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Version Information  
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FAQ/Walkthrough v1.0  
September 12th - September 27th, 2006

This version of the guide is complete and contains the following chapters:  
Version Information; Table of Contents; Game Basics; Walkthrough and  
Sidequests; Inventory, Songs, Upgrades and Quest Items; Masks; Pieces of Heart;  
Stray Fairies; Frequently Asked Questions; Minigame Appendix; Miniboss and Boss  
Appendix; and Legal Jargon, Links, Contact Information and Special Thanks. All  
chapters are "complete," though I may update them or add additional material as  
I feel it is necessary.

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FAQ/Walkthrough v1.1  
October 13th, 2006

I guess it's appropriate that today is Friday the Thirteenth, as it has been  
brought to my attention that there is a serious continuity error in my guide.  
I instruct players to use the Hookshot before they actually acquire it. This  
glaring oversight occurred when cut-and-pasted the entire first half of Stone  
Tower to before that point without proof reading.

That was just sloppy guide writing, and I am ashamed of myself for making such  
a blunder. I apologize for the confusion this may have brought to people, but  
since this game is getting on in age and was never very popular to begin with,  
I don't think it has really affected anyone. It actually was possible to  
complete the mission in question (defeating Skull Keeta) without the Hookshot,  
but I imagine it was still confusing to newbie players to be directed to use an  
item that they hadn't acquired yet.

Other fixed errors include: incorrectly stated that the Goron Mask is needed to  
finish the Swamp Spider House, when it isn't. Fixed location of Woodfall Piece  
of Heart in Piece of Heart chapter (stated it was found in west side of the  
area, when it's in the northeast). Clarified that Toto and Gorman's Happiness  
Stickers have identical goals, and the duplication is not a mistake. Added  
some more steps to the Three-Day Challenge to make completing it easier,  
including getting the Stone Mask from Shiro while you are getting the Captain's  
Hat.

Also removed a step from the Three-Day Challenge which stated that you must  
have ten masks before going to the Moon, which directly contradicts statements  
I have made elsewhere in the guide. Numerous typographical errors throughout  
the guide have also been fixed. Am I forgetting anything else that I really  
fudged up on? Probably. But I won't mention them, because this is starting to  
get embarrassing.

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FAQ/Walkthrough v1.2  
November 13th, 2006



























_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	_ Bombers' Notebook	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	

-----Upgrade Checklist-----

_ Standard Magic Meter	_ Extended Magic Meter	_ Bubble Blast	
X Spin Attack	_ Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		

-----Mask Checklist-----

_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
_ Kamaro's Mask	_ All-Night Mask	_ Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	_ Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	_ Great Fairy's Mask	_ Mask of Scents	
_ Mask of Truth	_ Giant's Mask	_ Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	

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The Lost Woods - Forested Clearing

At the game's outset, Link (returned to Childhood after his adventures in Ocarina of Time) is riding through the Lost Woods on a similarly younger Epona, searching for Navi (who also left after the Ocarina of Time). In the opening cutscene, Epona and the Ocarina of Time are stolen by a Skull Kid with an odd mask, and two Fairies.

Now in control of Link, run around the clearing and slash all the bushes to get their rupees before following the Skull Kid through the opening at the bottom of the tall tree. After passing through a shadowy tunnel, you'll arrive in a similar clearing filled with tree trunks. Slash the bushes in this clearing to plunder their rupees as well, then jump along the various trunks to the tunnel at the top. Go through the tunnel.

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The Lost Woods - Bottom of the Pit

After you've shaken undeniable images of Alice in Wonderland from your mind, the Skull Kid will turn you into a Deku Scrub as some kind of joke. The Skull Kid will then retreat through one of the doors in the room, accidentally leaving Tatl, one of the fairies, behind. Destroy the bushes in the room using Deku Scrub Link's spinning attack, then help Tatl open the door (sure, she seems like kind of a female dog right now, but she's actually a significant improvement over Ocarina's Navi in terms of personality).

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The Lost Woods - Wooden Tunnel

Run down the hall and to the right to reach a wide room. Drop down off the cliff to find another cluster of bushes. Destroy them with Deku Scrub Link's spin attack, then stand on the flower on the opposite side of the room. Hold down the A Button, and Deku Scrub Link will burrow into the flower. Release the A Button, and Deku Scrub Link will burst into the air and begin gliding on two helicoptery-flower thingies.

Use the Deku Flowers in the room to climb back up to the ledge, and then float across to the door on the opposite wall. Go through it.





_ Quiver	_ Large Quiver	_ Largest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	_ Bombers' Notebook	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	
+-----Upgrade Checklist-----+			
_ Standard Magic Meter	_ Extended Magic Meter	_ Bubble Blast	
X Spin Attack	_ Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		
+-----Mask Checklist-----+			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
_ Kamaro's Mask	_ All-Night Mask	_ Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	_ Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	_ Great Fairy's Mask	_ Mask of Scents	
_ Mask of Truth	_ Giant's Mask	_ Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	
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### Clock Town - Beneath the Clock Tower

After passing through a spinning tunnel which once again echoes Alice in Wonderland, run forward and cross the bridge. Climb to the top of the spiral ramp, and try to go through the door at the top. You'll be stopped by the Happy Mask Salesman from Ocarina of Time (or, at least, his Termina counterpart). He'll explain that the Skull Kid stole Majora's Mask, an evil mask which is said to possess the power to bring about the end of the world.

The Mask Salesman will agree to help you remove the Skull Kid's Curse, but only if you can get back that "precious object he stole from you" (the Ocarina of Time). His only request is that you get Majora's Mask back as well. He's leaving in three days, so you have to do it by then (really easy, don't worry). After agreeing to help him, head up the stairs and out the door.

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### Clock Town - South

If you look to the right as you enter South Clock Town, you'll see a yellow Deku Flower. Our ultimate goal is to gain access to this Deku Flower, but the Akindo Nut who owns the flower won't be so accommodating. Head for the staircase across from the Deku Flower, near the doorway, with a mailbox in front of it. Head up the stairs and through the doorway at the top.

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### Clock Town - Laundry Pool [SF01]

Run down the path into the Laundry Pool. There is a yellow Great Fairy Fragment floating above the pool. Use the Deku Scrub's unique ability to hop five times on the water to reach the Fairy (if the fragment isn't here, then check East Clock Town). Once you have it, return to South Clock Town.

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### Clock Town - South

Head back towards the yellow Deku Flower, and up the ramp behind it. At the top is an Owl Statue. Later on in the game, you'll be able to use these Owl

Statues to save and warp around the world, but for now you can just look. Head up the ramp to the left of the Owl Statue, and at the top go through the door behind the Clock Tower.

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Clock Town - North

Head left as you enter North Clock Town to see a winding path leading up to a cave entrance. Climb up the path and enter the cave opening.

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Great Fairy's Fountain  
New Upgrades: Standard Magic Meter, Bubble Blast

Run into the Great Fairy's Fountain, right into the pool of water. The Great Fairy Fragment you found back in the Laundry Pool will leave you and join it's fellows, restoring the Great Fairy to her full form. She'll reward you with a Magic Meter and the Deku Scrub's projectile attack, the Bubble Blast. Head back outside the Fountain to North Clock Town.

-----  
Clock Town - North

Drop down off the cliff, and at the bottom use a fully charged Bubble Blast to shoot down Tingle (the oddly-dressed man suspended by a red bubble). Purchase his map of Clock Town.

Next, destroy the giant bubble that the kid is trying to destroy. Speak with him (his name is Jim), and he'll be so impressed that you managed to destroy it that he'll let you play a game so that you can get the Password to access the Observatory on the other side of town (which you want to do).

Agree to play Jim's game, and he'll call in his gang, the Bombers. You'll have to play hide & seek with them in Clock Town. While you're playing the game, you have to avoid entering buildings, otherwise you'll forfeit and the Bombers will reset. Speak with Jim again to start over.

Bomber #5 is hiding behind the tree at the bottom of the ramp from the Great Fairy's Fountain. Jim himself is hiding in the opposite corner of North Clock Town. To "catch" them, all you have to do is run into them. If they run into one of the doorways in Clock Town, then just stand inside the doorframe and wait for the Bomber to run into you. If they run into a door with a guard standing in front of it, however, you'll have to leave and then re-enter the area to make the Bombers respawn. Once you've caught #5 and Jim, head for East Clock Town using the doorway near Bomber Jim.

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Clock Town - East

Two more of the Bombers are hiding in this area of town. Directly in front of you as you enter East Clock Town is a narrow alley blocked by a Bomber (not one of the ones you're looking for). This is the kid who will only let you pass once you learn the passcode from Jim.

From the Bomber Guard, head to the right and up the stairs. You'll see Bomber #4 on the edge of the cliff here, holding a Cucco. Run towards him, and he'll dive off the cliff and float down with the Cucco. Follow behind him and catch him as he lands.

Near the large treasure chest-shaped building behind where Bomber #4 lands,

there is a Deku Flower. Dive into the flower, and use it to float up to the awning near the Flower. At the top is Bomber #3. Once you've captured both #4 and #3, then return to the awning that #3 was standing on top of and go through the door underneath it.

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Clock Town - South

Head across to the other side of the area, to the small landing with the Owl Statue. Go through the doorway across from the Owl Statue.

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Clock Town - West

Bomber #2 wanders around the clearing here. After you capture him, you'll automatically warp back to North Clock Town.

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Clock Town - North

The Bombers will refuse to let you join their gang, but they will teach you the passcode to their "hideout" in East Clock Town. Once you've learned it, return to East Clock Town.

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Clock Town - East

Speak with the Bomber Guard and tell him the passcode that Bomber Jim taught you. Once the Bomber Guard has moved aside, go down the alley behind him and through the darkened tunnel.

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Clock Town - Bombers' Hideout

Run down the tunnel. On the other side, head to the right to see a series of platforms in a pool of water. Use Deku Scrub Link's water-hopping ability to cross the pool, using each platform as a rest stop. On the other side of the pool, head for the left and use the Bubble Blast on the Big Skulltula that drops down from the ceiling. You can use an uncharged shot, but it has to hit it's backside.

Go around the corner to the right behind the Big Skulltula. In the next room, destroy the giant balloon with a fully charged Bubble Blast. Destroy the pots and take their contents, then climb up the ladder. Go through the tunnel on the other side.

-----  
Clock Town - Observatory

Destroy the pots to the left as you enter, and then climb the spiral staircase on the right side of the room. At the top, go around to the left side of the room, passing a door along the way. Speak with the old man in front of the telescope, and he'll offer to let you look inside. Agree. Zoom in on the top of Clock Town's Clock Tower to see the Skull Kid. A Moon's Tear will fall from the moon, and land outside the Observatory.

Leave the Telescope view, and then head out the door you passed earlier.

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Termina Field

Take the Moon's Tear to the left as you come out of the door. Once you have it, go back inside the Observatory.

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Clock Town - Observatory

Head back down the stairs and return to East Clock Town through the Bombers' Hideout.

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Clock Town - East

Now that you have a Moon's Tear, you can barter it for the deed to the Deku Flower in South Clock Town. Head through the doorway underneath the awning to return to South Clock Town.

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Clock Town - South  
New Upgrade: Piece of Heart x1 [PH45]

Step near the flower, and an Akindo Nut will float down to yell at you (he may have already come down on a previous visit). Speak with him, and then give him the Moon's Tear. He'll gleefully trade the Land Title Deed for the Moon's Tear. Use the Deku Flower to blast high up, and around to the balcony in front of the Clock Tower. It's directly above the door you came through after you met the Happy Mask Salesman. Now on the balcony, take the Piece of Heart.

This balcony will become a doorway late at midnight on the third day, creating a staircase that leads to the top of the Clock Tower. There's still one or things you should do before then. Head for West Clock Town.

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Clock Town - West

Head down (or up, depending on your location) the ramp in the south part of West Clock Town. Along the way, on the wall with no doors, there is a crazy guy who will become very excited when he sees you. This is the Bank, where you can deposit and withdraw rupees. When you learn to travel back to the dawn of the first day later on, you'll lose all of your rupees, so it's important that you deposit them all in the Bank before resetting time. The banker somehow can remember your balance. Deposit all of your rupees, then enter the door directly across from the Bank.

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Clock Town - Trading Post

Speak with the Scarecrow to your left as you enter. He'll offer to dance, and if you agree, time will warp ahead to the next twelve hour marker. Keep on dancing with him until you reach the Night of the Third Day, at which point the Scarecrow will run away in fear of the Moon's eminent landing on Clock Town. Head for South Clock Town.

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Clock Town - South  
Time: Midnight, Third Day

Use the Deku Flower to blast back up to the balcony in front of the Clock Tower, and just stand around until midnight. At midnight, the Clock Tower will open, revealing a doorway in front of the balcony. Go through it.



X Standard Magic Meter	_ Extended Magic Meter	X Bubble Blast	
X Spin Attack	_ Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		
+-----Mask Checklist-----+			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
_ Kamaro's Mask	_ All-Night Mask	_ Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	_ Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	_ Great Fairy's Mask	_ Mask of Scents	
_ Mask of Truth	_ Giant's Mask	_ Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	
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Clock Town - South

Congratulations, you've just looped time for the first time. Get used to doing it; it will become a familiar experience from now on. Especially since the only way to save traditionally is to use the Song of Time (you can also use the Owl Statues, but that is a one-off save - as soon as you reload the file, then the save is erased).

Whenever you reset time, you're going to want to get into the habit of playing the Inverted Song of Time to slow down time. This decreases the slow of time by quite a bit (just look how much slower the townsfolk of Clock Town move when you do it), making goals much easier to accomplish. The Inverted Song of Time is just the Song of Time backwards, i.e. C-Down, A Button, C-Right, C-Down, A Button, C-Right. It sounds confusing, but very quickly you'll know this song better than you'll know the Song of Time.

You'll also have learned the Song of Double Time, which advances time to the next twelve-hour mark. You won't use it nearly as much as the other two, but it's still worth keeping in mind for quickly reaching certain times of day. To play this song, play the first three notes of the Song of Time twice, i.e. C-Right, C-Right, A Button, A Button, C-Down, C-Down.

Once you've played the Inverted Song of Time, go through the door at the base of the Clock Tower to meet the Happy Mask Salesman.

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Clock Town - Bottom of the Clock Tower

New Song: Song of Healing  
New Mask: Deku Mask [MSK21]

Speak with the Happy Mask Salesman. Since you met him immediately before the Dawn of the First Day, he'll remember your deal. He won't even try to figure out how you got the Ocarina of Time back so fast (since, from his perspective, you literally walked out the door and then back in). He'll just be so pleased, that he'll teach you the Song of Healing, which removes the soul of the Deku Scrub from Link's body, returning him to normal. You'll also get the Deku Mask, which lets you turn back into Deku Scrub Link at any time.

The Mask Salesman will now ask that you return Majora's Mask. Except that you didn't get it from the Skull Kid. Oops. Since you're the good guy, you're going to spend the rest of the game gathering the "Four who are there" that Tael mentioned, so that you can defeat Majora's Mask and prevent the Moon from crushing Clock Town.

Ain't being the hero a pain in the ass?

Return to South Clock Town.

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Clock Town - South

Go up the stairs near the mailbox, and through the door at the top to the Laundry Pool.

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Clock Town - Laundry Pool

Use the Deku Mask to become Deku Scrub Link. Hop across the surface of the pool to reclaim the Great Fairy Fragment (check East Clock Town if the Fairy isn't here). Return her to the Great Fairy Fountain in North Clock Town. On the way, slash the Owl Statue in South Clock Town with Link's Kokiri Sword.

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Great Fairy's Fountain  
New Mask: Great Fairy's Mask [MSK17]

If you recall last time you visited her, the Great Fairy told you to visit her once you got rid of your cursed form. Which you have. So you are.

Return the Great Fairy Fragment to the fountain, and the Great Fairy will give Link the Great Fairy Mask. This mask, apart from making Link look incredibly stupid, attracts Great Fairy Fragments in Termina's dungeons, which is important for unlocking various useful upgrades. But we'll get into that later. For now, return to East Clock Town.

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Clock Town - East

Tell the Bomber Guard the same password you used before. If you can't remember it, then you'll have to play Bomber Jim's hide & seek game, in which case you'll earn the Bombers' Notebook a little early. Pop the balloon with Deku Link's Bubble Blast, then switch back to Hylian Link before speaking with Jim.

Once you're past the Bomber Guard, go down the alley behind him and through the tunnel.

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Clock Town - Bombers' Hideout

Just use Deku Link through the whole hideout.

Run down the ramp and hop across the pool of water again, as well as to kill the Big Skulltula with a Bubble Blast. Run around the corner and pop the balloon with a fully charged Bubble Blast. Climb up the ladder and go through the doorway.

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Clock Town - Observatory

Run up the spiraling staircases, to the left side of the room and speak with the old man. Look through his telescope to the roof of the Clock Tower. Another Moon's Tear will fall from the Moon. Run outside and grab the Moon's Tear, then return to the Bombers' Hideout.

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Clock Town - Bombers' Hideout

Head back through the Bombers' Hideout, using the Deku Scrub to quickly cross the pool of water. Before you return through the tunnel to East Clock Town, make sure you switch back to Hylian Link.

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Clock Town - East  
New Quest Item: Bombers' Notebook

If you remembered to changed back to Hylian Link before returning to East Clock Town, then Jim will ambush you as you come out of the tunnel. If you forgot, re-enter the tunnel, change back to Hylian Link, then return to East Clock Town.

He'll be so impressed that you "guessed" the passcode to their hideout, that he'll make you an official member and give you the Bombers' Notebook. This Notebook keeps track of people you've made happy over the course of the game. If you could care less about making people happy, the more important thing that finishing the Bombers' Notebook does is it gets you every Mask and Heart Piece in the game. So that's worth doing.

Once you have the Bombers' Notebook, head for South Clock Town.

-----  
Clock Town - South

Trade the Moon's Tear for the Land Title Deed from the Akindo Nut at the Deku Flower. You've got access to the Deku Flower again now, but we don't want that - we just want the Deed.

Head for West Clock Town.

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Clock Town - West

Empty your bank, then head towards the northern edge of West Clock Town. Hang around until 3:00 PM (return the flow of time to normal with the Inverted Song of Time, just remember to play it again once you're inside the house). Enter the door closest to the doorway leading back to South Clock Town, which is the entrance to the Postman's House.

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Clock Town - Postman's House  
Time: 3:00 PM, Any Day  
New Upgrade: Piece of Heart x1 [PH01]

From around 3:00 PM on, the Postman will be on break inside his house. He'll be on his bed, either having some kind of seizure or doing exercises, I can't tell which. Speak with him, and he'll challenge you to stop a timer at exactly ten seconds. The catch: you don't actually get to see the timer past the third second.

This isn't easy, but you can do it now if you like. If you absolutely can't manage it, then you can return later with the Bunny Hood, at which point the timer will remain on screen if you are wearing the Bunny Hood. You can keep playing this game over and over until it's time for the Postman to begin his rounds again, and though he will start charging you two rupees, you should have



plenty by now.

Once you have the Piece of Heart, head back out to West Clock Town.

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Clock Town - West

Head into the building to the left of the Postman's House.

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Clock Town - Swordman's School  
New Upgrade: Piece of Heart x1 [PH02]

In this building, you can play sword-based minigames. The first few courses teach you basic attacking techniques, but if you successfully finish the 10-rupee Expert Course, you'll earn a Piece of Heart. Don't worry about the title; anyone with even the remotest experience in either Ocarina of Time or Majora's Mask should be able to manage it easily.

In the game, ten logs will erupt from the small circles in the ground. There are ten logs total, appearing two at a time. Simply Z-Target each log and use a Jump Attack to destroy them (other types of attacks work too, but don't earn enough points). Destroy all of the logs with a Jump Attack to earn the Piece of Heart.

Once that's done, head for North Clock Town.

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Clock Town - North  
Time: 12:30 AM, First Day  
New Mask: Blast Mask [MSK09]  
New Upgrade: Piece of Heart x1 [PH03]

If you took so long to complete the Postman's Minigame and the Swordman's School that it's past 12:30 AM of the first day, then deposit your rupees and reset time.

Use the pillars in the northeast corner of the area to climb up to the platform above the steep ramp (you can climb the ramp if you can steer yourself directly in the middle of it). From the platform, jump across to the pillar, and then jump again to the top of the tree to get a Piece of Heart.

Jump down from the tree, and hang around until 12:30 AM. Remember to keep the flow of time at normal, otherwise it will take far too long. At 12:30, the old lady who works at the Bomb Shop will appear in North Clock Town, and promptly be robbed by Sakon. Chase after Sakon and slash him with your Sword, and he'll drop the Bomb Lady's bag. He'll keep running; don't bother chasing, you can't do much. Once Sakon escapes, the old lady will recover her bag and give you the Blast Mask in thanks.

The Blast Mask has the same effect as a Bomb, only it damages you to use it. But, if you press the R button just after using it, then you will avoid damage. Free bombs! Rescuing the Bomb Lady will also make the larger version of the Bomb Bag available in the Bomb Shop on the Second Day, which we'll get to in a little while, once we have a bigger Wallet and can afford it.

Once you have the Blast Mask, head for East Clock Town.

-----  
Clock Town - East

Climb into the Deku Flower near the awning outside the Stockpot Inn. Use the Deku Flower to float up to the top of the awning, and run to the roof of the Stockpot Inn. There is a door up here. Go through it.

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Clock Town - Stockpot Inn

Time: Midnight to Six AM, Any Day

New Upgrade: Piece of Heart x1 [PH04]

Head down the stairs, and left around the corner as you enter. Run down the hall and left around the next corner, and then through the first door on the left on the other side. You'll now be in the Stockpot Inn's... bathroom. Hang out until midnight, when an... arm... will emerge from the... toilet (if it doesn't pop out, then leave the bathroom and re-enter it). Give it the Land Title Deed, and it will be so pleased (don't ask) that it will reward you with "something that fell down here." Which turns out to be a slightly smelly Piece of Heart. Once you have it, slow time back down with the Inverted Song of Time.

Once you have the Piece of Heart, then head out any of the doors of the Stockpot Inn to West Clock Town.

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Clock Town - West

As Hylian Link, speak with the guard in front of the door, and he'll stand aside (doesn't work with Deku Link). Go the door once the Guard moves aside.

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Termina Field

Time: Midnight to 6 AM, Any Day

New Mask: Kamaro's Mask [MSK04]

Head north from the door to West Clock Town. Head towards the outer wall, and start following it north until you reach a gossip stone. Just past the gossip stone, on the other side of the stone wall, you'll see a large mushroom-like platform with a man dancing on it. Jump up onto the wall and out to this platform using Hylian Link. If you don't see anyone, then it's past the time period. Warp ahead to the next night and hang around until Midnight, where he'll reappear.

This man is Kamaro, the ghost of a dancer who tried to choreograph a world-famous dance. But he failed to teach it to others before he died. Play him the Song of Healing that the Mask Salesman taught you, and his soul will become Kamaro's Mask. Once you have Kamaro's Mask, return to West Clock Town.

-----  
Clock Town - West

Time: 6 PM to 6 AM, Any Day

New Upgrade: Piece of Heart x1 [PH05]

At any time of night in this area, two women, the Rosa Sisters, will be dancing outside of the Lottery Shop. Equip Kamaro's Mask and use it's special power with B to perform Kamaro's Dance for them. They'll learn the dance, and give you a Piece of Heart as thanks.

Deposit all of your rupees in the Bank, then head for South Clock Town and go to the Laundry Pool.

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Clock Town - Laundry Pool

Time: 6 PM to 6 AM, First or Second Day

New Mask: Bremen Mask [MSK06]

At any time of night on the First or Second Day, you'll find the Circus Troupe's musician, Guru-Guru, hiding out in the Laundry Pool. Simply speak with him to hear a confession of his misdeeds, and he'll give you the Bremen Mask. We'll need this Mask later on in the game, but we can't do much with it now.

Head for East Clock Town.

-----  
Clock Town - East

Return to the Bombers' Hideout.

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Clock Town - Bombers' Hideout

Go down the ramp, and jump into the water as Hylian Link. Swim to the left, and down a long tunnel. Hug the left wall to avoid a Big Skulltula that comes from above. Past the Big Skulltula there is a small alcove with a cracked wall. Use the Blast Mask to open the cracked wall (remember to hold R while using the mask to absorb the damage). Open the chest to find 100 rupees (but since you still have the Child's Wallet, you'll only get 99 of them).

Return to West Clock Town.

-----  
Clock Town - West

Enter the Bomb Shop. It's the third door on the left from West Clock Town's southern entrance.

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Clock Town - Bomb Shop

New Upgrade: Big Bomb Bag

New Item: Bombs

Since you saved the Bomb Lady earlier in this cycle, the Big Bomb Bag will be available for 90 rupees (if you have since played the Song of Time, then you'll have to save her in North Clock Town at 12:30 AM again). Purchase the Big Bomb Bag, and then return to West Clock Town.

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Clock Town - West

New Upgrade: Piece of Heart x1 [PH06]

New Equipment: Adult Wallet

Deposit all of your rupees into the bank once again. Now, play the Song of Time to reset the cycle (and more importantly, reset the chest in the Bombers' Hideout). Keep returning to the Bombers' Chest, depositing the rupees and resetting time until you get the Adult Wallet and the Piece of Heart. The Adult Wallet, which holds two hundred rupees, is gotten for depositing 200 rupees in the bank. The Piece of Heart is gotten for depositing 5000 rupees. This adds up to about fifty cycles. Which is tedious and ridiculous, yes, but this is your earliest chance to do it, and it doesn't really become any less tedious or ridiculous if you do it later. Plus, all those Rupees will come in

VERY handy over the course of the game.

Once you have deposited 5000 rupees, or once you can't stand it anymore (whichever happens first), reset the flow of time, then fill your wallet with Rupees and head for North Clock Town. Make sure you do get at least the Adult Wallet.

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Clock Town - North

If you use the Deku Flower near the entrance to the Great Fairy's Fountain, then you can get on the other side of the fence in the southwest corner of the area and access a Deku Scrub Playground. Head there now.

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Clock Town - Deku Scrub Playground  
New Upgrade: Piece of Heart x1 [PH07]

This is the first of many Clocktown Minigames that must be completed once on all three days of the cycle in order to earn a Piece of Heart. The Deku Scrub Playground also has the dubious honor of being the flat-out hardest minigame in Zelda history. You're going to use a lot of rupees trying to finish this, and spend a lot of time as well, so make sure you have a lot of rupees stockpiled in the Bank, and that you have time slowed with the Inverted Song of Time.

All three Deku Scrub Playground minigames are played with, obviously, Deku Scrub Link.

On the first day, which is actually relatively easy, you have to gather all of the Rupees from the floating platforms without touching the ground below. The platforms rise up and down; simply wait for a platform to reach it's apex before blasting out of the Deku Flower. Always travel to the nearest Deku Flower; if you try to go straight for the next available rupee, then you'll likely run out of steam and just fall. Ignore the platform in the rear of the room.

Once you manage it, go outside and progress time forward with the Song of Double Time to the Dawn of the Second Day, then return to the Playground.

On the second day, the game becomes SIGNIFICANTLY harder. This time, the platforms move from side to side instead of in vertical rising/falling patterns. Normally you could just take things slowly and just slowly hover down to the platform, but with the 1 minute 15 second time limit, you don't really have that option. You have to time it perfectly. For the timing, you just have to learn, it's pretty much impossible to describe in words. The best bit advice I can give is to study the patterns that the platforms follow before you launch from the first Deku Flower (the timer doesn't start until you launch). As before, aim for the nearest Deku Flower, not the nearest rupee. I also find that it helps to get the outermost platforms first (as they move the fastest), and then work your way inwards. As last piece of advice, it's often faster just to wait for two of the platforms to move into range of one another, instead of blasting up and trying to hover slowly to the next one.

Once you have beaten the Playground on the Second Day, go outside and progress time forward with the Song of Double Time to the Dawn of the Third Day, then return to the Playground.

The third day is a combination of Day One and Day Two challenges, and features both horizontal and vertically moving platforms. This is actually slightly easier than day two; the relatively easy vertical platforms counter balance the



X Standard Magic Meter	_ Extended Magic Meter	X Bubble Blast	
X Spin Attack	_ Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		
+-----Mask Checklist-----+			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	X Great Fairy's Mask	_ Mask of Scents	
_ Mask of Truth	_ Giant's Mask	X Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	
+-----+			

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Clock Town - South

Before you progress any further, you're going to want to repeat the steps to get the Moon's Pearl and the Land Title Deed from the Akindo Nut in South Clock Town. Gets repetitive, huh? Get used to it, you'll be repeating it a few times more before the game is completed.

Also, while you're in the observatory, use the telescope to look on the left side of Clock Town, and you'll see a flying Akindo Nut heading out of town, carrying a lot of luggage. Follow this Akindo Nut's progress, and you'll eventually see it land in a pit. If you can follow it's progress with the telescope all the way to it's pit, then you can go visit it and get a Piece of Heart. The tricky part is the point where the Akindo Nut flies directly in front of the telescope lens. You have to pan AHEAD OF THE AKINDO NUT in order to keep it in sight at this time.

If the Akindo Nut gets too far out of the range of the telescope, then it will disappear and you'll have to Quit the Telescope and try again (you have to be Hylian Link to use the Telescope multiple times - Deku Link can only use it once). Once the Akindo Nut flies directly in front of the telescope, then it will loop back around, near Clock Town, and then circle around again, dropping into a pit directly in front of the Observatory. Once this happens, you can leave the Observatory.

Once you have the Land Title Deed and have tracked the Akindo Nut using the Telescope, leave Clock Town through it's gate in North Clock Town.

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Termina Field

New Upgrade: Piece of Heart x3 [PH16] [PH17] [PH18]

Run forward to the icy-ramp at the edge of the cliff north of Clock Town. To the left of here, there is a ramp. Go down this ramp, and keep going straight at the bottom of the ramp until you come to a pit. Drop down into this pit.

Defeat both of the Dodongos inside by either throwing bombs at them, or circling around and attacking their tails with Hylian Link. A chest containing a Piece of Heart will appear upon their demise. Once you have the Piece of Heart, turn around and enter the beam of light to return to Termina Field.

Now, it's time to go visit the Akindo Nut that you tracked in the Observatory earlier. Head for the east side of the Field, near the Observatory's exterior. The Akindo Nut's secret hideout is directly in front of the Observatory's fenced wall. Drop down, and speak with the Akindo Nut, who is camped out in



-----Song Checklist-----			
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing
_ Epona's Song	_ Song of Soaring	_ Song of Storms	_ SonataOfAwakening
_ Goron Lullaby	_ N. W. Bossa Nova	_ Elegy Emptiness	_ Oath to Order
-----Equipment Checklist-----			
X Kokiri Sword	_ Razor Sword	_ Gilded Sword	
_ Quiver	_ Large Quiver	_ Largest Quiver	
X Bomb Bag	X Big Bomb Bag	_ Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
-----Upgrade Checklist-----			
X Standard Magic Meter	_ Extended Magic Meter	X Bubble Blast	
X Spin Attack	_ Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		
-----Mask Checklist-----			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	X Great Fairy's Mask	_ Mask of Scents	
_ Mask of Truth	_ Giant's Mask	X Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	

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Woodfall - The Dead Tree

New Upgrade: Piece of Heart x1 [PH21]

Head south into the area, destroying lots of Chus along the way (at night the Chus become Gray Wolfos). When you reach the dead tree in the center of the area, start circling around it, using First-Person Mode to target the Bad Bats who hang from the tree. Kill them with Deku Link's Bubble Blasts. Once they're all dead, go to the east side of the tree, where there is an ivy-covered part of the trunk that you can climb. Climb to the top of the ivy to get a Piece of Heart.

Head south from the dead tree, destroying more Chus on the way. Halfway to the south exit, you'll see Tingle hanging from his balloon. Shoot him down with a Bubble Blast, and buy his map of Woodfall. Leave through the south exit.

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Woodfall - Southern Swamp

New Upgrade: Piece of Heart x1 [PH22]

Head south from the entrance, out along the wooden bridge extending into the swamp, and up the ladder to the front of the wooden building. To the left at the top of the ladder is a Deku Flower occupied by an Akindo Nut. Now as Hylian Link, speak with the Nut and give him the Land Title Deed, and the Akindo Nut will gleefully exchange it for a Swamp Title Deed. Now that you have access to the Deku Flower, dive into it with Deku Link and float to the roof of the hut. Take the Piece of Heart, then drop back down to the floor of the swamp. Slash the Owl Statue on the western shore of the area.

As Deku Link, begin hopping along the surface of the water (which is deadly to Hylian Link) to the east. Use the leaves in the water as rest points. When



you reach the northeastern bank of the Southern Swamp, you'll see an area with an arch and a smoking pot. Run under this arch into the next area.

You'll come to another hut, this one held up by even larger stilts. Head around to the back of the stilted building, and you'll find an opening on the north side of the area. Go through it.

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Woodfall - Woods of Mystery

Run forward and speak with the Monkey. The Monkey will lead you on a safe route through the Woods. The Woods of Mystery is similar to Ocarina's Lost Woods, only the route changes depending upon what day you're on. Follow the Monkey to the Woods' end. (some guides include charts of the Woods, but I'm 99.9% sure that the order the Woods follows changes for different game files, so I'm not going to bother).

While crossing the Woods of Mystery, use Deku Link and use his Spin Attack continually to dodge the attacks of the Snappers you come across along the way. Once on the other end of the Woods, you'll encounter one of the Sorceress Sisters. In Ocarina of Time, Koume and Kotake were the game's toughest bosses. In their Termina incarnations, however, they're harmless apothecaries. Speak with the Sister as Hylian Link, and she'll ask for Energy. Since you don't have any, leave through any one of the tunnels marked by a sign.

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Woodfall - Southern Swamp

Climb up the ladder to the large building on top of the stilted platform. Enter the building.

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Woodfall - Magic Hags' Shop

New Item: Bottle #1

Speak with the Hag as Hylian Link, and she'll give you a Bottle of Red Potion. Return to the Woods of Mystery.

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Woodfall - Woods of Mystery

Speak with the Monkey again, and follow him back to the other Sister. Speak with her as Hylian Link, and give her the Red Potion. She'll fly away, back to the Tourist Information building (the first building you encountered in the Southern Swamp). You get to keep the Bottle, though. Leave through any of the tunnels marked by signs back to the Southern Swamp.

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Woodfall - Southern Swamp

As you leave the Woods, you'll be ambushed by three Monkeys. Speak with them, and they'll beg you to save their brother from the Deku Palace. Fill your new Bottle with the Spring Water around the potion shop. Head south, back to the main area of the Southern Swamp and hop along the leaves back to the northwest corner of the Swamp. Climb up to the stilted platform and enter the hut there to reach Tourist Information.

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Woodfall - Tourist Information

New Item: Pictobox

Speak with the Hag that you rescued back in the Woods of Mystery. She's in the small box in the rear of the room, barely visible through the tiny window. She'll give you the Pictobox in thanks for rescuing her, and let you ride the Southern Swamp Tour for free. You'll warp outside as soon as she's done speaking.

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Woodfall - Southern Swamp

When you start the Swamp Tour, you will be prompted to take pictures with the Pictobox to enter in the contest. Don't bother; nothing that can be photographed here is anything worth bothering with. Ride the Swamp Tour boat to the first stop, which is the Deku Palace, and then get off.

Run towards the Monkey standing in front of the doorway, and then follow the Monkey through the door.

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Woodfall - Deku Palace

Run north along the bridges set in the poisoned water. Use the Deku Mask to become Deku Link, and then speak with the pair of Deku Scrubs guarding the archway leading into the Palace. They'll let you pass. Go through the door on the north side of the palace, directly behind the Deku Guards.

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Woodfall - Deku King's Chamber

Take a picture of the Deku King while you're in this room. He's the large Deku standing in front of the throne, with the huge leafy turban coming out of it's head. Once you've got the picture, climb up the ramp near the Deku King and speak with the Monkey tied up in the cage, then head back outside.

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Woodfall - Deku Palace

New Item: Magic Beans

New Upgrade: Piece of Heart x1 [PH23]

Another Monkey will appear here. Speak with him, and he'll mention a Bean Seller who lives in the area. There are two doors on the left and right; go to the left first (you should be heading east). You'll now have to sneak through the gardens, to a cave which is on the far side of the gardens. Deku Guards patrol the area; simply wait for their backs to be turned, and follow closely behind them. Hide behind boulders or giant leaves that appear on the way.

When you reach the far east side of the garden, you'll find the hole in the ground which leads to the cavern. Drop down into it, and climb up the hill to the left inside the cavern's entrance. The Bean Man is here; speak with him, and get a single Magic Bean from him. Now, head back to the entrance to the Deku Palace (allow one of the guards to see you to speed up the process).

Halfway along the bridge that leads back to the Southern Swamp, there are a series of lily pads that head to the east and west across the water. Use Deku Link to bounce along the lily pads to the east first, bouncing along the water to each leaf, finally reaching the far northeastern corner of the area. Along the way, you'll pass a Deku Flower. Ignore it for now.

In the far northeastern corner, you'll come to a small island with a Mini Baba and a patch of soft earth. Plant the Magic Bean you got from the Bean Man, and

use the Bottle of Spring Water on it to make it grow. If you forgot to bring either a Magic Bean or the Spring Water, you'll have to return to the Bean Man's cavern in the east wing of the Deku Palace to get some more.

Once the leaf is fully grown, ride it to the top and hop off onto a narrow ledge, high above the Deku Palace's east wing. Jump from the ledge out to the lower ledge to reach a Deku Flower. As Deku Link, dive into the flower, and wait for the floating platform to the west to come near you. Dive out of the flower and float over to it, dropping down onto it.

In this area, you'll have to use the Deku Flowers on the towers and platforms above the Deku Palace Gardens to reach a back entrance to the Deku King's Chamber. If you fall at any time, just let a guard see you so that you can return to the entrance and try again. If you do fall, you will have to defeat all enemies you have defeated again.

Ride the floating platform to it's end, and look to the south to see another tower with a Deku Flower. Except, this flower is occupied by a Deku Scrub. Either use a fully charged Bubble Blast with Deku Link, or drop some Deku Nuts on the Scrub's head as you pass over it. The Deku Nuts are more dangerous, however; you'll have to enter within firing range of the Deku Scrub's projectiles. Once have you defeated the Scrub and reached the tower, dive into the flower and look south, over the low wall. There is another floating platform here.

Wait for the platform to float all the way to the left or right, and then blast out of the flower and float over to the platform. Drop down onto it as it passes underneath you. Still looking south, you'll see another tower occupied with another Deku Scrub. Again, use a Bubble Blast or drop a Deku Nut from above. Wait for the floating platform to line up with the tower before attempting to float over.

From the tower, look to the west to see a small platform on the wall. Float over to the platform. Smash the pots to get their contents, then go through the tunnel, across the bridge, and through another tunnel to come out above the West Garden of the Deku Palace.

Look to the northwest to see another tower occupied by a Deku Scrub. Bubble Blast or Deku Nuts will kill it, as usual, then use the Deku Flower to float over to the tower. Northwest from the tower is another floating platform. Just float over to it; the ground that the platform covers is so small that it really doesn't matter when you blast over.

Look north, over the wall, to see another tower occupied by a Deku Scrub. If you use a Bubble Blast on this one, you'll have to aim extra high to actually hit the Scrub. In fact, the Blast won't appear to strike the Scrub at all. Once the Scrub is defeated, dive into the flower and float north to the top of the tower.

Look to the west from the tower, to the grounds below, and you'll see a Piece of Heart. Use the Deku Flower to float out to it, then let a Guard see you after you have taken it. Then, return to the tower. You can just walk to this Piece of Heart, but I find this route much easier and faster.

From the tower, look to the north to see a floating platform (you may have to wait a while - it covers a lot of ground). As soon as the platform becomes relatively parallel with the tower, float quickly over it. Dive into the flower, and ride the platform all the way to it's end. The platform will rise a short distance into the air. When it reaches it's apex, blast out of the flower and onto the wooden platform. Go through the doorway.

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Woodfall - Deku King's Chamber  
New Song: The Sonata of Awakening

Change to Hylian Link as soon as you enter, then jump down from the "window." Speak with the Monkey tied to the wooden post, and he'll beg you to free him. Climb up onto the box behind the Monkey, and jump towards him and press the attack button to do a Mid-Air Jump Attack. It won't work. Switch to Deku Link, and show the Monkey your Deku Pipes by using the Ocarina of Time. He'll tell you what really happened to the Princess, and teach you the song that reveals the Woodfall Temple: The Sonata of Awakening.

As soon as you've learned the song, the Deku Scrubs outside the cage will notice you and throw you back outside the Temple.

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Woodfall - Deku Temple

Jump to the right, back along the string of leaves that leads to the upper area of the Deku Temple gardens. One-quarter of the way to the small island in the northeast corner, there is a ledge with a Deku Flower on it. Use the Deku Flower to blast up to the cave opening above the platform, and go through it.

-----  
Woodfall - Southern Swamp  
New Song: Song of Soaring

You're now high above the Southern Swamp. As with crossing over the Deku Temple, if you fall then you'll have to return to the beginning of the area and climb back up. If you do fall, then try to land in the water, and simply let Deku Link's water hopping ability dry up. You'll then be sent straight back to the place you fell from. Nifty, huh?

Use the Deku Flower directly in front of you to blast to the huge orange flower to the south. Along the way, you'll attract the attention of two Dragonflys. Ignore them, and keep chugging towards the flower. If you hesitate, then they WILL hit you. Once you reach the huge orange flower, burrow into the Deku Flower in the center of it. Wait for the Dragonflys to pass overhead, and then release from the Deku Flower to destroy them both. Once both of the Dragonflys are defeated in this fashion, float to the east to the next massive flower.

