locations of Gossip Stones glg

When the Mask of Truth is worn: The mystical stone responds to the mask and speaks to you. ...But its words are heard in secret...

Gossip Stones are found scattered all over the place. There are smaller and larger ones. You can find the four big ones under the four treasures located around Termina Field. They tell how much is your remaining time when you slash it with your sword. If you shoot it with arrows, they'll spin and stretch. Goron punch it and it will drop / hide on the ground. If you drop a bomb, they'll float up and explode. If you wear the Mask of Truth, they tell gossips and these gossips are actually true.

Termina Field

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

Location: outside the observatory, right when you exit from the door of the observatory

- It seems you can become a Milk Bar member if you do a good deed at the ranch.

Location: under a big tree near the hidden treasure hole with butterflies

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

Location: southeast, under a big tree near a tree stump with a chest

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

Location: northeast of Termina Field

- Anju, the woman at the Inn, is known for being careless and frequently mixes up guests...

Location: north under the path to the entrance of the mountain

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

Location: northwest, left area when you exit the north gate and right from the boulder with a treasure hole or left from the mushroom with the ghost of Kamaro

Under the Treasure Holes in Termina Field

- It seems the face of the slightly larger, strange stone changes when the pipes of awakening are played. (4X)

- It seems the face of the slightly larger, strange stone changes when the drums of sleep are played. (4X)

- It seems the face of the slightly larger, strange stone changes when the guitar of waves is played. (4X)

- It seems all the strange stones that are arranged in a row wish to be the same color. (4X)

Locations of Treasure Holes with Gossip Stones:

- right farther side from the tree with Skullkid's drawing

- northwest, destroy the boulder blocking the hole, right area when you exit the west gate

- right when you exit the north gate

- outside the observatory on the right side or left from

the Gossip Stone inside the fence of the observatory

Swamp

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

Location: road to Southern Swamp, under the trees before you reach the Swamp Shooting Gallery

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

Location: behind the Magic Hags' Potion Shop, left from the waterfall, right from the Woods of Mystery

- Fearful Spider House: The mask that can see into people's hearts and minds also seems to work on animals as well...

Location: inside a room in the Fearful Spider House, under the dead tree with Three Gold Skultulas

Mountain

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

Location: road to Mountain Village

- Mountain Village: A small, lost horse seems to have been taken in by Romani Ranch, south of town...

Location: under a tree left from the location of the Frog Choir

- Mountain Village: The frogs that are supposed to gather in the mountains when spring arrives are elsewhere. You need Don Gero's mask to bring them together. The frogs in Clock Town, the swamp, Woodfall Temple and Great Bay Temple make four...

Location: inside the passage leading to Darmani's grave during spring after the area with the white and black boes

Around the Ranch

- The spirit of a charismatic dancer who died in Termina Field dances there night after night.

Location: Milk Road, near the bush circle with a Keaton

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

Location: left area when you enter the Romani Ranch. Outside the fence of Romani Ranch

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

Location: south of Romani Ranch under a pine tree

- It seems that Kafai, whose whereabouts are unknown, is awaiting a letter from Anju...

Location: behind the left wall of the barn

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

Location: inside the Cucco Shack facing the fence

- It seems that drinking Chateau Romani makes your magic power

last for three days...

Location: inside the Doggy Racetrack, behind the shade with a chest on the roof

Ocean

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

Location: east after the Zora Game Site. It is standing on the water in the area with tree branches

- The reward for Romani's nighttime assistant seems to be something that holds milk...

Location: north of Great Bay Coast, it's under the area where you get the Piece of Heart from the tall pillars with hookshot columns.

Canyon

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

Location: road to Ikana Canyon, behind a stone facing the pathway to Ikana Graveyard

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

Location: upper left of the Ghost Hut

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

Location: nearside the broken bridge with two Octorocks

- The Fierce Deity Mask, a mask that contains the merits of all masks, seems to be... somewhere in this world...

Location: behind the Deku Flower with a Piece of Heart. You have to trade the Swamp Title Deed to reach this area

Moon

Odolwa Dungeon

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

Location: first nearest gossip stone on the left wall

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

Location: first nearest gossip stone on the right wall

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

Location: next gossip stone on the left wall

- It seems the postman had the Postman's Hat...

Location: next gossip stone on the right wall

- It seems Kafai and Anju had the Couple's Mask...

Location: northeast wall, are with the Piece of Heart.

Goth Dungeon

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

Location: pillar with teleport pad and four bridges

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

Location: pillar with teleport pad and four bridges

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

Location: pillar with teleport pad and two bridges

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

Location: pillar with teleport pad and two bridges

- It seems the Great Fairy in town had the Great Fairy's Mask...