From here, float to the large log to the south. Land on it, and use the log to climb onto the next orange flower. Burrow into the flower, and look to the east to see a rock cliff with an Owl sitting on it. This is Gebora, Kaepora Gaebora's Termina counterpart. Float over to the rock cliff, and land in front of Gebora. After he flies away, read the stone plaque that Gebora was standing on to learn the Song of Soaring. This absolutely fantastic song lets you warp to any Owl Statue that you've activated.

Dive into the Deku Flower near the stone plaque, and use it to float across the front of the waterfall to the next stone cliff to the south. Enter the doorway on the cliff face.

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Woodfall  
New Upgrade: Piece of Heart x1 [PH24]

Look to the right, and you'll see a Deku Leaf. The water here is poisoned, just like everywhere else in the Swamp, so use Deku Link to hop along the water

to the leaf, and then to the wooden platform across the way. Start climbing up the wooden bridge, and you'll come across beetle-like enemies called Hiploops. Move slowly towards them, and when they face you and start charging at you, fire an uncharged Bubble Blast directly into their red face.

Kill the Hiploop, then climb up to the next wooden bridge. Climb up this bridge, kill another Hiploop, and then kill the Deku Scrub at the top with Deku Link's Spin Attack to commandeer his Deku Flower. Use the Deku Flower to blast to the wooden platform visible to the south. Either land on the wooden bridge, or use a Deku Nut to kill the Deku Scrub on the right side of the island, and land there.

Climb along the wooden bridge to it's southeast end, and use another Spin Attack to defeat the Deku Scrub and claim his Deku Flower. Dive into the Flower, and use it to blast to the wooden structure to the east.

Once on the structure, slash the Owl Statue with Hylian Link, and then dive into the Deku Flower with Deku Link. If you're wondering about that Deku Scrub Platform, we'll get to that in a little while. Use the Deku Flower to blast to the platform to the east, which has a Deku Scrub and a Deku Flower. Drop a Deku Nut onto the Scrub's head to kill it, or land next to it and defeat it with a Spin Attack.

Use the Deku Flower here to blast to the next Deku Scrub, who is to the northeast. Again, defeat him with a Deku Nut from above, or a Spin Attack. Use this Deku Flower to blast to the next Deku Scrub, which is to the north. Kill him too, then use his Deku Flower to go north again, to the next Deku Scrub. Either kill it, or just land on the wooden bridge past it. Run to the end of the wooden bridge, and open the gilded chest at the end to get a Piece of Heart.

Once you have the Piece of Heart, play the Song of Soaring to warp back to the Southern Swamp. If you didn't activate the Owl Statue near the Tourist Information building, then you'll have to walk back by using the south exit in Woodfall, and swimming through the poisoned waters in the Southern Swamp.

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Woodfall - Southern Swamp

Climb up to the building on top of the stilts, and go inside.

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Woodfall - Tourist Information  
New Upgrade: Piece of Heart x1 [PH25]

Speak with the large, beefy man as Hylian Link, and show him your picture of the Deku King (if you've reset time since you took his picture, then it will be gone; you'll have to return to the Deku Palace to take the picture again). He'll be so impressed that you got into the Palace when you're "not a Deku Scrub" that he'll give you the grand prize, a Piece of Heart.

It's about time to begin the game's first dungeon, and generally before doing a dungeon you'll want to reset time (not necessary, but still a good idea). Warp back to Clock Town with the Song of Soaring, deposit all of your Rupees, and then play the Song of Time to reset time.



Slow time with the Inverted Song of Time, then use the Song of Soaring to warp to Woodfall.

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Woodfall

New Item: Deku Stick

Smash the pots on the wooden structure to find some Deku Nuts, a Deku Stick and a Fairy. Capture the Fairy in a bottle, and then switch to Deku Link. Stand on the Deku Scrub Platform, and play the Sonata of Awakening. The Woodfall Temple will emerge from the poisoned water in the area. Use the Deku Flower on the structure to blast north to the entrance to the temple. Go inside.

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Woodfall Temple - Lower Root Hall

New Dungeon Item: Stray Fairy x2 [SF02] [SF03]

There is another Fairy in the pot to the right as you come in, if you missed the one outside. Run forward onto the etching of Majora's Mask near the entrance of the room, and equip the Great Fairy's Mask to attract the Stray Fairy to you (1). If you can gather all fifteen of the Stray Fairies in the dungeon, then you'll get a reward from the Great Fairy back in Woodfall. To tell if there are still any fairies left in the current room, equip the Great Fairy's Mask. If the hair of the mask still shimmers, then there are still fairies to be found in the room.

As Deku Link, dive into the flower and use it to float to the next platform, visible to the left of the etching of Majora's Mask. If you fall, you'll have to use the ladder near the entrance of the room to try again. Once on the platform, use the Deku Flower here to blast all the way to the right side of the room, where there is a platform with another Deku Flower and a small chest. Open the chest to get another Stray Fairy (2), and then dive into the flower.

Look towards the back of the room, and you'll see another platform (it's to the left of the chest which contained the stray fairy). Float out to this platform, and dive into the Deku Flower resting on it. From there, float around the tree root growing from the ceiling, and approach the platform in the rear of the room from it's center point. If you come from the left or right, then you'll be hit by Big Skulltulas that hang from the ceiling. Go through the door against the wall.

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Woodfall Temple - Poisoned Flower Room

New Dungeon Item: Stray Fairy x2 [SF04] [SF05]

This room contains an artificial flower, made out of wood. Like elsewhere in Woodfall, all of the water in the Woodfall Temple is poisoned. If you can activate the artificial flower, then the waters in the temple will purify. But you'll need to defeat Odolowah, the dungeon's boss, before the waters of the Swamp itself will purify.

From the door, face left. Destroy the Deku Baba, and take the Deku Stick it drops. If you haven't gotten any Deku Sticks, then you're going to need one shortly, so it's good to get this one now. Go down the sloping platform to the bottom of the room. Defeat another Deku Baba at the bottom, and a Stray Fairy will appear when it dies (3). Take it, then face towards the center of the room.

In the pool of water, you'll see oddly shaped leaves with teeth growing from

their petals. Only Deku Link can safely stand on these leaves without getting the chomp. Use the Chomper Flowers to bounce along the surface of the water to the door on the opposite side of the room. Before you go through it, go to a platform in the corner of the room, to the right of the door, which has a lot of pots on it. Smash the pots to reveal another Stray Fairy (4), among other miscellaneous items. Bounce back to the door and go through it.

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Woodfall Temple - Chomper Flower Room

New Dungeon Item: Small Key x1, Stray Fairy x1 [SF06]

Water Hop to the Deku Flower in the center of the room, and then from there blast to the gilded chest on the platform on the left side of the room. Open the gilded chest to get a Small Key. Look high on the wall to the left of the chest to see a small, round object - in fact, a bee's nest. Shoot the nest with a fully charged Bubble Blast to knock it to the surface of the water, where it will be destroyed and free a Stray Fairy. Use the Great Fairy's Mask to attract the Stray Fairy to you (5), then Water Hop back to one of the Chomper Flowers in the room, then to Deku Flower in the center of the room.

Use the Deku Flower to float up to the door opposite the one you came through, and go through it.

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Woodfall Temple - Snapper Room

New Dungeon Item: Dungeon Map

This room contains more Snappers, which you've previously encountered in the Woods of Mystery. Since it's unlikely that you even needed (or had the time) to defeat them there, I'll detail how to do it here. Dive into one of the Deku Flowers with Deku Link, and wait for a Snapper to pass over you. Dive out of the flower to strike the Snapper's underside, killing it instantly. Defeat all of the Snappers in the room to reveal a gilded chest, which contains the Dungeon Map.

Return to the previous room.

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Woodfall Temple - Chomper Flower Room

Water Hop to the Deku Flower in the middle of the room, dive into it and float to the door opposite the one you came through. Go through it to return to the Poisoned Flower Room.

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Woodfall Temple - Poisoned Flower Room

Water Hop to the other side of the room, using the Chomper Flowers as rest stops. Go through the door on the other side.

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Woodfall Temple - Poisoned Water Room

New Dungeon Item: Stray Fairy x2 [SF07] [SF08]

As Hylian Link, run forward towards the stone block inscribed with Majora's Mask. Push it forward once, but no further. Go right along the wooden platform suspended over the poisoned water. Look up to see a bee hive hanging from the ceiling. Shoot it down with a fully charged Bubble Blast, and then use the Great Fairy's Mask to attract the Stray Fairy to you (6). If a Hornet emerges from the nest, then you went slightly too far. The bees nest is



directly above you from where you push the stone block.

Run around the wooden platform on it's linear path until you reach the corner of the room, where there is a small ledge with a torch and a Big Skulltula. Kill the Big Skulltula by shooting an uncharged Bubble Blast into it's back when it spins around, and a Stray Fairy will appear (7). Ignore the torch for the moment. Run around to the end of the wooden platform, where you will reach the same stone block you pushed earlier. Push it forwards until the split path leading left and right is open again.

Return to the torch, and light a Deku Stick with the flames. You'll also take on some hitchhikers - venomous moths who damage you if they touch you. Keep moving with the torch, back to the stone block, and go right at the split path. Light the unlit torch in front of the sealed door, and the door will unseal itself. Go through it.

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Woodfall Temple - Dragonfly Room  
New Dungeon Item: Compass

Defeat the Dragonflies in this room the same way you defeated the Snappers earlier - dive into a Deku Flower and blast out of it when a Dragonfly passes underneath it. Defeat all of the Dragonflies in the room to make a gilded chest appear. Open it to get the Compass, then return to the previous room.

-----  
Woodfall Temple - Poisoned Water Room

Light another Deku Stick on the torch right next to the door, and then run along the narrow wooden bridge to the left to reach a stairset. Quickly run up the stairs, and light the torch at the top. Put away the Deku Stick before it burns out by slashing your sword.

Look to the north side of the room to see a doorway, blocked by a massive spider's web. Light another Deku Stick on the torch, and jump out to the platform suspended above the middle of the room. From there, jump to the doorway and use the lit Deku Stick to burn away the webbing. Run up the stairs on the other side of the webbing, and watch out for two Deku Babas on the left.

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Woodfall Temple - Dark Hallway  
New Dungeon Item: Stray Fairy x1 [SF09]

Run down the hall, which will turn pitch black as you do. Ignore the Black Boes you attract along the way. When you reach the flame on the opposite end of the hall, change to Deku Link and use his Spin Attack to quickly defeat all of the Boes you attracted. Once they're defeated, run around the circular chamber, tracking down the last of the Boes (some of them can be quite persistent in hiding). Once all of the Boes are defeated, a chest will appear. Open it to get another Stray Fairy (8).

Light a Deku Stick using the torch in the center of the circular chamber, and then run around the perimeter of the room to find and light three unlit torches. When you do, the sealed door on the east side of the room will unseal. Go through it.

-----  
Woodfall Temple - Upper Root Hall

Watch out for the Dragonflies in this room. If you get knocked down, you'll

have to use the stairs on the west side of the room to climb back up. If you get knocked down one of the pits in the room, then you'll have to climb all the way back up here from the Lower Root Hall, the first room in the dungeon.

Burrow into the Deku Flower in front of you as you enter, and then wait for the floating platform on the other side of the first root to reach the far right of the chamber before trying to float out to it. Don't burrow into this Flower yet; stand motionless on the platform until you attract the attention of a Dragonfly, then burrow into the flower to kill it. Wait for the Deku Flower to draw level with the next one, to the east, before you try to float over.

As with before, stand motionless on the platform until you attract the attention of the Dragonfly, then kill it using the Deku Flower before attempting to reach the last platform on the northeast end of the room. Go down the stairs in this part of the room.

-----  
Woodfall Temple - Poisoned Flower Room  
New Dungeon Item: Stray Fairy x1 [SF10]

As soon as you enter, run forward and step on the switch with Hylian Link. This will make two ladders appear on the lower east side, letting you easily access the second level of the room. Once you've done that, head for the northwest corner of the upper level to find a Stray Fairy trapped in a bubble. Pop the bubble by walking into it, and claim the Stray Fairy (9). Return to the east side of the room, and go through the door on the upper level.

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Woodfall Temple - Chomper Flower Room

Head to the right as you enter, moving along the platform to the south side of the room. Go through the door on the south end of the hall. Be careful not to fall, or else you'll have to return to the Poisoned Flower Room to climb back up.

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Woodfall Temple - Dinolfols Room  
New Item: Hero's Bow

This room contains a single Dinolfols, who looks dangerous, but really isn't. Simply Z-Target him, and repeatedly stab at him with the Kokiri Sword by holding forward and the attack button. He'll get a few hits in; it's okay, he deals almost no damage.

Once the Dinolfols is dead, a gilded chest will appear. Open it to get the Hero's Bow. Return to the previous room.

-----  
Woodfall Temple - Chomper Flower Room

Use the Hero's Bow to fire an arrow into the golden eye switch on the north end of the room. This will cause the Deku Flower in the lower part of the room to begin to rise and fall. Switch to Deku Link, and use the Deku Flower in front of the south door to blast to the flower in the center of the room, and from there blast up and float over to the door on the north end of the room. Go through the door.

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Woodfall Temple - Gekko Room  
New Dungeon Item: Boss Key

This room contains the game's first Miniboss, a Gekko. Miniboss it is, difficult it isn't.

Miniboss: Gekko (Woodfall Temple)

The Gekko passes through three distinct phases. The best way to damage it is to just shoot it with arrows until it enters phase two. In it's second phase, the Gekko will begin riding a massive Snapper Turtle. Switch to Deku Link, and dive into one of the Deku Flowers in the room. Wait for the Snapper to pass over the Deku Flower, and then blast out of it to turn the Snapper upside down, knocking the Gekko off. Quickly change back to Hylian Link and Z-Target the Gekko, since it will enter it's third phase. In phase three, the Gekko will clamber all over the walls and ceiling until the Snapper recovers, or until you hit it with an arrow, whichever happens first. Pelt the Gekko with arrows until you hit it, or until it returns to the Snapper, where the fight returns to Phase Two. Repeat Phase Two and Three until the Gekko is defeated.

Once the Gekko is defeated, the door in the north end of the room will unseal itself. Go through it and open the ornate chest to get the Boss Key. Once you have the Boss Key, return to the previous room.

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Woodfall Temple - Chomper Flower Room

Use the Deku Flower in front of the north door to return to the upper-east side of the room. Go through the door there.

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Woodfall Temple - Poisoned Flower Room  
New Dungeon Item: Stray Fairy x1 [SF11]

Run over to the edge, near where you stepped on the switch to make the pair of ladders appear. Look off the edge, down towards the artificial flower in the middle of the room, to see a torch. Fire an arrow through this torch, into the area just above the torch on the artificial flower. The flower will rise and begin spinning, purifying all of the water in the dungeon.

Head for the north end of the room, and look south. From here, you can fire an arrow through the torch in the middle of the flower, onto another torch attached to a tree branch in the northwestern part of the room. Simply stand still in any part of the flower, and aim for the unlit torch in the northwest corner of the room. When your line of sight passes through the torch's flame, release the arrow. The lit torch will unseal the door on the north end of the room. But, don't go through it yet.

Return to the north end of the room, and dive into the Deku Flower as Deku Link. Float out to the tree branch extending from the wall in the northwest corner of the room, landing on a switch. Change back to Hylian Link to activate a switch, forcing a chest to appear in the north end of the room. Run to this chest and open it to get a Stray Fairy (10).

Go back down the ramp on the west side of the room and go through the west door.

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Woodfall Temple - Poison Water Room  
New Dungeon Item: Stray Fairy x1 [SF12]

With the water in the room purified, you can get the last Stray Fairy from this room. Jump into the water, and swim under the platform in the middle of the

room. Pop the bubble holding the fairy by diving down to it, and use the Great Fairy's Mask to attract the fairy to you (11). Climb out of the water using the stairs in the east side of the room and go back through the east door.

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Woodfall Temple - Poisoned Flower Room

Go to the east side of the room and climb back up to the second level using one of the ladders there. If you still haven't unsealed the door on the north side of the room, then do so now by firing an arrow through the lit torch on the artificial flower, into the unlit torch in the northwest end of the room. Once the door is unsealed, go through it.

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Woodfall Temple - Deku Flower Room

New Dungeon Item: Stray Fairy x4 [SF13] [SF14] [SF15] [SF16]

Run forward and climb down the ladder. At the bottom, dive into the Deku Flower and spin around to face the ladder. Blast out and float to an alcove to the left. There's a Stray Fairy in here; burst it's bubble by running into it (12). Once you do, turn around and dive into the flower. Blast out and float up to the next highest platform, and from there dive into another Deku Flower. Blast out of this flower to the next highest platform, to the left. Free another Stray Fairy from it's bubble (13), then drop off the ledge to the left, landing on the first ledge at the bottom of the ladder.

Dive into the Deku Flower and spin around to face the ladder. Blast out and float to an alcove to the right. Dive into the Flower here, and blast out and float up to the next highest ledge. From here, dive into another Flower, and float out again to the next platform. Burst the bubble holding the Fairy (14), and then turn around.

Face the east side of the room to see a Crystal Switch, on a golden platform. Shoot the Crystal Switch with an arrow to temporarily lower the pillars of flames to the left. Quickly change to Deku Link, and dive into the Deku Flower. Blast out and float to the nearest pillar, which has another trapped Stray Fairy in it. Land on the platform to pop the bubble and take the Fairy (15), which should be the last one you need.

Time is getting short, so quickly change to Hylian Link and jump to the ledge just to the west of the last Stray Fairy. Switch to Deku Link and dive into the flower here, and quickly blast out and float to the small pillar on the east side of the room. Dive into the flower here, and blast out and float to the platform on the north side of the room. Approach the platform directly; if you try to go from the left or right, Big Skulltulas will appear from above to knock you out of the air.

Once you're safely on the platform, go through the Boss Door.

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Woodfall Temple - Odolwa's Chamber

Run towards the center of the room to make the Boss appear.

-----B-O-S-S-----

Masked Jungle Warrior ODOLWA

New Upgrade: Heart Container x1

New Quest Item: Odolwa's Remains

New Song: Oath to Order



-----Song Checklist-----			
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing
_ Epona's Song	X Song of Soaring	_ Song of Storms	X SonataOfAwakening
_ Goron Lullaby	_ N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order
-----Equipment Checklist-----			
X Kokiri Sword	_ Razor Sword	_ Gilded Sword	
X Quiver	_ Large Quiver	_ Largest Quiver	
X Bomb Bag	X Big Bomb Bag	_ Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
-----Upgrade Checklist-----			
X Standard Magic Meter	_ Extended Magic Meter	X Bubble Blast	
X Spin Attack	_ Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		
-----Mask Checklist-----			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	X Great Fairy's Mask	_ Mask of Scents	
_ Mask of Truth	_ Giant's Mask	X Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	

#### ----- Woodfall - Hidden Chamber

Absolutely do not restart time at this point. If you do, then the waters of Woodfall will become poisoned once more, and you'll have to defeat Odolwa again to purify them once more. If you have any desire to gain the rewards available after purifying Woodfall, then you have to do them before resetting time.

With Odolwa defeated, then the waters in Woodfall will be purified, and a secret chamber will appear beneath the temple. You'll appear there after your meeting with the Giant. Tatl will genuinely apologize now (it's a Kodak moment), and directs you to the second location that Tael mentioned: The Mountains.

Turn around and slash through the ivy that covers the doorway. You'll find the Deku Princess, who, it turns out, really wasn't kidnapped by a Monkey. Who woulda guessed? Take the Princess home by capturing her in an Empty Bottle. Yeah, not kidding.

Once you have the Princess in your Bottle, head south out of the hidden chamber.

#### ----- Woodfall

If you retrieved all fifteen of the Stray Fairies in the Woodfall Temple, then you can now visit the Great Fairy in her Fountain in the southeast corner of Woodfall. Play the Song of Soaring and warp to the Owl Statue, since it's faster than walking along all of the bridges.

Now that you're on the wooden structure, dive into the Deku Flower as Deku Link and head southeast, to another Deku Flower high on a trunk. Dive into this flower, blast out and float to the large cave opening in the southeast wall. If you miss, play the Song of Soaring to return to the wooden structure, and try again.

Once you've made it to the cave mouth, go inside.

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Woodfall - Great Fairy's Fountain  
New Upgrade: Super Spin Attack

Run into the fountain to return all of the fragments to the Great Fairy of Power, who will extend the range of your Spin Attack by a large amount. Okay, kind of useless since you almost never use the Spin Attack, but the rewards you get in the next three dungeons are considerably better.

Head back outside.

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Woodfall

Change to Hylian Link, and simply swim across the water to the north end of Woodfall. Go through the cave opening in the north end of the room to return to the Southern Swamp.

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Woodfall - Southern Swamp

You'll come out on a cliff high above the Deku Palace. Jump off the cliff into the water, and swim out to the southwest shore. Go through the doorway to the Deku Palace.

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Woodfall - Deku Palace

Run along the wooden bridges, and speak with the Deku Guards as Deku Link to get past them. Run straight down the hall and through the door on the other end to return to the Deku King's Chamber.

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Woodfall - Deku King's Chamber

Run up to the throne, directly in front of the King, and release the Deku Princess from the Bottle. With the Princess freed, the Monkey will be saved from the fire pit. More importantly, you can now engage in a minigame with the Deku Butler, which will earn you another Mask.

Head back outside to the Deku Palace to reach the minigame.

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Woodfall - Deku Palace

Until now, you've always gone to the east from the bridges out front of the Deku Palace. Now, go west, using Deku Link's water hopping power to hop from leaf to leaf until you reach the western edge of the Deku Palace. The opening in the wall here is the entrance to the Deku Shrine, where you can race the Deku Butler for a prize. Water hop into the opening and go through the doorway.

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Woodfall - Deku Shrine

New Mask: Mask of Scents [MSK18]

Run down the hallway, and speak with the Deku Butler as Deku Link. He'll tell you that the Deku have prepared a reward for you, but you have to follow him to reach it. The Deku Butler will now pull out an umbrella and begin to fly down the hall, Penguin-style. Follow him.

Run down the hall, taking the first left you come to, and left again on the other side. Just ignore the Deku Scrubs who appear along the way; they won't hurt you. Around several more corners you'll reach a long hallway, which has a number of ramps leading around pools of water. Climb up the ramps as quickly as possible.

Around the next corner you'll reach a long pool of water. Water Hop across it, then go right around the corner. Go right at the split marked by blue flames, and around the next corner you'll reach another pool of water. Water Hop across it, and go left around the corner on the other end of the room.

After several more turns, you'll reach a split with white flames. Go left here, and you'll come to a huge, open room with a winding path leading across a large pit. If you fall into one of the pits, then you'll have to restart the maze. As Hylian Link, jump along the small platforms to the right, marked by Red Rupees. It looks far, but you can make it easily if you get a running start. When you reach the hallway on the other side of the room, change back to Deku Link.

Run down the hall, and go right when you reach the split marked with green flames. Around another corner, you'll reach another large room, this one filled with small rivers and moving platforms. Ignore the platforms; just Water Hop across the rivers, and keep following the Deku Butler. Go through the hall on the other end.

After several more corners, you'll reach a split marked with simple torches. Go left here. After more corners, you'll come to a room marked with many pillars. Walls of flame appear between these pillars. Be careful in this room; if you touch the flames, you have to start over. Go right until you hit the wall, and then go left past the second pillar, where a Deku Scrub rests. Run down and take a right after two more pillars, and an immediate right again after one pillar. Run to the wall, and turn left, then to the wall again, then left again. Run towards the opposite wall until a doorway appears on the right. Go right through this doorway.

Run up the stairs, and avoid the flat bits. If you step anywhere on this stairset that does not have a stair graphic texture, then you'll slide back down. Go right at the top, and right again at the next split. Watch out for rolling boulders. Go left up the stairs when you reach the magenta flames. Again, try to only step on places that have a stair graphic texture.

At the top is a circular room with many openings. Take the first opening on the left, and run down the hall and around several more corners. At the split marked with blue flames, go right. In the next room you reach, there will be several tree trunk platforms with pillars of flame guarding them. Shoot the Crystal Switch near the first platform with an arrow or Bubble Blast, then use Hylian Link to jump along the platforms to the end. Again, if you fall or touch a flame, you have to start over. When you reach the hallway on the other side of the room, change back to Deku Link.

Run down the hall, and take a right at the Deku Scrub. Turn left at the Green



Flame, and start following the line of Green Rupees. At the next green flame, turn right. Run to the end of this hall, and speak with the Deku Butler after he stops. He'll reward you with the Masks of Scents. With this, you can find the Mushrooms hidden in the Southern Swamp, which you can exchange for free Blue Potions. Enter the beam of light that appears to return to the Deku Palace.

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Woodfall - Deku Palace

Play the Song of Soaring, and warp to the Southern Swamp Owl Statue.

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Woodfall - Southern Swamp

If you haven't saved Koume from the Woods of Mystery in this cycle, then do it again. Kotake will still give you a free bottle of Red Potion if you speak with her after finding Koume, you just won't get a free Bottle out of it.

Once Koume has returned to the Tourist Information building, enter the building.

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Woodfall - Tourist Information  
New Upgrade: Piece of Heart x1 [PH26]

When Koume is rescued and Odolwa is dead, Koume will play a shooting minigame with you. Speak with her in her box in Tourist Information, and you can play the game for 10 rupees.

In the game, you take the Southern Swamp Tour, and Koume circles the boat with a target tied to her broomstick. To win the game, you have to shoot the target twenty times using arrows and the Hero's Bow. However, if you hit Koume too many times, then the game will end prematurely. Successfully complete the game to earn a Piece of Heart. There's really no advice to be given, it's all about practice. Learn to lead your shots, and study the path that Koume takes, and don't even attempt to hit the target when she is too far away.

Once you have beaten the minigame, return to the Southern Swamp.

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Woodfall - Southern Swamp

Head north through the opening in the wall to the next area.

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Woodfall - The Dead Tree

On the far east side of the area, there is a building where you can participate in a shooting gallery. Head there now. It's closed at 10 PM, so warp ahead to the morning of the next day if it is closed. If it's Day 3, then just reset time and head here, since the minigame can be done on any day without completing any other tasks.

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Woodfall - Swamp Shooting Gallery  
New Upgrade: Large Quiver (Arrows x40), Piece of Heart x1 [PH27]

Speak with the clerk to begin the game. It costs 20 rupees every round. If you run out of rupees, then withdraw more from the Bank in Clock Town. If your



-----Song Checklist-----			
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing
_ Epona's Song	X Song of Soaring	_ Song of Storms	X SonataOfAwakening
_ Goron Lullaby	_ N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order
-----Equipment Checklist-----			
X Kokiri Sword	_ Razor Sword	_ Gilded Sword	
X Quiver	X Large Quiver	_ Largest Quiver	
X Bomb Bag	X Big Bomb Bag	_ Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
-----Upgrade Checklist-----			
X Standard Magic Meter	_ Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	_ Enhanced Defense	
	_ Powder Keg Certification		
-----Mask Checklist-----			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	_ Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
_ Mask of Truth	_ Giant's Mask	X Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	

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Clock Town - South

Go to West Clock Town and fill your wallet with Rupees, then head for East Clock Town.

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Clock Town - East

Enter the Town Shooting Gallery. It is the first building on the right from East Clock Town's south exit.

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Clock Town - Town Shooting Gallery

New Upgrade: Largest Quiver (Arrows x50), Piece of Heart x1 [PH08]

Speak with the Clerk to begin the game. It costs 20 rupees a round. If you run out of rupees, then withdraw more from the Bank. If the Bank is empty, then raid the Bombers' Hideout or any of the other areas you've been to which have lots of Rupees hidden in them.

This Shooting Gallery is much simpler than the Swamp Shooting Gallery. All you have to do is shoot the Octoroks who emerge from the water. Red Octoroks raise your score, Blue Octoroks lower your remaining time. Your natural instinct is probably to shoot from the middle, then go left and right. It's actually faster (and in some cases, necessary) to aim from the left to the right, or from the right to the left when shooting the Octoroks. Break the Gallery Record to win the Largest Quiver. Get a Perfect Score to earn a Piece of Heart.

Once you have won both the Largest Quiver and the Piece of Heart, head out the door back to East Clock Town.

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Clock Town - East

Now, head for Honey & Darling's Shop. It's the next building on the right side of the area, or second building to the right from the south entrance.

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Clock Town - Honey & Darling's Shop  
New Upgrade: Piece of Heart x1 [PH09]

This shop is similar to the Deku Scrub Playground in that if you beat the challenge on all three days, then you will earn a Piece of Heart. So if it isn't Day 1, then deposit your rupees in the Bank and reset time. Otherwise, speak with Honey & Darling in the center of the store to begin the first game.

On Day One, the minigame's object is to send Bombchus up the wall and into the targets. This is complicated by the fact that the floor is constantly rising and falling, as well as spinning at different speeds. Don't even move around in this game; stand in one place, and release Bombchus when you grow level with a target. Early in the game, the ground spins quite slowly, so you can wait to be relatively lined up with the targets before releasing the Bombchu. Late in the game, however, when the platform is spinning much faster, you have to release the Bombchu a split second before you grow level with the target. How high the platform is doesn't seem to affect the Bombchu's path. As a last bit of advice, stand on one of the flat edges of the platform. If you stand near one of the pointed edges, then the Bombchu's path will be severely affected.

Once you have nailed all of the targets, Honey & Darling will give you a purple rupee. Head back outside and use the Song of Double Time to progress to Day Two.

On Day Two, the minigame's object is to throw Bombs into baskets hanging on the wall. Again, the platform spins, rises and falls. This is much easier than the previous day's game, which was pretty freaking easy, so you should get some kind of idea of how hard this is. You must get a running start in order to throw the Bombs, and it also helps if you throw the Bombs a split second before you reach the edge of the platform. If you throw the Bomb too late, then it will just bounce out of the basket. Unlike with the Bombchu minigame, you shouldn't wait to line up with the baskets. Just keep throwing at one basket until you get it, and then move to the next one. Some of the baskets are at different elevations; this doesn't really matter, as you can still land a Bomb in the highest basket even if the platform is at its lowest point.

Once you have blown up all of the baskets, Honey & Darling will give you a purple rupee. Head back outside and use the Song of Double Time to progress to Day Three.

On Day Three, Honey & Darling will attempt to defeat your explosive tactics by changing the game to a Bow & Arrow shooting gallery. Too bad for them, Link is a master of all kinds of weapons. This is a relatively basic shooting gallery; simply shoot the targets on the wall, while the platform rises, falls and spins. Stand near the middle of the field, and shoot each of target going to the left or right. When you hit a target, move on to the next one. Be careful that you don't accidentally shoot Honey & Darling with an, as hitting them too many times will end the game prematurely.

Once you have nailed all of the targets, a very annoyed Honey & Darling will



_ Mask of Truth	_ Giant's Mask	X Deku Mask	
_ Goron Mask	_ Zora Mask	_ Fierce Deity Mask	

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Clock Town - South

First thing you want to do after slowing time with the Inverted Song of Time is to repeat the process to get the Moon's Tear and the Land Title Deed. You can significantly speed up the process with the Song of Soaring now, though. Just Soar back to Clock Town after getting the Moon's Tear. But wait! You're not done yet! Now that you have the Land Title Deed, warp to the Southern Swamp and trade it for the Swamp Title Deed, then warp back to Clock Town. Once you have the Swamp Title Deed, head to Termina Field via North Clock Town.

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Termina Field

New Upgrade: Piece of Heart x1 [PH19]

From the entrance to North Clock Town, run north to the edge of the blue platform. If you look on the opposite cliff, you'll see that the pass into the mountains is blocked by ice. Above this wall of ice, there is a stalactite made of ice. Shoot this stalactite with two arrows, and it will fall down, shattering the ice below it. Buy Arrows from the Trading Post in Clock Town, or get them from the grass in Termina Field.

Now that you've opened the way to Snowhead, you're probably eager to head there. But first, there's a Piece of Heart to be found in Termina Field. To do so, you must interact with four Gossip Stones found throughout the Field. The first is just to the right of your current location, near the edge of the snow. Drop down into the pit.

Inside the pit, there are four Gossip Stones. Stand in front of them, and play the Sonata of Awakening as Deku Link. The largest Gossip Stone will turn green. Once this happens, return to Termina Field. The next pit is near the entrance to West Clock Town, underneath a boulder. Blow the boulder up with the Blast Mask or with Bombs, and then drop down into it. Turn the Gossip Stone in here green the same way you did before, then return to Termina Field.

The next pit is found just to the west of the entrance to Woodfall, near the edge of the grass. Drop down into the pit and turn the Gossip Stone green using the same method, then return to Termina Field. The last pit is found on the northern edge of the Observatory in the east corner of the Field. Once all four of the Gossip Stone clusters in the field are turned green, then you will get a Piece of Heart. Once you have it, return to where you shot down the stalactite and shattered the ice blocking the entrance to Snowfall.

Drop down off the cliff to the snowy little canyon below, and run to the north wall. On the west side of the area, more or less parallel with the ramp leading back to Clock Town, there is another ramp which climbs up to the mountain pass that you just opened. Climb up this ramp, and up another ramp at the top of the first ramp to reach the northern edge of Termina Field. Go through the pass to reach Snowhead.



Run up the hill, and you'll reach a small clearing filled with large snow balls. You can open these snow balls using the Blast Mask or Bombs. If you step near the area of snow which is spouting little clouds of steam, then a Tektite will appear. Defeat Tektites with basic sword attacks.

Keep heading northwest, up the mountain, defeating more Tektites as you come across them. At the north end of the second clearing, you'll come a cross a string of snowballs blocking the road. Destroy them with Bombs or with the Bomb Mask. Climb up the small ledges of the cliff to the next clearing. Defeat another Tektite, and destroy more snowballs if you like, then head north through the pass to the next area.

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Snowhead - Mountain Village

Head forward from the exit to the Mountain Pass until you reach a wooden bridge, half buried in snow. Cross the bridge to find an Owl Statue. Slash it with the Kokiri Sword to activate it. To the left of the Owl Statue, past the pass into another area, is Don Gero, a Goron on a high cliff. We'll get to him in a while.

Head to the right from the Owl Statue, moving along the shore of the frozen lake, and past the cliff wall. When you reach a pass marked with a sign reading "Goron Village ahead," then you've reached the place you want to go. Enter the pass.

-----  
Snowhead - Mountain Lake

Run forward, and defeat the Tektite who emerges from the snow in the ground. Run forward to reach a wooden bridge extended over the dried up lakebed, and run along the bridge to the first of three small islands. When you step onto the island, a White Wolfos will appear. These are identical to Gray Wolfos; simply backflip when they attack, and then use a Jump Attack on their exposed backs to kill them in one hit.

Once the White Wolfos is dead, run along the next bridge to the second small island. Shoot down Tingle from his balloon with an arrow or with a Bubble Blast, and speak with him. Buy his map of Snowhead.

Head east along the next bridge. On the next island, you'll find a pit covered by a block of ice. Avoid touching the ice, or else it will freeze you solid for a second or so. Past the block of ice, another White Wolfos appears. Defeat it, the keep heading east along the next wooden bridge. Go through the pass to the next area.

-----  
Snowhead - Goron Village

Hug the south wall, and head east until you reach an Akindo Nut hiding inside a Deku Flower. This guy sells the Biggest Bomb Bag, but he'll only deal with Gorons. Keep him in mind for later, and keep heading towards the east side of the village. On the far east side of the village, near a tall cliff, you'll meet Gebora again.

After a brief conversation, Gebora will fly off east, and begin dropping feathers. These feathers actually fall onto invisible platforms. Wherever a feather rests in midair, there is an invisible platform. Go from platform to platform until you reach the cavern on the far side of the pit. Go through it.



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Snowhead - Cavern of Truth  
New Item: Lens of Truth

Destroy all of the weeds in the room (Deku Link can do it quickly), and then open the gilded chest to get the Lens of Truth. Use the Lens of Truth (if you turn it on and off rapidly it doesn't use Magic Power), and look behind the gilded chest to see a large chest, guarded by a Big Skulltula. Kill the Big Skulltula, then open the chest to get a red rupee.

Destroy all of the boulders in the room with Bombs or with the Blast Mask, revealing a chest underneath one and empty space beneath the other two. Open the visible chest to get a Purple Rupee, then head back out.

-----  
Snowhead - Goron Village

Gebora's feathers have vanished. Doesn't matter now that you have the Lens of Truth, though. Use the Lens to see the platforms, and jump along them to the other side of the pit. Once you're on the opposite cliff, use the Lens of Truth to investigate that mysterious shadow being cast by thin air. You'll see the ghost of a Goron. This is Darmani, and in life he was a hero of the Gorons.

Speak with Darmani (you may have to Z-Target him), and he'll ask you to follow him. Which you should. You can deactivate the Lens at this point and just follow his shadow, but when you reach the border on the west end of the zone, reactivate the Lens and wait for him to cross into the next area before you do so yourself.

-----  
Snowhead - Mountain Lake

Run along the wooden bridge to the first island, and activate the Lens as you enter to get Darmani moving again, at which point you can turn the Lens off again. Keep following his shadow, and as before, stop and focus the Lens on him to make him cross into the Mountain Village before you go yourself.

-----  
Snowhead - Mountain Village

Run forward and focus the Lens on Darmani once more, and he will swoop off and begin climbing the wall behind the frozen pool in the northern part of the area. Cross the floating platforms of the pool using Deku Link's Water Hopping powers, and when you reach the ledge against the cliff face, activate the Lens again to see a ladder in the wall.

Remember to rapidly toggle the Lens on and off to conserve magic as you climb the ladder. Climb up to the top of the ladder, where it splits left and right. Climb to the right until the ladder stops again, and start climbing up. Keep climbing until the ladder splits left and right, and go left. Keep climbing to the left until the ladder goes up, then start climbing up. At the next split, go right again, and then up until you reach the top of the cliff.

At the top, focus the Lens on Darmani's shadow, and he'll enter the doorway in the cliff face. Follow him.

-----  
Snowhead - Goron Graveyard

New Mask: Goron Mask [MSK22]

Run forward and use the Lens to see Darmani standing in front of his grave. Z-Target him and speak with him, and then play the Song of Healing. Darmani's soul will pass on to whatever afterlife the Gorons believe in, and you'll get the Goron Mask. You can now turn into a Goron whenever you please. Which is just plain awesome.

So how about you do that right now? Change to Goron Link, and move around to the back of Darmani's gravestone. As a Goron, Link has significantly enhanced strength, so you can pull aside the gravestone, revealing a spring of water, warmed by volcanic vents. Capture some of the Hot Spring Water in a bottle, and head outside.

-----  
Snowhead - Mountain Village

You can use the Hot Spring Water to melt the blocks of ice you've seen around the area, but you have to move quickly - it becomes ordinary Spring Water in a few short minutes. As soon as you come out of the Goron Graveyard, change to Deku Link and jump off the cliff. You'll land in the pool of frozen water, but Deku Link's water hopping ability will let you safely reach the shore.

Change back to Goron Link and use his Roll ability to head east, applying gentle pressure to the control stick to move along at a good pace without using any Magic Power. Enter the pass to the Mountain Lake.

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Snowhead - Mountain Lake

Head along the wooden bridges to the third island. Ignore the White Wolfos on the first and third islands; you don't have time to fight them while carrying the Hot Spring Water. When you reach the third island, unmelt the block of ice using the Hot Spring Water, revealing a pit. Drop down into the pit, where you will find a pool filled with more Hot Spring Water. Now you don't have to climb back to the Goron Graveyard to get more.

Destroy all of the boulders in the room with bombs, and you will uncover a chest underneath one which contains a Red Rupee. You can't do much more here, so head back out of the pit and go east to the Goron Village.

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Snowhead - Goron Village

New Upgrade: Biggest Bomb Bag (Bombs x40), Piece of Heart x1 [PH28]

Roll on over to the Akindo Nut that we passed earlier. Now that you can become a Goron, the Akindo Nut will gladly sell you the Biggest Bomb Bag for 200 rupees, but only if you have the Big Bomb Bag (which you get in Clock Town after saving the Bomb Lady from Sakon, in North Clock Town at 12:30 AM of the first day). Buy it, then speak with him as Deku Link. Offer him the Swamp Title Deed when he mentions that he wants to move somewhere with trees and grass, and he'll trade you for the Mountain Title Deed.

Now that you have access to the Akindo Nut's vacated Deku Flower, burrow into with Deku Link. Blast up, and you'll reach a ledge directly above the Deku Flower, which holds a Piece of Heart. Take it, then jump back down.

Change to Goron Link, and look to the northwest from the Deku Flower to see a doorway built into the side of one of the huge boulders in the area. Stand in front of the door, and use Goron Link's Curl ability while standing motionless.

You can now press the B Button use Pound, which will open the door. Go through it.

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Snowhead - Goron Shrine

The Gorons here are being tortured by the constant crying of a Baby Goron. Climb up the ramp to the left of the door, and go along the ramp to the west side of the room. Go through the door on the far west of the room to reach the Baby's Room. Speak with him, and he'll cry for his daddy. Return to the Mountain Lake.

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Snowhead - Mountain Lake  
New Song: Lullaby Intro

Go into the pit you opened earlier, and fill a bottle with Hot Spring Water. Return to the surface, and jump down into the lake bed. Start looking for a snowball near the third island that is significantly larger than the others in the area (Tatl will also hover by it and turn green). Smash the snowball with Goron Link to reveal the Goron Elder, trapped in a block of ice (if it's Day Two then the Goron Elder appears in the Goron Village area).

Free the Goron Elder with your bottle of Hot Spring Water, and then speak with him as Goron Link, and he'll "hurry" away. Speak with him again, and he'll mistake you for Darmani (not surprising, since Link inhabits the bodies of the spirits he has healed... it's best not to think about it). The Goron Elder will then teach you the first half of the Goron's Lullaby (he forgot the second half).

Once you have the Lullaby Intro, return to the Goron Shrine.

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Snowhead - Goron Shrine  
New Song: Goron's Lullaby (replaces Lullaby Intro)

Return to the Baby's Room on the west side of the shrine, and play him the Lullaby Intro as Goron Link. The Goron Baby will teach you the rest of the song.

With the Goron Baby asleep, the torches in the room will light up. As Hylian Link, light a Deku Stick on the torch, and quickly run back to the east side of the room. Light both of the torches on either side of the cliff, at the end of the rug leading from the Goron Baby's room. Pull out a fresh Deku Stick, and run down the ramp, lighting six more around the perimeter of the room. Three more unlit torches are in the sunken pit on the east side of the room, around the sculpture of a Goron's face.

Successfully light all of the torches in the room, and the chandelier hanging above the ceiling will begin to rotate. If you run out of Deku Sticks, more can be found in the pots in the sunken pit. If you enter the Goron Baby's room and then leave it, the pots will regenerate

Change back to Goron Link and roll back to the Goron Baby's room. Stand at the end of the carpet in the Goron Baby's room, and curl into a ball. Hold all the way forward on the joystick, and Goron Link will begin to charge up, finally reaching his maximum speed. When you hit the ramp on the other end of the carpet, you'll launch into the area, smashing into the Chandelier (and if you're lucky, one of it's faces).



Heart Containers: 09/20	Heart Containers: 01
Heart Pieces : 22/52	Heart Pieces : 00
Masks : 08/24	Masks : 00

-----Inventory Checklist-----

X Ocarina of Time	X Hero's Bow	_ Fire Arrow	_ Ice Arrow
_ Light Arrow	X Bombs	_ Bombchus	X Deku Sticks
X Deku Nuts	X Magic Beans	_ Powder Keg	X Pictobox
X Lens of Truth	_ Hookshot	_ G. Fairy's Sword	
X Bottle #1	_ Bottle #2	_ Bottle #3	
_ Bottle #4	_ Bottle #5	_ Bottle #6	

-----Song Checklist-----

X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing
_ Epona's Song	X Song of Soaring	_ Song of Storms	X SonataOfAwakening
X Goron Lullaby	_ N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order

-----Equipment Checklist-----

X Kokiri Sword	_ Razor Sword	_ Gilded Sword
X Quiver	X Large Quiver	X Largest Quiver
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet

-----Upgrade Checklist-----

X Standard Magic Meter	_ Extended Magic Meter	X Bubble Blast
X Spin Attack	X Super Spin Attack	_ Enhanced Defense
	_ Powder Keg Certification	

-----Mask Checklist-----

_ Postman's Hat	_ Keaton Mask	_ Romani's Mask
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask
_ Stone Mask	X Don Gero's Mask	_ Couple's Mask
_ Captain's Hat	X Great Fairy's Mask	X Mask of Scents
_ Mask of Truth	_ Giant's Mask	X Deku Mask
X Goron Mask	_ Zora Mask	_ Fierce Deity Mask

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Clock Town - South

Slow time with the Inverted Song of Time, and then warp to Snowhead with the Song of Soaring.

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Snowhead

Switch back to Goron Link, and play the Goron's Lullaby on his Goron Drums. A massive, invisible Biggoron will become visible, and fall asleep, crashing into the canyon below. This is the same Biggoron who knocked Darmani off the canyon, killing him. Punch open the small snowballs in the ground near the Owl Statue to find Magic Pots and a Fairy to capture in a Bottle, then use Goron Link's rolling ability at it's maximum speed to head north.

As you roll along, watch out for the flag posts that get in your way. You can just crash right through the snowballs. When you reach the large circular area in the north side of the zone, stay in Goron Link's rolling form, still at

maximum speed. Start rolling around the cliff going clockwise (rolling to the left), and you'll start rolling up a ramp. Ride all the way to the top of the ramp, crashing through the Snowballs on the way, and at the top you'll smash into a snowdrift, which will end your rolling adventure. If you fall or run out of Magic Power, more can be found in the numerous snowballs around the area. Enter the doorway near the snowdrift to enter the temple.

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Snowhead Temple - Three-Way Split

Run forward, over the Majora's Mask symbol on the floor, and start smashing the ice stalagmites against the far wall. A pack of White Boes will appear; kill them all with Goron Link's ground pound ability. As Goron Link, grab hold of the stone block against the wall opposite the door, and push it forward until it falls into a pit.

Run into the room on the other side, which contains a White Wolfos, a locked door, a frozen door, and a regular door. Defeat the White Wolfos, then go through the only door you can get through, which is to the right of the tunnel you just came through.

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Snowhead Temple - Lava Pit Room

New Dungeon Item: Stray Fairy x2 [SF17] [SF18]

When you enter the room, you'll find yourself on a ledge high above a pit, with a wooden bridge leading halfway across the pit. Climb down to the bottom of the ladder, noting the Stray Fairy trapped inside the pillar on the way down. At the bottom of the ladder, use the Hero's Bow to fire an arrow at the Stray Fairy's bubble, popping it. Use the Great Fairy's Mask to attract the Stray Fairy to you (1). You may need to cross the lava to get close enough to actually hit the bubble; if you do, use Goron Link to safely cross the Lava. There's another Stray Fairy trapped in another bubble, underneath a ledge on the far side of the room. You must look up very high to see it. Get it the same way you got the previous one (2).

Once you have the Stray Fairy, climb back to the top of the ladder and stand next to the wall opposite the wooden bridge. Curl up as Goron Link and begin rolling at maximum speed along the bridge. If you do it correctly, then you'll pass the columns of ice that the Freezards fire, and you'll also blast over the gap the bridge and slam into the crates on the other side. If you don't make it across, cross the fire pit and climb back up the ladder to try again.

On the other side of the bridge, there are two doors - one with a blue doorframe, and the other being a stairset across a small pit. Jump across the small pit to the stairset (use Hylian Link), and climb up it.

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Snowhead Temple - Three-Tiered Room

New Dungeon Item: Stray Fairy x1, Dungeon Map [SF19]

This room contains a "Real Bombchu." Basically, a rat with a bomb attached to it's tail, if you kill it at close range, it will damage you. So... kill it from long range.

To the left and right as you enter the door, there is a Stray Fairy and a gilded chest. Grab the Stray Fairy (3), and then open the chest to get the Dungeon Map. Once you have both, go back down the stairset through the door you just came through.

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Snowhead Temple - Lava Pit Room

Jump back across the small gap, and go through the door with the blue border.

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Snowhead Temple - Central Chamber

New Dungeon Item: Stray Fairy x1 [SF20]

Welcome to Snowhead Temple terra firma. Pretty much the entire dungeon revolves around this room, so get used to being here. Oh, and get used to falling and climbing back up too.

Head right from the blue-bordered door, and you'll come to another doorway with a stairset leading down. Go down these stairs, and you'll come out in the lowest level of the Central Chamber. As Goron Link, look around in the fire pits in this room until you find one which has a large switch in the middle of it. Stand on the switch with Goron Link, and a chest will appear in the fire pit on the opposite side of the room. Open it to reveal a Stray Fairy (4).

Head back up the stairset you came down to return to the second floor of the Central Chamber. Head across the large pillar in the middle of the room, and go to the left. On this ledge, there are two doors blocked by ice, and a single, unfrozen door. Go through this door.

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Snowhead Temple - First Block Room

New Dungeon Item: Small Key x1

As you enter the room, look to the left to see two blocks embedded in the wall. Grab onto these blocks with Goron Link, and pull them out of the wall and as far back as you can go. On the opposite side of the ice pit, there is a space that the blocks can just barely fit through. You want to push the blocks into this space.

That's all you can do there for the moment. Check the wall where the blocks used to sit to find a gilded chest. Open it to get a Small Key. Head back through the door you just came through.

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Snowhead Temple - Central Chamber

Go to the right, along the ledge, when you come out of the door, where you'll come across another door with a red border, frozen over by ice. Fire an arrow through one of the torches near the door and into the ice to melt it away. Go through the door.

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Snowhead Temple - Three-Way Split

Defeat the White Wolfos again, and then go through the locked door. It's to the right of the door you just came through.

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Snowhead Temple - Second Block Room

New Dungeon Item: Compass

There are two White Wolfos in this room. Run towards the back of the room to attract them, and defeat them both for doing anything else. Open the gilded chest near the center of the room to get the Compass, then bomb the oddly-

colored west wall to reveal a doorway holding a stairset. Go through the door and up the stairs.

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Snowhead Temple - Stalactite Room

New Dungeon Item: Small Key x1, Stray Fairy x1 [SF21]

This room is full of stone pillars, several of which are blocked by chunks of ice. If you look up towards the ceiling, you'll see more of those razor sharp stalactites, just like the one you used to open the pass to Snowhead. If you need arrows, they can be found in the small snowballs around the room. Shoot down all five of the stalactites, then climb up to the tallest ledge on the north side of the room. Smash the largest snowball with Goron Link to reveal a gilded chest. Open it to get a Small Key.

Head for the southeast corner of the room, where there is a piece of the wall with a sheet of ice dripping off of it. The top edge of this sheet is mysteriously flat. Look here with the Lens of Truth to see a small alcove with a chest. Climb up to the pillar adjacent to the ledge, and jump over into it. Open the chest to get a Stray Fairy (5) (you have to open the chest from the side facing the wall).

Drop back down out of the alcove, and go through the door on the east side of the room.

-----  
Snowhead Temple - Timed Pillar Room

New Dungeon Item: Stray Fairy x1 [SF22]

This room contains a large pit in the middle. Go into it as Goron Link, and kill all of the White Boes using his Ground Pound ability. Climb back out of the pit, and use the Lens of Truth while looking at the ceiling. You'll spot one of the best hidden Stray Fairies in the dungeon, hidden behind an invisible ceiling. Pop the Fairy's bubble with an arrow, and attract it to you with the Great Fairy's Mask (6).

Head for the southeast corner of the room, where there is a small pillar coming out of the ground. Stand on the pillar with Goron Link and use his Ground Pound ability. Two pillars will appear in the room; one blocking the opposite door, the other rising from the sunken area in the middle of the room. As Hylian Link, jump across to the pillar that rose from the sunken area.

Now on the north side of the room, stand on the green-colored pillar and use Goron Link's ground pound ability. A second pillar will rise from the sunken area. In order to get through the door, you must now very quickly use Goron Link's ground pound on the yellow-colored pillar in the sunken pit, climb up to the green-colored pillar with Hylian Link, and jump back to the north side of the room, before the pillar recedes. If you mess up or go too slowly, you have to repeat the whole puzzle again from the start.

Once you're on the north side of the room and the yellow pillars are receded, go through the door.

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Snowhead Temple - Central Chamber

Welcome back. Don't fall, or you'll have to go all the way back around from the Three-Way Split and through the Timed Pillar Room.

As Goron Link, stand as close to the door as you can, and start rolling at



maximum speed towards the edge of the bridge. If you do it correctly, then the speed boost will kick in at the last minute, launching you across the pit in the middle of the room. Stop on the other side before you crash into the ice. Look on the wall to the left of the ice with the Lens of Truth to see another hidden alcove. You can't get to this right now, but keep it in mind; there's another cunningly hidden Stray Fairy in there.

The rolling antics aren't over; you must now rolling along the narrow ledge to the right of the chunk of ice. You can go slowly along here without falling, but if you do fall there is a handy wicker platform to catch you. Just climb back out and try again.

Once you've rolled around to the east side of the room, smash the snowballs to get more Magic Power, and look just to the right of the door. There is another wooden bridge here, extending across the middle of the chamber. You know the deal by now; blast across the bridge with Goron Link's rolling ability at maximum speed. Go through the door on the other side.

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Snowhead Temple - Lower Wizrobe Room  
New Item: Fire Arrow

This room contains a Wizrobe.

Miniboss: Wizrobe

As far as Minibosses go, Wizrobes are fairly simple. These guys appear randomly on the different warp tiles around the room (only the Wizrobes can use them), and begin charging a spell to fire at you. These spells can either light you on fire or freeze you solid, and neither is desirable. Fire an arrow at the Wizrobe before it can get a spell off to damage it and interrupt it's spell. If the Wizrobe does get a spell off, then the spell leaves a small ring of ice or fire. Get out of this ring immediately, or you will take additional damage.

After you've shot it a few times, the Wizrobe will enter it's second phase. In this phase, a Wizrobe will appear on every warp tile in the room. Only one of them is real, the rest are illusions. You can tell which one is the real one, as it will go through the usual casting animation that it used in it's first phase, while the illusionary Wizrobes will just run around like pansies. For this phase, it's easier just to manually aim rather than to rely on Z-Targeting. Manual aiming lets you see more of the are then Z-Targeting. If you have elemental enhanced arrows, use them for a faster victory.

After the Wizrobe is defeated, a gilded chest will appear. Open it to get the Fire Arrows, then return to the Central Chamber.

-----  
Snowhead Temple - Central Chamber

Drop back down to the second level of the Central Chamber. If you fall all the way to the bottom, use the stairset on the east side of the room to climb back up.

Once on the second level, go through the blue-framed door on the east side of the room.

-----  
Snowhead Temple - Lava Pit Room  
New Dungeon Item: Small Key x1

Head to the right as you come out of the door, and defeat a Freezzard with Hylian Link. Melt the block of ice just past the Freezzard using a Fire Arrow, then defeat another Freezzard on the other side. Look to the east side of the room, and you'll see another Freezzard. Kill it with a Fire Arrow, and a gilded chest will appear at the end of the west ledge. Open it to get a Small Key.

Return to the Central Chamber through the blue-framed door.

-----  
Snowhead Temple - Central Chamber

Head for the north end of the room, and melt ice covering the green-framed door with a Fire Arrow. Go through the door.

-----  
Snowhead Temple - Torch Room  
New Dungeon Item: Stray Fairy x1 [SF23]

Smash the pots to the right of the door to find more Magic Power. There are three Freezzards on the pillars throughout the room. Kill them all with Fire Arrows, and a chest will appear on the north end of the room. Open it to get a Stray Fairy (7). There are also three unlit torches in the room, all of which can be seen from the north ledge near the chest. Light them all with Fire Arrows, and a door on the south side of the room will unseal itself. Go through it.

If you need more Arrows or Magic Power, more can be found in the pots on the east and south sides of the room. If you fall, you can unfreeze a Deku Flower with a Fire Arrow, and use it to blast up to a second Deku Flower, which you can then use to return to the main level.

-----  
Snowhead Temple - Central Chamber

Stand on the yellow pillar in this small room, and use Goron Link's ground pound ability to press it down. The pillar in the center of the room will rise up to very top of the chamber.

Head back through the door to the previous room.

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Snowhead Temple - Torch Room

Melt the ice covering the green-framed door in the south of the room using a Fire Arrow, then go through it. If you need Magic Power or arrows, then they can be found in the pots in the room.

-----  
Snowhead Temple - Central Chamber

Head to the right along the ledge to the red-framed door. Go through it.

-----  
Snowhead Temple - Three-Way Split

Defeat the White Wolfos, and go through the west door.

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Snowhead Temple - Second Block Room

New Dungeon Item: Stray Fairy x2 [SF24] [SF25]

Defeat both of the White Wolfos in the room, and then melt all three of the chunks of ice in the room with Fire Arrows. Under one of the chunks of ice is a switch; stand on it with Goron Link to make a chest appear on the second level of the room.

Under another chunk of ice is a stone block. Push the stone block to the north, then to the east, and then to the south. From here, climb onto the stone block, and use it to jump up to the platform. Open the chest to get a Stray Fairy (8).

Drop back down to the stone block, and push it west, then north, then west, then south, then west, then north, then west, then south. Jump up onto the stone block, and from there jump up to the tall ledge to the left of the doorway. Jump from this ledge to the top of the crate, and use Goron Link's ground pound ability to smash through the crate, revealing a Stray Fairy (9). Take it, and drop back down.

Back on the stone block, push it north, then east. Climb onto the stone block, and use it to jump up to the next ledge. Go through the door on the ledge.

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Snowhead Temple - First Block Room

New Dungeon Item: Stray Fairy x1 [SF26]

If you pushed the blocks into place the last time you were here, then they will be in position for you to jump across them and to the ledge on the other side of the room. Once there, open the chest to get another Stray Fairy (10). Watch out for the pots, who will come to life and hurl themselves at you.

Once you have the Stray Fairy, hop off the ledge and go out the east door.

-----  
Snowhead Temple - Central Chamber

Drop down to the bottom level, and go up the stairset on the east side of the chamber. You'll now be back on the second level, but on the opposite side of the pillar. Go through the blue-framed door just to the left of the stairset.

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Snowhead Temple - Lava Pit Room

Jump across the small gap to the left, and go through the doorway and up the stairset.

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Snowhead Temple - Three-Tiered Room

New Dungeon Item: Stray Fairy x1 [SF27]

Jump up onto the small ledge in the middle of the room, and look on the upper wall to the south. Kill the Freezzard with a Fire Arrow, and you will see a golden eye target behind him. Melt the ice around the eye with a fire arrow, and the eye will activate, causing the platform to lift. Jump to the west to reach the second tier of the room.

Go to the left, past the door, all the way around the ledge to it's far side, and use the Lens of Truth to see hidden platforms going up. Jump along these platforms as Hylian Link, but take your time; you don't want to fall down. Remember, rapidly turning the Lens on and off keeps it from using magic power.

At the top of the series of invisible platforms, there is an alcove with a chest in it. Open the chest to get a Stray Fairy (11). Head back down the invisible platforms to the ledge, and go through the door you passed earlier. Alternatively, you can also jump from the alcove to the ledge near the door, but it's an easy jump to screw up. If you do fall, activate the eye switch again with a regular arrow to make the ledge rise again.

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Snowhead Temple - Central Chamber

Switch to Goron Link, and run out along the wooden bridge to the large pillar in the middle of the room. Use Goron Link's punching ability to smash the blue parts of the pillar, shattering them and forcing the pillar to lower a few levels. Jump down into the wicker basket area in the northeast side of the room, and up the ladder on the other end. Melt the ice blocking the doorway to the north, and go up the stairset on the other side.

Look to the right at the top of the stairset to see another narrow ledge you must roll along as Goron Link. If you fall here, you fall all the way, so do it right the first time. If you do fall, use the eye switch in the Three-Tiered Room to make it back to the Central Chamber.

On the other side of the ledge, head out along the wooden bridge to the center of the room. Smash the three blue pieces of the pillar with Goron Link's punch, and then turn around and go through the door on the west side of the room.

-----  
Snowhead Temple - Eeno Room

New Dungeon Item: Stray Fairy x1 [SF28]

This room is full of Eenos, living snowmen who throw snowballs. Defeat them with fireballs or using Goron Link's ground pound ability. One the Eenos are dead, head for the southwest end of the room to find more ice melting out of a seemingly solid wall. Look at the wall with the Lens of Truth to see a Stray Fairy trapped in a bubble. Pop the bubble with an arrow, and attract the fairy to you with the Great Fairy's Mask (12).

Head for the north end of the room, and melt the chunk of ice blocking the doorway with a Fire Arrow. Go through the doorway and up the stairset on the other side.

-----  
Snowhead Temple - Dinolfols Room

New Dungeon Item: Stray Fairy x2 [SF29] [SF30]

This room contains two Dinolfols. Even though there are now two, don't let your strategy from Woodfall Temple change any. Just go kamikaze on them with Hylian Link, and they'll fall easily. You can use Goron Link if you like, but his attacks are a bit slow. Both of the Dinolfols drop a Stray Fairy when they die (13 & 14).

Once you've beaten both of the Dinolfols and taken the Stray Fairies, go through the door in the southeast part of the room.

-----  
Snowhead Temple - Central Chamber

New Dungeon Item: Stray Fairy x1 [SF31]

Head along the bridge and drop off, landing on top of the pillar below. Head south through the tunnel blocked by snowballs, smashing each of the snowballs with Goron Link. Go up the stairset at the end of the tunnel.

Curl up as Goron Link and start blasting along the ice bridge at top speed. If you stand far enough back on the bridge, then you'll hit maximum velocity just as you reach the end of the bridge, and make it over the gap.

On the other side of the gap, you'll reach the Boss Door. But you don't have the Boss Key yet. Hop into the Deku Flower at the south end of the bridge, and get ready for a long ride. You're going to use the Deku Flower to float halfway down the room to get the dungeon's best hidden Stray Fairy.

Start floating towards the northwest corner of the room, but make sure you don't use up all of the steam of your Deku Flowers before you get there. Start floating downwards. Which could take a while. In Termina time, it actually takes several hours (without the Inverted Song of Time). Watch the wall carefully, and look for the frozen sheet of ice which indicates a hidden room. Remember to just look for a flat edge on the ice.

When you spot the hidden room, start floating slowly towards it, but don't use up all of your flower power before you get there. Once inside the hidden room, open the chest to get the last Stray Fairy in the dungeon (15). Use the Deku Flower in the hidden room to float to the north side of the pillar, and land near the wicker basket. Climb the stairset on the north side of the room to return to the top of the pillar. Cross the pillar and go down the hallway, and climb another stairset to return to the top floor.

Jump back across the gap in the bridge with Goron Link, and dive into the Deku Flower with Deku Link. Use the Deku Flower to float down to the next-lowest set of platforms, on the east side. Go through the door there.

-----  
Snowhead Temple - Upper Wizrobe Room

This room contains another Wizrobe. This is identical to last time, but the Wizrobe now has more warp panels to use, which means more illusions to deal with in his second phase. Now that you have the Fire Arrows, use them for a quick victory. If you need arrows, get them from the pots in the corners of the room.

Once the Wizrobe is dead, go through the door in the northwest corner of the room.

-----  
Snowhead Temple - Central Chamber  
New Dungeon Item: Boss Key

Open the ornate chest to get the Boss Key, then go out the door to the left of the chest to return to the main area of the Central Chamber. Climb back to the top level of the room, blast across the bridge with Goron Link and go through the Boss Door.

-----  
Snowhead Temple - Goht's Chamber

-----B-O-S-S-----  
Masked Mechanical Monster GOHT  
New Upgrade: Heart Container x1  
New Quest Item: Goht's Remains



X Deku Nuts	X Magic Beans	_ Powder Keg	X Pictobox	
X Lens of Truth		_ Hookshot	_ G. Fairy's Sword	
X Bottle #1		_ Bottle #2	_ Bottle #3	
_ Bottle #4		_ Bottle #5	_ Bottle #6	
+-----Song Checklist-----+				
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing	
_ Epona's Song	X Song of Soaring	_ Song of Storms	X SonataOfAwakening	
X Goron Lullaby	_ N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order	
+-----Equipment Checklist-----+				
X Kokiri Sword	_ Razor Sword		_ Gilded Sword	
X Quiver	X Large Quiver		X Largest Quiver	
X Bomb Bag	X Big Bomb Bag		X Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield		X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet		_ Giant's Wallet	
+-----Upgrade Checklist-----+				
X Standard Magic Meter	_ Extended Magic Meter		X Bubble Blast	
X Spin Attack	X Super Spin Attack		_ Enhanced Defense	
	_ Powder Keg Certification			
+-----Mask Checklist-----+				
_ Postman's Hat	_ Keaton Mask		_ Romani's Mask	
X Kamaro's Mask	_ All-Night Mask		X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask		X Blast Mask	
_ Bunny Hood	_ Kafei's Mask		_ Garo's Mask	
_ Stone Mask	X Don Gero's Mask		_ Couple's Mask	
_ Captain's Hat	X Great Fairy's Mask		X Mask of Scents	
_ Mask of Truth	_ Giant's Mask		X Deku Mask	
X Goron Mask	_ Zora Mask		_ Fierce Deity Mask	

## ----- Snowhead - Mountain Village

You'll appear in the Mountain Village after your meeting with the North Giant. Which is not where you want to be. Play the Song of Soaring and return to Snowhead; it's time to return the Stray Fairies from Snowhead Temple.

## ----- Snowhead

Use Goron Link to roll up the bridge leading to the circular area in the northern part of Snowhead. This time, when you reach the end of the land bridge, don't go clockwise to reach the dungeon. Instead, go counter-clockwise. On the east side of the temple's exterior, you'll find a cave opening. Go through it to find a Great Fairy Fountain.

## ----- Snowhead - Great Fairy's Fountain

New Upgrade: Doubled Magic Meter

Return the fifteen Stray Fairies from Snowhead Temple, and the Great Fairy of Wisdom will give you a Doubled Magic Meter. This, needless to say, kicks complete behind, and will be extremely useful in the coming tasks in Snowhead.

Head back outside and use the Song of Soaring to return to the Mountain Village.

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Snowhead - Mountain Village

Head east, returning to the Mountain Lake.

-----  
Snowhead - Mountain Lake

With Goht defeated and the blizzard dispelled, the Mountain Lake has refilled with water. Carefully cross the islands and the bridges connecting them, and go east from the third island, across the bridge and back to Goron Village.

-----  
Snowhead - Goron Village

Head for the north end of Goron Village, and you'll find a cavern marked with a sign reading "Goron Powder Keg Shop." Climb into the cave with Hylia Link, and go to its bottom with Goron Link. Speak with the Biggoron at the bottom of the cave, and he'll test you in the use of Powder Kegs. You must take the Powder Keg that he gives you, and deliver it safely to the boulder blocking the entrance to the Goron Racetrack in the Mountain Lake. You've only got a few minutes to do so; the Powder Keg has a limited fuse.

Pick up the Powder Keg, and turn around to face the way you came. Throw the Powder Keg up the steep ramps, and roll up after it. When you reach the top of the cavern, hop off the ledge and go to the left to reach the land bridge. Go around the fence and start heading west, returning to the entrance to the Mountain Lake.

-----  
Snowhead - Mountain Lake

Quickly but carefully cross the bridges connecting the three islands, ignoring the Gray Wolfos along the way. When you reach the west bank of the Lake, look to the north to see more ramps similar to the ones you encountered back in the Biggoron's cave. Throw the Powder Keg up the ramp, and roll up after it. Repeat until you reach the top of the ramps. Drop the Powder Keg near the large boulder, and stand as far away from it as you can. Shoot an arrow at the keg to make it explode, destroying the boulder.

You're probably all eager to get into the Goron Racetrack, but patience is recommended. Return to the Goron Village.

-----  
Snowhead - Goron Village  
New Item: Powder Keg

Return to the Biggoron in his cavern, and speak with him as Goron Link to earn Powder Keg certification. You can now buy Powder Kegs from the Bomb Shop in Clock Town.

Continue to ignore the Goron Racetrack. We're going to get to it in a moment, I promise. Return to Clock Town.

-----  
Clock Town - South

Deposit all of your rupees in the Bank, and then play the Song of Time to reset the cycle. Why? Because we need the cycle to be at the Dawn of Day One to



earn the next sword upgrades. Since it's more than likely the Night of Day One, or possibly even Day Two before you finished the Snowhead Temple, you can't get the sword upgrades.

Now in a new cycle, play the Inverted Song of Time to slow time, then fill your wallet with rupees from the bank. Head for the Bomb Shop in West Clock Town.

-----  
Clock Town - Bomb Shop

Speak with the Goron as Goron Link, and purchase Powder Keg. Go outside and play the Song of Soaring to warp to Snowhead.

-----  
Snowhead

Play the Goron's Lullaby to make the Biggoron Fall asleep, then return to Snowhead Temple.

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Snowhead Temple

When you enter, the carving of Majora's Mask on the ground will begin to glow. Step onto the carving to warp straight to Goht. Defeat Goht again to restore Snowhead once more, and enter the beam of light to return to the Mountain Village.

-----  
Snowhead - Mountain Village

Head east, back to the Mountain Lake.

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Snowhead - Mountain Lake  
New Upgrade: Powder Keg Certification

Climb back up to the entrance to the Goron Racetrack, and use the Powder Keg you purchased in Clock Town to destroy the boulder blocking the entrance. Now, enter the Goron Racetrack.

-----  
Snowhead - Goron Racetrack  
New Item: Bottle #2

Speak with the Baby Goron to begin the race.

The Goron Racetrack is actually a lot like the Goht fight, only on steroids. You can ram your opposing racers, just like how you ram Goht, and there are obstacles to dodge that grow more numerous as you go down the track. You even have to smash into green pots to keep your Magic Power up. What really is the deciding factor in winning the race is not how aggressive you or your other racers are, but how well you ride the course. Hitting every ramp, using every shortcut, and take as many inside corners as you can is absolutely necessary if you want to win.

At the countdown at the start of the race, curl up into a ball, but don't start rolling forward until the 1 has almost completely faded away. Immediately start heading for the left side of the course, taking the corner as close to the wall as you can, and head straight for the right wall when the course levels out on the other side. Take the next right as tight as you can as well,

and when the course levels out once more, hug the center of the track.

You will now start hitting ramps as the course bends slightly to the left. Stay near the center of the course to hit the ramps, gaining air and getting over the steeper parts of the course, which slow you down. Make sure you don't land on the Bomb Flowers. After a pair of ramps, the course will start to bend to the right, and trees appear in the middle of it. Hug the right wall as you pass through the trees, but be prepared to quickly turn to the left to avoid the trees that grow right next to the wall.

After passing through a short tunnel, head for the left part of the course to hit another ramp, and another ramp past that which launches you over a huge gap. Make sure you go up the right side of this ramp; if you go up the left, you'll fall down to the beginning of the course. Cross the wooden bridge, and start hugging the right side of the course as you go around an extremely wide turn. At the end of the turn, the course levels out into a straightaway to the finish. Nearly always, a Goron will try to blast ahead of you here. Ram into him or get in front of him to stop him, letting you safely claim the finish line.

After placing first in the Goron Racetrack, you win another Bottle, which is already filled with Gold Dust. Leave the Goron Racetrack and head back to the Mountain Village.

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Snowhead - Mountain Village

Head for the cabin in the middle of the area and go inside.

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Snowhead - Mountain Smithy  
New Equipment: Razor Sword, Gilded Sword

Speak with the Smithy, Gabora, as Hylia Link, and he and his assistant will offer to upgrade your sword for 100 rupees. It will be available in one day - so if it's daytime, it will be available at the dawn of the second day, and if it's nighttime, it will be available at the night of the second day.

Agree to upgrade your sword, and head outside. Play the Song of Double Time twice, then re-enter the Smithy.

Speak with Gabora again, and he'll give you the Razor Sword. Aside from looking kind of cool, this sword is rather useless, as it stops working after 100 uses. But if you speak with Gabora while you are in possession of a Bottle of Gold Dust (which you should be), then he'll upgrade it once more. This is an even stronger sword than the Razor Sword, and this upgrade is permanent.

Agree to upgrade the sword again, give Gabora the Gold Dust, and head outside. This upgrade is free. Play the Song of Double Time twice more, then re-enter the Smithy.

Speak with Gabora again, and you'll get the Gilded Sword. This is the strongest sword in the game (unless you count the Great Fairy's Sword, which... I don't), and it doesn't break like the Razor Sword. It's Day Three now, so you can't do much else.

Return to Clock Town, deposit your rupees, and play the Song of Time to save your game and reset the three-day cycle.





_ Epona's Song	X Song of Soaring	_ Song of Storms	X SonataOfAwakening
X Goron Lullaby	_ N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order
+-----Equipment Checklist-----+			
X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
+-----Upgrade Checklist-----+			
X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	_ Enhanced Defense	
	X Powder Keg Certification		
+-----Mask Checklist-----+			
_ Postman's Hat	_ Keaton Mask	_ Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
_ Bunny Hood	_ Kafei's Mask	_ Garo's Mask	
_ Stone Mask	X Don Gero's Mask	_ Couple's Mask	
_ Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
_ Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	_ Zora Mask	_ Fierce Deity Mask	
+-----+			

-----  
Woodfall - Southern Swamp

Speak with the Akindo Nut outside of the Tourist Information building, and purchase two Magic Beans. Now make your way to the exterior of the Deku Palace; you can either use Deku Link's water hopping ability and use the lily pads in the Southern Swamp to get there, or else just warp to Woodfall and use the Deku Flowers there to return the Southern Swamp.

Once you've made it to the exterior of the Deku Palace, head for the northern part of the area, where there is a building with a door covered by webbing. Go to the building, destroy the webbing with a fire arrow, and enter the building.

-----  
Woodfall - Swamp Spider House

Time: Day Two or Three

New Mask: Mask of Truth

If it is still Day One, then go back outside and use the Song of Double Time to progress to Day Two or Three. This Spider House can only be completed on those days.

To finish this area, you must enter the Spider House, then find and defeat all thirty of the Gold Skulltulas inside. Once you do so, you can return to the entrance and speak with the owner of the house, who will give you the Mask of Truth as a reward. For complete information on finishing the Swamp Spider House, see Subchapter Zero-Three-Five-One.

Once you have the Mask of Truth, return to Clock Town and deposit your rupees, then play the Song of Time to reset the three-day cycle.



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Clock Town - South

First, slow time with the Inverted Song of Time. Head for West Clock Town and fill your wallet with Rupees, then stock up on Arrows in the Trading Post. Buy a Powder Keg in the Bomb Shop, then return to South Clock Town and go out the gate.

-----  
Termina Field

Head for Romani Ranch. It's the area past the southwest exit of Termina Field.

-----  
Romani Ranch - Milk Road

Run down the road, and slash the Owl Statue on the left side of the road as you pass it. Ignore the pass leading off to the left; we can't do anything there yet. Keep running down the road, and shoot down Tingle from his balloon when you reach him. Buy his map of Romani Ranch. Keep running down to the west end of the road, where a man is busy working on cracking a boulder that blocks the road. Change to Goron Link and drop a Powder Keg next to the boulder. When the keg goes off, the road will be open. Go west into the next area.

-----  
Romani Ranch

New Song: Epona's Song

New Upgrade: Epona

New Item: Bottle #3

New Mask: Romani's Mask

Roll along the road with Goron Link until you reach the farmhouse, where you will spot Epona. Remember, the Skull Kid stole her and "got rid of her?" It's okay, you probably forgot. Who needs Epona when you have Goron Link? Speak with Romani, the farm girl with the bow, as Hylian Link.

Tell her your name is Link, and Romani will decide that Grasshopper is a better name. Yes, this is indeed an awesome child. Romani will then tell you about how every night aliens come to the farm and kidnap the Cows. Yep, that's right. Majora's Mask has an alien invasion on farm country. Agree to help Romani as her assistant, and you'll be recruited to repel the alien invasion (whether you actually do or not is entirely up to you).

You'll now appear on Epona in the farm, and you must shoot down all of the balloons on the ranch. I won't bother directing you, as they all appear on your map (you DID buy Tingle's map of Romani Ranch, didn't you lazy?). Shoot down all ten of the balloons in under one minute, and Romani will teach you Epona's Song. The fact that Link should already know the song is a paradox I won't even get into.

Now, you have two options. You can help Romani (and later her sister, Cremia) at the Ranch. If you want to do this, then skip down to subchapter Zero-Three-Five-Three, "Odd Jobs at Romani Ranch." Completing this sidequest will get you a new Mask and the third Bottle, and opens opportunities for more Masks and Heart Pieces later on.

Once you have finished the sidequest, return to Clock Town and deposit all of your rupees, then play the Song of Time to reset time.

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Clock Town - South

Refill your wallet with rupees, buy another Powder Keg, then use the Song of Soaring to return to Milk Road.

-----  
Romani Ranch - Milk Road

Play Epona's Song to make Epona appear, and then ride her through the southeast exit of Milk Road to reach Gorman Track.

-----  
Romani Ranch - Gorman Track  
New Mask: Garo's Mask [MSK12]

Speak with the Gorman Brother standing near the gate while Epona is in the area, and they'll mock Epona's size. Which isn't cool. They'll challenge you to a race for 10 rupees. Agree.

As the Gorman Brother explains, beating this minigame is a simple matter of beating the brothers around the track once. At the start of the race, use as many of your carrots as it takes to get in front of the brothers, and then head for the right side of the course. Now, keeping in front of either of the Brothers who tries to pass you, wait for all of your carrots to return. Once they do, hug the right wall and use one carrot. Wait for that carrot to return, then use another carrot. You will continue in this fashion for the rest of the race.

When you reach the fences in the southeast corner of the track, use a carrot just before Epona hits the fence, and she'll jump over it. For the mud pits in the south side of the track, be careful not to run through them, or you will be slowed down considerably. Just around the last turn of the track, you will come across a string of fences set in a row. The last fence is incredibly high, and Epona can't make it over it. For this reason, only jump over the lower fences, and hang a slow left as you jump over them. This way, on the other side, you can slip out and pass the last fence entirely. From there, it's a straight away to the finish line. Use all of your carrots at the same time, and keep in front of either of the Gorman Brothers who try to pass you.

For beating them, the Gorman Brothers will give you a Garo Mask - the same mask that they use when they attempt to rob Romani's cart on the Second Night. Once you have the Garo Mask, return to Milk Road.

-----  
Romani Ranch - Milk Road

Use a Powder Keg with Goron Link to blow open the passage on the west side of Milk Road. Re-enter Romani Ranch.

-----  
Romani Ranch

Head for the west side of the ranch, where there are two buildings. One of them has a laughing cat above the door; go through this door first.

-----  
Romani Ranch - Doggy Racetrack  
New Upgrade: Piece of Heart x1 [PH47]

In this area, you can bet on Dogs to compete in a race. You can leave it up to







passing through a rocky area filled with pillars. Leave through Termina Field's east exit to reach Ikana Canyon.

-----  
Stone Tower - Rocky Pass

New Mask: Stone Mask [MSK13]

Ride Epona east up the pass, jumping over a fence part of the way up. Keep riding east, jumping over another fence. On the other side of the fence, you can get off Epona.

There is a ring of rocks on the south side of this small clearing. Look in the ring of rock with the Lens of Truth to see Shiro, the invisible soldier. Speak with him and give him a Red Potion, and he'll give you the Stone Mask. This mask makes you invisible to most basic enemies; which is, in a word, awesome. This mask will be instrumental in making an upcoming area, the Pirates' Fortress, much easier to complete.

Head north from Shiro, towards the small passage leading north out of the area. Kill the Real Bombchus before you try to climb up the short cliff.

-----  
Stone Tower - Ikana Graveyard

New Mask: Captain's Hat [MSK16]

Head north along the road in the graveyard. You'll probably meet Dampe on the way; just ignore him. You can't do anything with him right now. Keep going north along the road until you reach a stone arch, which is blocked by a gigantic skeleton; this is the corpse of Skull Keeta, an important figure in a war that took place in Ikana centuries ago. Stand in front of the skeleton and play the Sonata of Awakening.

Skull Keeta will come to life and begin to run away. Chase after him (equip the Bunny Hood if you have it). Watch out for the pillars that appear on either side of this small canyon; it indicates where a wall of flames will erupt. Kill the Stalchildren that appear to make the wall of flames disappear.

When you get close enough to Z-Target Skull Keeta, do so and shoot him with an arrow. This will stun him momentarily; get close enough to strike Keeta with a sword attack, and he will turn to fight you. Fighting Keeta is basically the same as fighting a Stalchild; he'll use basic attacks. After he takes a few hits, he'll attempt to jump on you. Stay out of the vicinity of his shadow to dodge this attack. Deal enough damage to Keeta, and he'll yield.

You'll appear now at the top of the bridge that Skull Keeta broke when he came to life. After the cutscene, the pillar of flames around the chest on the other side of the bridge will disappear. To get across the gap in the bridge, climb up onto one of the broken railings, and jump from there to the other side. If you have the Hookshot, you can also use it. Open the chest to get the Captain's Hat.

Now, use the Song of Double Time to proceed to the First Night. Head down into the area of the Graveyard which is filled with gravestones, and you'll find several Stalchildren. Go to the group that is circling the southern-most gravestone, and speak to them while wearing the Captain's Hat. Order them to open the grave, then jump down into it.

-----  
Stone Tower - Beneath the Graveyard

Jump along the cliff to your right as you land, and go through the tunnel. You'll enter a cavern which is filled with Bad Bats. Stand near the center of the room to attract their attention, and then begin killing them. Defeating all of the Bad Bats gets you a chest with a purple rupee in it.

Now, light all three of the torches (two in the corner, one near the sealed door) with Fire Arrows, and the door will unseal itself. Go through it.

-----  
Stone Tower - Flat's Grave

New Song: Song of Storms

This room contains an old nemesis from Ocarina of Time, an Iron Knuckle. These are extremely tough and powerful enemies, but can still be defeated rather easily. There are two methods of attack: use Goron Link and go kamikaze, or use Hylian Link, and backflip out of the range of the Iron Knuckle's attacks, then follow up with a Jump Attack. Both methods work equally well.

Defeat the Iron Knuckle, and the ghost of a man named Flat will appear. Run up to Flat's grave, and read the inscription on it to learn the Song of Storms. Head back through the rooms you came through and return to Ikana Graveyard.

-----  
Stone Tower - Ikana Graveyard

Use the Song of Double Time to proceed to the Second Night. The Skulchildren are now circling the Gravestone near the center of the area. Speak with them while wearing the Captain's Hat, and order them to open the grave. Drop down the hole that is revealed.

-----  
Stone Tower - Beneath the Graveyard

Jump across to the next ledge, which is full of rupees and a pot. Gather up the rupees, then look on the wall with the Lens of Truth to see that it is fake. Walk through the wall and through the door on the other side.