Location: location of the piece of heart

Gyorg Dungeon

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

Location: left, left, left passage

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

Location: left, right, left, left passage

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

Location: right, left, right passage

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

Location: right, right, right passage

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

Location: right, right, left passage

Twinmold Dungeon

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

Location: room you enter after defeating Dinofols

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

Location: room you enter after you battle the Garo Master

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

Location: room with Iron Knuckle, left gossip stone

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

Location: room with Iron Knuckle, right Gossip Stone

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

Location: next room after the Iron Knuckle

By wearing the Garo's Mask you'll be able to see and fight with the Garos in Ikana Canyon. After defeating them, they will tell you an information then they suicide.

Regrettable..Although my rival, you were spectacular. I shall take my bow by opening my heart and revealing my wisdom.. Belief or disbelief rests with you. To die without leaving a corpse..That is the way of us Garo.

- If one tries to enter the spring water cave without knowing the song buried in a grave, that poor visitor shall meet with disaster.

- To revive the dried-up river on Ikana Well, you must go to the spring water cave.

- Every two minutes on every day, the girl who lives in the music box house go to the dried well to check on something. But as long as the spirits are wandering outside her house, she dares not leave her home.

- Atop the hill here in Ikana, no human presence is felt, except that of the parent and child living in the house with the waterwheel.

- The soul of the composer named Flat rests in Ikana Graveyard. I have heard his brother, Sharp is here in Ikana.

- To cross the valley of Ikana, aim at the river beasts with the arrowhead that freezes.

- In entering Ikana Castle, there is another secret route apart from the well entrance.

- The Redeads in Ikana are once members of the castle's dancing troupe..

- To counter the rage of the King of Ikana Castle, burn away that which disrupts the light and shine the sacred rays on the King.

- That which was acquired in Ikana Castle shall open the way to Stone Tower. That is all I know.

- Garo Master: If you shoot that which releases the sacred golden light into the blood-stained, red emblem outside the temple..it shall rearrange things in which the earth is born in the heavens and the moon is born in the earth. Do not forget these words.. Die I shall, leaving no corpse. That is the law of us Garo.

Haka-Haka hkh

The following are my personal opinions. You may believe them or disapprove.

- The paper-airplane found on top of one of the pillars in Ikana Castle was played by Pamela when she once entered the

castle.

- The person staying in the toilet of Stock Pot Inn is actually Tortus. He became crazy after a terrible accident. The emotional connection to his mother's books became his favorite food, paper.
- Keatons are very observant of their surroundings that's why they even know that there are 10 cow figurines that can be found all over town.
- The crack in the Knife Chmaber room of Stock Pot Inn was done by an admirer of Anju. He is found in South Clock Town in front of a poster. He made a hole on the wall so he can peek on Anju's room.
- The Part-time Trading Post Guy robbed the red rupees from the Guay flying around Termina Field. This is the same bird dropping rupees when you play on it a song in your Ocarina.
- The tails of Real Bombchus are sexually stimulated through their visual senses. That's why the bombs on their tails ignite and explode when they see someone like Link.
- The smoke circling on top of Snowhead is made up of water vapors accumulated from the polluted swamp.
- The Takkuri is a pet of the Curiosity Shop Owner and he teaches it to steal that is why you can buy your items stolen by the bird in the Curiosity Shop.
- Captain Viscen tore most of Mutoh's posters that is why there is only one seen in town.
- After Jimmy made Skullkid a member of the Bombers' Gang, Skull Kid put up a balloon that blocked the passage to the Astral Observatory so the Bombers can't get in. So, Jimmy practices on his blowgun on the balloon in North Clock Town to destroy the balloon in their hideout but he can't pop it.
- Shikashi suffered from scoliosis because of the height of the eyepiece of the observatory's telescope.
- Dampe's eyes are bright when he sees a ghost.
- Like Likes found underwater do not take your mirror shield because of its burning effect. Sunlight can still pass through water. The same thing happens on Like Likes living on the surface. But, can you explain why they still can't steal your shield during nighttime?
- How do you think the Goron wearing the Don Gero's Mask was trapped in the frozen waterfall of Mountain Village? He tried to jump from the top of the waterfall but unfortunately when he was falling on the water, the blizzard in Snowhead started freezing everything. So that's how he's stuck.
- If you have your own haka-hakas, email them on my address: undwight@yahoo.com

=====
Credits crd
=====

- Nintendo for creating The Legend of Zelda, Majora's Mask on Nintendo 64
- The Project 64 Team for making Nintedo 64 games playable on the PC
- The plug-ins I used for Projet 64 that includes; Azimer's HLE Audio v0.56 WIP 2, and Jabo's video, audio and input plug-ins
- Anonymous others who contributed to this document
- And all you people reading it

END OF DOCUMENT

This document is copyright undwight and hosted by VGM with permission.