-----  
Stone Tower - Invisible Enemy Room

As the name implies, this room is full of invisible enemies. Use the Lens of Truth at all times in this or room, or else just use the Stone Mask to safely pass by everything. Use arrows to kill all the Big Skulltulas and Keese in the room, and be careful that you don't fall off the edge of the narrow bridge in the middle of the room. If you do, you have to start all over. Which is why you should just use the Stone Mask; it's less painful.

Use the Lens to see an invisible part of the bridge when it ends, and cross it. Turn left at the wall, and smash the pots here. Bomb the oddly-colored wall, revealing a door. Go through it.

-----  
Stone Tower - Heart's Grave

New Upgrade: Piece of Heart x1 [PH42]

This room contains a second Iron Knuckle. Use the same tactics as before - Kamikaze Goron Link, or Backflip-Jump Attack Hylian Link. A gilded chest will appear upon the demise of the Iron Knuckle. Open it to get a Piece of Heart.

Return to the surface of Ikana Graveyard.

-----  
Stone Tower - Ikana Graveyard

Use the Song of Double Time to proceed to the third night. The Stalchildren are now circling a grave on the west side of the area; speak to them while wearing the Captain's Hat, and order them to open the grave. Jump down into the pit that appears.

-----  
Stone Tower - Beneath the Graveyard

New Item: Bottle #4

Run forward and jump down off the ledge to the bottom of the area. Run around until you make the Wall Master appear, and kill it. It just plain sucks to be caught by these guys when you're trying to do this next part.

Speak with Dampe down here (make sure you're not wearing the Captain's Hat), and he'll ask you to guide him using Tatl's light. The easiest way to do this is to just Z-Target him, and move slowly towards the spots of dirt in the room. When Dampe reaches a patch of earth, tell him to dig in it. Dig up all four patches of earth in the bottom of the room, and some of them will have blue flames in them. If you can unearth three blue flames in the room, then they will combine to become a Big Poe.

Now, guide Dampe onto one of the brown tiles in the back of the room. Leave Dampe on the tile by un-Z-targeting him, then step off it. Dampe's tile will rise into the air and lift him to the top of one of the platforms in the room. Climb up to this platform using the ladder or stairs (depending on which tile you left him on), and guide Dampe to the patch of earth on the platform. Dig it up. If the Big Poe still hasn't appeared, then guide Dampe right off the edge, and point him towards the other brown tile. Let Dampe ride the tile to the opposite ledge in the room, and dig up the patch of earth located there.

Once you have unearthed all of the blue flames in the room, then a Big Poe will appear. Dampe will run away like the little coward he is. Defeat the Big Poe by Z-Targeting it. Unlike in Ocarina, Big Poes don't disappear if you Z-Target them. Damage the Big Poe by shooting arrows at it, and defend against it's spinning attack by holding up your shield.

After you defeat the Big Poe, a gilded chest will appear. Open it to get the fifth bottle. If you like, you can capture the Big Poe's remnants in an Empty Bottle, and sell it to the Curiosity Shop back in Clock Town.

Once you have the bottle, head for the back of the room and climb up the stairs.

-----  
Stone Tower - Dampe's House

Go out the door to find yourself back in Ikana Graveyard.

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Stone Tower - Ikana Graveyard

Return to Clock Town and deposit your rupees, then reset the three-day cycle with the Song of Time.









eggs from the Zora singer Lulu are being held. If you can find and return all of the eggs to the Marine Research Lab (the hook-shaped building), then you'll learn the New Wave Bossa Nova, which opens the way into the next dungeon.

Four boats patrol the waters around the Pirates' Fortress. Wait for a gap to appear in their circular patrol route, and then jump into the water and swim for the north cliff. You may encounter Skullfish in the water; use Zora Link's Lightning Shield to defeat them. There is a ramp here which starts under the water, and climbs up to a ledge above the water. Dive to the lower part of the ramp, and wait for the boats to pass before climbing up the ramp to the upper ledge.

Quickly run up along the cliff face before the boats come along and see you. At the top of the ramp is a pillar; stand on it and smash it down with Goron Link's ground pound. The pillar switch will open a grating on the south side of the area. Change back to Zora Link and dive back down into the water, and head for the open grating on the south side of the area. Swim through the tunnel into the next area.

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Pirates' Fortress - Aquatic Labyrinth

Swim down the tunnel, and at the other end you'll reach a tunnel covered by a grating. Swim into the planks covering the grating to break through them. Dive to the floor, and then PULL the stone block on the right side of the room all the way back. Now, swim to the left to find two more gratings. Swim into the planks covering each grating to open the gaps and swim through them.

Swim down the hall, and dive to the floor at the bottom. Grab hold of the stone block, and PUSH it in. A passage will appear on the right; run down it, and around another corner. If you PULLED the stone block aside earlier, then it will leave a passage open to the left. Run around this corner, and you'll reach a small alcove with a fan blowing upwards. Enter this alcove and ride the fan up.

On the next level, dive back down to the floor, and run down the hall, dodging the land mines on the way. On the other end of the hall, surface out of the water, and climb up to the ledge and through the door.

-----  
Pirates' Fortress - Mine Room  
New Upgrade: Piece of Heart x1 [PH32]

Step forward into the pool of water, and dive to the bottom. Run along the floor, dodging the mines, and climb up the ramp that appears on the right. Change to Goron Link, and climb to the top of the stairs. At the top of the stairs and to the left, there is a line of barrels. Smash these with Goron Link, revealing a switch. Step onto the switch, which will open the cage at the bottom of the stairs, which contains a Piece of Heart. Either roll back to the cage with Goron Link, or use the Bunny Hood to reach the Piece of Heart before the door closes.

Step on the switch inside the cage to re-open the door, and then climb back to the top of the stairs. Smash the barrels to the right at the top of the stairs, and nail the crystal switch with an arrow. The switch will open a grating in the pool of water below. Drop down into the water, and change back to Zora Link. Dive to the floor of the pool, and follow the current down through the newly opened grating.

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#### Pirates' Fortress - Water Pillar Room

This room is easier to finish if you just swim through it as Hylian Link. Swim along the surface of the water, avoiding the land mines as you go down the hall. If you try to swim under the surface of the water as Zora Link, you'll get sucked down a tunnel and spit back outside. Go around the corner at the other end of the hall, and climb up the ladder there.

Step onto the switch at the top of the ladder, which will open a grating in the room, revealing a crystal switch. Run over to the small, circular disc on the other side of the room, and activate the crystal switch. A water pillar will rise from the disc; if you were standing on the disc, the pillar will lift you up.

Jump off the water pillar when you break through into the next room (if you go too high, you'll have to jump through some mines). Smash the barrels in the room with Goron Link to get a handful of rupees, then climb the ladder on the other side of the room. At the top of the ladder, there is a telescope you can use to snoop around the Pirates' Fortress, if you wish. Once you're done with that, turn around and face the wall opposite the ladder. Through the mines, you can see another crystal switch. Shoot the mines with an arrow to detonate them, then shoot the crystal switch. The door at the bottom of the ladder will unseal itself. Drop down and shoot it.

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#### Pirates' Fortress - Entrance

Be careful you don't fall into the water here, or else you'll have to do all of that over again.

As you come out of the door, head to the right and around the corner. Move along the narrow ledge and up a ramp near it's edge, then go right through a doorway.

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#### Pirates' Fortress - Compound

This area is full of Pirates, who will throw you back out to the upper level of the entrance if they spot you. Use arrows to stun any who may be a threat. If you happen to have the Stone Mask, you can just ignore my instructions and freely walk past the Pirates while wearing it. While you're in the area, try and get a fairly good shot of a Pirate with the Pictobox - make sure they're facing the camera and take up a good amount of the frame. The Stone Mask makes this a lot easier.

Look forward as you enter the compound to see a ladder, climbing up into the tower above. Stun the Pirate standing near the ladder, as well as any others who you think might get in the way, and then run out to the ladder and climb it. At the top of the ladder, start running along the drawbridge, but watch out for the Pirate who patrols the area (this is probably your best chance to get a shot with the Pictobox as well).

Once on the other side of the bridge, go around behind the pillar and through the door on the other side.

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#### Pirates' Fortress - First Egg Room

Run down the hall, and a cutscene will take place. Eavesdropping on the two pirates will reveal that only four of the seven eggs are in the Fortress. The

other seven are in Pinnacle Rock.

After the cutscene, fire an arrow through the bars of the window into the hive. The hornets will chase out the pirates in the room. Turn around and head back through the door you came through.

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Pirates' Fortress - Compound

Jump off the edge to the right as you come out of the door, and you'll land on a lower ledge. Go to the right through the door there.

-----  
Pirates' Fortress - First Egg Room

New Item: Hookshot

With the hornets chasing the Pirates, this room is now empty. Run down the hall, around the crates, and open the gilded chest in the middle of the room to get the Hookshot. With this little gem of an item, you can now get around the Fortress much more quickly by hitting the circular targets you've seen all over the place with the Hookshot.

Look to the left of the chest to see a fish tank, with the first of Lulu's lost eggs in it. Pull yourself into the tank by aiming for the wooden ceiling above it. Switch to Zora Link and dive into the water, capturing the Egg in a bottle when you land. Watch out for the Shell Blade; it can be defeated using Zora Link's Boomerangs when it's mouth is open.

Once you have the egg, climb out of the tank and head back through the door you came through.

-----  
Pirates' Fortress - Compound

If you only have one bottle, then it is now monopolized by one of Lulu's Eggs. Return to the Marine Research Lab using the Song of Soaring, and drop the egg into the large tank in the room, then return here. You can use a Hookshot target near the pillar you smashed with Goron Link in the Entrance to return to the Compound quickly.

Run down the stairs and head for the southwest area of the compound, stunning Pirates along the way as necessary. Along the southern area of the Compound, there is a pillar with a small white disc on it's face. This is a Hookshot target. Shoot the target with the Hookshot to pull yourself up to it, then keep going along this ledge further southwest, and pull yourself up to another Hookshot target.

On the east side of this ledge there is a doorway. Go through it (the west door leads back to the entrance).

-----  
Pirates' Fortress - Barrel Room

This room is filled with many barrels, and a single pirate patrols among them. You can stun her if you like, but it's just as easy just to sneak past her. The barrels provide ample cover. Go along the right wall for easiest passage, but move slowly; if you make too much noise while running, then the Pirate will stop and stare in your direction for several seconds. If she does this, stand motionless until she returns to her patrolling.

Once you're on the other side of the room, go through the door.

-----  
Pirates' Fortress - First Pirate Captain Room

As you enter the room, the door will seal behind you. Run into the middle of the room, and a Pirate will drop down from the ceiling and begin battle with you. This fight is similar to the fights with the Gerudos in Ocarina of Time; if the Elite Pirate can defeat you or manages to use her Jump Attack on you, you'll be thrown back outside the Fortress. Use basic dodge-then-attack tactics, or if you're feeling cheap you can just fire arrows into her face from point blank range.

Once you've beaten the Pirate Captain up a few times, she'll use a Deku Nut to escape. The doors in the room will then unseal. Go through the door at the top of the stairset, flanked by two torches.

-----  
Pirates' Fortress - Second Egg Room

Pull yourself into to the fish tank by shooting the wooden beam of the tank with the Hookshot. Change to Zora Link, dive to the floor of the tank, and capture the Egg in a Bottle. Swim to the surface, and go through the door to the left of the fish tank.

-----  
Pirates' Fortress - Compound

If you only had two Bottles, then they are now full of Eggs. Return to the Marine Research Lab using the Song of Soaring, and drop the Eggs into the large fish tank in the room, then return here. You can use a Hookshot target near the pillar you smashed with Goron Link in the Entrance to return to the Compound quickly.

Jump down from the ledge, and shoot any Pirates down below who might get in your way. Jump down from the ledge after you have stunned the Pirates, then head for the northeast corner of the Compound. Pull yourself up two levels using the Hookshot targets, and go through the door near the second target.

-----  
Pirates' Fortress - T-Shaped Room

There is a guard who patrols the passage going to the left and right ahead of you. Wait for the guard to move to the right side of the passage, then slowly slip around to the left side of the passage while her back is turned. Run down the corridor, which leads to a door. Go through it.

-----  
Pirates' Fortress - Second Pirate Captain Room

As you enter the room, the doors will seal. Run into the middle of the room, and the Pirate Captain will appear again. Defeat her in the same way you did before; dodge-then-attack, or just shoot her in the face with arrows at point blank range. Once she is defeated, she will disappear using another Deku Nut, and the doors in the room will unseal themselves.

Go through the door flanked by two torches.

-----  
Pirates' Fortress - Third Egg Room

Pull yourself into the fish tank by shooting the wooden beam above the tank with the Hookshot. Change to Zora Link, and use the Lightning Shield to defeat the Skullfish in the tank. Capture the egg in an empty bottle, and then open the chest to get a red rupee.

Climb back out of the tank, and go through the door to it's left, inscribed with an anchor.

-----  
Pirates' Fortress - Compound

If all of your bottles are full, then return to the Marine Research Lab using the Song of Soaring, and drop the Eggs into the large fish tank in the room, then return here. You can use a Hookshot target near the pillar you smashed with Goron Link in the Entrance to return to the Compound quickly.

Jump off the cliff, stunning in Pirates who get too near, and return to the northeast corner of the Compound. Pull yourself back up to the entrance to the Third Egg Room, but turn around at the door to see a third Hookshot target. Pull yourself up to it.

At the top, there is a bridge near the target, patrolled by a Pirate. Shoot the Pirate with an arrow to stun her, then run across the bridge. Go through the door to the right on the other side of the bridge.

-----  
Pirates' Fortress - Gilded Chest Room

Three pirates patrol a gilded chest in this room. You can stun them with arrows if you like, and then open the chest to get a Silver Rupee, but I don't recommend it. Just stun all three of them, then quickly run up the ramp on the right side of the room and go through the door before the Pirates recover.

-----  
Pirates' Fortress - Third Pirate Captain Room

As you step into the room, the doors will seal themselves. Enter the middle of the room, and a third Pirate Captain will appear. Defeat her in the usual fashion; dodge-then-attack, or shoot her with arrows. Once she is gone, the doors in the room will unseal themselves. Go through the door flanked by two torches.

-----  
Pirates' Fortress - Fourth Egg Room

Pull yourself into the fish tank by shooting the wooden beam above it with the Hookshot. Switch to Zora Link and dive into the water, and capture the egg at the bottom in an egg. Climb back out of the pool of water, and go down the hall and through the door to the right of the fish tank.

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Pirates' Fortress - Compound

That should have been your fourth egg, so play the Song of Soaring and return to the Great Bay Coast.



Great Bay - Coast

With the four eggs from the Pirates' Fortress liberated, it's time to head for Pinnacle Rock to recapture the next three. You must do this in the same cycle; if you reset the time cycle before obtaining the three eggs from Pinnacle Rock, then you'll have to get the four from Pirates' Fortress again.

Before we head for Pinnacle Rock, climb up the ladder near the Owl Statue and enter the Marine Research Lab.

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Great Bay - Marine Research Lab

Deposit whatever eggs you have remaining in the large fish tank in the room, then head back outside.

-----  
Great Bay - Coast

Swim east, back to the coast, where there are two buildings on the southeastern edge of the beach. Enter the building on the right, marked by a sign which reads "Fisherman's Hut."

(the other hut contains the Oceanside Spider House... we'll get to it after we've found all seven of the eggs)

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Great Bay - Fisherman's Hut

When you enter the Hut, Z-Target the Seahorse trapped inside the fishbowl, and speak with it. It will beg you to return it to it's home in Pinnacle Rock. The Fisherman will agree to give it to you, but only if you bring him a picture of one of the Pirates in Pirates' Fortress. Show him the one you took while you were there (you did remember, didn't you?), and he'll give you the Seahorse, which will be stored in a spare bottle.

Head back outside once you have the Seahorse.

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Great Bay - Coast

Head for the northwest area of the Bay, where there are two huge rocks in the middle of the water. Swim between the rocks to enter Pinnacle Rock.

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Great Bay - Pinnacle Rock  
New Upgrade: Piece of Heart x1 [PH33]

Dive to the floor of the ocean as Zora Link, and run forward to the signpost reading "Beware of Sea Snakes." Release your Seahorse, and it will guide you through the water here (which is full of invisible pits) to Pinnacle Rock. Keep following closely behind it, following it's path closely.

On the other side of the murky water, the Seahorse will ask you to help it's friend, who is trapped in the area by Sea Snakes. Doing so will get you a Piece of Heart, and as you have to wander all over the place looking for the last three Eggs, you may as well.

Swim into the center of the area, and you will reach a huge pit in the waters below, which has six caverns ringed around it'd inside at different levels.





Heart Containers: 11/20	Heart Containers: 01
Heart Pieces : 27/52	Heart Pieces : 01
Masks : 15/24	Masks : 00

+-----Inventory Checklist-----+

X Ocarina of Time	X Hero's Bow	X Fire Arrow	_ Ice Arrow	
_ Light Arrow	X Bombs	_ Bombchus	X Deku Sticks	
X Deku Nuts	X Magic Beans	X Powder Keg	X Pictobox	
X Lens of Truth	X Hookshot		_ G. Fairy's Sword	
X Bottle #1	X Bottle #2		X Bottle #3	
X Bottle #4	_ Bottle #5		_ Bottle #6	

+-----Song Checklist-----+

X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing	
X Epona's Song	X Song of Soaring	X Song of Storms	X SonataOfAwakening	
X Goron Lullaby	X N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order	

+-----Equipment Checklist-----+

X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	

+-----Upgrade Checklist-----+

X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	_ Enhanced Defense	
	X Powder Keg Certification		

+-----Mask Checklist-----+

_ Postman's Hat	_ Keaton Mask	X Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
X Bunny Hood	_ Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	_ Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

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Clock Town - South

As you enter the newest cycle, play the Inverted Song of Time to slow down time, then head for the Trading Post in West Clock Town.

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Clock Town - Trading Post

Stand in front of the Scarecrow in the room, and use the Ocarina of Time. The Scarecrow will request that you play him a song that you wrote. The song can be anything you like, but can't be a song that already exists in the game, and must be at least two notes.

The Scarecrow will then disappear, and the song you played for him will become the Scarecrow's Song for the rest of this three-day cycle.

Now that you have learned the Scarecrow's Song, head for Termina Field out the west gate.



X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
+-----Upgrade Checklist-----+			
X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	_ Enhanced Defense	
	X Powder Keg Certification		
+-----Mask Checklist-----+			
_ Postman's Hat	_ Keaton Mask	X Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
X Bunny Hood	_ Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	_ Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	
+-----+			

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Snowhead - Mountain Village

Head north from the Owl Statue, through the pass to the next area.

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Snowhead - Upper Mountain Pass

New Upgrade: Piece of Heart x1 [PH29]

As Goron Link, jump over the first gap in the road, and ride all the way to the ramp leading over the second gap. Stop just before it, and look to the east with the Lens of Truth. A string of invisible platforms appears here. Jump along them to their end, but watch out for the Ice Keese who flutters around the area. At the end of the platforms, you will fall short of jumping distance to a tall ledge that holds a Piece of Heart. Play the Scarecrow's Song that you taught the Scarecrow earlier in the cycle, and he'll appear on the ledge. Hookshot over to him to get the Piece of Heart.

Now, using the Song of Soaring to head for Snowhead.

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Snowhead

Return to Snowhead Temple and defeat Goht once more. Enter the ring of blue light that Goht leaves behind to return to the Mountain Village.

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Snowhead - Mountain Village

With the blizzard subsided once more, the Mountain Lake is now refilled with water. Head to the east end of the Mountain Village and go through the pass to the Mountain Lake.

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Snowhead - Mountain Lake

New Upgrade: Piece of Heart x1 [PH30]

Change to Zora Link and jump into the lake, then dive to it's bottom. Open the



X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

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Clock Town - South

Slow time with the Inverted Song of Time, then repeat the Deed trading sequence up to the Mountain Title Deed. In case you don't remember, then get the Moon's Tear from the Clock Town Observatory, then trade it for the Land Title Deed in South Clock Town, then for the Swamp Title Deed in Southern Swamp, then for the Mountain Title Deed in Goron Village.

THIS IS VERY IMPORTANT. Before you trade the Land Title Deed for the Swamp Title Deed, speak with the Akindo Nut as Deku Link and purchase a Magic Bean. If you don't have the Song of Storms, then you'll next want to capture a Bottle of Spring Water near Kotake's Potion Shop as well.

Once you have the Mountain Title Deed, the Magic Beans and the Bottle of Spring Water if you need it, warp back to Clock Town and head for the Trading Post in West Clock Town.

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Clock Town - Trading Post

Stand in front of the Scarecrow and pull out your Ocarina. Teach him a song; it can be anything you like, but can't be any song already existing in the game, and must consist of two notes. This song will become the Scarecrow's Song for the rest of this cycle. Also, while you're here, capture the Fish that's in the water. Keep entering and then leaving the shop until all of your bottles are full of Fish, but save your single bottle of Spring Water (if you only have one bottle, then wait until you have used the Bottle of Spring Water, and come back later to get the Fish).

Once you have your bottles full of fish and have taught the Scarecrow your song, warp to Great Bay Coast with the Song of Soaring.

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Great Bay - Coast

Climb up the ladder near the Owl Statue and enter the Marine Research Lab.

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Great Bay - Marine Research Lab  
New Upgrade: Piece of Heart x1 [PH34]

To the right of the door as you enter, there is a small fish tank filled with red fish. Climb on top of this tank, and start dropping your Bottled Fish into the tank. The fish in the tank will eat the Bottled Fish. Drop a total of four Bottled Fish into the tank, and a Piece of Heart will come out of one of the fish in the tank. Keep returning to the Trading Post in Clock Town to get more Fish if you run out.

Once you have the Piece of Heart, return to Great Bay Coast.

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Great Bay - Coast  
New Upgrade: Piece of Heart x1 [PH35]

Head to the northeast area of the Great Bay Coast, where there is a rough bit of wall to the east of the Pirates' Fortress entrance that has numerous cliffs on it. Climb up onto the rocky coastline of this area, and head to it's southern-most edge. Look north, up to the first cliff, where there is a Hookshot target just visible. Pull yourself up to it.

Keep heading north along the cliffs, pulling yourself along two more Hookshot targets. At the last one, you'll find a patch of soft earth. Plant your Magic Bean here, and use the Song of Storms or your Bottle of Spring Water on it to make it grow. Board the fully-grown Magic Leaf, and ride it up to the next ledge. Here, Tatl will flutter over to the next ledge.

Play the Scarecrow's Song that you taught to the Scarecrow in the Clock Town Trading Post, and the Scarecrow will appear on the ledge. Pull yourself over to him with the Hookshot. Take the Piece of Heart near the Scarecrow, then use the Song of Soaring to quickly return to the Great Bay Coast Owl Statue.

Back at the Owl Statue, swim east, back to the coast, and go to the pair of buildings on the southeast part of the beach. Enter the building on the left to reach the Oceanside Spider House.

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Great Bay - Oceanside Spider House

Time: First Day

New Upgrade: Piece of Heart x1

New Equipment: Giant's Wallet

If you can find and defeat all thirty of the Gold Skulltulas in this house on the First Day, then you will get the Giant's Wallet (which holds up to 500 rupees) as your reward. But you'll need the Hookshot to do it, so don't bother until you've finished the Pirates' Fortress. For complete information on completing this Spider House, see subchapter Zero-Three-Five-Two.

Once you've got the Giant's Wallet and the Piece of Heart, head back outside.

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Great Bay - Coast

Head to the south end of the beach area, where there is a cavern that leads to Zora Cape. Go through it.

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Great Bay - Zora Cape

New Upgrade: Piece of Heart x1 [PH37]

Head to the east as you enter the cape. If it's nighttime, watch out for the Like-Likes that populate the area; in the day, it's Leever's. There is a small river which leads to the east, which ends in a waterfall. Dive to the bottom of the river at the foot of the waterfall with Zora Link, and defeat the Like-Like at the bottom. If it swallows you, use a Lightning Shield to stun it.

When the Like-Like dies, it will leave behind a Piece of Heart. Take it, then return to the surface of the water and head back to the ocean shore. Halfway back to the shoreline, you'll reach a pile of driftwood sitting on the shore of the river. Turn around at this point and face back towards the waterfall, and look up to see a ledge with a palm tree on it.

Pull yourself up to the palm tree with the Hookshot, and look south from there to see another ledge with another palm tree. Pull yourself up to the palm tree

with the Hookshot. Run south along this ledge, and look south again to see another ledge, with another palm tree. Hookshot.

Open the chest here to get a red rupee, then look to the east. Palm tree. Hookshot. Look south to see another ledge, and another palm tree. Hookshot. On this ledge, there is a cave opening. Go through it.

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Great Bay - Waterfall Rapids

New Item: Bottle #5

New Upgrade: Piece of Heart x1 [PH38]

In this area, you can challenge the Beavers who own the damn on top of the waterfall to a race. If you can defeat them, you'll earn yourself the game's fourth bottle. Swim near the Beaver swimming around the pool as Zora Link, and he'll sink to the bottom. Follow him down and speak with him.

In the game's first mode (of which there are two), the Beaver will challenge you to swim through all twenty of the rings that appear in the river in two minutes.

Dive off the cliff after the timer reaches 0, and swim through the first ring, which is under the arch in the large pool at the top of the river. Swim back up to head into the river, heading north. Stay near the center of the river to swim through two more rings, then hang a left into the tunnel (keep an eye on the map to see when you are drawing close). Keep going down the tunnel, passing through three more rings.

On the other side of the tunnel, you'll pass through a broader area which is filled with tree roots. Swim between the tree roots (the roots that form forks make the fastest but riskiest routes). After passing through the third ring in the area, hang a sharp right to return to the path of the river, passing through another narrow tunnel.

Keep going down the tunnel, passing through several more rings. When the course next broadens out, you'll have to turn sharply right after the first ring to get the next one, but you can swim straight from there to the third ring. From here, the course ends in a giant loop, with all the rings being in roughly the center of the course. Some of the rings are quite close to the surface; make sure you don't hold up too sharply, or you'll jump out of the water entirely, making setup for the next ring difficult.

As you pass through the last ring, you'll enter the Beaver's den. If you did it perfectly, then the Beaver's big brother will show up, and insist that you beat him before he'll give you an Empty Bottle. Agree to challenge the older brother to a race.

In the game's second mode, the Beaver will follow a slightly modified course from his younger brother, and the rings are also placed in more challenging areas, plus there are five additional rings. This is still pretty easy, though.

Dive off the waterfall, and swim deep into the water to get the first ring, which is deeper under the arch from where it appeared first time. Now, as before, pull sharply up to return to the near-surface of the water, and start swimming north up the river. Swim through the ring where it nearly comes out of the water, then quickly swim back towards the floor to get the next ring. Swim evenly between the floor and the surface to get the third ring.

Hang a left into the tunnel, and go down it, where you'll pass through the

rings without trying. When you reach the wide area with the tree roots, swim through the exact centers of the rings, or else you'll collide with the tree roots around the ring's perimeters. After the last ring in the root area, take the same sharp right you took before to get the next ring.

Swim near the surface after you pass under the short tunnel to get two more rings. Be careful you don't jump out of the water; it's very easy to blow completely by the second ring if you accidentally jump through the first one. Once the area broadens out, swim to the left to get the first ring, then go straight forward to the next ring, then sharply to the right to get the next one. You can go straight from there.

From here, you're back in the loop, which is more or less the same as the last time you were here. Stay near the middle of the course and close to the surface to get all of them. When you swim through the last ring and into the Beaver's Den, they'll surrender the Empty Bottle.

Once you've beaten both of the Beaver Brothers in their race, you'll be returned to the entrance to the Waterfall Rapids. The fun isn't over yet; dive back down into the pool of water, and head for the ledge on the west side of the pool. The Beaver Brothers wait here; speak with the elder brother, and the pair of them will insist that they don't have anything more. Agree to race anyway.

You'll replay the Beaver Brother's minigames (the first round with twenty rings, the second round twenty-five), but you will have only one minute and fifty seconds for each round this time. Complete both rounds again to earn a Piece of Heart.

After the race is over, you'll be returned to the entrance to the area. Once you've earned the Piece of Heart and the fourth Bottle, return to Zora Cape.

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Great Bay - Zora Cape

Jump off the cliff and run back west until you reach a beach, then enter the ocean. Swim out to the large, circular object out in the middle of the ocean, with the huge fin rising out of it's top. This is Zora Hall, a concert hall owned by the Zora race. Where do the Zora actually live? Who knows.

Swim out to the hall as Zora Link, using the opening on the east side of the structure to swim into the ring, and then into the sculpture of the fish's mouth to enter the building itself.

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Great Bay - Zora Hall

While in this area, stay as Zora Link whenever possible. While in the body of Mikau, the lead guitarist of the Indigo-Go's, Zora Link has complete access to the entire place. If you ever can't access a room, just switch to Zora Link to solve the problem.

Head to the right as you enter, around the perimeter of the pool, until you reach the first door on the right. It has three seashells above the door, and a Zora standing in front of it. Go through it.

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Great Bay - Mikau's Room

Ignore the drummer, and switch back to Hylian Link. Use the tree on the second



level of the room as a Hookshot target to pull yourself up to Mikau's practice area. Read the journal on Mikau's desk, and write down the musical notes that appear on screen. Once you've gotten the notes written down somewhere, head back out the door you came through.

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Great Bay - Zora Hall

Run to the right to the next room, which has an Octopus over the door. Go through it.

-----  
Great Bay - Japas' Room

Head into the room and speak with Japas, the Indigo-Go's bass player. After he goes on for quite a while about the band, the conversation will end. Speak with him again, and he'll suggest the pair of you have a jam session. Pull out your Zora Guitar at this point, and Japas will play four notes. Write down these four notes somewhere, then follow these notes by the first set of notes you copied out of Mikau's journal.

Japas will play another set of notes. Copy these notes as well, then play the second set you copied out of Mikau's journal. After a brief cutscene of Japas and Zora Link playing the new song, head back outside.

-----  
Great Bay - Zora Hall

As you come out of the door, head to the right to the next door, which has coral above it. Go inside.

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Great Bay - Evan's Room  
New Upgrade: Piece of Heart x1 [PH39]

Run into the room and speak with Evan as Hylian Link (if you speak with him as Zora Link, he'll just carry on about Lulu's eggs). Use the Ocarina of Time to play the song that you and Japas composed. This means, you'll play Japas' first four notes, then Mikau's first four notes, then Japas' second four notes, then Mikau's second four notes. He'll overhear the song, and will like it (if you play it as Zora Link, Mikau, then he'll get mad and refuse to say anything about it).

Evan will give you a Piece of Heart in thanks for helping him "compose his new song." Head back outside.

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Great Bay - Zora Hall

Head to the right to the next door, which has a Seastar above the door. Speak with the Zora in front of the door as Zora Link, and he'll run away. Enter the door.

-----  
Great Bay - Lulu's Room  
New Upgrade: Piece of Heart x1 [PH40]

Run into the room, and speak with the Akindo Nut as Goron Link. He'll mention that he'd like to do business where the air is cool and clean. Offer him the Mountain Title Deed, and the Akindo Nut will gladly trade for his Ocean Title



X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	

+-----Upgrade Checklist-----+

X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	_ Enhanced Defense	
	X Powder Keg Certification		

+-----Mask Checklist-----+

_ Postman's Hat	_ Keaton Mask	X Romani's Mask	
X Kamaro's Mask	_ All-Night Mask	X Bremen Mask	
_ Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
X Bunny Hood	_ Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	_ Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

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Clock Town - South

New Item: Bottle #6  
New Mask: Kafei's Mask, Keaton's Mask, Postman's Hat, Couple's Mask  
New Upgrade: Piece of Heart x1 [PH11]

We'll get to Great Bay Temple in a while (trust me, you don't want to be in hurry to get there). Now that you have the Hookshot, this is an excellent opportunity to do the Kafei and Anju's Marriage sidequest. This is the longest sidequest in the game, but gives you a TON of masks, heart pieces, and other items for finishing it, so it's well worth the effort. See subchapter Zero-Three-Five-Four for more information on finishing that sidequest.

Once you've finished the Anju and Kafei's Marriage sidequest, reset time with the Song of Time and return here. Don't use the Inverted Song of Time; you want the flow of time at normal, at least at first. Head for the nearest mailbox (the one right next to the entrance to the Laundry Pool is usually the most convenient).

Equip the Postman's Hat that you earned in the Anju & Kafei's Marriage sidequest, then peek into the mailbox. You'll find a Piece of Heart (you can keep looking inside, but all you'll get from now on is green rupees).

Now, head for North Clock Town.

-----  
Clock Town - North

New Upgrade: Piece of Heart x1 [PH12]

If you equip the Keaton Mask and then slash the circle of bushes in the north of the area, a real life Keaton (which is actually a fictional animal, but whatever) will emerge from the bushes. Speak with it, and it will play a Quiz with you (I can just smell the stale British beer). Answer all of it's questions correctly, and you'll earn a Piece of Heart. Most of the questions are very easy, especially if you've been following my guide, but some of them are rather obscure. See Subchapter Zero-Three-Five-Five for a complete listing of the Keaton's questions and their answers.

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

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Clock Town - East

Wait around for 10:00 AM, then enter the Mayor's Residence in the north part of the area.

-----  
Clock Town - Mayor's Residence

Time: 10:00 AM

New Upgrade: Piece of Heart x1 [PH13]

There are two doors in this building; one to the left and right of the secretary. Go through one to the left to find the Mayor trapped in an argument between the leader of the Carnival and the leader of the Town Guard. Speak with the Mayor while wearing the Couple's Mask, and the argument will end, and you'll get a Piece of Heart.

Return to East Clock Town.

-----  
Clock Town - East

Time: 10:00 PM

Wait around East Clock Town until the time reaches 10:00. Equip Romani's Mask, and then enter the Milk Bar. It's the building closest to the East Gate.

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Clock Town - Milk Bar

New Mask: Circus Leader's Mask [MSK07]

Run down the stairs, and speak with the fat Zora closest to the stage as Hylian Link. Agree to do a "sound check" for him, and he'll direct you on stage and tell you which notes to perform. Do it again with Deku Link, then Goron Link, and then with Zora Link. All together, the different parts will come together to play the Ballad of the Wind Fish, a song from the Game Boy Zelda game, Link's Awakening.

After the song is done, Gorman will give you the Circus Leader's Mask. This Mask makes it so that the Gorman Brothers won't attack you while helping Cremia cross Gorman Track. But since you need Cremia's Mask from that event to even get this mask, that makes the Circus Leader's Mask rather useless. Still, you need it to get the Fierce Deity's Mask, so we got it anyway.

Head back outside and go to North Clock Town.

-----  
Clock Town - North

Time: First Night, 12:30 AM

If you spent so long in the Milk Bar that it's past 12:30 AM of the First Night, then reset the time cycle and wait around in North Clock Town until that time. Also, Before you do this step, make sure you have five hundred rupees in the bank. If you don't, then repeatedly raid the chest above the Town Shooting Gallery and the chest in the Bombers' Hideout until you do.

At 12:30 AM, Sakon will make his usual attempt at stealing the Bomb Lady's Bomb Bags. Stop him by slashing him with Hylian's Link sword, then allow him to

escape. Now, head for West Clock Town.

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Clock Town - West

Withdraw 500 rupees from the Bank, then proceed to the Night of the Third Day. Stand near the door to the shop on the south end of the area. Hang around until the shop opens at 10 PM, then go inside.

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Clock Town - Curiosity Shop  
Time: Third Night, 10 PM  
New Mask: All-Night Mask [MSK05]

Though you probably haven't figured it out at this point in the game, Sakon is the Curiosity Shop's main source of products. It also deals in stolen equipment from pesky birds in Termina Field. With Sakon's robbery foiled, he goes into hiding, and the Curiosity Shop's owner sells his most prized possession, the All-Night Mask, as an Eleventh Hour product. Purchase it from the shop, then use the Song of Time to reset time before the moon crashes into Clock Town.

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Clock Town - South

Head for East Clock Town.

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Clock Town - East

Enter the Stockpot Inn, which is the door near the awning on the west side of the area. If the Inn still hasn't opened when you reach it, then use the Deku Flower to get on top of the awning and use the Inn's second-floor entrance.

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Clock Town - Stockpot Inn

On the first floor, run to the hall behind the check-out desk and enter the first door on the right.

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Clock Town - Grandmother's Room  
New Upgrade: Piece of Heart x2 [PH14] [PH15]

Put on the All-Night Mask, and then speak with Anju's Grandmother, who will offer to tell you a story. Normally, these stories are considered very boring by Link, and he will fall asleep before they are finished. But with the All-Night Mask, he'll stay awake through the whole thing. Listen to both of Anju's Grandmother's stories.

For the Carnival of Time story, when Granny asks a question after the story, answer "On the eve of the festival," and Granny will give you a Piece of Heart (but she thinks it's candy). For the Four Giants story, when Granny asks a question after the story, answer "I dunno," and you'll get a second Piece of Heart. If you have already visited Shiro in Ikana Canyon and saved him, then you have now finished the Bombers' Notebook. Congratulations.

Now, at last, it's time to turn our attention to the Great Bay Temple we've been ignoring for the past few hours. Play the Song of Time to reset the three-day cycle.



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+-----+  
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Clock Town - South

Slow time with the Inverted Song of Time, then head to West Clock Town and withdraw a few hundred rupees from the bank. Stock up on Arrows and Bombs, then warp to... Snowhead! That's right, Snowhead. We'll get to Great Bay Temple in just a moment.

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Snowhead

Return to Snowhead Temple and beat Goht. It's a good thing he's such a fun boss, because you have to beat him a lot. Once Goht is defeated, enter the ring of blue light he leaves behind to return to the Mountain Village.

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Snowhead - Mountain Village

Directly in front of you as you return from the Goht boss fight, there is a frog in the water. Speak to the frog while wearing Don Gero's Mask, and he'll ask you to reunite the Frog Choir. Since one of the frogs is inside Great Bay Temple, we'll get the other three after finishing it.

-----  
Great Bay - Zora Cape

Smash the pots near the Owl Statue to find miscellaneous items, and a Fairy. If you like, you can warp to other Owl Statues around Termina, since each of them has a Fairy hidden in a nearby object (except for Clock Town).

Once your bottles are full of fairies, visit Lulu near the Zora Cape Owl Statue, and play her the New Wave Bossa Nova as Zora Link. The island near Zora Hall will come to life, revealing itself to be a giant turtle. Pull yourself onto the turtle's back with the Hookshot to travel to Great Bay Temple.

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Great Bay Temple - Entrance

New Dungeon Item: Stray Fairy x1 [SF32]

There are four unlit torches to your right and left as you enter. Use a flaming Deku Stick, if you have one, to light them all, otherwise use Fire Arrows. Once all of the torches are lit, a chest will appear in front of the giant turtle. Open it to get a Stray Fairy (1).

Once you have the Fairy, go up the ramp behind the chest and through the door near the Majora's Mask symbol on the floor.

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Great Bay Temple - Waterwheel Room

New Dungeon Item: Stray Fairy x2 [SF33] [SF34]

Drop into the water and dive to the bottom as Zora Link, and look under the ledge to find another Stray Fairy (2). Head for the corner of the room, where there are two yellow levers which control the water pillars in the room. Go to the lever which is underwater, and push on it to activate the second water pillar from the yellow pipes in the room. If the lever can't be pushed, then

pull on it.

Climb back up to the door you came through, and look to the left and right to see two elevators that continually rise and fall. Ride the one to the right of the door up, and jump out to the short ledge with the rupees. Kill the Big Skulltula on this ledge, and a Stray Fairy will appear (3). Jump back down to the door, and ride the elevator to the left of the door up. Jump out to the long ledge in the corner of the room. There are two Big Skulltulas on this ledge.

Kill them with Hylian Link's arrows, then run to the edge of the ledge, where the water pillar you activated earlier was. Wait for the water pillar to recede to it's lowest point, then jump out to the top of the water pillar you activated earlier. Jump from the water pillar to the opposite ledge, then run along the ledge and down a hall at it's end to reach a huge machine which is powered by the waterwheel.

-----  
Great Bay Temple - Spinner Room

New Dungeon Item: Stray Fairy x2 [SF35] [SF36]

Jump off the ledge to the left to the platform below, run along the perimeter of the room and climb the ladder at the other end. At the top of the ladder, smash the barrel with Goron Link to get a Stray Fairy (4). Back on Zora Link, dive to the bottom of the pool and smash the pot in the middle of the area (you may need to use Zora Link's boomerangs to hit it). A Fairy will emerge; grab it when you pass by it (5).

Start swimming again, and head towards the top of the pool. Follow the current of the pool around in circles until you see a tunnel on the side which has a green and a red pipe leading into it. Go down this tunnel.

-----  
Great Bay Temple - Water Jump Room

New Dungeon Item: Dungeon Map, Stray Fairy x1 [SF37]

To your left as you come out of the tunnel, there is a platform above the surface of the water. Climb up onto it, then face the other end of the room. You'll see a gilded chest; pull yourself up to it with the Hookshot. Open the chest to get a Dungeon Map.

Across from the chest, there is another platform with a pair of pots on it. To reach this platform, you have to dive into the water as Zora Link, and swim from the bottom of the pool to the surface, jumping out of the water and onto the platform. Smash the pots to reveal a Stray Fairy (6). Jump into the water, then follow the red pipes down the next tunnel.

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Great Bay Temple - Bio-Deku Baba Room

New Dungeon Item: Stray Fairy x1 [SF38]

This room is full of Bio-Deku Babas, aquatic versions of regular Deku Babas. Swim into them with Zora Link's Lightning Shield to remove them from their lily pads, then attack them on the floor of the pool to kill them.

Climb up onto the vacated lily pads, and start jumping back towards the way you came. There is a Bio-Deku Baba on the ceiling here. Knock it down with Hookshot blasts, then climb up to kill it at close range. A chest will appear once you've killed all of the Bio-Deku Babas. Open it to get a Stray Fairy (7).



Jump back across the lily pads and go through the door opposite the chest.

-----  
Great Bay Temple - Golden Fence Room

New Dungeon Item: Compass, Small Key x1

Be careful you don't fall in the fast moving stream of water in this room, or else you'll be swept back to the Spinner Room.

Run forward to the large pool of water, and cut down both of the Bio-Deku Babas in the pool with Zora Link's Boomerangs. Hop along the Lily Pads to the alcove in the corner of the room, watching out for the Real Bombchu on the way. Open the gilded chest to get the Compass.

Jump into the pool of water, and dive to the bottom. Kill both of the Bio-Deku Babas that you cut down earlier, then kill the Dexihand with boomerangs. Open the gilded chest to get a Small Key. Smash all of the pots to get arrows, then float back to the surface.

Jump into the fast-flowing water to return to the Spinner Room.

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Great Bay Temple - Spinner Room

Dive all the way to the bottom of the pool, and follow the current around until you reach a tunnel with a single red pipe going into it. Go down this tunnel.

-----  
Great Bay Temple - Red Source Room

Defeat the Shell Blades in the room by diving to the floor, and attacking them when their mouths open. Hold up your shield when they charge at you to deflect their attacks. Swim to the surface and head to the east side of the room, where there is a red pipe climbing up out of the water.

Climb up this pipe, moving slowly to ensure you don't fall off the side. Watch out for the Real Bombchu who circles it's midway point. At the other end of the pipe, there is a locked door. Go through it.

-----  
Great Bay Temple - Chu Room

Smash all of the pots in the room to get miscellaneous items, and then start killing the Chus in the room to get Arrows and Magic Power. The Chus regenerate; keep killing them until you have maxed your arrows and Magic Power, then go through the door on the north side of the room.

-----  
Great Bay Temple - Wart Room

New Item: Ice Arrow

Look on the ceiling as you enter the room to begin a miniboss fight.

Miniboss: Wart

After Wart lands on the ground, he'll be surrounded by numerous little blobs which protect his body. Z-target one of them, then grab onto these blobs with the Hookshot. Slash them with your sword to destroy them. The Gilded Sword can take out the blobs in one hit. Keep on pulling off blobs and destroying them until Wart runs out of blobs. Every once in a while, a blob will

automatically detach and start bouncing around the room. Slash it before it runs into you. A much faster, but far more dangerous method to destroying the blobs is to knock them off with your sword, and then slash them as they bounce around the room.

Once you've knocked off all of the blobs, then Wart will start ricocheting around the room. Wait for him to open his eye, then shoot the eye with an arrow. You'll know when Wart's eye is open, since you will be able to Z-Target him at that time. Even though you CAN Z-Target him, I advise you to just aim manually. It's far easier than trying to Z-Target him, especially later in the fight when his eye stays open for barely a second. If you stand in one of the corners of the room, then Wart's ricocheting attacks will all miss, for the most part. Keep shooting arrows into Wart's eye until he succumbs.

Once Wart is dead, a gilded chest will appear in the room. Open it to get the Ice Arrow. Smash the pots in the room to restore your health and ammunition, then head back out the south door.

-----  
Great Bay Temple - Chu Room

Smash the pots and kill the Chus until you are back at full arrows and magic power, then head back through the south door.

-----  
Great Bay Temple - Red Source Room

Jump off the cliff and go to the southwest or southeast corners of the room, where there are platforms. Climb up onto the platform, and shoot the Octorok near it with an Ice Arrow. The Octorok will freeze into a solid block. Climb up on top of the block, and from there jump to the top of the red cylinder in the middle of the room.

Push or pull the lever here, and the red pipes around the dungeon will become active. Dive into the water as Zora Link, sink to the bottom and go through the tunnel at the south end of the room to return to the Spinner Room.

-----  
Great Bay Temple - Spinner Room

Though you've activated the source of water for all the red pipes in the dungeon, it's still being blocked somewhere. Swim to the top of the pool, and follow the current of the path around until you come to a tunnel with a green and red pipe leading into it. The red pipe should now be flashing. Go down this tunnel.

-----  
Great Bay Temple - Water Jump Room

If you look at the red pipes in this room, you will see that the pipe leading into the room on the south side of the room is flashing, but the pipe leading out of that room is not. The source of the blockage is there.

Use a Water Jump as Zora Link to reach the platform on the east side of the room with the pair of pots. From here, you are close to the door on the south side of the room. Fire an ice arrow into the water, halfway between the ledge you are standing on and the far ledge with the door. The Ice Arrow will create a platform made of ice. Jump out to it, and jump from it to the south ledge. Go through the door on the south ledge.

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#### Great Bay Temple - Red Blockage Room

There is a Blue Chuchu in this room. It's made of water, so if you freeze it with an Ice Arrow, then it will become a solid block of ice. Freeze the Blue Chuchu, and then push the ice block to the red cylinder in the rear of the room. Climb onto the ice block, and then climb onto the red cylinder. Kill the Real Bombchu, then push or pull on the lever until it activates. This will undo the blockage of the red pipes.

Return to the Water Jump Room out the north door.

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#### Great Bay Temple - Water Jump Room

Jump into the water, and follow the glowing red pipe through the tunnel in the southeast area of the room.

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#### Great Bay Temple - Bio-Deku Baba Room

Swim to the end of the hall, then climb out of the water. Go through the door on the northwest side of the hall.

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#### Great Bay Temple - Golden Fence Room

Run forward and knock the Bio-Deku Babas off of their lily pads once more. Jump out to the second lily pad, then switch to Hylian Link. Look north from this lily pad, and you'll see a small alcove which is filled with ice stalagmites. Fire an Ice Arrow into the water to make a platform, then jump out to it. Fire another Ice Arrow to make another platform, and continue until you reach the alcove.

Smash all of the ice stalagmites in the alcove to get arrows and magic power, then use a Fire Arrow to melt the ice covering the door at the north end of the passage. Go through it.

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#### Great Bay Temple - Gekko Room

This room contains another Gekko, the same kind of creature you encountered in Woodfall Temple. This fight is wholly different, however.

#### Miniboss: Gekko (Great Bay Temple)

At the start of the fight, the Gekko will run around the room, which is filled with green blobs. Don't touch the blobs; they're damaging to touch. Get into line-of-sight of the Gekko, and then shoot it with a standard arrow. It will retreat to the ceiling, and the blobs in the room will come up to surround him.

The Gekko will now begin to move around the ceiling, and will fall down to crush you if you stand still for too long. Let him fall, and head for the perimeter of the room before he can land on you (the Bunny Hood helps). Z-target the Gekko before it returns to the ceiling. Shoot the green blob with an Ice Arrow before the Gekko can land on you again. Once the blob is frozen, it will crash to the ground and shatter, and the fight returns to it's first phase.

Late in the fight, Gekko will also attempt to pick up blobs and throw them at you. He becomes stationary when he does this; shoot him before he gets the chance to throw the blob.

Once the Gekko is dead, he will become an ordinary frog. If you unfroze Snowfall before you came to the dungeon, as I directed you to, then speak to the frog while wearing Don Gero's Mask, and he'll return to Mountain Village.

There are two doors in the south of the room that unseal themselves after the fight. Go through the one on the east side.

-----  
Great Bay Temple - Golden Fence Room

New Dungeon Item: Boss Key

Run down the hall, and open the ornate chest to get the Boss Key. Don't get too excited; this dungeon is far from over. Jump through the opening in the golden fence to return to the main area. Climb out of the pool and enter the fast-moving water to return the Spinner Room.

-----  
Great Bay Temple - Spinner Room

Swim back to the surface of the water, and climb out. Go up one of the ladders on the east and west sides of the room, then ride the giant spinners around to the north side of the room. There is a ladder here inside a waterfall. The waterfall prevents access. Shoot the top of the waterfall with an Ice Arrow, and it will freeze shut, letting you climb the ladder.

At the top of the ladder is a door. Go through it.

-----  
Great Bay Temple - Green Source Room

New Dungeon Item: Stray Fairy x1 [SF39]

Though you've activated all of the red pipes in the dungeon, you can't do much with them until you've also activated the Green pipes. Which is why we're here.

Defeat the Tektite in front of you as you enter, then look to the east side of the room. You can see the switch for the green pipes on the cylinder there. Create a series of platforms with Ice Arrows to reach it. Once on the cylinder, push or pull on the lever there to activate the source of the green water pipes.

Look to the west side of the room from the top of the green cylinder, and you'll see a yellow cylinder with a number of barrels on top of it. Pull yourself over to the barrels with the Hookshot, then smash them with Goron Link.

Look on the ceiling to the north from the yellow cylinder, and you'll see an opening. This is your goal. Kill the Tektite near the cylinder with a standard arrow, and then start making ice platforms towards the wall north of the cylinder. Once there, turn around and look through the opening to see a Hookshot target. Pull yourself up to the target to reach the upper area of the room.

Run to the middle of the area and open the chest to get a Stray Fairy (8). Head to the south end of the room, and drop through the hole there to return to the door. Go back through it.

-----  
Great Bay Temple - Spinner Room

Climb back down the ladder, and ride the spinners back to the south end of the room. Head back down to the tunnel to the Waterwheel room.

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Great Bay Temple - Waterwheel Room

With the red pipes activated, you can now reverse the spinning of the waterwheel, making the spinners in the next room flow in the opposite direction, opening more tunnels in the pool for you to investigate.

Look to the right as you enter the room, and you'll see that the pillar of water coming out of the red spout has activated itself. This is because you unsealed the blockage earlier. Use the Hookshot target on the ceiling above the water pillar to get on top of it, then jump out to the top of the red cylinder when the water pillar is at it's highest point.

Push the lever forward, and the water pillar beneath the waterwheel will activate. This will force the waterwheel to stop turning. Jump down to the water, and push the lever on top of the yellow cylinder. This will deactivate the yellow water pillar beneath the waterwheel, reversing the direction that it rotates.

Use the elevators near the south wall to return to the upper level, and return to the Spinner Room.

-----  
Great Bay Temple - Spinner Room

New Dungeon Item: Stray Fairy x1 [SF40]

Dive into the pool and start riding the current around near the top of the pool. There is a tunnel with a red and a green pipe going into it, both flashing. Go down this tunnel. As you go down the tunnel, you'll pass briefly through the Golden Fence Room. Use Zora Link's Lightning Shield to destroy the enemies in this section, and you'll get the Stray Fairy as you kill them (9). You may need to try several times to actually get the Fairy; if you miss it, then you'll have to return to this area after you've passed through the Counterweight Room.

-----  
Great Bay Temple - Upper Waterwheel Room

New Dungeon Item: Stray Fairy x2 [SF41] [SF42]

Swim to the northwest corner of the room, where there is a ledge near the surface of the water. Climb up onto it, and turn around to see a waterfall falling from the ceiling above. Board the elevator near the ledge, and ride it to it's top-most point. Once you're there, freeze the waterfall near the elevator with an ice arrow (remember to aim for the top of the waterfall).

Jump down from the elevator onto the waterwheel, and jump up onto the windmill section of the device. If you turn around and face the wall, you'll see a small ledge with a chest inside. Stand on one of the propellers of the windmill, and pull yourself up to the chest with the Hookshot. Open it to get a Stray Fairy (10).

Jump back down onto the waterwheel, and run along it to the south end of the room. Run along the propeller leading to the east, and jump to the ledge on the east side of the room. Run north along this ledge to the edge, where there is an elevator (which is motionless since you turned off the waterwheel). If the elevator is too far away to jump to it, then reactivate the waterwheel by

shooting the source of the waterfall with a fire arrow, then refreeze the waterfall when the elevator is close enough.

Once you are standing on the elevator, face the southeast corner of the room. You'll see a ledge with a torch in it. Pull yourself over to the torch with the Hookshot. Open the chest near the torch to get another Stray Fairy (11).

Jump back down into the water and return to the ledge in the northwest corner of the room. Reactivate the waterfall by melting the ice covering the opening, which will reactivate the elevators in the room. Ride the elevator back to the top, and freeze the waterfall again. Run back along the waterwheel, and go to the southwest corner of the room, where there is a door. Go through it.

-----

Great Bay Temple - Counterweight Room  
New Dungeon Item: Stray Fairy x2 [SF43] [SF44]

Head south down the tunnel, and fall into the room, which is full of many counterweights (you might know them as See-Saws). Jump down off the ledge, and enter the pool of water beneath the upper end of the first counterweight. Dive down to the bottom of the pool to find a barrel. Break it by swimming into it as Zora Link, revealing a Stray Fairy (12). Return to the surface after you have the fairy.

Make your way to the counterweight near the center of the room, and stand on the weight which is in the lower position. Look on the ceiling above to see a frozen section; melt it with a Fire Arrow, and the counterweight will rise, taking you with it. Jump to the north to another counterweight; look above to see another frozen section of the ceiling. Melt it with another fire arrow, and you'll be lifted again.

From there, jump to the east, to reach a green cylinder with a lever on it. Push or pull on the lever until it moves, activating the green pipe on the south side of the room. Move south along the green pipe, killing the Real Bombchu on the way. When you reach the end of the pipe, climb up onto it (only Zora Link is tall enough). From here, run along the wall until you reach a pipe above the caged area below. Drop down into this caged area.

Smash the pots in the area, then use the Hookshot to pull yourself over to the chest across the way. Open it to get another Stray Fairy (13). Drop down through the gap to return to the main floor of the room, and head for the counterweight in the northwest corner of the room. Stand on the lower counterweight, and use a Fire Arrow to melt the frozen part of the ceiling. The counterweight will rise, stopping right next to a ledge. Jump out to the ledge and head west down the hall. Go through the door located there.

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Great Bay Temple - Water Jump Room

Jump off the ledge into the water below. Dive down into the water and swim down the tunnel in the northwest corner of the area.

-----

Great Bay Temple - Spinner Room

If you missed the Stray Fairy in the fast-moving tunnel earlier, then get it now. Once you have it, head down to the lowest level of the pool, and start following the current around until you reach a tunnel with a single green pipe leading into it. Go down this tunnel.

-----  
Great Bay Temple - Green Blockage Room  
New Dungeon Item: Stray Fairy x2 [SF45] [SF46]

As you enter the room, head for the west side of the room and begin smashing all of the pots here. In the tunnel in the northwest corner of the room is a Stray Fairy trapped in a bubble. Pop the bubble using Zora Link's boomerangs, but don't swim into the tunnel.

Head to the east side to see a green pipe rising up out of the water. Climb up this pipe, and stop halfway up to look towards the center of the room. Underneath the green pillar is a Stray Fairy trapped in a bubble. Pop the bubble with an arrow or the Hookshot, then use the Great Fairy's Mask to pull the fairy to you (14). The fairy that you released from the bubble earlier will also come towards you (15), which should also be your last one.

Climb all the way up the green pipe to reach the top of the green cylinder. Push or pull on the lever on top of the cylinder until it moves, activating the water pillar to the west of the cylinder. Jump out to the water pillar when it is at it's lowest point, then jump to the boss door when the water pillar reach it's highest point. Go through it.

-----  
Great Bay Temple - Gyorg's Chamber

Jump down the pit in the middle of the room to begin the fight.

-----B-O-S-S-----  
Gargantuan Masked Fish GYORG  
New Upgrade: Heart Container x1  
New Quest Item: Gyorg's Remains

I often hear this boss described as difficult. But then, I also heard similar things about Morpha in Ocarina of Time. To quote my Ocarina of Time guide: "I often hear this boss described as difficult. I can only come to two conclusions: One, people assume that since the dungeon is difficult, the boss must be difficult. Two, people suck. I tend to favor the latter."

The first thing to know about Gyorg, is to never enter the water until you have stunned him. That's a really great way to get yourself killed. In order to stun Gyorg, you simply have to shoot him with an arrow, or with Zora Link's Boomerangs (arrows are much easier). Run around the perimeter of the platform until you see Gyorg in the water, then Z-Target him. Quickly shoot him with an arrow, which will stun him. Jump in the water and switch to Zora Link. Sink down to Gyorg and damage him with the Lightning Shield. This is the same tactic you will use in the entire fight.

Gyorg has a few attacks to be aware of. While in the water, Gyorg can either swallow you, or release a horde of Bonefish (sometimes he does both, just to mix things up). While you're on the platform, he will either attempt to ram the platform and knock you into the water, or else will jump over the platform, Free Willy-style, and swallow you on the way. Any time you are in the water, make getting back on the platform your sole motivation. If you need more arrows, new ones can be found in the pots on the platform. Additional magic power can be found in the green pots beneath the water.

That's really all there is to Gyorg. He's not terribly complicated, but still might give you a run for your money. Take the Heart Container that Gyorg leaves behind, then enter the beam of light to get Gyorg's Remains, and meet the West Giant. The waters around Great Bay will also be restored to their





X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

-----  
Great Bay - Zora Cape

Don't reset time yet; there's still something to be done in Great Bay. If you like, you can enter Zora Hall to find the Indigo-go's, who have finally decided to quit sulking and start rehearsing. You can even join in, if you like. This gets you nothing, though. First order of business, return the Stray Fairies you picked up in Great Bay Temple.

Head back to the beach, and look for a series of rocks that start stretching out to the west. Jump along these rocks until you reach one connected to the cliff edge. From here, you can use the Hookshot to pull yourself along the islands to the south. Use the palm trees as an anchor, but watch out for Guays. When you reach the last island with a palm tree, jump out to the rock to the south, then again to the ledge on the cliff edge.

Blow up the rock with a bomb or the Blast Mask to reveal a cave opening. Go through it to reach the Great Fairy's Fountain.

-----  
Great Bay - Great Fairy's Fountain  
New Upgrade: Enhanced Defense

Enter the fountain, and the fifteen Stray Fairies from Great Bay Temple will be returned to their fellows. The Great Fairy of Courage will appear and enhance your defenses, making it so you take half damage. Your heart containers also get nifty white borders. Yes, this is easily the best upgrade you get from the Great Fairies.

Once you are enhanced, head back out to the Zora Cape.

-----  
Great Bay - Zora Cape

Use the Song of Soaring to warp to Great Bay Coast.

-----  
Great Bay - Coast  
New Upgrade: Piece of Heart x1 [PH41]  
Time: 7 AM to 4 PM, Any Day

If you haven't defeated Gyorg in this cycle, then you can't do this minigame, so go defeat Gyorg again if you need to.

In the northern section of the area, there are six small islands. They're due east of the entrance to Pinnacle Rock, in fact. South of these islands, there is a boat next to a reef. Board this boat, and it will carry you to the islands. Hookshot the palm tree to pull yourself up to the largest island. Once there, speak with the Fisherman (if he is on break, then use the Song of Double Time to progress to the next day, and hang around until he is back on duty).

The fisherman will direct you to stand on the center island in the small cluster. Do so, and pay the twenty rupee fee to begin the minigame. In the



-----Inventory Checklist-----			
X Ocarina of Time	X Hero's Bow	X Fire Arrow	X Ice Arrow
_ Light Arrow	X Bombs	_ Bombchus	X Deku Sticks
X Deku Nuts	X Magic Beans	X Powder Keg	X Pictobox
X Lens of Truth	X Hookshot	_ G. Fairy's Sword	
X Bottle #1	X Bottle #2	X Bottle #3	
X Bottle #4	X Bottle #5	X Bottle #6	
-----Song Checklist-----			
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing
X Epona's Song	X Song of Soaring	X Song of Storms	X SonataOfAwakening
X Goron Lullaby	X N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order
-----Equipment Checklist-----			
X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	_ Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
-----Upgrade Checklist-----			
X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	X Enhanced Defense	
	X Powder Keg Certification		
-----Mask Checklist-----			
X Postman's Hat	X Keaton Mask	X Romani's Mask	
X Kamaro's Mask	X All-Night Mask	X Bremen Mask	
X Circus Leader's Mask	_ Gibdo Mask	X Blast Mask	
X Bunny Hood	X Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	X Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

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#### Clock Town - South

Slow time with the Inverted Song of Time, then go to West Clock Town and withdraw several hundred rupees. Buy some more arrows and bombs. Now, you're going to want to repeat the entire Deed Trading sequence until you once again have the Ocean Title Deed. If you don't remember, the sequence follows thusly:

Moon' Tear (Observatory) for Land Title Deed (South Clock Town), Land Title Deed for Swamp Title Deed (Southern Swamp), Swamp Title Deed for Mountain Title Deed (Goron Village), Mountain Title Deed for Ocean Title Deed (Zora Hall).

THIS IS VERY IMPORTANT. While you are in Southern Swamp, before you trade for the Title Deed, purchase five Magic Beans from the Akindo Nut with Deku Link. If you forget, then go to South Clock Town and purchase the Magic Beans from the Akindo Nut's new home.

Once you have the Ocean Title Deed, return to Clock Town. Make sure you have five Magic Beans, at least twenty bombs, a fish and a bottle of Milk before you leave town. Bombs can be purchased from the bomb shop, a fish can be caught in the Trading Post, and Milk can be purchased in the Milk Bar or from the Cows in

Romani Ranch (use Epona's Song). You will also need a Powder Keg, not counting the one you may or may not use to blow open Romani Ranch. Once you have ALL of these items, leave through Clock Town's east gate.

-----  
Termina Field

Summon Epona with Epona's Song, and get on her. Head due east from Clock Town, passing through a rocky area filled with pillars. Leave through Termina Field's east exit to reach Stone Tower.

-----  
Stone Tower - Rocky Pass

Ride Epona east up the pass, jumping over a fence part of the way up. Keep riding east, jumping over another fence. On the other side of the fence, you can get off Epona. If you still haven't given Shiro a red potion and gotten the Stone Mask, then use the Lens of Truth to look in the circle of rocks here. Shiro hides here. Give him a Red Potion and he'll give you the Stone Mask.

Look to the northeast of Shiro, and you'll see a tall cliff with a Garo sitting on top of it. Equip the Garo's Mask and walk near the cliff, and a cutscene will take place. The Garo will vanish, and a tree will appear. Pull yourself up to the tree with the Hookshot.

Head east down the passage, avoiding the rolling boulders and Nejiron enemies. Use the Stone Mask to pass the Nejirons more easily, but it doesn't help against the boulders. Go through the east pass to reach Ikana Canyon.

-----  
Stone Tower - Ikana Canyon  
New Upgrade: Piece of Heart x1 [PH43]

Run to the right as you enter, and pass through a cavern on the way there. On the other side of the tunnel, you'll find an Akindo Nut. Speak with him as Zora Link, and trade the Ocean Title Deed for his... Huge Rupee? This is the end of the Deed Trading Sidequest. Fun for you. Dive into your new Deku Flower as Deku Link, and use it to float across to the ledge on the other side of the river. Take the Piece of Heart, then use the Deku Flower to head back across the river.

Head back through the tunnel, and go to the wooden dock in the river. Stand on the edge of the dock, and two Octoroks will jump out of the water. Shoot it with an ice arrow to freeze them solid (if you stand to the side of the bridge you can see both), then jump across the frozen Octoroks to the pier on the other side of the river.

Look to the left from the pier, and you'll see a small ledge with a tree on it. Pull yourself up to the ledge with the Hookshot. Look back across the river from this ledge, and you'll see another ledge with another tree on it. Pull yourself up to the tree, then turn around and look across the river to see another tree at the top of the cliff wall. Pull yourself up to the tree.

There is an Owl Statue near the tree as you come to the top of the cliff. Activate it with Hylian Link, then run along the cliff wall. You'll come to a building shaped like a Music Box; we'll get to it in a moment. Go up the ramp across from the Music Box House so that you are on the cliff above the Owl Statue. Look up here to see Tingle floating on his balloon. Shoot him down with an arrow, and then speak with him. Buy his map of Stone Tower.

Now, head back to the Music Box House, and climb up the ramp to the east of it. At the top of the ramp, there is a cave with a sign marked "Spring Water Cave." Enter the cave.

-----  
Stone Tower - Spring Water Cave

Run into the middle of the cave, and the cursed ghost of Sharp will appear. This is the brother of Flat, the Ghost you encountered in Ikana Graveyard on your visit to Stone Tower. After the cutscene, play the Song of Storms that Flat taught you to heal Sharp of his curse. With Sharp cured, the river in Ikana Canyon will begin to flow again, and the waterwheel in the Music Box House will make the music play again. Sharp will now make his final request; go to Ikana Castle and defeat the King of the Dead. Head back outside.

-----  
Stone Tower - Ikana Canyon

With the waterwheel reactivated and the Gibdos dead, the Music Box House is now unlocked, and Pamela wanders around outside. Pamela is the daughter of the man who owns the Music Box House. When you get too close, Pamela will run back inside. Drop a bomb on the west side of the house, then run around to the east side of the house and hide there.

When the bomb explodes, Pamela will come outside to investigate the noise. Run into the house while she is away from the door.

-----  
Stone Tower - Music Box House  
New Mask: Gibdo Mask [MSK08]

Go down the stairs to the left into the basement, and run towards the wardrobe in the back of the room. A strange man, who appears to be half Gibdos, will emerge from the wardrobe. Play the Song of Healing, and he will recover from the curse placed upon him by the Skull Kid. After the cutscene, you'll get the Gibdo Mask.

Once you have the Mask, head back outside the House.

-----  
Stone Tower - Ikana Canyon

Climb back up to the entrance to the Spring Water Cave, and head to the west. There is a building here with a sign in front of it which reads "Spirit House." Go inside.

-----  
Stone Tower - Spirit House  
New Upgrade: Piece of Heart x1 [PH44]

Speak with the Garo when you enter, and then pay the thirty rupee fee to begin his mysterious task.

In this minigame, you have to defeat the four Poe Sisters. These are the Termina-counterparts of the sisters who made life problematic in Ocarina's Forest Temple. Against the Green Sister, manually aim the Bow and shoot her with arrows, and run in wide circles to avoid her spinning attacks. Don't Z-Target her, or else she'll vanish.

The next fight is against the Red and Blue Sisters. Use the same strategy you

used against the Green Sister. Don't even bother trying to avoid their attacks; just let them hit you, then shoot them.

Against the last Poe Sister, the Purple Sister, she will split into four forms. One is the real Poe, the other are illusions. The real one will do a little spin when she first appears; this is the real Poe Sister. Z-Target her, and shoot her with an arrow.

Defeat all four of the Sisters in under three minutes, and you'll win a Piece of Heart. Head back outside after you are given it by the Garo.

-----  
Stone Tower - Ikana Canyon

Head south from the entrance to the Spirit House, and up a ramp. You'll come to a large hole in the ground, with a sign that reads "Empty Well." Make sure you have five Magic Beans, ten Bombs, a Bottle of Milk and a Bottled Fish, then drop down into the well.

If you need Beans, then buy them from the Akindo Nut in Southern Swamp (who will be in Clock Town if you traded deeds). Fish can be found in the Clock Town Trading Post, and Bombs can be found everywhere (buy them from the Clock Town Bomb Shop). Milk can be bought in the Milk Bar, or else gotten from the Cows in Romani Ranch (use Epona's Song).

Go through the tunnel at the bottom of the well.

-----  
Stone Tower - Bottom of the Well  
New Equipment: Mirror Shield

For the duration of this area, I'm going to assume that you have all six of the bottles in the game. If you've been a lazy boy and still have only one bottle, then you'll have to take the slightly longer route of getting the items required as needed.

Keep your Gibdo Mask equipped as much as possible while down here. It prevents most of the enemies down here from attacking you. Head to the right as you enter, and speak with the Gibdos in front of the door (you have to be wearing the Gibdo Mask for them to talk to you). Give it your five Magic Beans, then the door will unseal. Go through it (hereafter this door is referred to as the Magic Beans Door).

Head to the left as you enter to find a room with a Freezzard, an Ice Keese and two Deku Babas. Defeat all of these enemies, then run back out into the hall, and go around the corner where you will find two Gibdos. Watch out for a Wall Master in this area. Speak with the Gibdo on the left, and give it your Bottled Fish. Go through the door behind it (hereafter referred to as the Fish Door).

Head to the right into a small room as you enter to find a small alcove filled with Deku Babas and Mini Babas. Keep on killing them (they regenerate) until you have ten Deku Nuts, then return out into the main hall. Head back through the Fish Door.

Speak with the other Gibdo in this area, and give it your ten Deku Nuts. Go through the door behind the Gibdo (The Nut Door). Head to the east. Kill three Fire Keese, and then speak with the Gibdo on the north side of the room. Give it ten bombs, and then go through the door behind it (The Bomb Door). Run into the middle of this room, dodging the Blade Traps, where a Big Poe will



X Goron Lullaby	X N. W. Bossa Nova	_ Elegy Emptiness	X Oath to Order	
+-----Equipment Checklist-----+				
X Kokiri Sword	X Razor Sword	X Gilded Sword		
X Quiver	X Large Quiver	X Largest Quiver		
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag		
X Hero's Shield	X Mirror Shield	X Bombers' Notebook		
X Child's Wallet	X Adult's Wallet	X Giant's Wallet		
+-----Upgrade Checklist-----+				
X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast		
X Spin Attack	X Super Spin Attack	X Enhanced Defense		
	X Powder Keg Certification			
+-----Mask Checklist-----+				
X Postman's Hat	X Keaton Mask	X Romani's Mask		
X Kamaro's Mask	X All-Night Mask	X Bremen Mask		
X Circus Leader's Mask	X Gibdo Mask	X Blast Mask		
X Bunny Hood	X Kafei's Mask	X Garo's Mask		
X Stone Mask	X Don Gero's Mask	X Couple's Mask		
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents		
X Mask of Truth	_ Giant's Mask	X Deku Mask		
X Goron Mask	X Zora Mask	_ Fierce Deity Mask		

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#### Ancient Castle of Ikana - Courtyard

Climb up the ladder as you come out of the Well to find yourself entering the Ancient Castle of Ikana. Head around to the west side of the structure, where there is a door leading east into the building. Go through this door.

-----

#### Ancient Castle of Ikana - Entrance Hall

Equip your Gibdo Mask and then start killing the Redeads in this room while they waste time dancing. Look on the four pillars in the center of the room, and you'll see two eye switches covered by ice. Shoot them both with fire arrows to activate the switches. The doors to the north and south will open as you activate the switches; go through the north one.

-----

#### Ancient Castle of Ikana - Crushing Ceiling Room

Activate the crystal switch in the room, and the floor will rise to become a crushing ceiling. Use the Bunny Hood or the Goron Mask to cross to the east end of the room as quickly as you can. Stand near the door and wait for the ceiling to crash back down. As Deku Link, activate the crystal switch next to the door, causing the crushing ceiling to rise again. Use one of the Deku Flowers near the door to blast up to the tall pillar on the south side of the room. Step on the switch as Hylian Link to activate it, then jump back towards the door on the east side of the room. Go through it.

-----

#### Ancient Castle of Ikana - Pit Room

Look to the north as you enter the room to see a small ledge with a switch on it. Dive into the Deku Flower and float to that platform, and step on the switch. The door on the east side of the room will open. Look to the east and



kill both of the Big Skulltulas you can see hanging from the ceiling. Activate the Lens of Truth to see an invisible platform to the southeast; jump to it, then keep jumping east along more platforms to the east side of the room, and go through the door there.

-----  
Ancient Castle of Ikana - North Hall

There are two Blue Bubbles in this room. If you haven't encountered them before, then keep in mind that touching them will curse you and prevent you from using your sword. You can use the Song of Storms to end the curse, though. Break the Bubble's shields by walking into them with your own shield raised, then defeat their skulls.

Head east to the end of the hall and go through the doorway and up the stairs.

-----  
Ancient Castle of Ikana - Courtyard  
New Upgrade: Piece of Heart x1 [PH46]

Run forward and go through the door to reach the north end of the castle roof. Climb up onto the rubble in this area, and then onto the wall. Be careful you don't fall here, or else you'll have to go all the way back through the interior of the Castle. Look to the northwest to see a Crystal Switch. Shoot it with an arrow, and the pillars of flame on the columns to the north will reside.

Jump out to the top of the columns and change to Deku Link. Use the Deku Flowers on the columns to the head to the column on the far east of the area, claiming a Piece of Heart. Drop back down to the courtyard floor and return to the roof of the Ikana Castle.

Back on the roof, climb back onto the rubble and return to the wall of Ikana Castle. Run south along the perimeter of the wall until you are above the door leading into the castle. Look to the west here to see a small ledge above the doorway. Jump down on it and dive into the Deku Flower.

Float from the Deku Flower to the switch on the column on the west side of the area. Stand on the switch, and a new opening will appear on the south side of the area. Jump down from the column and re-enter Ikana Castle.

-----  
Ancient Castle of Ikana - Entrance Hall

This time, head through the south door.

-----  
Ancient Castle of Ikana - Sun Block Room

The hole you opened will let in a shaft of light, which you can use to remove a Sun Block in this room. But first, dispatch the Floor Master in the room. Unlike Wall Masters, these do not send you back to the beginning of the area if they grab you. Instead, they just physically attack you. The Floor Master will also split into three smaller Floor Masters after you kill it, which will grow into full-sized Floor Masters if you give them the opportunity.

Defeat the Floor Master by shining rays of light on it from the shaft of light in the center of the room. Next, use the ray of light to remove the Sun Block on the east side of the room. Put on the Gibdo Mask before slaughtering the Redeads on the east side of the room, then go through the east door.

-----  
Ancient Castle of Ikana - Wizrobe Room

In this room, your old buddy from Snowfall Temple, the Wizrobe, returns for a rematch. Use Ice Arrows on this Wizrobe; it resists Fire Arrows. Here's a recap in case you forgot how the fight goes:

Miniboss: Wizrobe

As far as Minibosses go, Wizrobes are fairly simple. These guys appear randomly on the different warp tiles around the room (only the Wizrobes can use them), and begin charging a spell to fire at you. These spells can either light you on fire or freeze you solid, and neither is desirable. Fire an arrow at the Wizrobe before it can get a spell off to damage it and interrupt it's spell. If the Wizrobe does get a spell off, then the spell leaves a small ring of ice or fire. Get out of this ring immediately, or you will take additional damage.

After you've shot it a few times, the Wizrobe will enter it's second phase. In this phase, a Wizrobe will appear on every warp tile in the room. Only one of them is real, the rest are illusions. You can tell which one is the real one, as it will go through the usual casting animation that it used in it's first phase, while the illusionary Wizrobes will just run around like pansies. For this phase, it's easier just to manually aim rather than to rely on Z-Targeting. Manual aiming lets you see more of the area than Z-Targeting. If you have elemental enhanced arrows, use them for a faster victory.

Once the Wizrobe is defeated, the doors in the room will unseal. Go through the east door.

-----  
Ancient Castle of Ikana - South Hall

Equip the Gibdo Mask before killing the Redeads in this room, then go through the door on the east side and up the stairs.

-----  
Ancient Castle of Ikana - Courtyard

Go through the door to reach the south end of the castle roof. Run forward, being careful you don't fall into the pit or you'll return to the Sun Block room. Head around to the center of the roof, where there is a huge depression in the floor.

Blow open the depression with a Powder Keg (remember, I told you to buy one before we even came to the Stone Tower area) to create a pit. If you forgot to bring a Powder Keg, then warp back to Clock Town and buy one, then return to Ikana Canyon. There is a shortcut into the Ancient Castle of Ikana on the east side of the Canyon; use it to return here.

Once the pit is opened, drop down into it to return to the Entrance Hall.

-----  
Ancient Castle of Ikana - Entrance Hall

Kill the Redeads while you have the Gibdo Mask equipped, then use the new beam of light you have let in to remove the Sun Block on the east side of the room. Go east through the opening you just created.

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-----Song Checklist-----			
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing
X Epona's Song	X Song of Soaring	X Song of Storms	X SonataOfAwakening
X Goron Lullaby	X N. W. Bossa Nova	X Elegy Emptiness	X Oath to Order
-----Equipment Checklist-----			
X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	X Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
-----Upgrade Checklist-----			
X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	X Enhanced Defense	
	X Powder Keg Certification		
-----Mask Checklist-----			
X Postman's Hat	X Keaton Mask	X Romani's Mask	
X Kamaro's Mask	X All-Night Mask	X Bremen Mask	
X Circus Leader's Mask	X Gibdo Mask	X Blast Mask	
X Bunny Hood	X Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	X Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

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### Stone Tower - Ikana Canyon

Climb back up to the Water Spring Cave, and head to the east side of the area from there. You'll come to an odd structure in the shape of a giant face; climb up the "tongue" of the face and enter it's mouth.

### -----

#### Stone Tower

Run forward, jumping across three platforms to a ledge on the south side of the area. On the other side, stand on the switch and use the Elegy to Emptiness to create a duplicate which will hold the switch down for you. Look to the west to see a tall cliff with a Hookshot target on top; wait for one of the boulders to crash down, then pull yourself up to the target with the Hookshot.

At the top of the cliff, defeat the Beamos by throwing a bomb at it's head. Now, stand on the switch, and play the Elegy of Emptiness WHILE USING ONE OF THE VERSIONS OF LINK YOU DIDN'T USE ON THE PREVIOUS SWITCH. You can make one copy of each transformation form; if you try to make two copies of one of Link's form, then the old one will be erased. Note that copies of Deku Link aren't heavy enough to press down switches.

Look back to the east and high on the next cliff to see another Hookshot target. Pull yourself up to it. There is a third switch on this level of the cliff. Stand on it, and then create a duplicate using the one version of Link you haven't used yet (for instance, if you used Hylian and Goron Link on the other two switches, use Zora Link on this one).

With all three of the switches in the area pressed down, the platforms you used near the beginning of the area have rearranged themselves into a configuration



Status Report -

Heart Containers: 17/20  
 Heart Pieces : 47/52  
 Masks : 23/24

New Things This Chapter -

Heart Containers: 01  
 Heart Pieces : 00  
 Masks : 01

+-----Inventory Checklist-----+

X Ocarina of Time	X Hero's Bow	X Fire Arrow	X Ice Arrow	
_ Light Arrow	X Bombs	_ Bombchus	X Deku Sticks	
X Deku Nuts	X Magic Beans	X Powder Keg	X Pictobox	
X Lens of Truth		X Hookshot	_ G. Fairy's Sword	
X Bottle #1		X Bottle #2	X Bottle #3	
X Bottle #4		X Bottle #5	X Bottle #6	

+-----Song Checklist-----+

X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing	
X Epona's Song	X Song of Soaring	X Song of Storms	X SonataOfAwakening	
X Goron Lullaby	X N. W. Bossa Nova	X Elegy Emptiness	X Oath to Order	

+-----Equipment Checklist-----+

X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	X Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	

+-----Upgrade Checklist-----+

X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	X Enhanced Defense	
	X Powder Keg Certification		

+-----Mask Checklist-----+

X Postman's Hat	X Keaton Mask	X Romani's Mask	
X Kamaro's Mask	X All-Night Mask	X Bremen Mask	
X Circus Leader's Mask	X Gibdo Mask	X Blast Mask	
X Bunny Hood	X Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	X Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	_ Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

-----  
 Clock Town - South

Slow time with the Inverted Song of Time. Travel to West Clock Town, withdraw some rupees from the bank, then purchase Arrows and Bombs. Use the Song of Soaring to return to Stone Tower.

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 Stone Tower

Near the Owl Statue, there are three switches. Create duplicates of Zora, Goron and Hylian Link on these switches in this order on the formation:

1      2

With the platforms properly aligned by pressing the buttons in the proper order, you can now jump across them to the north side of the area. Ignore the switches on the other side of the edge; as with all of the other switches in the area, they are only used to return to the bottom of the tower. Also, take note of the red gem which appears from behind the second platform. This gem is very important later in the dungeon.

Enter the doorway to reach the Temple.

-----  
Stone Tower Temple - Monolith Chamber  
New Dungeon Item: Stray Fairy x1 [SF47]

You're going to see a lot of stuff on the ceiling in this dungeon; just ignore it. I'll get to it later. Needless to say, things are going to get a little topsy-turvy in this dungeon.

Run forward into the room, watching out for Dragonflies on the right and left. Shoot the golden eye switch on the left eye of the huge face, and a chest will appear in the center of the room. Shoot the Real Bombchu with an arrow to kill it, then pull yourself over to the chest with the Hookshot. Open the chest to get a Stray Fairy (1).

Jump into the pit below, and climb up the ladder to return to the main floor of the room. Face the huge stone face in the room, then head to the left from there to find a door. Go through it.

-----  
Stone Tower Temple - Room of the Four Switches

Run forward from the door, and bomb the crack in the opposite wall with a bomb or the Blast Mask. Watch out for Real Bombchus. Roll into the crates on the other side of the broken wall to reveal a pair of smaller crates. Save these for later.

Run around the area, which has four switches in it. Three are normal-sized switches, and the fourth is extra large. Place a duplicate of Goron Link on the largest switch, and then put duplicates of Hylian and Zora Link on two of the other switches. Put one of the small crates on the last switch, and a grating will open. If you accidentally destroy one of the small crates, leave the room and re-enter it to make the crates respawn.

Run through the open grating to reach a large, open room. Shoot down the Dragonfly with an arrow, and then slash the shrubberies to get some miscellaneous restorative items. Watch out for Guays. Head over to the area near where the Dragonfly fluttered around; look on the ground here to see four darkened tiles. Place a bomb on these tiles to blow them away. Go through the opening on the wall, near the new hole to leave the area.

-----  
Stone Tower Temple - Lava Room  
New Dungeon Item: Dungeon Map, Small Key x1, Stray Fairy x1 [SF48]

Look up as you enter to see an opening in the ceiling. That's the hole that you blew open in the upper floor, now creating a shaft of light down here. Look to the right of the hole to see a Hookshot target on the ceiling. Pull yourself up to the target. Open the chest on the ledge to get a Stray Fairy (2).

Stand in the beam of light and reflect the light with the Mirror Shield onto

the Sun Block. Change to Goron Link and use him to safely cross the lava, into the newly-opened alcove. Defeat the Armos Knights with Goron Link by punching their motionless bodies, then punching them again when they come to life. Open the gilded chest to get the Dungeon Map. Now, defeat the two Armos Knights in the lava with Goron Link as well.

Once you have killed all four of the Armos Knights, open the gilded chest that appears in the pool of lava. Inside is a Small Key. Once you have it, head back up the stairs.

-----  
Stone Tower Temple - Room of the Four Switches

Go to the single locked door in this room, and go through it.

-----  
Stone Tower Temple - Upper Water Room

New Dungeon Item: Small Key x1

Change to Zora Link and dive to the floor of the water. Swim along the floor of the pool, and jump out of the water and onto the ledge on the other side of the room. Open the gilded chest on this ledge to get a Small Key. Jump back into the pool of water.

Against the wall in the pool, there is a tunnel with a Dexihand above it. Kill the Dexihand with Zora Link's Boomerangs, then go down the tunnel. At the other end of the tunnel, you'll reach a new room.

-----  
Stone Tower Temple - Lower Water Room

New Dungeon Item: Compass

Dive to the bottom of the room, defeating Skullfish on the way. At the bottom of the room, kill the Bio-Deku Babas, then stand on the switch in the middle of the land mines. A chest will appear on the ceiling above; you'll have to get it later.

Rise to the surface of the room, and get onto the small stone bridge that extends over the surface of the water. Stand near the center of the bridge, and look on the ceiling above the doorways on both sides of the bridge. One of the doorway has a golden eye switch above it, frozen in ice. Shoot the switch with a Fire Arrow to activate it. This will cause another chest to appear on another ceiling; as before, you'll have to get it later.

Head through the doorway underneath the golden eye switch. You'll see a mirror here. But this is no ordinary mirror; it's a magic mirror, which can absorb light and reflect it for much longer than a normal mirror. Back on the bridge, there is a beam of light. Stand in this beam and use the Mirror Shield to shine the light onto the magic mirror for several seconds. Then, run out of the beam of light and stand in front of the magic mirror, and reflect the light from the mirror onto the Sun Block.

An alcove appears on the left wall when the Sun Block vanishes. Inside is a gilded chest; open it to get the Compass. Watch out for a Bombchu that guards the chest. Once you have the Compass, head back to the bridge and go through the door on the north end of the room.

-----  
Stone Tower Temple - Sun Chamber

New Dungeon Item: Stray Fairy x2 [SF49] [SF50]



As Goron Link, start punching the pillar in front of the door until it is completely destroyed. A beam of light replaces it. Stand in the beam (watch out for Black Boes), and shine it on the sun panels on the east and west walls. The sun panels will burn up when you activate them; burn them all, and a chest will appear in the middle of the room. Run over and open it to get a Stray Fairy (3).

Head back to the beam of light, and face the large pillar in the middle of the room. Shine the light onto the magic mirror on the right. Run over to the light generated by the magic mirror and shine it onto the Sun Block on the east side of the room to destroy it. Run down the hall behind the Sun Block to a chest, but watch out for the Nejiron who pops out just in front of the chest. Open the chest to get another Stray Fairy (4).

Back at the beam of light, face the central pillar and shine the light onto the magic mirror. Run the light shining off that magic mirror, and shine it onto another magic mirror on the west side of the room. Shine the light from that mirror onto the Sun Block on the north side of the room. Give yourself about ten to fifteen seconds of light on the first mirror; you're going to need time to kill the continuously regenerating Black Boes before you can shine the light onto the second mirror. The second mirror will also need at least five seconds if you're going to have enough time to make it to the Sun Block.

Run straight to the north end of the hall behind the Sun Block, and go through the door.

-----  
Stone Tower Temple - Wind Chamber

New Dungeon Item: Stray Fairy x2 [SF51] [SF52]

Change to Goron Link and jump down into the lava below. Stand on the golden pillar at the bottom of the cliff, and ground pound it to return to make a pillar of flames recede around a switch on the other side of the room. Roll around to the north side of the room, around a corner, then back to the south as fast as you can to reach the switch before the pillar reactivates. If you can make it to the switch, then a pillar of flames on a ledge above will recede, leaving a chest wide open. Don't worry; this pillar stays off permanently.

Return to the start of the room and climb back up the ladder. Change to Deku Link and dive into the Deku Flower in front of you as you enter. Float out to the first column of wind, which is recognizable by the bits of dust which can be seen swirling around. Enter this column while floating, and your Deku Flowers will gain new power. Float out to the first column, and hang a sharp left onto a platform which has a number of rupees on it, and a chest. Open the chest to get a Stray Fairy (5).

Switch to Goron Link and jump into the lava below, then climb back up the ladder to the start of the room. Use the Deku Flowers to ride the columns of wind to the north side of the room, around the corner and back to the south side of the room. On the south leg, you'll pass through a small arch; watch out for a Real Bombchu on this arch.

When you reach the ledge on the south side of the room, and open the chest to get a Stray Fairy (6). Smash the pots, then go through the door.

-----  
Stone Tower Temple - Twinmold's Chamber

New Dungeon Item: Light Arrow

Run into the middle of the room, and the Garo Master will appear.

Miniboss: Garo Master

If you have the Bunny Hood, then I strongly encourage you to use it for the duration of this fight. You're going to have to play cat and mouse with this boss, and unfortunately, you're the mouse. Dodge or blocks the Garo Master's attacks, and keep him Z-Targeted. When he jumps in the air, you'll lose the Z-Target, and he will attack you from above. Roll out of the way of this attack, and attack him when he lands. You can also attack him immediately after he uses his basic attacks, but only if you dodge the attack. If you block it, then he will block back. Repeat until the Garo Master is defeated.

After the Garo is defeated, a gilded chest will appear. Open it to get the Light Arrow. Head through the door on the south side of the room once you get it.

-----  
Stone Tower Temple - Rolling Spike Room

Jump onto the small ledge in front of you as you enter, and jump over to a long bridge which has a Hiploop on it. This Hiploop is different from those you encountered earlier in Woodfall; it has a steel mask. Shatter the mask by attacking it aggressively with Goron Link. Go through the door on the south side of the room.

If you fall into the pit in the room, use the Hookshot target on the ceiling near the entrance to return to the top.

-----  
Stone Tower Temple - Upper Water Room  
New Dungeon Item: Stray Fairy x1 [SF53]

Run forward along the bridge, and at the end you'll encounter an Eyegore. These powerful enemies can only be defeated by firing arrows into their eyes when their eyes turn yellow. Stand still near the Eyegore, and backflip out of it's range just before it attacks. Defeat the Eyegore, and a chest will open. Open it to get a Stray Fairy (7).

Head back to the south end of the hall, where you fought the Eyegore, and go through the door there.

-----  
Stone Tower Temple - Monolith Chamber

You're back in the first room of the dungeon now. Before we head outside, there's still a few more Stray Fairies to be found with your new Light Arrows. Go through the east door.

-----  
Stone Tower Temple - Lower Water Room

Run down the hall and jump into the water as Zora Link. Dive into the water and go through the submerged tunnel under the north end of the bridge. Swim down this hall to return to the Upper Water Room.

-----  
Stone Tower Temple - Upper Water Room  
New Dungeon Item: Stray Fairy x1 [SF54]

Jump out of the water and onto the east ledge. Look on the north side of the room to see a crystal switch behind a cage. You could go through the hole painful process of removing the Sun Block and using a Water Jump to enter the alcove... or you could just use a Spin Attack or a Bomb. The crystal switch will make a chest appear in a similar alcove on the other side of the room.

Jump back into the water, and Water Jump out of the water onto the ledge on the west side of the room. Use a Light Arrow to remove the Sun Block on the north end of the room, and then enter the alcove. Use a Bomb to destroy the Beamos, and then open the chest behind it to get a Stray Fairy (8).

Use the Song of Soaring to return to the start of the dungeon.

-----  
Stone Tower Temple - Monolith Room

Leave the Temple for a moment.

-----  
Stone Tower

It's now time to follow the Garo Master's advice, and fire a Light Arrow into the gem in front of the temple. First, you're going to have to rearrange the platforms the area. There are three buttons around the door to Stone Tower Temple. Place duplicates of yourself on them in this order:

2     1

3

Now, jump out to the first platform in the series, turn around and look on the wall of the ledge to see a red-colored gem. Shoot it with a light arrow, and a cutscene will take place.

After you've screwed your eyes back into your head, jump back across the ledges to the north side of the area, and re-enter Stone Tower Temple.

-----  
Stone Tower Temple - Monolith Chamber  
New Dungeon Item: Stray Fairy x1 [SF55]

Run forward to the etching of Majora's Mask on the floor, and go right up the ramp. Face back towards the center of the room, and look up into the alcove in the ceiling to see a Sun Panel. Shoot it with a Light Arrow to activate it, unveiling a chest back in front of the Majora's Mask etching. Open the chest to get a Stray Fairy (9). Go through the door at the top of the ramp.

-----  
Stone Tower Temple - Lower Water Room  
New Dungeon Item: Stray Fairy x2, Small Key x1 [SF56] [SF57]

Shoot the Sun Block blocking the path with a Light Arrow to remove it. Run down the hall to find that the water in this room has vanished, and is replaced by more columns of wind. Dive into the Deku Flower with Deku Link, and float to one of the wind columns on the left and right. Use that column to float high up, then slowly back down and under the bridge. Go to the alcove on the north side of the room when you get back beneath the bridge. Open the chest here (which you activated by shooting the golden eye switch on your previous visit) to get another Fairy (10). If you forgot to shoot the switch, then you can still do it now.

Jump back down and step into one of the wind columns on the sides of the room as Deku Link, and your Deku Flowers will automatically open. Rise to the top of the wind columns, and go to the east side of the room. There is a ledge here with a button and a Deku Flower. Stand on the button as Hylian Link and use the Elegy of Emptiness to create a duplicate, which will remove a pillar of flames around a chest at the top of the room (but only if you activated the chest on your last visit). Use the Deku Flower to launch yourself to the west wind column, and from there up to the platform on the south end of the room, and open the chest to get another Stray Fairy (11).

Drop down from the ledge to the bridge below. Defeat the armored Hiploop with Goron Link, then run north and go down the hall located there. Halfway down the hall, there is a button. Step on it to make a gilded chest appear back on the other side of the bridge, near where the armored Hiploop was. Run back and open it to get a Small Key.

Once you have the small key, jump into the western wind column with Deku Link and ride it all the way to the top. Float to the northwest corner, dodging the mines around the ledge, and turn around to look at the south wall. From here, you can see a sun panel on the side of one of the lower ledges on the south wall. Shoot it with a Light Arrow, and a chest will appear... on a ceiling. You'll have to flip the dungeon back around to get it. We'll worry about that later. Go through the locked door behind you.

-----  
Stone Tower Temple - East Topsy-Turvy Room

There is another red gem in this room. Shoot it with a Light Arrow, and the dungeon will change back to it's original setting. Change to Goron Link, and run to the platform in the middle of the pool of lava. Shoot the gem with another Light Arrow to turn the dungeon upside down once more, and roll west up the steep ramp with Goron Link and go through the door.

-----  
Stone Tower Temple - West Topsy-Turvy Room

Shoot the red gem on the opposite wall as soon as you enter the room, then defeat both of the Chuchus to get Magic and Arrows. You'll have to continuously keep killing them during the course of this next puzzle; just be patient.

A stone block has appeared in the southeast corner of the room; push it west three spaces, but no more. Shoot the red gem once more to switch the room around again. Go back around to the stone block, and push it as far to the south as you can (left facing the side of the room the Chu-Chus come from). Shoot the red gem once more to switch the room around again. Grab hold of the stone block again, and push it to the west, towards the wall that the Chu-Chus spawn from until it stops. Shoot the red gem again.

Grab hold of the stone block one last time, and push it forward into a small opening in the floor which has an image of Majora's Mask painted in it. The sealed door will open; climb up onto the stone block, then jump up to the newly-unsealed door. Go through it.

-----  
Stone Tower Temple - Lava Room  
New Dungeon Item: Stray Fairy x1 [SF58]

You should be pretty good at fighting Wizrobes by now. Use Light Arrows for

ultimate damage. Watch out for the small balls of lava which leak from the ceiling; look up and you'll see where they're coming from. Also, careful you don't fall into the hole in the floor with the light coming through it.

When the Wizrobe is defeated, a chest will appear on an upper ledge. Pull yourself up to it with the Hookshot, and open it to get a Stray Fairy (12). Run into the doorway near the chest to go down/up to the next room.

-----  
Stone Tower Temple - Room of the Four Switches

New Dungeon Item: Small Key x1

This room contains a standard Poe; shoot these with a Light Arrow to defeat them, and don't Z-Target. You can capture their remains if you want, but you can't do much with them. Once the Poe is out of the way, dive into the Deku Flower and use it to cross the room.

Once on the ledge on the other side of the room, face the door and look to the right to see a tunnel leading into the wall. Dive into the Deku Flower and go into this tunnel. Run down the tunnel, and you'll encounter your first Death Armos.

These are tough cookies, but can be easily defeated. There are two glowing symbols on the Armos; shoot either one of these with a Light Arrow, and the Armos will temporarily stand on it's head. Stand near the Armos at this point, and it will dive into the air and slam into the ground, killing itself interesting. If you don't have any Magic Power or Arrows, you'll just have to avoid them (which isn't difficult).

Defeat all six of the Death Armos in the area, and then look for a switch sitting on a small ledge. Stand on the switch and use the Elegy of Emptiness to create a duplicate, holding down the switch. Run over and open the gilded chest which the switch releases. The chest contains a Small Key.

Return to the area with the Poes, and go through the we passed earlier.

-----  
Stone Tower Temple - Upper Water Room

Look to the right as you enter to see a small bridge leading to a door. Go through this door.

-----  
Stone Tower Temple - Monolith Chamber

Look over to the next ledge to see a Death Armos. Flip it upside down before jumping over to the ledge, letting it kill itself. Step on the switch after dispatching the Armos, and a chest will appear. Unfortunately, it will appear on the ceiling, meaning you'll have to switch the dungeon back around to access it. We'll get to it later. Jump back to the door you came through, and go back through it.

-----  
Stone Tower Temple - Upper Water Room

Look towards the middle of the room to see three mines in front of a small alcove. Blow up the mines by shooting them with the Hookshot. If the mines connect, then they'll explode, leaving a gap. Slip through this gap using the Deku Flower. Use the Deku Flower in the alcove to reach the opposite side of the room. Go through the door there.

-----  
Stone Tower Temple - Lower Water Chamber

Run down the hall, killing or dodging the Blue Bubbles on the way. If you get cursed, use the Song of Storms to recover. Smash the crates near the opposite door, then go through it.

-----  
Stone Tower Temple - Gomess Chamber

New Dungeon Item: Boss Key

Step into the room, and a Gomess will appear.

Miniboss: Gomess

There's one simple rule to Gomess: Light Arrows, Light Arrows, Light Arrows. Shoot Gomess once with a Light Arrow to make the flock of Bad Bats disappear. Shoot his "heart" again with a Light Arrow to damage him. Dodge his relatively predictable and slow attacks by either circling him, or backflipping rapidly in succession. If you need Magic or Arrows, more drop after you hit him with a Light Arrow. Repeat until Gomess dies.

When Gomess is defeated, the doors in the room will unseal themselves. Go through the door flanked by bars, then open the ornate chest inside to get the Boss Key. Play the Song of Soaring to return to the entrance to the dungeon.

-----  
Stone Tower Temple - Monolith Room

Use the Hookshot to pull yourself up to the ledge at the top of the room by targeting the chest you made appear on the ceiling on your previous visit to this room. You'll know the proper chest, as it sits on a strange gold shape painted on the floor/ceiling. This chest also contains one of the Dungeon's final three Fairies - we'll get them after the Boss.

Go through the locked door at the top of the room.

-----  
Stone Tower Temple - Upper Water Room

New Mask: Giant's Mask [MSK20]

Defeat another Eyegore on this ledge, and a gilded chest will appear. Open it to get the Giant's Mask, the last Mask in the game you can get before the Fierce Deity's Mask. Go through the door on the north end of the bridge.

-----  
Stone Tower Temple - Rolling Spike Room

Run forward, and waiting for the rolling spike to pass all the way up before you roll under it. Slash the crystal switch on the other end of the room, and a chest will appear on the ceiling. You probably know already how to get it. We'll re-enter the dungeon to get it after we have beaten the boss.

Run back to the door, and look up to see the chest that you made appear. Pull yourself up with it then Hookshot, then look down the hall. A rolling spike passes back and forth along this hall; pull yourself over it by using the Hookshot target on the ceiling when the spike passes under it.

Jump down from the small ledge that you land on, and before entering the Boss Door, run to the south end of the hall. Blow up a Beamos Statue on the way,

then smash the pots against the wall to get items you may need against the boss. Then, go through the Boss Door.

-----  
Stone Tower Temple - Twinmold's Chamber

Jump into the pit in the middle of the room to begin the Boss Fight.

-----B-O-S-S-----

Giant Masked Insect TWINMOLD

New Upgrade: Heart Container x1

New Quest Item: Twinmold's Remains

You've got two choices in this boss fight: one, equip the Giant's Mask and use your sword, or two, shoot both halves of the Twinmold boss with arrows. The Giant's Mask option is far easier, and you may as well, since this is the only place in the entire game where you can use the Giant's Mask.

Twinmold will emerge from the sand in this huge battlefield, and float around. And... that's about it. Whatever your chosen method of attack, aim for their heads or tails. If you run out of arrows or magic, then more can be found in the structures in the area. Just wait for the Twinmold to break them, or smash them yourself as Giant Link. And that's all there is to it. Defeat both of the Twinmolds to win the fight. Be careful you don't travel too far out to the perimeter of the area, or else you'll fall through nothing and return to the start of the dungeon.

After the Twinmold are dead, take the Heart Container that they leave behind, and enter the beam of light to get Twinmold's remains.

-----  
Stone Tower - Ikana Canyon

We ain't done yet! There's three Stray Fairies still to be found in Stone Tower Temple. These Fairies weren't exactly... on the way to the boss, so I did not direct you to get them until after you beat the Boss. Which is now. Warp back to Stone Tower and enter the Temple in it's normal configuration.

-----  
Stone Tower Temple - Monolith Room

New Dungeon Item: Stray Fairy x1 [SF59]

Open the chest in this room which you made appear when the dungeon was upside-down. It's at the bottom of the pit in the middle of the room, sitting on a gold emblem. A Stray Fairy comes out of it (13). Once you have it, climb back out of the pit and go east out of this room.

-----  
Stone Tower Temple - Lower Water Room

New Dungeon Item: Stray Fairy x1 [SF60]

Run down the hall to the bridge that extends across the area. Dive into the water and float down to the chest you made appear earlier. Open it to get a Stray Fairy (14). Return to the surface and go through the door on the north side of the bridge.

-----  
Stone Tower Temple - Sun Chamber

Run to the north end of the room and go through the door there.





X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing	
X Epona's Song	X Song of Soaring	X Song of Storms	X SonataOfAwakening	
X Goron Lullaby	X N. W. Bossa Nova	X Elegy Emptiness	X Oath to Order	

-----Equipment Checklist-----

X Kokiri Sword	X Razor Sword	X Gilded Sword	
X Quiver	X Large Quiver	X Largest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Hero's Shield	X Mirror Shield	X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	

-----Upgrade Checklist-----

X Standard Magic Meter	X Extended Magic Meter	X Bubble Blast	
X Spin Attack	X Super Spin Attack	X Enhanced Defense	
	X Powder Keg Certification		

-----Mask Checklist-----

X Postman's Hat	X Keaton Mask	X Romani's Mask	
X Kamaro's Mask	X All-Night Mask	X Bremen Mask	
X Circus Leader's Mask	X Gibdo Mask	X Blast Mask	
X Bunny Hood	X Kafei's Mask	X Garo's Mask	
X Stone Mask	X Don Gero's Mask	X Couple's Mask	
X Captain's Hat	X Great Fairy's Mask	X Mask of Scents	
X Mask of Truth	X Giant's Mask	X Deku Mask	
X Goron Mask	X Zora Mask	_ Fierce Deity Mask	

-----  
Stone Tower

Use the Song of Soaring to return to Ikana Canyon.

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Stone Tower - Ikana Canyon

It's time to return the Stray Fairies that you went through so much trouble to find back to their fountain. The entrance to the Great Fairy's Fountain is located on the east side of the area, in a small opening just below the entrance to Stone Tower.

-----  
Stone Tower - Great Fairy's Fountain

New Item: Great Fairy's Sword

Return the fifteen golden fairies to the Fountain, and the Great Fairy of Kindness will appear and grant you the Great Fairy's Sword. This is technically a sword in that you wield it like a traditional sword, but works like a regular C-Button item. You can't use your Shield while wielding it, and since the Gilded Sword is plenty powerful already, it's kind of a superfluous item.

It wields in basically the same way as Ocarina's Biggoron Sword, but in terms of actual usage, it's closer to the Megaton Hammer. This should also be the last item you need to fill out your inventory (if you still have one space, it's because you still haven't bought Bombchus... which is okay, because you never need them until The Moon, at which point they're given to you).

Head back outside the Fairy Fountain once you have the Great Fairy's Sword.



X Deku Nuts	X Magic Beans	X Powder Keg	X Pictobox	
X Lens of Truth		X Hookshot	X G. Fairy's Sword	
X Bottle #1		X Bottle #2	X Bottle #3	
X Bottle #4		X Bottle #5	X Bottle #6	
+-----Song Checklist-----+				
X Song of Time	X Inverted SO Time	X SO Double Time	X Song of Healing	
X Epona's Song	X Song of Soaring	X Song of Storms	X SonataOfAwakening	
X Goron Lullaby	X N. W. Bossa Nova	X Elegy Emptiness	X Oath to Order	
+-----Equipment Checklist-----+				
X Kokiri Sword	X Razor Sword		X Gilded Sword	
X Quiver	X Large Quiver		X Largest Quiver	
X Bomb Bag	X Big Bomb Bag		X Biggest Bomb Bag	
X Hero's Shield	X Mirror Shield		X Bombers' Notebook	
X Child's Wallet	X Adult's Wallet		X Giant's Wallet	
+-----Upgrade Checklist-----+				
X Standard Magic Meter	X Extended Magic Meter		X Bubble Blast	
X Spin Attack	X Super Spin Attack		X Enhanced Defense	
	X Powder Keg Certification			
+-----Mask Checklist-----+				
X Postman's Hat	X Keaton Mask		X Romani's Mask	
X Kamaro's Mask	X All-Night Mask		X Bremen Mask	
X Circus Leader's Mask	X Gibdo Mask		X Blast Mask	
X Bunny Hood	X Kafei's Mask		X Garo's Mask	
X Stone Mask	X Don Gero's Mask		X Couple's Mask	
X Captain's Hat	X Great Fairy's Mask		X Mask of Scents	
X Mask of Truth	X Giant's Mask		X Deku Mask	
X Goron Mask	X Zora Mask		_ Fierce Deity Mask	
+-----				

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Clock Town - South

Time: Midnight, Third Night

Travel to West Clock Town, withdraw some Rupees and stock up on every item available. This includes Arrows, Bombs, Deku Nuts, Deku Sticks, and even Bombchus. You won't be needing money any more, so go nuts. Once all of the items in your inventory have a green number indicating maximum capacity, return to South Clock Town, and climb up to the balcony in front of the Clock Tower using Hylian or Zora Link. Hang out here until the Clock Tower opens at midnight of the Third Night. Go inside.

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Clock Town - Clock Tower

The last time you fought the Skull Kid, you just played a song to end the fight. And it's more or less the same this time. Now, though, instead of playing the Song of Time, play the Oath to Order. Remember, it's the song that you learned after Woodfall Temple, and then never had to use?

After easily the best cutscene in Zelda history (so awesome, in fact, it was immortalized in trophy form in Super Smash Bros. Melee), you will appear on...

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The Moon

You can take your time from here on out; the time limit has been removed for the remainder of the game.

Okay, so the moon is a quaint field which seems to be ripped straight from the worst of Lewis Carrol's acid trips. Anyhow, run towards the huge tree in the middle of the field. You'll find five children here, wandering around beneath the tree (except for one, who sits alone in front of the tree). The children are all wearing the Remains Masks, except for the lone child, who is wearing Majora's Mask. I'll refer to these children as Spirits, though what exactly they are is up to debate.

If you don't care about getting the game's last four Pieces of Heart or the Fierce Deity's Mask, then just go straight to the Spirit of Majora and speak with him. If you don't have at least ten Masks, then you can't get the Heart Pieces, and if you don't have all twenty of the basic Masks, then you can't get the Fierce Deity's Mask. With that knowledge in hand, you can make your decision. Otherwise...

Speak with the spirit wearing Twinmold's Mask first, and give him a mask. Save your transformation Masks, and get rid of your most useless Masks first (Circus Leader's Mask, Kafai's Mask, etc.) Once the Spirit of Twinmold is satisfied, you'll enter his dungeon.

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The Moon - Twinmold's Dungeon  
New Upgrade: Piece of Heart x1 [PH49]  
New Item: Bombchus

We're doing this minidungeon first, since if you mess up you have to start the whole cycle over again.

Smash all of the pots in the room, and then enter the door on the wall. You'll now pass through a series of rooms, where you will combat minibosses you encountered earlier in the game. Since you've already faced them two or three times already, I won't bother going through the descriptions again.

The first room is against a Dinolfols. The second is against a Garo Master. Use the Hookshot to pull yourself up to the chest that appears after you beat the Garo Master. The third is against an Iron Knuckle. Open the chest that appears after beating the Iron Knuckle to find Bombchus. Gasp, it's finally time to do something with these worthless wonders!

Look on the wall of the Iron Knuckle's room, and you'll see that one side has a cracked portion. Use a Bombchu, but don't release it until you've let it flash a few times. If you time it correctly, then the Bombchu will climb the wall and explode at the last minute. If you run out of Bombchus, you're boned. You have to use the Song of Time and start all over from the beginning. Behind the crack that appears is a golden eye switch. Shoot it with an arrow, and a ladder will appear in the room. Climb it and go through the door at the top.

In the fourth room, you'll find the Moon's first Heart Piece. Look on the ceiling above to see another crack. Repeat the same method you used in the previous room; hold a Bombchu for a few seconds, and then release it at just the right moment for it to explode when it reaches the crack. Again, if you run out of Bombchus, you have to use the Song of Time to reset time and try all over again. This means doing all four minidungeons again - not fun. After blasting open the crack in the ceiling, look up and shoot the frozen golden eye switch with a Fire Arrow, and the door will unseal. Go through it.

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## The Moon - Twinmold's Chamber

Speak with the Spirit of Twinmold, and keep giving him masks until he is satisfied. Once satisfied, you'll return to the Moon.

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## The Moon

Return to the Tree, and find the Spirit of Odolwa. Speak with him, and keep giving him Masks until he is satisfied.

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## The Moon - Odolwa's Dungeon

New Upgrade: Piece of Heart x1 [PH50]

Change to Deku Link and start using the Deku Flowers to float across the room. It's completely linear; just keep heading forward. When you reach the second spinning object, dive into the yellow Deku Flower, and use it to float all the way to a far corner of the room, where there is a Piece of Heart. Use the Deku Flower near the Piece of Heart to return to the second spinner, and from there to a corner opposite the Piece of Heart. Go through the door located there.

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## The Moon - Odolwa's Chamber

Speak with the spirit of Odolwa in this room, and give him another mask. Remember, get rid of your useless masks first. Odolwa's Spirit satisfied, the screen will fade away, and you'll find yourself back on the Moon.

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## The Moon

Run back to the tree, and speak with the Spirit of Goht. Start giving him Masks until he satisfied, and then you will appear in Goht's Dungeon.

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## The Moon - Goht's Dungeon

New Upgrade: Piece of Heart x1 [PH51]

Welcome to the single hardest area in the entire game.

Run forward and smash the pots in front of the portal (which leads back to the Moon). Look to the right to see a long bridge ending in a ramp. Change to Goron Link, and go down the bridge at maximum speed. If you screw up at any time in this following sequence, then use the flashing warp panels located throughout the area to return to the start, or just jump into the nearest available pit.

Launch up the ramp and over the pit at the other end of the bridge, and then smash into the pair of angled chests at the exact point where they both meet. If you hit the chests in just the right place, then you'll ricochet to the left and over another pit. As soon as you ricochet off, hold the control stick forward and to the left/right (depending on the direction you're going), and slowly move the stick back forward as the camera catches up with Goron Link. This sounds complicated... and it is, but it's the best way to keep Goron Link on course. Don't bother trying to make the turns by steering; it won't work.

On the other side of the pit, crash into another set of chests to ricochet to the right, launching over four more pits, and then ricocheting to the right from another set of chests. After jumping over another pit, you'll crash into

two green pots. Keep going forward and then right around the corner, using manual steering. Launch over a ramp, passing over a bridge, and land on the ledge on the other side. Take another right, then a gentle left, launching up another a ramp and over a bridge, and then taking a left when you land.

Smash into more green pots around the corner, and then carefully roll along the track as it narrows down. You can never leave maximum speed, though. Roll along the narrow straightaway, passing over several more ramps, finally ricocheting into a final set of chests, and blasting over one last ramp. You can quit rolling now.

You'll land in a small area with a large, circular structure. In the middle of the circle is the Piece of Heart. Jump into the nearest available pit to return to the start of the room.

Start going back down the obstacle course until you reach the first set of green pots in the track. Stop rolling at this point and start moving slowly along the wooden bridge near the pots, which extends towards the center of the room.

On the other side of the bridge, look to the left to see another wooden bridge extending towards the end of the room. Stand on the edge of this bridge, and face down it. Roll up into Goron Link and start moving down the bridge at maximum speed. Across the bridge, you'll reach another ramp. Blast across the ramp to a ledge on the far side of the room. Enter the door located here.

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The Moon - Goht's Chamber

Speak with the Spirit of Goht in this chamber, and start giving him Masks until he is satisfied. You'll be returned to the Moon afterwards.

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The Moon

Run back to the tree, and speak with the Spirit of Gyorg. Start giving him Masks until he satisfied, where you'll be warped to his dungeon.

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The Moon - Gyorg's Dungeon  
New Upgrade: Piece of Heart x1 [PH52]

Jump into the pool of water in this room, and start swimming down the tunnel. The tunnel splits at several points. Go left, then left again, then right, and then left to come out into a small room. If you mess up and take a wrong turn, you'll either end up at a tunnel, which leads back to the start of the dungeon, or to the Spirit of Gyorg, in which case you're boned out of a Piece of Heart.

Take the Piece of Heart in this small room, which will be the Moon's fourth and the game's last. You should now have all twenty Heart Containers in the game. Dive into the tunnel in the back of the room to return to the start.

Start swimming back down the tunnel, then go left twice, then right twice. You'll come to a small room, in which stands the Spirit of Gyorg. Speak with him, and start giving him Masks until he is satisfied. You'll be returned to the Moon afterwards.

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The Moon  
New Mask: Fierce Deity's Mask [MSK24]

The Spirit of Gyorg should have taken the last of your Masks; if you had twenty basic masks, plus the three transformation Masks when you entered the Moon, then you can now get the Fierce Deity's Mask, the last transformation Mask. Speak with the Spirit of Majora, and he'll give it to you.

After you have the Fierce Deity's Mask, you'll warp to Majora's Chamber.

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The Moon - Majora's Chamber

-----B-O-S-S-----  
MAJORA'S MASK and MAJORA'S INCARNATION and MAJORA'S WRATH

If you've got the Fierce Deity's Mask, then use it now and start beating the crap out of Majora's Mask. Let me try that sentence again. If you've got the Fierce Deity's Mask, then you've already beat the game. After Majora's Mask takes some damage, then the Remains Masks of the other four will come off the wall. Ignore them; continue beating on Majora's Mask until it becomes Majora's Incarnation.

If you don't have the Fierce Deity's Mask, then you will have to use a little more finesse. In your significantly shorter Hylian Link form, you don't have the option of just beating the crap out of Majora's Mask, since it floats too high up. You'll be forced to use ranged attacks like the Hero's Bow and the Hookshot. When killing Majora's Mask as Hylian Link, aim for the tentacles on it's back (Fierce Deity Link doesn't have to do this).

While in it's Majora's Mask form, Majora's Mask will attempt to hit you by spinning around rapidly and flying randomly around the room. But since the room is so big and Hylian Link is such a small target, it's quite easy to avoid the Mask's attacks. Ironically, the Remains Masks are more threatening.

After the Mask takes a lot of punishment, it will sprout arms and legs and become Majora's Incarnation. Even though Majora's Incarnation gets all kinds of nifty new attacks, the strategy remains the same: Beat the crap out of him with Fierce Deity Link, or fire arrows at him with Hylian Link. Don't even attempt to hit Majora's Incarnation while it is moving; it's far too fast. Wait for it to slow down or begin charging up an attack before you go on the offensive.

Majora's Incarnation gains a nifty new ability to fire a whole bunch of light arrows at you. This is a fast attack which is rather tricky to dodge, but that hardly matters since it can be absorbed by the Mirror Shield. Fierce Deity Link doesn't have access to a shield, but then he hardly needs it anyway.

After Majora's Incarnation takes more beating, it will become it's final form, Majora's Wrath. Again, Majora's Wrath gains all kinds of new attacks, but the strategy remains the same: A Fierce Beating with Fierce Deity Link, or arrows with Hylian Link. Even though Majora's Wrath looks big and intimidating, this is actually not as terribly threatening as he looks. He'll beat you around with his tentacles every so often, but nothing worse.

Okay, so Majora's Mask was kind of a lame boss (I hesitate to even call it a Boss, but you've got to call it something). Watch the game's ending video, "Dawn of a New Day." Good job on beating this game; most people don't take the time.







a pillar against the far wall on the right side of the room. Kill it and take it's token when it is low on the wall (3).

On the left and right sides of the room, there are two patches of soft earth on the walls. Stand in front of these patches, and release one of your Bottled Bugs. The bugs will climb the wall and enter the patch of soft earth, revealing a Gold Skulltula. Do this on both of the patches of soft earth in the room (4 & 5).

Face away from the door you came through, and look to the right side of the room. Go through the door located there.

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Swamp Spider House - Giant Pot Room

Head to the right to smash a triangle-formation of pots, inside of which is a Gold Skulltula (6). Now, start rolling into the giant pots in the room. Two of them contains Gold Skulltulas (7 & 8), which will pop out when the pots are struck by your rolling attack. Be persistent; you may have to roll into the giant pots several times from several angles to make the Gold Skulltulas appear. Now, look up on the ceiling to see numerous bees nest stuck to the ceiling. Shoot down all of the nests with arrows, two of which contains Gold Skulltulas (9 & 10). Watch out for the hornets that may emerge from the other hives.

Head to the opposite side of the room, where there is a Deku Scrub asleep in a Deku Flower. Ignore it for the moment; slash away the ivy covering the wall to reveal a hidden chamber. Go down it to find and kill another Gold Skulltula (11).

Head back out to the sleeping Deku Scrub, and play the Sonata of Awakening. The Scrub will wake up and run away. Dive into the Deku Flower as Deku Link, and use it to reach the second level of the room. A Gold Skulltula climbs around on the wall opposite the giant pots here; wait for it to reach it's lowest level, then kill it (12). Pick up the rock on the ledge here, and capture one more bug in a Bottle. Drop back down to the bottom level, and use the Deku Flower to blast up to the platform hanging above the giant pots. Go through the door on the platform.

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Swamp Spider House - Water Room

Head to the left as you come out of the door, and head for the opposite wall, where there is another patch of soft earth on the wall. Smash the pots and then release your last bottled bug near the patch to reveal the next Gold Skulltula (13). Now, turn around and head to the opposite wall. Look to the left, and you'll see a Gold Skulltula high on the wall. Kill it with an arrow, then turn around and use the Deku Flower to float to the top of the pillar in the middle of the room. Use the Deku Flower on that pillar to reach the Skulltula Token (14), then hang a left to the platform on the other side of the room.

Kill the Gold Skulltula hanging on the pillar here (15), then drop back down to the bottom floor. Fill at least two bottles with the Spring Water in the room, then return to the Giant Pot Room.

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Swamp Spider House - Giant Pot Room

Use the Deku Flower to return to the upper ledge, and head through the door.

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Swamp Spider House - Red & Gold Room

Slash the crystal switch to the left of the door with Hylian Link's Sword to make a ladder appear on the other side of the room. Jump down off the ledge, and climb into the alcove in the rear of the room. Look on the back of one of the pillars to see another Gold Skulltula. Kill it when it is at it's lowest point (16).

Climb back out of the alcove and look to the ceiling to see more bee hives. Shoot them down with arrows. One of them contains a Gold Skulltula. Kill it and take it's token (17). Now, head for the ladder you made appear earlier. Kill the Gold Skulltula on the ladder with an arrow, then climb the ladder to get it's token (18). At the top of the ladder, head to the right to find a patch of soft earth. Plant one of your Magic Beans here, and then drop one of your bottles of Spring Water on it.

Stand on the now fully-grown Magic Leaf, and ride it all the way to the right, and then up. Kill the Gold Skulltula and take it's token (19), then ride the Magic Leaf again to reach the alcove. Go down the hall and through the door at the other end.

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Swamp Spider House - Indoor Garden

There are two Gold Skulltulas in this room that patrol round the tall grass. Listen for the distinctive rustling noise to know when one is near. Find and kill them both (20 & 21). Next, shoot down the hives attached to the ceiling with arrows. One of them contains a Gold Skulltula (22). To finish up in this room, roll into the tree to force three Gold Skulltulas to the ground (23 - 25). Alternatively, you can also use Goron Link's ground pound ability, if you have it.

Head back out the door once you've gotten all of the Skulltulas.

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Swamp Spider House - Red & Gold Room

Run down the hall, and jump down out of the alcove. Use the door across from the hall.

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Swamp Spider House - Water Room

Head to the right as you come out of the Red & Gold Room to find another door. Go through it.

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Swamp Spider House - Stone Monolith Room

Head to the right as you enter to see a boulder. Blow it up with a Bomb or the Blast Mask, revealing a patch of soft earth. Plant your second Magic Bean and drop a bottle of Spring Water on it. Ride the Magic Leaf up and around to a Gold Skulltula, high on the opposite wall of the room. Try to shoot it with an arrow before you reach it. Once you get the token (26), jump back down to the bottom floor.

Start rolling into the crates around the room to destroy them. Two of them contain Gold Skulltulas (27 & 28). Climb up the ladder in the corner of the



Turn around and look around the room. Smash the pots on the left and right to find Recovery Hearts and Arrows. Once you have those, pull yourself over the spider-web shaped fence by shooting the Hookshot target with the Hookshot. Look on the ceiling here to see numerous webs; burn them with Fire Arrows. One of them hides a Skulltula. Use the Hookshot to kill it and take it's token (3). On the other side, go through the door.

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Oceanside Spider House - Stairwell

If you look up as you enter the room, you'll see a wooden beam on the ceiling with a Gold Skulltula climbing around on top of it. If you climb onto the boxes to the left of the door, then you can shoot the Skulltula and take it's token with the Hookshot (4). Next, look on the wall above the stairwell. A Gold Skulltula climbs in and out of one the shields here. Kill it when it emerges from the shield, and use the Hookshot to get it's token (5).

Next, head for the line of big pots to the right of the stairs, and burn the cobwebs covering the last one in the line. Start beating on the pots with Goron Link. Two of them contain Gold Skulltulas (6 & 7). After you've gotten it, head down the stairs. Halfway down the stairs, stop and look in the small gap between the main level and the basement level, where there is a Gold Skulltula crawling around. Use the Hookshot to kill it and get it's token (8). Head around the corner at the bottom of the stairs, where there is a pot next a torch. Punch it with Goron Link to reveal another Skulltula (9).

Against the wall to the left of that pot there is a stack of crates, with pots on it. Smash the pot on the top most level to reveal a Skulltula. Use the Hookshot to kill it before climbing up to take the token (10). Next to the boxes, there is a cobweb on the wall. Burn it with a Fire Arrow or with a flaming Deku Stick, reveal a diamond-shaped hole in the wall. Fire the Hookshot through the hole to kill another Gold Skulltula. Take it's token with another Hookshot shot (11).

Turn around from the diamond-shaped hole, and look on the wall near the door to see a shield. Another Gold Skulltula climbs in and out of the shield. Wait for it to emerge before killing and taking it's token with the Hookshot (12). Climb back up the stairs, and head for the door to the right of the one you first came through. Burn the webbing covering it with a Fire Arrow or a flaming Deku Stick, then go through the door.

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Oceanside Spider House - Library

Head to the right side of the room from the door, where there are three small dressers pressed against the wall. Grab the two dressers on the sides and pull them back, then push the one in the middle to the left or right, revealing a diamond-shaped opening. Fire the Hookshot through the hole, killing another Skulltula. Use the Hookshot to get it's token (13).

Look to the left of the three dressers, where there is a picture of the Skull Kid hanging on the wall. Shoot the picture with the Hookshot to knock it down, revealing a Skulltula underneath (14). Turn your attention to the bookshelf near the dressers, which has several shelves missing books. Climb up these shelves like a ladder. At the top is a Stalchild; speak with him while wearing the Captain's Hat, and write down what he says.

Turn around and face the wall at the top of the bookshelf, and look in the narrow gap at the top of the wall to see another Gold Skulltula moving to the left and right. Kill it and take it's token with the Hookshot (15). Next,

jump along the bookshelves to the other side of the room, where there is a Gold Skulltula climbing on top of a bookshelf in the corner (16).

From the Gold Skulltula in the corner, starting heading to the right along the wall, knocking down the pictures from the tops of the Bookshelves. Behind one of the pictures is another diamond-shaped hole, containing another Gold Skulltula (17). Drop down from the bookshelf at this point, and speak with the Stalchild sitting at the desk while wearing the Captain's Hat. Memorize or write down what he says. Head for the bookshelf which seems to have a stronger glow coming from behind it. Grab onto the bookshelf from the side and start pushing it forward. Behind the shelf is an alcove, which contains two more Skulltulas (18 & 19).

Once you have them all, head back out the door you came through.

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Oceanside Spider House - Stairwell

Go back down the stairs, and head to the left at the bottom. Go through the first door you come to.

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Oceanside Spider House - Banquet Hall

There are more Stalchildren in this room. Speak with them all while wearing the Captain's Hat, and memorize or write down what they say.

Smash the pots to your left as you enter to get more arrows, then climb onto the dinner table in the middle of the room. Use Goron Link's ground pound, and three Skulltulas will be knocked down from the chandelier (20 - 22). Climb back onto the table in the center of the room, and look towards the door you came through. Above the door, there is another narrow alcove with a Gold Skulltula climbing around in it. Use the Hookshot to kill it and take it's token (23).

Now, use the Hookshot to start knocking down the pictures in the room. Behind one of them is a Gold Skulltula (24). Face the fireplace, and look to it's left to see some pots. Start beating on them with Goron Link to force another Skulltula out (25).

If you had the Captain's Hat, then you have spoken with all of the Stalchildren, and learned the order to strike the colored shields on the wall. If you don't have it, then you can just guess. Shoot the shields with arrows. If you get a small "success" sound, then you've struck correctly. There are six steps in the sequence, so just keep at it.

Successfully shooting the shields in order will open the grating covering the fireplace. Climb up the stairs on the other side, and run to the end of the hall. Defeat the Big Skulltula and open the gilded chest to get a Piece of Heart.

Once you've got all of the Skulltulas and the Piece of Heart, head back out the door you came through.

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Oceanside Spider House - Stairwell

Head to the right as you come out of the door, and go to the end of the hall. Around the corner is another door covered by webbing. Burn through the webbing with Fire Arrows or a flaming Deku Stick, then go through the door.



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Part One: Defense of Romani Ranch

Time: 2 AM on the First Night

To move straight to this task, move ahead to the Night of the First Day, and use the Inverted Song of Time to move time ahead to it's normal rate. Once 2 AM hits, play the Inverted Song of Time again to slow down time. This will also significantly slow down the Aliens when they attack the barn. Enter the barn and speak with Romani to begin the minigame. When you step back outside, the Aliens will begin their attack.

To complete the minigame, you must prevent the Aliens from reaching the barn from 2:00 to 6:00 (although it's actually closer to 2:30 to 5:15). Get on Epona and begin riding around the farm, shooting down the Aliens as they appear. If you have time slowed with the Inverted Song of Time, then the Aliens will move very slowly. If you have Tingle's Map, then the Aliens will appear on the map as moving white dots.

If you run out of arrows, you can get more from the crate near the farmhouse. Arrows also appear in the circles of weeds around the farm, and drop from the Aliens when you shoot them. I also find it much easier not to selectively target the Aliens, but to instead circle the barn and farmhouse and fire arrows at any Alien which you happen to pass by. If you target the Alien spawn points, it's easy to overlook one or two. With these factors in mind, you should be able to complete the minigame fairly easy; the larger your Quiver, the easier it will be.

If you do happen to fail and an Alien makes it to the barn, then the cows in the Barn will be kidnapped... and so will Romani. Cremia will be heartbroken at Romani's sudden disappearance, and will quit working, so you won't be able to do the next part of the sidequest. Reset time and try again if you happen to fail.

Successfully completing the minigame will earn you the game's third bottle, already filled with Milk.

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Part Two: Defense of Cremia's Cart [MSK03]

Time: Dawn of Second Day

Progress to the Dawn of the Second Day by using the Song of Double Time, and Romani's sister Cremia will appear inside the barn. Enter the barn and speak with Cremia, who will offer to give you a ride into Clock Town at 6 PM (i.e. right at the start of the Second Night). Go back outside and play the Song of Double Time to progress to the Night of the Second Day. Cremia will be sitting in her cart just to the right of the barn. She only sticks around for about an hour, so speak with her quickly (you may have to Z-Target her). Agree to hitch a ride with Cremia to begin the minigame.

Cremia will set off with the cart down Milk Road. Except that Milk Road is blocked by a mysterious fence, so Cremia is forced to take a detour through Gorman Track. The Gorman Brothers, counterparts of Hyrule's Ingo and rivals of Romani Ranch, will attempt to rob the cart while disguised as Garos. Repel them by shooting arrows at them, which will knock them back a bit. If they make contact with the cart, then one of the milk bottles in the cart will shatter. Make it all the way across Gorman Track safely with at least one milk bottle intact to finish the minigame.

There are two real methods to beating this minigame: either wait for one of the





Mask to help. If Aroma is talking to Gorman, then you'll have to wait until Gorman leaves before Aroma will give you the mask.

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Part Two

First Day, 2:15 PM

Head for the Stockpot Inn in East Clock Town, and wait around for 2:15 PM. At this time, the postman will arrive and deliver Anju a letter (in fact, a letter from the missing Kafei). Speak with Anju while wearing Kafei's Mask after she receives the letter. Anju will ask you to meet her in the Stockpot Inn kitchen at 11:30 PM (she won't actually get there until almost midnight). Speak with her again as Hylia Link, and say that you have a reservation. She'll confirm your name, and give you the Room Key. You don't need this in this sidequest, but this is needed to get Anju's stamp in the Bombers' Notebook.

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Part Three

First Night, 12:00 AM

Wait around the Stockpot Inn until 12:00 AM, and then speak with Anju in the Stockpot Inn Kitchen. If you are booted out of the inn, then use the Deku Flower in East Clock Town to reach the awning above the Stockpot Inn, and enter the Inn through it's second floor door. When you speak with Kafei, she will ask you to deliver a letter to any mailbox in Clock Town.

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Part Four

BEFORE 8:00 AM, Second Day

Go to any Mailbox in Clock Town, and "speak" with it. It will ask you to deposit a letter. Comply. Make sure you do this immediately after talking with Anju, and before the Mailman begins his rounds at around 8 AM of the Second Day.

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Part Five

Second Day, 3:00 PM

Go to the Laundry Pool and wait for 3:00 PM, when the Mailman will appear in the area. You can use the Song of Double Time to skip ahead if you like, plus you can listen to stories from Anju's Grandmother to skip ahead two hours at a time. The Mailman will ring the bell in the Laundry Pool, and a boy wearing a Keaton Mask will come out of the door in the back of the area to pick up the letter. Quickly go through the door before the boy returns, or else the door will be locked.

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Part Six

Second Day, 4:00 PM

Run up the stairs to find yourself in the backroom of the Curiosity Shop. Hang around until the boy in the Keaton Mask returns (around 4:00 PM), and then speak with him as Hylia Link. He'll admit who he is; he's actually Kafei. He's the same age as Anju, but the Skull Kid cursed him and made him into a child. He isn't embarrassed about being cursed, but he is embarrassed that his wedding mask was stolen by Sakon the Thief.

Kafei will give you his Pendant and ask you to deliver it to Anju.

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Part Seven

Second Day, 4:00 PM OR Third Day, 6:00 AM

Hurry back to the Stockpot Inn and give Kafei's Pendant to Anju before the Inn closes. The sidequest appears to end here, but far from it.

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Part Eight [MSK02]

Third Day, 1:00 PM

After you've delivered Kafei's Pendant to Anju, return to the Laundry Pool and use the Song of Double Time to proceed to the Third Day. The door into Kafei's Hiding Place is locked. Hang out until 1 PM (Grandma's stories aren't available on Day 3), when the door will unlock. Go inside, where the man who runs the Curiosity Shop waits; speak with him, and he'll give you the Keaton Mask and a Special Delivery to Mama. You can't do anything with the Special Delivery until late in the day, so let's turn our attention to Kafei's predicament. Head back outside and go to East Clock Town.

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Part Nine

Third Night, 7:00 PM

Use the Inverted Song of Time to slow time, then leave Clock Town through its east gate, and summon Epona in Termina Field. Ride Epona east out of Termina Field to Ikana Canyon, and keep riding her through Ikana Canyon over two fences. Get off Epona after passing the two fences, and run to the east side of the area while wearing the Garo's Mask. The Garo sitting on the cliff will speak with you when you get near enough, and a tree will appear. Pull yourself up to the tree with the Hookshot, and then head east out of the area.

Run to the right as you enter the new area, where you will find a cave opening in the wall. Go through the cave and keep running forward on the other side, where you will find a small area with a pile of rocks on the far side. Go around behind the rocks to find Kafei. Return the flow of time to normal. Speak with Kafei, then hang out with him until 7:00 PM (use the Song of Double Time if you need to). Sakon will reappear at this time. Stay hidden behind the pile of rocks until he has disappeared inside his lair. If Sakon sees you, he will run away and won't return.

Follow Kafei into Sakon's Lair. Go through the door in front of you as you enter, to find Kafei about to reclaim his Sun's Mask. But he'll accidentally activate a booby trap, and the Sun's Mask will disappear on a conveyor belt. Stand on the switch with Link, and you'll switch control to Kafei. Move quickly from here on out; if you move too slowly, then you'll lose the Sun's Mask and you'll have to start the whole thing over.

Run into the room as Kafei to find four square blocks around a switch. Push one of the blocks onto the switch in the middle of the room. The door near Link will open, and control will switch back to Link. Run into the room and kill the Deku Baba, which will open the door near Kafei. Control back on Kafei, run into the next room, and carefully move around the red and yellow colored buttons in this room to the blue one in the lower-right corner. If you step on a red button, then the conveyor belt will speed up - bad news bears.

Back in control of Link, run into the next room and kill two more Deku Babas to open the door in front of Kafei. Run to the right side of the room and push the stone block on the far right down. Step onto the red switch, which will speed up the conveyor belt. There is a stone block to the left of the red

switch; push it left onto the yellow switch to restore the conveyor belt to normal speed. Move one space to the left, and push the stone block below you onto the blue switch. This will open the door near Link.

Back in control of Link, run into the next room. A Gray Wolfos will appear; defeat it quickly by using Goron Link's ground pound ability. Back in control of Kafei, push aside the stone block covering the last door, and then go through it. Stand on the switch, and control will change back to Link. Run through the door to find yourself in the same room with Kafei. Stand on the other switch in the room, and you'll have saved the Sun's Mask.

You and Kafei will now appear back outside Sakon's Hideout. Kafei can make his own way back to town; use the Song of Soaring to return to Clock Town yourself.

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Part Ten [MSK01]  
Third Night, 12:00 AM

Head for West Clock Town and enter the Postman's House. He's in a dilemma; he wants to run away, but his sense of duty prevents him. Speak with him and give him the Special Delivery to Mama. He will put on his uniform and run to deliver the letter. Follow him to the Milk Bar in East Clock Town. Put on Romani's Mask, and then enter the Milk Bar (if you don't have Romani's Mask, then just wait around outside for the Postman to return). Wait for the Postman to deliver the letter, where Madame Aroma will order him to flee. Follow him back outside. He'll stop near the East Gate; speak to him here, and he'll give you his Postman's Hat.

You've got mere minutes before the Moon crashes into Clock Town, so do the last step as quickly as you can.

-----  
Part Eleven [MSK15]  
Third Night, 4:30 AM

Enter the Stockpot Inn (the door is unlocked on the Third Night), and climb up to the second floor. Enter the door at the top of the stairs to find Anju. Wait for Kafei to arrive, which will be one minute (real-life time) before the Moon strikes Clock Town. A cutscene will take place of the pair of them exchanging their vows (you know, just in case), and you'll act as their witness. You'll get the Couple's Mask after the ceremony. Quickly play the Song of Time before the world ends.

-----  
It Ain't Over Yet

There's still one more thing that needs to be done in the sidequest, which is obtaining the fifth bottle. Repeat steps Two through Eight, and then skip step Nine and go on to Step Ten. This time, instead of giving the letter to the Mailman, deliver it straight to Madame Aroma in the Milk Bar at any time on the last night while wearing Kafei's Mask. She'll give you the fifth bottle out of gratitude. Note that if you don't have Romani's Mask, then you can ONLY access the Milk Bar between 6 and 9 PM.

Once you have Kafei's Mask, the Keaton Mask, the Postman's Hat, the Couple's Mask and the Fifth Bottle, you're done with the sidequest. If you're following along in my guide and were directed here, then skip back to subchapter Zero-Three-Two-Two.







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## Kafei

Time: 4 PM to 10 PM, Second Day/Night

After delivering Anju's Letter to Kafei to a mailbox, enter Kafei's Hideout in the Clock Town Laundry Pool and speak with him. He'll give you his Pendant and ask you to bring it to Anju.

Time: 6 PM to 8 PM, Third Night

Meet Kafei near Sakon's Hideout in Ikana Canyon, and help him reclaim his Sun's Mask.

Time: 4:30 AM to 6 AM, Third Night

After helping Kafei retrieve his Sun's Mask from Sakon's Hideout, meet with the pair in Anju's Room in the Stockpot Inn. After a cutscene, you'll get the Couple's Mask.

HAPPINESS!

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## Man From Curiosity Shop

Time: 2 PM to 10 PM, Third Day/Night

Speak with the Man From Curiosity Shop in Kafei's Hideout after delivering Kafei's Pendant to Anju. He'll give you the Keaton Mask and the Special Delivery to Mama.

Time: 10 PM to 6 AM, Third Night

After foiling Sakon's robbery in North Clock Town at 12:30 AM of the First Night, the Man From Curiosity Shop will offer the All-Night Mask for five hundred rupees at the specified time. Purchase it.

HAPPINESS!

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## Old Lady From Bomb Shop

Time: 12:30 AM, First Night

Hang around North Clock Town until 12:30 AM, where Sakon will appear and rob the Old Lady as she passes by. Make him drop the loot by attacking him, then allow him to escape. The Old Lady will give you the Blast Mask out of gratitude, and the Big Bomb Bag will become available in the Bomb Shop.

HAPPINESS!

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## Romani

Time: 6 AM to 6 PM, First Day

Speak with Romani in Romani Ranch, and finish her minigame to shoot all ten of the balloons around Romani Ranch. Afterwards, agree to help her defend against the aliens at 2:30 AM the next night.

Time: 2:15 AM, First Night

Defend the Barn in Romani Ranch using Epona and the Hero's Bow from 2:15 AM to 5:30 AM of the First Night. Romani will give you a Bottle of Milk out of gratitude.

HAPPINESS!



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Cremia

Time: 6 PM to 7 PM, Second Night

After warding off the aliens with Romani, speak with Cremia in her cart on the Second Night in Romani Ranch. Go with her to Clock Town, and defend her against the marauding Gorman Brothers as you pass through Gorman Track. When you reach Clock Town, she'll give you Romani's Mask out of gratitude.

HAPPINESS!

-----

Mr. Dotour

Time: 8 AM to 8 PM, First/Second Day/Night, OR 8 AM to 6 PM, Third Day/Night

Speak with Mr. Dotour in his office in East Clock Town while wearing the Couple's Mask. He'll give you a Piece of Heart.

HAPPINESS!

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Madame Aroma

Time: 8 AM to 8 PM, First/Second Day/Night

Speak with Madame Aroma in her room in the Mayor's Office as Hylia Link, and she'll ask you to help her find her son. Agree, and she'll give you Kafei's Mask.

Time: 6 PM to 6 AM, Third Night

Speak with Madame Aroma in the Clock Town Milk Bar while wearing Kafei's Mask, and give her the Special Delivery to Mama from the Anju & Kafei Marriage Sidequest. She'll give you a bottle filled with Chateau Romani in gratitude.

HAPPINESS!

-----

Toto

Time: 10 PM to 6 AM, First/Second Night

Speak with Toto in the Clock Town Milk Bar in all four of Link's forms, and play the music that Toto directs you to play. Once you have played all four parts on the stage, then Gorman will recognize the song and give you the Circus Leader's Mask.

HAPPINESS!

Note: Toto and Gorman both have the same requirements to obtain their Happiness stickers; the duplication of text is not an error.

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Gorman

Time: 10 PM to 6 AM, First/Second Night

Speak with Toto in the Clock Town Milk Bar in all four of Link's forms, and play the music that Toto directs you to play. Once you have played all four parts on the stage, then Gorman will recognize the song and give you the Circus Leader's Mask.

HAPPINESS!

Note: Toto and Gorman both have the same requirements to obtain their Happiness stickers; the duplication of text is not an error.

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Postman

Time: 4 PM to 12 AM, First Day/Night OR 4 PM to 12 AM, Second Day/Night  
Speak with the Postman in his house in East Clock Town, and finish his challenge to stop a clock at exactly ten seconds. Use the Bunny Hood to make the timer appear on screen. Complete the game to win a Piece of Heart.

Time: 12 AM to 12 PM, First/Second Night/Day  
Successfully deposit Anju's Letter to Kafei in any of the Clock Town Mailboxes.

Time: 6 PM to 6 AM, Third Night  
Deliver the Special Delivery to Mama from the Anju & Kafei's Marriage sidequest to the Postman in his house in West Clock Town. Follow him to the Milk Bar, wait for him to deliver the letter to Madame Aroma, then speak with him near the east gate of Clock Town. He'll give you the Postman's Hat before running away from town.

HAPPINESS!

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Rosa Sisters

Time: 6 PM to 6 AM, First or Second Nights  
Meet the Sisters in West Clock Town, and use the Kamaro's Mask Dancing ability to teach the sisters Kamaro's Dance. They'll give you a Piece of Heart in gratitude.

HAPPINESS!

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??? (Person Living in the Inn's Restroom)

Time: 12 AM to 6 AM, Any Night  
Meet the strange hand who appears in the Stockpot Inn's toilet at the specified time, and give him any of the Deeds from the Deed Trading sequence. He'll give you a Piece of Heart out of gratitude.

HAPPINESS!

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Anju's Grandmother

Time: 8 AM to 6 PM, First or Second Day  
Speak with Anju's Grandmother while wearing the All-Night Mask. Listen to her story about the Carnival of Time, and answer her question "On the eve of the festival." She'll give you a Piece of Heart.

Time: 8 AM to 6 PM, First or Second Day  
Speak with Anju's Grandmother while wearing the All-Night Mask. Listen to her story about the Four Giants, and answer her question "I dunno." She'll give you a Piece of Heart.

HAPPINESS!

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Kamaro

Time: 12 AM to 6 AM, Any Night

Find Kamaro dancing on one of the mushroom-shaped rocks in northwest Termina Field. Jump from the cliff near Clock Town to reach it. Play him the Song of Healing to get Kamaro's Mask.

HAPPINESS!

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Grog

Time: 6 AM to 8 PM, Any Day/Night

Speak with Grog in Romani Ranch's Cucco Shack, and he'll express his desire to see his beloved Cuccos full grown before the Moon crashes. Use the Bremen Mask to make all ten of the Cucco Chicks in the area follow you, and then keep marching around until they grow into adult Cuccos. Grog will give you the Bunny Hood out of gratitude.

HAPPINESS!

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Gorman Brothers

Time: 6 AM to 6 PM, Any Day

Successfully beat the Gorman Brothers in a race around Gorman Track on Epona. They'll reluctantly give you the Garo's Mask.

Time: 6 PM to 7 PM, Second Night

After warding off the aliens with Romani, speak with Cremia in her cart on the Second Night in Romani Ranch. Go with her to Clock Town, and defend her against the marauding Gorman Brothers as you pass through Gorman Track. When you reach Clock Town, she'll give you Romani's Mask out of gratitude.

HAPPINESS (kind of)!

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Shiro

Time: Any Day, Any Time

Use the Lens of Truth to find Shiro in a ring of rocks in the area that divides Termina Field, Ikana Canyon and Ikana Graveyard. Give him a Red Potion, and he'll give you the Stone Mask as thanks for rescuing him.

HAPPINESS!

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Guru-Guru

Time: 6 PM to 6 AM, First or Second Night

Speak with Guru-Guru in the Clock Town Laundry Pool, and listen to his tale of woe. He'll give you the Bremen Mask for listening to him.

HAPPINESS!



from the Bomb Shop.

07. Head south to Southern Swamp.
08. Fill a Bottle with Spring Water outside Kotake's Potion Shop before going to the Deku Palace.
09. Sneak into the Deku Palace's east wing and purchase SIX Magic Beans from the Bean Man in his cavern.
10. Go straight to the patch of soft earth in the northeast corner of the Palace and plant a single Magic Bean and use the Bottle of Spring Water.
11. Continue on normally to Woodfall Temple.
12. As soon as you have the Hero's Bow, warp to the beginning of Woodfall Temple with the Song of Soaring.
13. Warp to Clock Town with the Song of Soaring, and head north to Mountain Village. Continue with the game normally from this point.
14. After you get the Fire Arrow from Snowhead Temple, warp back outside with the Song of Soaring.
15. Go to Goron Village and get Powder Keg certification (use the Fire Arrow to melt the block of ice covering the cave entrance to the Powder Keg Biggoron).
16. Purchase a Powder Keg in Clock Town, and go to Romani Ranch to free Epona.
17. Defeat the Gorman Brothers and earn the Garo's Mask (if the Gorman Brothers are asleep, you'll have to do this later).
18. Purchase a Red Potion in Clock Town, then go to the Ikana Canyon area. Get the Stone Mask from Shiro, which will make completion of the Pirates' Fortress much faster.
19. While you're in the area, go to Ikana Graveyard and defeat Skull Keeta. If the first night has past by this point, then you've already failed.
19. Use the Captain's Hat to enter the First Grave on the first night, and learn the Song of Storms from Flat.
20. Return to Woodfall and Snowfall Temples, and finish them. In the Woodfall Temple, use the Fire Arrow to finish the torch-lighting puzzles faster.
21. After defeating Goht, win the Bottle from the Goron Racetrack (sell the Gold Dust to the Curiosity Shop to free up the Bottle). The time spent getting this Bottle will be made up later, when you save a lot of time gathering the Zora Eggs, and passing through the Bottom of the Well.
21. Continue on with the game as normally.
22. Don't use the Seahorse to reach Pinnacle Rock; memorize the path beforehand.
23. Continue on with the game as normally.
24. Before entering the Bottom of the Well, make sure you have: five Magic Beans, ten Bombs, a Bottle of Milk and a Bottled Fish, then drop down into the well.
25. From here on out, the game is pretty much done normally, you just have to haul ass and really know your stuff.

Keep this fact in mind: you don't have to beat all four dungeons before 12 AM of the Third Night. You just have to beat them before 5 AM, or thereabouts. The Clock Tower only OPENS at midnight; you can enter it at any time after that.

With the Inverted Song of Time, you've got just over two and a half hours to do the whole thing. If you really know your stuff, then you might barely be able to manage it. Even with this outline to guide you, it still takes a lot of luck, a lot of skill, and a lot of practice.

Best of luck to you, adventurer.



Found: Woodfall Temple

A staple of the Zelda series since it's inception, the Bow in Majora's Mask is functionally identical to the bow in Ocarina of Time, but is smaller to allow Young Link to handle it. The Hero's Bow fires sharp arrows at lightning speed, able to pierce thick armor and even travel underwater. The arrows can be enhanced with elemental properties.

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Fire Arrow

Found: Snowhead Temple

When used in conjunction with the Hero's Bow, the Fire Arrow enchants all of your arrows to burn on impact. The Fire Arrow can be used to melt chunks of ice and light unlit torches. They are particularly powerful against ice-based enemies.

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Ice Arrow

Found: Great Bay Temple

When used in conjunction with the Hero's Bow, the Ice Arrow enchants all of your arrows to freeze on impact. The Ice Arrow can be used to create frozen chunks of island in bodies of water, which can be used as makeshift bridges. Ice Arrows are particularly powerful against fire-based enemies.

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Light Arrow

Found: Stone Tower Temple

When used in conjunction with the Hero's Bow, the Light Arrow enchants all of your arrows to strike with a bright flash of light. The Light Arrows can be used to activate Sun Panels and destroy Sun Blocks in rooms where a shaft of sunlight is unavailable, and are particularly powerful against darker or undead enemies.

-----

Bombs

Found: Clock Town Bomb Shop

Another staple of the series since the original Legend of Zelda, Bombs are crude explosive devices which explode after a few seconds. They are used to blow open cracks in walls, reveal hidden pits, and are needed to defeat well armored opponents like Beamos and Dodongos.

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Bombchus

Found: Clock Town Bomb Shop

The Bombchus, originally introduced in Ocarina of Time, are mobile bombs which move in a straight line along walls and ceilings, eventually exploding after a set time limit. Bombchus are needed to blow open cracks on high walls and ceilings which are inaccessible by foot.

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Deku Stick

Found: Various Locations

Deku Sticks, also introduced in Ocarina of Time, are long bits of dry wood which can be used as makeshift torches. They are used to light unlit torches,

and can also be used to burn away large pieces of cobwebbing.

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Deku Nuts

Found: Various Locations

Deku Nuts, another item which appeared in Ocarina of Time, are small explosive devices which release a bright flash when hurled against the ground. A weapon often utilized by Sheikah Warriors to stun their opponents in battle, Link uses them in a similar fashion. They are largely a superfluous item and you don't really need to use them. Ever.

-----  
Magic Beans

Found: Southern Swamp, Deku Palace

Purchased from various vendors in the Woodfall area, Magic Beans, when planted and watered, grow into magic leaves which have levitative properties. Magic leaves are often needed to reach inaccessible areas and Heart Pieces. A Bottle of Spring Water or the Song of Storms are necessary to water the Beans once planted.

-----  
Powder Keg

Found: Goron Village, West Clock Town

An ultra powerful bomb, a Powder Keg is actually just a barrel filled with gun powder. After it's fuse runs out, it explodes in a massive blast. Powder Kegs are only usable by Goron Link, and are needed in the Mountain Lake, Milk Road, and Ancient Castle of Ikana. Goron Link must first be certified by the Powder Keg Biggoron before you he can use them.

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Pictobox

Found: Southern Swamp

Given to you by Koume in the Tourist Information building after rescuing her from the Woods of Mystery, the Pictobox is able to take and preserve a single black & white photo. It is needed to obtain several Pieces of Heart throughout the game, and also to reach Pinnacle Rock in Great Bay Coast.

-----  
Lens of Truth

Found: Goron Village

Found in a cave on the far eastern edge of the Goron Village, the Lens of Truth reveals hidden objects and makes fake objects invisible. It is needed many times throughout the game, most notably to get the Goron Mask and to get several dungeon Stray Fairies.

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Hookshot

Found: Pirates' Fortress

Returning in an identical format to the Longshot from Ocarina of Time, the Hookshot latches onto special targets or wooden objects and pulls Link towards them. It is a much-used item after you get it; so much so, you may not even want to remove it from your C-Button commands.

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Great Fairy's Sword  
Found: Ikana Canyon

The ultimate reward for retrieving all fifteen of the Stone Tower Temple Stray Fairies and delivering them home, the Great Fairy's Sword functions like a sword, but is used like a C-Button item. It is so large, that Link can't use a shield while he wields it, but the Fairy's Sword is capable of dealing twice the damage of the Gilded Sword. This actually turns out to be overkill, so you probably won't use the Sword much.

-----  
Bottle #1  
Found: Southern Swamp

The game's first bottle, and only one which you are required to get, is given to you by Kotake in her shop after you have found Koume in the Woods of Mystery. It comes pre-filled with a Red Potion, and you are allowed to keep the Bottle after rescuing Koume.

-----  
Bottle #2  
Found: Goron Racetrack

Placing first in the Goron Racetrack in the Mountain Lake awards you the Gold Dust, which comes in it's own bottle. The Gold Dust disappears after using it or resetting time, but you are allowed to keep the Bottle.

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Bottle #3  
Found: Romani Ranch

After helping Romani defend Romani Ranch against the alien invasion on the first night, Romani gives you a Bottle already filled with Milk out of gratitude.

-----  
Bottle #4  
Found: Waterfall Rapids

In a cave above the waterfall in Zora Cape is the Waterfall Rapids. Home to the Beaver Brothers, the pair will challenge Zora Link to a slalom race through down the Rapids. Zora Link is given the bottle, which comes empty, after beating both of the Brothers in the first round of the course.

-----  
Bottle #5  
Found: East Clock Town

At the end of the Anju & Kafei's Marriage sidequest, you are given a letter called Special Delivery to Mama. Deliver this letter directly to Madame Aroma in East Clock Town's Milk Bar, and she'll give you the fifth Bottle out of gratitude. The bottle comes filled with Chateau Romani (but, since you have only a maximum of twelve hours left before the Moon hits, the Chateau Romani is rather worthless).

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Bottle #6  
Found: Ikana Graveyard

On the third night, visit the Ikana Graveyard and speak with the Stalchildren



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Chateau Romani

Found: Clock Town Milk Bar

Purchased for no less than 200 rupees in the Milk Bar, Chateau Romani gives you full life and infinite Magic Power for a brief period of time. It's prohibitively expensive price makes it rather useless.

-----  
Deku Princess

Found: Woodfall Temple Hidden Chamber

After defeating Odolwa in the Woodfall Temple, you'll find the Deku Princess locked up in a room beneath the Temple. Capturing the Deku Princess in a Bottle and delivering her to her father restores peace to the Deku Palace, and let's Link compete for the Mask of Scents.

-----  
Gold Dust

Found: Goron Racetrack

A prize for placing first in the Goron Racetrack, Gold Dust is needed to upgrade the Razor Sword to the Gilded Sword, or can be sold to the Curiosity Shop for a hefty amount of Rupees.

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Red Potion

Found: Various Stores

Purchased from many of the stores around Termina, Red Potions restore your life to full when used.

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Green Potion

Found: Various Stores

Purchased from many of the stores around Termina, Green Potions restore your Magic Power to full when used.

-----  
Blue Potion

Found: Various Stores

Purchased from many of the stores around Termina, Blue Potions restore your Magic Power to full when used.

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Poe

Found: Stone Tower

When defeated, a Poe's spirit can be captured in a bottle. These can be sold to the Curiosity Shop for a small amount.

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Big Poe

Found: Ikana Graveyard, Beneath the Well

When defeated, a Big Poe's spirit can be captured in a bottle. These can be sold to the Curiosity Shop for a hefty amount, but are also needed to get past one of the Gibdos in the Beneath the Well area.



Once you have a Moon's Tear, you can trade it to the Akindo Nut in South Clock Town for the Land Title Deed, which grants you use of the South Clock Town Deku Flower. This is needed to reach the ledge in front of the Clock Tower as Deku Link in the game's first cycle.

-----  
Swamp Title Deed

Found: Southern Swamp

Once you have the Land Title Deed, you can trade it to the Akindo Nut in Southern Swamp for the Swamp Title Deed. This only works when you speak to the Nut as Hylian Link. This is needed to reach the roof of the Tourist Information building, where a Piece of Heart is stashed.

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Mountain Title Deed

Found: Goron Village

Once you have the Swamp Title Deed, you can trade it to the Akindo Nut in Goron Village for the Mountain Title Deed. This only works when you speak to the Nut as Deku Link. This is needed to reach a high ledge in Goron Village, where a Piece of Heart is hidden.

-----  
Ocean Title Deed

Found: Lulu's Room

Once you have the Mountain Title Deed, you can trade it to the Akindo Nut in Lulu's Room (which is located in Zora Hall) for the Ocean Title Deed. This only works when you speak to the Nut as Goron Link. This is needed to reach the high shelf in the room, where a Piece of Heart is hidden. The Ocean Title Deed is also needed to buy the Deku Flower in Ikana Canyon, which is also used to reach a Piece of Heart.

-----  
Room Key

Found: Stockpot Inn

Speak with Anju in the Stockpot Inn as Hylian Link from 2:00 PM to 4:00 PM on the First Day, and confirm a reservation under your name. You'll be given somebody else's Room Key by mistake. This Key is used to access the Inn at night, and also lets you into the locked room on the second floor. You don't need this at any point in the game.

-----  
Letter to Kafei

Found: Stockpot Inn

Meet Anju in the Stockpot Inn at midnight when she asks you to, and she'll give you this letter. Deliver it to a Mailbox to continue the sidequest.

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Kafei's Pendant

Found: Kafei's Hideout

Given to you by Kafei as a symbol of his love for Anju, Kafei requests that you deliver it to his fiancee.

-----  
Special Delivery to Mama



Taught to you by Romani on your first visit to the Ranch, Epona's Song is used to summon Epona straight to you in the Termina Field, Great Bay, Stone Tower and Romani Ranch areas. Epona is needed to pass several barriers in these areas, as well as to accomplish a number of other goals. Epona's Song can also be used to get free Milk from the cows in the Romani Ranch barn.

-----  
Song of Soaring

Sequence: C-Down, C-Left, C-Up, C-Down, C-Left, C-Up

Found inscribed on a rock on your way to the Woodfall Temple, the Song of Soaring lets you warp to any Owl Statue in Termina which you have activated with Hylian Link's sword.

-----  
Song of Storms

Sequence: A Button, C-Down, C-Up, A Button, C-Down, C-Up

Taught to you by Flat underneath the first grave in Ikana Graveyard, the Song of Storms summons a cleansing rainstorm into the immediate area. This is used to cure Link and others of curses, and can also be used to water Magic Bean sprouts.

-----  
Sonata of Awakening

Sequence: C-Up, C-Left, C-Up, C-Left, A Button, C-Right, A Button

Taught to you by the Monkey trapped in the Deku Palace prison, the Sonata of Awakening has the power to awaken slumbering creatures and locations. It is needed to access Woodfall Temple, as well as to awaken Skull Keeta and a sleeping Deku Scrub in the Swamp Spider House.

-----  
Goron Lullaby

Sequence: A Button, C-Right, C-Left, A Button, C-Right, C-Left

The Goron Lullaby is learned in two parts; one from the Goron Elder, the other from the Goron Baby. The Goron Elder is found in either the Mountain Lake or the Mountain Village, and must be melted with a bottle of Hot Spring Water. He will teach you the Lullaby Intro. Then, go to the Goron Baby in Goron Shrine, and play him the Lullaby Intro, and he'll teach you the rest.

The Goron Lullaby works in the opposite manner of the Sonata of Awakening, and puts certain things to sleep. It is needed to get past the Biggoron in Snowhead and access Snowhead Temple.

-----  
New Wave Bossa Nova

Sequence: C-Left, C-Up, C-Left, C-Right, C-Down, C-Left, C-Right

Taught to you by Lulu's Children after you rescue them from the Pirates' Fortress and Pinnacle Rock, the New Wave Bossa Nova is needed to access the Great Bay Temple, but not much else.

-----  
Elegy of Emptiness

Sequence: C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left

Taught to you by the King of Ikana in Ancient Ikana Castle, the Elegy of





Link can turn in his Kokiri Sword to the Smithy in Mountain Village, and upgrade it to the Razor Sword for one hundred rupees. This increases it's range and power by a small amount, but only works for one hundred swings. However, this is a necessary step to get the...

-----  
Gilded Sword

Found: Mountain Village

After Snowhead has been thawed, Link can compete in the Goron Racetrack to win a bottle of Gold Dust. The Gold Dust can then be turned into the Smithy in Mountain Village to turn a Razor Sword into the Gilded Sword, free of charge. The process of upgrading a Sword takes one day to complete, so the Gold Dust must be won on Day One, the Razor Sword made before Day Two, and the Gilded Sword made before Day Three.

The Gilded Sword has the widest reach and greatest attack power of all of Link's standard swords.

-----  
Hero's Shield

Found: Default

Link begins the game with this shield. It seems to be a modified version of the Hylian Shield, made slightly smaller so that he can handle it. This was likely a gift along with the Ocarina of Time, which Zelda gave Link before he started his journey.

-----  
Mirror Shield

Found: Bottom of the Well

An upgrade to the Hero's Shield, the Mirror Shield has a highly polished surface which can reflect beams of light. This is necessary to remove Sun Blocks and activate Sun Panels, and can also be used to defeat darker or undead enemies.

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Quiver

Found: Woodfall Temple

The basic Quiver is found with the Hero's Bow in Woodfall Temple. It holds up to thirty arrows at a time.

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Large Quiver

Found: Swamp Shooting Gallery; Town Shooting Gallery

The Large Quiver is won from either the Swamp Shooting Gallery or the Town Shooting Gallery, whichever you do first. It holds up to forty arrows at a time.

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Largest Quiver

Found: Swamp Shooting Gallery; Town Shooting Gallery

The Largest Quiver is won from either the Swamp Shooting Gallery or the Town Shooting Gallery, whichever one you didn't win the Large Quiver from. It holds up to fifty arrows at a time.

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Bomb Bag

Found: Clock Town Bomb Shop

The basic Bomb Bag, it can be purchased at any time from the Bomb Shop in West Clock Town. It holds up to twenty Bombs and Bombchus.

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Big Bomb Bag

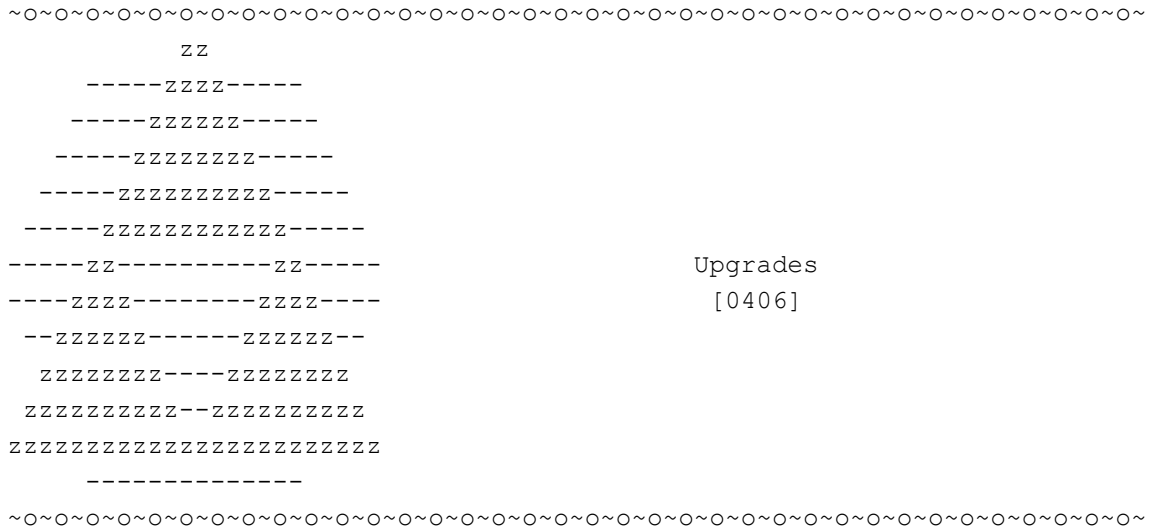
Found: Clock Town Bomb Shop

An upgrade from the smaller Bomb Bag, the Big Bomb Bag can only be purchased after saving the Bomb Lady from Sakon in North Clock Town, at 12:30 AM of the First Day. It holds up to thirty Bombs and Bombchus.

-----  
Biggest Bomb Bag

Found: Goron Village

The Akindo Nut in Goron Village offers these items for a reasonable monetary fee, but also demands that a Big Bomb Bag be included in the deal. He'll only deal with Gorons, so you must have the Goron Mask in addition to the Big Bomb Bag to get it.



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Standard Magic Meter

Found: Clock Town Fairy Fountain

Given to you by the Great Fairy in North Clock Town after retrieving her lost fragment, the Standard Magic Meter gives you the ability to use magical abilities like the Bubble Blast, Fire Arrows, and Goron Link's rolling spikes ability.

-----  
Extended Magic Meter

Found: Snowhead Fairy Fountain

Give to you by the Great Fairy near Snowhead Temple after retrieving her fifteen lost fragments, the Extended Magic Meter doubles your standard magic meter's size. This is particularly useful for Goron Link's rolling ability.





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Masks  
[0500]

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This chapter of the guide contains special find codes, all of which read in this format: [MSKXX], or, Mask, followed by that Mask's number. You can use this find code to find that Mask's specific location in the main walkthrough. In this way, if the general description provided in this chapter is not good enough for you to find the Mask, then you can skip right to the more detailed description in the main Walkthrough. Simply set the Find search parameters to "Up," instead of the default "down."

-----

Postman's Hat [MSK01]  
Where: East Clock Town  
Items: Special Delivery to Mama

The Postman's Hat is one of the Masks found as part of the Anju & Kafei's Marriage Sidequest, near the end of the quest chain. After getting the "Special Delivery to Mama," take it to the Postman's House at any time on the Third Night. Give him the Special Delivery, and he'll take it to Madame Aroma in the Milk Bar. Talk to him outside the Milk Bar after he delivers the letter, and he'll give you the Postman's Hat before fleeing town.

The Postman's Hat is needed to get a Piece of Heart.

-----

Keaton Mask [MSK02]  
Where: Clock Town Laundry Pool, Kafei's Hideout  
Items: Kafei's Pendant

The Keaton Mask is another Mask found as part of the Anju & Kafei's Marriage sidequest, near the end of the chain. The Man from the Curiosity Shop gives you the Keaton Mask at the same time he gives you the Special Delivery to Mama, after delivering Kafei's Pendant to Anju in the Stockpot Inn.

The Keaton Mask is needed to get a Piece of Heart.

-----

Romani's Mask [MSK03]  
Where: Romani Ranch  
Items: Hero's Bow

Romani's Mask (actually a hat) is given to you after escorting Cremia's Cart across Gorman Track, in the second half of the "Odd Jobs at Romani Ranch" Sidequest. This can only be done after successfully warding off the Aliens on the First Night.

Romani's Mask lets you access the Milk Bar, and is the only way to get one of the game's Bottles, the Circus Leader's Mask, and the extremely expensive Chateau Romani Milk.

-----

Kamaro's Mask [MSK04]

Where: Termina Field  
Items: Song of Healing

Kamaro's Mask is given to you by the ghost of Kamaro, who appears on one of the mushroom-shaped rocks northwest of Clock Town from 12:00 AM to 6:00 AM on any night. Play Kamaro the Song of Healing, and you'll get the Mask.

Kamaro's Mask lets you use a special dance ability, and is needed to get a Piece of Heart from the Rosa Sisters.

-----  
All-Night Mask [MSK05]  
Where: West Clock Town, Curiosity Shop  
Items: 500 Rupees

The All-Night Mask is purchased from the Curiosity Shop for 500 Rupees, from 10:00 PM to 6:00 AM on the Third Night. The Mask is only available after successfully foiling Sakon's robbery attempt in North Clock Town at 12:30 AM on the First Night. You also need the Giant's Wallet, gotten from completing the Oceanside Spider House on the first day.

The All-Night Mask lets you weather Anju's Grandmother's long-winded stories, which both net you a Piece of Heart for listening to.

-----  
Bremen Mask [MSK06]  
Where: Clock Town Laundry Pool  
Items: None

The Bremen Mask is given to you by Guru-Guru, who appears in the Clock Town Laundry Pool from 6:00 PM to 6:00 AM on the First and Second Nights. Simply speak to Guru-Guru to earn the Mask.

The Bremen Mask is needed to make Grog's Cuccos at Romani Ranch grow up in a short period of time, which nets you the Bunny Hood.

-----  
Circus Leader's Mask [MSK07]  
Where: East Clock Town, Milk Bar  
Items: Romani's Mask

The Circus Leader's Mask is given to you by Gorman in the Milk Bar, from 10:00 PM to 6:00 AM on the First and Second Nights. You need Romani's Mask to access the Milk Bar. You also need all three of the main transformation Masks. Speak with Toto, the fat Zora, with all four versions of Link, and play the notes that Toto instructs you to play. Gorman will recognize the song as the Ballad of the Wind Fish, and it reignites his passion. He gives you the Circus Leader's Mask as thanks.

The Circus Leader's Mask's only use is that it prevents the Gorman Brothers from attacking you while escorting Cremia's Cart in the second half of the "Odd Jobs at Romani Ranch" sidequest. But since you need the reward from the sidequest to even get this mask, it makes it rather useless. The only reason to get it is that it is required to get the Fierce Deity's Mask.

-----  
Gibdo Mask [MSK08]  
Where: Ikana Canyon, Music Box House  
Items: Song of Storms, Bombs, Song of Healing

The Gibdo Mask is found in the Ikana Canyon Music Box House. After using the Song of Storms to heal Sharp of his curse, then the creek coming from the Spring Water Cave will flow again. This will power the Music Box House, and Pamela will come outside of the house. If you step near the house, then Pamela will run back inside; place a bomb on the west side of the house, then hide on the east side of the house. When Pamela comes out to investigate the explosion, run into the door while her back is turned. Run into the basement and investigate the wardrobe, and play the Song of Healing to heal Pamela's Father of his curse. You'll find the Gibdo Mask afterwards.

The Gibdo Mask is needed to get through the Bottom of the Well area in Ikana Canyon, which lets you access the Mirror Shield and the back entrance to Ancient Castle of Ikana. It lets you communicate with Gibdo mummies, and also makes Redeads dance when you pass near them.

-----  
Blast Mask [MSK09]  
Where: North Clock Town  
Items: None

The Blast Mask is given to you by the Old Lady from the Bomb Shop after you rescue her from Sakon's robbery attempt in North Clock Town at 12:30 AM of the First Night.

The Blast Mask creates a small explosion which simulates a bomb. This normally damages Link, but the damage can be absorbed by putting up his Shield before using the Mask.

-----  
Bunny Hood [MSK10]  
Where: Romani Ranch, Cucco Shack  
Items: Bremen Mask

The Bunny Hood is a gift from Grog, the strange man who lives in the Cucco Shack at Romani Ranch. Enter his shack from 6:00 AM to 8:00 PM on any day, and use the Bremen Mask (obtained from Guru-Guru) to round up all ten of the Cucco Chicks in the shack. Parade around with all ten of the chicks in a row, and they will grow into full-grown Cuccos. Grog will give you the Bunny Hood in gratitude.

The Bunny Hood significantly increases Link's movement speed and jump length, and is easily the best non-transformation Mask. It also makes earning the Piece of Heart from the Postman's Timed Game much easier, as it forces the timer to stay on screen while the Bunny Hood is worn.

-----  
Kafei's Mask [MSK11]  
Where: North Clock Town, Mayor's Residence  
Items: None

Kafei's Mask is a present from Madame Aroma, Kafei's Mother, in the Mayor's Residence, from 8:00 AM to 8:00 PM on the First and Second Days. Her son has gone missing, and she gives you the Mask when you agree to help her find him.

Speaking with people while wearing Kafei's Mask gives clues to his whereabouts. It is needed to begin, and then in several steps of the Anju & Kafei's Marriage sidequest.

-----  
Garro's Mask [MSK12]

Where: Romani Ranch, Gorman Track

Items: Epona

The Garo's Mask is given to you by the Gorman Brothers after beating them in a race once you have reclaimed Epona. The race can be attempted at the Gorman Track off of Milk Road from 6:00 AM to 6:00 PM on the First and Second Days. They reluctantly give you the Garo's Mask, which is the same hood they wear when they attempt to rob Cremia's Cart, when you defeat them.

The Garo's Mask is required to access Ikana Canyon. It briefly tricks Garos into believing that you are one of them, inciting help from some and hostile attacks from others.

-----

Stone Mask [MSK13]

Where: Stone Tower, Rocky Pass

Items: Lens of Truth, Red Potion

The Stone Mask is given to you by Shiro, the inconspicuous soldier. You need the Lens of Truth and Epona to access this mask. Head for the first area in the Stone Tower area east of Clock Town, and look in a circle of rocks in the area with the Lens of Truth. Shiro sits in this ring. Give him a Red Potion, and he'll grant you the Stone Mask in gratitude.

The Stone Mask makes you invisible to most basic enemies, and generally kicks complete behind. It makes the Pirates' Fortress considerably easier to complete.

-----

Don Gero's Mask [MSK14]

Where: Snowhead, Mountain Village

Items: Goron Mask, Rock Sirloin

Don Gero's Mask is a gift from a Goron in Mountain Village. After playing Goron's Lullaby for the Baby Goron in Goron Shrine, then the chandelier in the shrine will begin to spin. Use Goron Link's rolling ability to crash into all five of the faces on the chandelier, and a Rock Sirloin will fall from the last face. Take it to the Don Gero Goron in Mountain Village and throw it up to him, and he'll give you Don Gero's Mask in gratitude.

Don Gero's Mask makes the musical frogs who appear around Termina think you are Don Gero, a famous frog conductor. Gathering all five of the frogs in the Mountain Village gets a Piece of Heart.

-----

Couple's Mask [MSK15]

Where: East Clock Town, Stockpot Inn

Items: None

The Couple's Mask is the final reward for completely finishing the Anju & Kafei's Marriage sidequest. After helping Kafei reclaim his stolen Sun's Mask from Sakon's Hideout in Ikana Canyon, meet the couple in Anju's Room in the Stockpot Inn at 4:30 AM of the Third Night. After they exchange their vows, they give you the Couples Mask in accordance with Termina marriage traditions.

The Couple's Mask is used to end the argument in Mayor Dotor's office, netting you a Piece of Heart.

-----

Captain's Hat [MSK16]



Where: Stone Tower, Ikana Graveyard  
Items: Sonata of Awakening, Hero's Bow

The Captain's Hat is found in Ikana Graveyard. Near the back of the graveyard, there is a huge skeleton trapped beneath a stone arch. Play the Sonata of Awakening to awaken the skeleton, who will run away. Chase after him, using arrows to stun him, and get close enough to slash him. Defeat him in combat, and he'll submit to you. He'll reveal that he is Skull Keeta, Captain of the army that fought in Ikana Canyon. He'll let you open the chest at the top of the stone arch, which contains his hat.

The Captain's Hat makes the stalchildren that appear around Ikana Graveyard and the Oceanside Spider House think you are Skull Keeta. The Ikana Graveyard Stalchildren will open one of three graves on different nights, netting you the Song of Storms, a Piece of Heart and a Bottle respectively. The Oceanside Spider House Stalchildren give you hints for opening the fireplace in the Banquet Hall, which leads to a Piece of Heart.

-----  
Great Fairy's Mask [MSK17]

Where: North Clock Town, Great Fairy Fountain  
Items: Deku Mask, Clock Town Stray Fairy

A gift from the Great Fairy in Clock Town for returning her lost fragment (found in either the Laundry Pool or East Clock Town, depending on the time of day), the Great Fairy's Mask can only be gotten after recovering from the Skull Kid's curse.

The Great Fairy's Mask attracts lost Stray Fairies in the game's four temples to you when worn, and it's hair shimmers in rooms that still have Stray Fairies to be found.

-----  
Mask of Scents [MSK18]

Where: Woodfall, Deku Shrine  
Items: Deku Mask

A gift from the Deku Tribe in the Southern Swamp, the Masks of Scents is only available after rescuing the Princess from Woodfall Temple and delivering her safely to the Deku Temple. Enter the Deku Shrine on the west side of the Temple, and follow the Deku Butler to the end of the Shrine. You are awarded with the Masks of Scents at the end of the Shrine.

The Mask of Scents is used to locate magic mushrooms around Southern Swamp. Capturing a Magic Mushroom in a bottle, and then delivering it to Koume's Potion Shop nets you a free Blue Potion.

-----  
Mask of Truth [MSK19]

Where: Woodfall, Swamp Spider House  
Items: Goron Mask, Fire Arrows

The Mask of Truth is given to you by the man who owns the Swamp Spider House after finding and killing all thirty of the Gold Skulltulas in his house.

The Mask of Truth can be used to communicate with the Gossip Stones that dot Termina, and can also be used to read the minds of dogs. This is useful for getting a Piece of Heart from the Doggy Racetrack at Romani Ranch.

-----

Giant's Mask [MSK20]

Where: Stone Tower Temple

Items: Hookshot

Found in the Stone Tower Temple, the Giant's Mask can only be used in the fight against Twinmold.

The Giant's Mask makes Link colossal, evening the odds against the Twinmold sandworms. Link cannot Z-Target while wearing the Giant's Mask, and uses 1 MP every second while worn.

-----  
Deku Mask [MSK21]

Where: South Clock Town, Under the Clock Tower

Items: Song of Healing

The Deku Mask is obtained immediately after learning the Song of Healing from the Happy Mask Salesman. After getting the Ocarina of Time back from the Skullkid, and resetting time for the first time, visit the Happy Mask Salesman, and he will teach you the Song.

The Deku Mask transforms Link into the unnamed son of the Deku Butler. His corpse can be seen at the end of the Lost Woods segment of the game's introduction, immediately before entering Clock Town. As Deku Link, Link gains the ability to hop on water, spit magic bubbles, float with Deku Flowers, and becomes immune to fall damage.

-----  
Goron Mask [MSK22]

Where: Snowhead, Goron Graveyard

Items: Lens of Truth, Song of Healing

The Goron Mask is obtained after finding the ghost of the Goron Hero, Darmani, and following him back to his grave. After playing the Song of Healing for Darmani, Link finds the Goron Mask.

The Goron Mask transforms Link into Darmani, a legendary Goron hero (his face is even carved into the wall of the Goron Shrine). While inhabiting the body of Darmani, Link gains massive strength, becoming able to push huge stone blocks out of the way. He can also roll into a ball and travel at high speeds, and becomes immune to the effects of lava.

-----  
Zora Mask [MSK23]

Where: Great Bay, Coast

Items: Song of Healing

The Zora Mask is obtained after helping Mikau return to the beach in Great Bay Coast, and playing the Song of Healing for him.

The Zora Mask transforms Link into Mikau, the lead guitarist of the Indigo-Go's, and a descendant of ancient Zora heroes (according to Evan, anyway). While inhabiting the body of Mikau, Link gains phenomenal swimming ability, can throw his fins like Boomerangs, and can generate electrical barriers.

-----  
Fierce Deity's Mask [MSK24]

Where: The Moon

Items: 23 Masks





floor door; this will let you into the Inn at night.

-----  
Piece of Heart #05 [PH05]

Where: West Clock Town

Items: Kamaro's Mask

Time: 6 PM to 6 AM, First and Second Nights

In West Clock Town, the Rosa Sisters practice their dancing for the Carnival of Time. Don Kamaro's Mask and use it's Dance ability while standing in front of the sisters. They'll learn the dance, and give you a Piece of Heart out of gratitude.

-----  
Piece of Heart #06 [PH06]

Where: West Clock Town

Items: None

Time: Any Time, Any Day

Deposit 5000 rupees in the Bank in West Clock Town to earn a Piece of Heart. Use the numerous Silver Rupees found in Clock Town to accomplish this more quickly.

-----  
Piece of Heart #07 [PH07]

Where: North Clock Town, Deku Scrub's Playground

Items: Deku Mask

Time: Any Time, First Day

In North Clock Town, the Deku Scrub's Playground can be found in the west side of the area. Use a Deku Flower to get over the fence blocking the entrance. Complete the minigames in the Deku Scrub's Playground on all three days, and on the third day you'll win a Piece of Heart.

On the first day, which is actually relatively easy, you have to gather all of the Rupees from the floating platforms without touching the ground below. The platforms rise up and down; simply wait for a platform to reach it's apex before blasting out of the Deku Flower. Always travel to the nearest Deku Flower; if you try to go straight for the next available rupee, then you'll likely run out of steam and just fall. Ignore the platform in the rear of the room.

Once you manage it, go outside and progress time forward with the Song of Double Time to the Dawn of the Second Day, then return to the Playground.

On the second day, the game becomes SIGNIFICANTLY harder. This time, the platforms move from side to side instead of in vertical rising/falling patterns. Normally you could just take things slowly and just slowly hover down to the platform, but with the 1 minute 15 second time limit, you don't really have that option. You have to time it perfectly. For the timing, you just have to learn, it's pretty much impossible to describe in words. The best bit advice I can give is to study the patterns that the platforms follow before you launch from the first Deku Flower (the timer doesn't start until you launch). As before, aim for the nearest Deku Flower, not the nearest rupee. I also find that it helps to get the outermost platforms first (as they move the fastest), and then work your way inwards. As last piece of advice, it's often faster just to wait for two of the platforms to move into range of one another, instead of blasting up and trying to hover slowly to the next one.

Once you have beaten the Playground on the Second Day, go outside and progress

time forward with the Song of Double Time to the Dawn of the Third Day, then return to the Playground.

The third day is a combination of Day One and Day Two challenges, and features both horizontal and vertically moving platforms. This is actually slightly easier than day two; the relatively easy vertical platforms counter balance the slightly tricky vertical platforms. Just use the same strategies you used before, and remember - aim for the nearest Deku Flower, not the nearest platform.

Once you have beaten the Playground on all three days in a single cycle, then you will be rewarded with the Piece of Heart. The Akindo Nuts who run the store will also become incredibly angry. If you run near them, they'll hide in their Deku Flowers and scream "Ah! It's Link! Hide!" Too much fun.

-----  
Piece of Heart #08 [PH08]

Where: East Clock Town, Town Shooting Gallery

Items: Hero's Bow

Time: 6 AM to 8 PM, Any Day

In East Clock Town, the Town Shooting Gallery can be found. Speak with the Clerk to begin the game. It costs 20 rupees a round. If you run out of rupees, then withdraw more from the Bank. If the Bank is empty, then raid the Bombers' Hideout or any of the other areas you've been to which have lots of Rupees hidden in them.

All you have to do is shoot the Octoroks who emerge from the water. Red Octoroks raise your score, Blue Octoroks lower your remaining time. Your natural instinct is probably to shoot from the middle, then go left and right. It's actually faster (and in some cases, necessary) to aim from the left to the right, or from the right to the left when shooting the Octoroks. Get a Perfect Score to earn a Piece of Heart.

-----  
Piece of Heart #09 [PH09]

Where: East Clock Town, Honey & Darling's Shop

Items: Hero's Bow, Bombs

Time: Any Time, First Day

In East Clock Town, Honey & Darling's Shop can be found. Beat the minigames in the shop on all three days to earn a Piece of Heart. Speak with Honey & Darling in the center of the store to begin the first game.

On Day One, the minigame's object is to send Bombchus up the wall and into the targets. This is complicated by the fact that the floor is constantly rising and falling, as well as spinning at different speeds. Don't even move around in this game; stand in one place, and release Bombchus when you grow level with a target. Early in the game, the ground spins quite slowly, so you can wait to be relatively lined up with the targets before releasing the Bombchu. Late in the game, however, when the platform is spinning much faster, you have to release the Bombchu a split second before you grow level with the target. How high the platform is doesn't seem to affect the Bombchu's path. As a last bit of advice, stand on one of the flat edges of the platform. If you stand near one of the pointed edges, then the Bombchu's path will be severely affected.

Once you have nailed all of the targets, Honey & Darling will give you a purple rupee. Head back outside and use the Song of Double Time to progress to Day Two.

On Day Two, the minigame's object is to throw Bombs into baskets hanging on the wall. Again, the platform spins, rises and falls. This is much easier than the previous day's game, which was pretty freaking easy, so you should get some kind of idea of how hard this is. You must get a running start in order to throw the Bombs, and it also helps if you throw the Bombs a split second before you reach the edge of the platform. If you throw the Bomb too late, then it will just bounce out of the basket. Unlike with the Bombchu minigame, you shouldn't wait to line up with the baskets. Just keep throwing at one basket until you get it, and then move to the next one. Some of the baskets are at different elevations; this doesn't really matter, as you can still land a Bomb in the highest basket even if the platform is at its lowest point.

Once you have blown up all of the baskets, Honey & Darling will give you a purple rupee. Head back outside and use the Song of Double Time to progress to Day Three.

On Day Three, Honey & Darling will attempt to defeat your explosive tactics by changing the game to a Bow & Arrow shooting gallery. Too bad for them, Link is a master of all kinds of weapons. This is a relatively basic shooting gallery; simply shoot the targets on the wall, while the platform rises, falls and spins. Stand near the middle of the field, and shoot each of target going to the left or right. When you hit a target, move on to the next one. Be careful that you don't accidentally shoot Honey & Darling with an, as hitting them too many times will end the game prematurely.

Once you have nailed all of the targets, a very annoyed Honey & Darling will give you a Piece of Heart, then kick you out of the store.

-----  
Piece of Heart #10 [PH10]

Where: East Clock Town, Treasure Chest Game

Items: Goron Mask

Time: Any Time, Any Day

Enter the building in the shape of a Treasure Chest in East Clock Town. Speak with the clerk as Goron Link to begin the minigame.

You have forty-five seconds to reach the chest on the other side of the field. As you try to cross the checker-board field, tiles from the floor will rise up to block your progress. So, this is basically a maze with walls that only become visible when you are standing next to them. The maze is completely random, so you're going to have to chart your own way across. The best bit of advice that I can give you is this: if you hold down the Z-Button, then the camera focuses from the ceiling, making the maze MUCH easier to traverse.

-----  
Piece of Heart #11 [PH11]

Where: South Clock Town, North Clock Town, West Clock Town, East Clock Town

Items: Postman's Hat

Time: Any Time, Any Day

Wear the Postman's Hat, and then check any Mailbox in Clock Town. You'll get a Piece of Heart. All additional times you check a Mailbox will only net you a green rupee.

-----  
Piece of Heart #12 [PH12]

Where: North Clock Town

Items: Keaton Mask

Time: Any Time, Any Day











Title Deed to the Akindo Nut in Southern Swamp, and trading it for the Swamp Title Deed. Now that you own the Deku Flower, use it to launch to the roof of the Tourist Information building. The Heart Piece is on top.

-----  
Piece of Heart #03 [PH23]

Where: Deku Palace

Items: Magic Beans (optional), Deku Mask

Time: Any Day, Any Time

This Piece of Heart is hidden at the very end of the west wing of the Palace's gardens. Either use the a Magic Bean to reach the upper area of the Palace, and fly to the Piece of Heart using the Deku Flowers, or else enter the Palace and sneak past the guards to get the Piece of Heart. Either route, you're going to need to use Deku Link.

-----  
Piece of Heart #04 [PH24]

Where: Woodfall

Items: Deku Mask

Time: Any Day, Any Time

Use the Deku Flowers around the Woodfall area to travel around in a counter-clockwise direction. The Piece of Heart is found in a gilded chest on the northeast side of the area.

-----  
Piece of Heart #05 [PH25]

Where: Tourist Information

Items: Pictobox

Time: Any Day, Any Time

Show the man who works in the Tourist Information building a picture of either Tingle or the Deku King. He'll give you a Piece of Heart the first time, and a Silver rupee every following time.

-----  
Piece of Heart #06 [PH26]

Where: Tourist Information

Items: Hero's Bow

Time: Any Day, Any Time

After defeating Odolwa in the Woodfall Temple, and rescuing Koume in the Woods of Mystery, then Koume will play a target minigame with you in the Southern Swamp Tour. Speak with her in her box in Tourist Information, and you can play the game for 10 rupees.

In the game, you take the Southern Swamp Tour, and Koume circles the boat with a target tied to her broomstick. To win the game, you have to shoot the target twenty times using arrows and the Hero's Bow. However, if you hit Koume too many times, then the game will end prematurely. Successfully complete the game to earn a Piece of Heart. There's really no advice to be given, it's all about practice. Learn to lead your shots, and study the path that Koume takes, and don't even attempt to hit the target when she is too far away.

-----  
Piece of Heart #07 [PH27]

Where: Swamp Shooting Gallery

Items: Hero's Bow

Time: Any Day, 6 AM to 8 PM



Swamp Title Deed for his Deku Flower. Use the Deku Flower to blast up to a Piece of Heart on a high ledge on the south end of the Village.

-----  
Piece of Heart #2 [PH29]

Where: Upper Mountain Pass

Items: Goron Mask, Lens of Truth, Scarecrow's Song, Hookshot

Time: Any Time, Any Day

Visit one of the Scarecrow's in Clock Town, and pull out the Ocarina. Teach him an eight-note song. It must contain at least two different notes, and can't be a song already existing in the game. Now, travel to the Upper Mountain Pass, the area between Mountain Village and Snowhead. After jumping the first ramp as Goron Link, use the Lens of Truth to see a series of invisible platforms. Jump along them to the end, and then use the Scarecrow's Song to make the Scarecrow appear on a distant ledge. Pull yourself over to the Scarecrow with the Hookshot. The Piece of Heart rests on this ledge.

-----  
Piece of Heart #3 [PH30]

Where: Mountain Lake

Items: Zora Mask

Time: Any Time, Any Day

After defeating Goht in Snowhead Temple, then the Mountain Lake between Mountain Village and Goron Village will fill back with water. Use Zora Link to open a gilded chest on the south side of the water, which contains a Piece of Heart.

-----  
Piece of Heart #4 [PH31]

Where: Mountain Village

Items: Don Gero's Mask

Time: Any Time, Any Day

After defeating Goht in Snowhead Temple, then Mountain Village has thawed. Speak with the frog in the pond in Mountain Village while wearing Don Gero's Mask, and he'll ask you to bring the choir back together. The other four frogs can be found in the following locations:

- i.) Clock Town Laundry Pool
- ii.) Southern Swamp (use the lily pads and head for the southeastern part of the swamp. The frog is on a log here.)
- iii.) Woodfall Temple (use a fire arrow to light the torch in the middle of the artificial flower, then head east through the upper door, then north in that room to reach the Gekko Room. Defeat the Gekko to make the frog appear)
- iv.) Great Bay Temple (in the room with the boss key, use ice arrows to reach the tunnel which is frozen over. Melt the ice in the hall with a fire arrow, then go through the door at the end. Defeat the Gekko to make the frog appear)

Once you have reunited the Frog Choir, speak to them in Mountain Village while wearing Don Gero's Mask, and listen to their choir. For reuniting the troupe and conducting them, they'll give you a Piece of Heart.



-----  
Piece of Heart #4 [PH35]

Where: Great Bay Coast

Items: Magic Beans, Bottle of Spring Water, Scarecrow's Song, Hookshot

Time: Any Time, Any Day

Go to one of the Scarecrows in Clock Town, and show it your Ocarina. Teach it a new song; it has to have eight notes, consisting of at least two different notes, and can't be a song which already exists in the game. Buy a Magic Bean and get a Bottle of Spring Water from Southern Swamp as well.

Go to Great Bay Coast and head for the cliff on the north side of the area, near the entrance to the Pirates' Fortress. On the south edge of the cliff is a Hookshot target on a high ledge. Pull yourself up to it, and then start heading north along several more Hookshot targets. You'll come to a patch of soft earth; plant the Magic Beans and use the Bottle of Spring Water or the Song of Storms to make it grow. Ride the Magic Leaf to the next ledge. Here, play the Scarecrow's Song to make the Scarecrow appear near a Piece of Heart. Use the Hookshot to reach the Scarecrow and the Piece of Heart.

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Piece of Heart #5 [PH36]

Where: Oceanside Spider House

Items: Hero's Bow, Hookshot, Captain's Hat (optional)

Time: Any Time, Any Day

Enter the Oceanside Spider House. If you have the Captain's Hat, then enter the Library and speak with the two Stalchildren in there. Memorize or write down the information they tell you, then go for the dining room on the basement level. If you don't have the Captain's Hat, just go straight to the dining room.

In the dining room, you'll find more Stalchildren. Speak to them while wearing the Captain's Hat, and memorize or write down the information they tell you. If you don't have the Captain's Hat, then just skip to the next step.

Begin shooting the four colored shields on the wall in the order specified by the Stalchildren. There are six steps total. If you don't have the Captain's Hat when you reach this point, you can still shoot the shields, you just have to guess at the order. Listen to the sound effects to know if you guessed correctly.

Shooting the four shields in the correct combination will open the grating covering the fireplace. Enter the fireplace and go up the stairs inside. At the top, kill a Big Skulltula and open the gilded chest to get the Piece of Heart.

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Piece of Heart #6 [PH37]

Where: Zora's Cape

Items: Zora Mask

Time: Any Time, Any Day

Head for Zora's Cape and go to the large pool at the bottom of the waterfall in the southeast area of the zone. Dive to the bottom of the pool and defeat the Like-Like at the bottom. A Piece of Heart appears beneath the Like-Like.

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Piece of Heart #7 [PH38]



Where: Zora's Cape

Items: Zora Mask, Hookshot

Time: Any Time, Any Day

Go to Zora's Cape and start heading towards the waterfall. Part of the way there, you'll come across some drift wood. Look up from here to see a ledge with a palm tree on it. Pull yourself up to the Palm Tree with the Hookshot, and along several more Palm Trees until you reach a cave opening at the top of the waterfall. Enter this cave.

In this area, you can challenge the Beavers who own the dam on top of the waterfall to a race. If you can defeat them, you'll earn yourself the game's fourth bottle. Swim near the Beaver swimming around the pool as Zora Link, and he'll sink to the bottom. Follow him down and speak with him.

In the game's first mode (of which there are two), the Beaver will challenge you to swim through all twenty of the rings that appear in the river in two minutes.

Dive off the cliff after the timer reaches 0, and swim through the first ring, which is under the arch in the large pool at the top of the river. Swim back up to head into the river, heading north. Stay near the center of the river to swim through two more rings, then hang a left into the tunnel (keep an eye on the map to see when you are drawing close). Keep going down the tunnel, passing through three more rings.

On the other side of the tunnel, you'll pass through a broader area which is filled with tree roots. Swim between the tree roots (the roots that form forks make the fastest but riskiest routes). After passing through the third ring in the area, hang a sharp right to return to the path of the river, passing through another narrow tunnel.

Keep going down the tunnel, passing through several more rings. When the course next broadens out, you'll have to turn sharply right after the first ring to get the next one, but you can swim straight from there to the third ring. From here, the course ends in a giant loop, with all the rings being in roughly the center of the course. Some of the rings are quite close to the surface; make sure you don't hold up too sharply, or you'll jump out of the water entirely, making setup for the next ring difficult.

As you pass through the last ring, you'll enter the Beaver's den. If you did it perfectly, then the Beaver's big brother will show up, and insist that you beat him before he'll give you an Empty Bottle. Agree to challenge the older brother to a race.

In the game's second mode, the Beaver will follow a slightly modified course from his younger brother, and the rings are also placed in more challenging areas, plus there are five additional rings. This is still pretty easy, though.

Dive off the waterfall, and swim deep into the water to get the first ring, which is deeper under the arch from where it appeared first time. Now, as before, pull sharply up to return to the near-surface of the water, and start swimming north up the river. Swim through the ring where it nearly comes out of the water, then quickly swim back towards the floor to get the next ring. Swim evenly between the floor and the surface to get the third ring.

Hang a left into the tunnel, and go down it, where you'll pass through the rings without trying. When you reach the wide area with the tree roots, swim through the exact centers of the rings, or else you'll collide with the tree

roots around the ring's perimeters. After the last ring in the root area, take the same sharp right you took before to get the next ring.

Swim near the surface after you pass under the short tunnel to get two more rings. Be careful you don't jump out of the water; it's very easy to blow completely by the second ring if you accidentally jump through the first one. Once the area broadens out, swim to the left to get the first ring, then go straight forward to the next ring, then sharply to the right to get the next one. You can go straight from there.

From here, you're back in the loop, which is more or less the same as the last time you were here. Stay near the middle of the course and close to the surface to get all of them. When you swim through the last ring and into the Beaver's Den, they'll surrender an Empty Bottle (you can only get the Piece of Heart after earning this).

Once you've beaten both of the Beaver Brothers in their race, you'll be returned to the entrance to the Waterfall Rapids. The fun isn't over yet; dive back down into the pool of water, and head for the ledge on the west side of the pool. The Beaver Brothers wait here; speak with the elder brother, and the pair of them will insist that they don't have anything more. Agree to race anyway.

You'll replay the Beaver Brother's minigames (the first round with twenty rings, the second round twenty-five), but you will have only one minute and fifty seconds for each round this time. Complete both rounds again to earn a Piece of Heart.

After the race is over, you'll be returned to the entrance to the area. Once you've earned the Piece of Heart and the fourth Bottle, return to Zora Cape.

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Piece of Heart #8 [PH39]

Where: Zora Hall

Items: Hookshot, Ocarina of Time, Zora Mask

Time: Any Time, Any Day

Enter Zora Hall and enter Mikau's Room as Zora Link, which is the first room on the right. Change to Hylian Link and use the Hookshot to reach the second floor of the area. Back on Zora Link, read Mikau's diary and memorize or write down the musical notes in it.

Head back out into Zora Hall and go to Japas' Room, which is the door right next to Mikau's room. Speak with Japas and agree to jam with him. Play the musical notes that you learned from Mikau's diary, and write down or memorize the notes that Japas plays in response.

Now head over to Evan's room, which is the next room over from Japas' Room. Enter the room as Zora Link, and then switch to Hylian Link inside. Speak with Evan, and then pull out the Ocarina. Play the first set of Mikau's notes, then the first set of Japas' notes, then the second set of Mikau's notes, and the second set of Japas' notes. Evan will like what he hears, and gives you a Piece of Heart for helping him "write his new song."

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Piece of Heart #9 [PH40]

Where: Zora Hall

Items: Zora Mask, Goron Mask, Deku Mask, Mountain Title Deed

Time: Any Time, Any Day



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Piece of Heart #01 [PH42]

Where: Ikana Graveyard

Items: Captain's Hat, Lens of Truth, Bombs, Stone Mask (optional)

Time: Second Night

On the Second Night, speak with the Stalchildren circling the grave in Ikana Graveyard, and order them to open the grave. Drop down into the pit and jump across to the next ledge. Pass through the fake wall and through the door on the other side. In the next room, use the Lens of Truth to see all of the enemies in the room. Kill them or avoid them with the Stone Mask, and head for the back of the room. Find a bombable wall by striking the walls with your sword. Bomb the wall and go through the door on the other side. Defeat the Iron Knuckle in this room, and a gilded chest containing the Piece of Heart will appear.

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Piece of Heart #02 [PH43]

Where: Ikana Canyon

Items: Garo's Mask, Hookshot, Ocean Title Deed, Deku Mask

Time: Any Time, Any Day

Get a Moon's Tear from the Clock Town Observatory, trade it for the Land Title Deed, trade it for the Swamp Title Deed, trade it for the Mountain Title Deed, and trade it for the Ocean Title Deed. Take the Ocean Title Deed to Ikana Canyon, and speak with the Akindo Nut on the east side of the area, near Sakon's Hideout. Trade the Ocean Title Deed for his Deku Flower. Use the Flower to reach the ledge on the other side of the river, which holds the Piece of Heart.

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Piece of Heart #03 [PH44]

Where: Ikana Canyon

Items: None

Time: Any Time, Any Day

Enter the house in the northwest corner of the Canyon. Speak with the Garo when you enter, and then pay the thirty rupee fee to begin his mysterious task.

In this minigame, you have to defeat the four Poe Sisters. These are the Termina-counterparts of the sisters who made life problematic in Ocarina's Forest Temple. Against the Green Sister, manually aim the Bow and shoot her with arrows, and run in wide circles to avoid her spinning attacks. Don't Z-Target her, or else she'll vanish.

The next fight is against the Red and Blue Sisters. Use the same strategy you used against the Green Sister. Don't even bother trying to avoid their attacks; just let them hit you, then shoot them.

Against the last Poe Sister, the Purple Sister, she will split into four forms. One is the real Poe, the other are illusions. The real one will do a little spin when she first appears; this is the real Poe Sister. Z-Target her, and shoot her with an arrow. Defeat all four of the Sisters in under three minutes, and you'll win a Piece of Heart.

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Piece of Heart #04 [PH46]

Where: Ancient Castle of Ikana

Items: Hero's Bow (optional), Deku Mask (optional)

Time: Any Time, Any Day



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Piece of Heart #03 [PH51]

Where: Goht's Dungeon

Items: Goron Mask, Two Masks

Time: Any Day, Any Time

Give the Spirit of Goht two masks to enter his dungeon. Run forward and smash the pots in front of the portal (which leads back to the Moon). Look to the right to see a long bridge ending in a ramp. Change to Goron Link, and go down the bridge at maximum speed. If you screw up at any time in this following sequence, then use the flashing warp panels located throughout the area to return to the start, or just jump into the nearest available pit.

Launch up the ramp and over the pit at the other end of the bridge, and then smash into the pair of angled chests at the exact point where they both meet. If you hit the chests in just the right place, then you'll ricochet to the left and over another pit. As soon as you ricochet off, hold the control stick forward and to the left/right (depending on the direction you're going), and slowly move the stick back forward as the camera catches up with Goron Link. This sounds complicated... and it is, but it's the best way to keep Goron Link on course. Don't bother trying to make the turns by steering; it won't work.

On the other side of the pit, crash into another set of chests to ricochet to the right, launching over four more pits, and then ricocheting to the right from another set of chests. After jumping over another pit, you'll crash into two green pots. Keep going forward and then right around the corner, using manual steering. Launch over a ramp, passing over a bridge, and land on the ledge on the other side. Take another right, then a gentle left, launching up another a ramp and over a bridge, and then taking a left when you land.

Smash into more green pots around the corner, and then carefully roll along the track as it narrows down. You can never leave maximum speed, though. Roll along the narrow straightaway, passing over several more ramps, finally ricocheting into a final set of chests, and blasting over one last ramp. You can quit rolling now.

You'll land in a small area with a large, circular structure. In the middle of the circle is the Piece of Heart.

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Piece of Heart #04 [PH52]

Where: Gyorg's Dungeon

Items: Zora Mask, Three Masks

Time: Any Day, Any Time

Give the Spirit of Gyorg three masks to enter his dungeon. Jump into the pool of water in this room, and start swimming down the tunnel. The tunnel splits at several points. Go left, then left again, then right, and then left to come out into a small room. If you mess up and take a wrong turn, you'll either end up at a tunnel, which leads back to the start of the dungeon, or to the Spirit of Gyorg, in which case you're boned out of a Piece of Heart (you can use the Song of Time and finish the Moon from it's beginning to try again, though).

Take the Piece of Heart in this small room, which will be the Moon's fourth and the game's last.









Stray Fairy can be found in one of the bee hives on the wall near the gilded chest. Use a Bubble Blast or an arrow to knock the hive down.

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Stray Fairy #06 [SF07]

Where: Poisoned Water Room

In the room with the bridges over the water and the stone block, a Stray Fairy can be found in one of the hives attached to the bottoms of the upper platforms. Use a Bubble Blast or an arrow to knock the hives down until the Fairy appears.

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Stray Fairy #07 [SF08]

Where: Poison Water Room

In the same room at Fairy #06, another Stray Fairy appears after you kill the Big Skulltula in the corner of the room.

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Stray Fairy #08 [SF09]

Where: Darkened Hallway

In the upper hallway which is pitch black, a Stray Fairy appears in a chest after you have defeated all of the Black Boes in the hallway.

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Stray Fairy #09 [SF10]

Where: Poisoned Flower Room

Back in the room with the wooden flower, a Stray Fairy can be found on the upper level, trapped in a bubble in the corner. Pop the bubble with an arrow, then claim the fairy with the Great Fairy's Mask or by jumping out to it.

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Stray Fairy #10 [SF11]

Where: Poisoned Flower Room

Use the Deku Flower near the door on the upper level to blast to a tree branch in the corner of the room. Stand on the switch here, and a chest will appear on the other side of the room which contains the Stray Fairy.

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Stray Fairy #11 [SF12]

Where: Poison Water Room

After activating the wooden flower in the Poisoned Flower Room, the waters in the dungeon will be purified, letting you safely enter them. Back in the room where you got Stray Fairies #07 & 08, swim into the water and under the bridge to find a fairy trapped in a Bubble. Swim into the bubble to burst it, freeing the Fairy. Swim into the Fairy or use the Great Fairy's Mask to attract it to you and claim it.

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Stray Fairy #12 [SF13]

Where: Deku Flower Room

In the final room of the dungeon before the Boss, one of the Stray Fairies can be found in an alcove on the side of the room, trapped in a bubble.



free it from it's bubble, and use the Great Fairy's Mask to attract it to you.

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Stray Fairy #03 [SF19]

Where: Three-Tiered Room

In the room with the Real Bombchu on the flower and the walls lined with spikes, a Stray Fairy can be found on the ground level of the room, floating in plain sight in one of the corners.

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Stray Fairy #04 [SF20]

Where: Central Chamber

In the tall, central area of Snowhead Temple, there are a series of lava pits on the ground floor. Stand on the large switch in the center of one of these pits as Goron Link, and a chest will appear in another fire pit. Open it to get the fourth Stray Fairy.

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Stray Fairy #05 [SF21]

Where: Stalactite Room

In the room with the numerous columns and the stalactites which must be knocked down from the ceiling, a Stray Fairy can be found behind a fake wall in the corner of the room. Use the Lens of Truth to find a fake wall, and jump into the alcove behind the wall using the columns in the room. Open the chest inside to get the Stray Fairy.

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Stray Fairy #06 [SF22]

Where: Timed Pillar Room

In the room where you must use Goron Link to pound the two sets of pillars, a Stray Fairy can be found hidden in the ceiling. Look at the ceiling with the Lens of Truth to see the fairy. Shoot it's bubble with an arrow, then attract it to you with the Great Fairy's Mask.

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Stray Fairy #07 [SF23]

Where: Torch Room

In the tall room with the two levels connected by Deku Flowers, a Stray Fairy can be found in a hidden chest in the room. Defeat all of the Freezards (fire arrows work best) to make the chest appear.

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Stray Fairy #08 [SF24]

Where: Second Block Room

In the room full of frozen objects and the two White Wolfos, a Stray Fairy can be found in a hidden chest on the second level of the room. Melt the ice covering the switch in the room, then stand on it to make a chest appear. Now, melt another chunk of ice which is covering a stone block, and push the stone block into place near the ledge that the chest appeared on. Climb onto the stone block and jump up onto the ledge, reaching the chest which contains the Fairy.

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Stray Fairy #09 [SF25]

Where: Second Block Room

In the same room where you found Stray Fairy #08, another Stray Fairy can be found in a crate on the far side of the room. Push the stone block into place near the pillars that the crate appears on, then jump up onto the left pillar. From there, jump to the top of the crate, and use Goron Link's ground pound to smash the crate, freeing the Fairy.

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Stray Fairy #10 [SF26]

Where: First Block Room

In the room with the two stone blocks sitting on top of each, a Stray Fairy can be found on the second level of the room. Push the two stone blocks into the small pit in the floor on the far side of the room, and the chest will appear. Now, go to the Second Block Room and use the stone block in there to reach the door on the upper level of the room. Go through the door to return to the Second Block Room, and use the stone blocks that you pushed into place earlier to reach the chest. Open it to get the tenth Fairy.

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Stray Fairy #11 [SF27]

Where: Three-Tiered Room

In the room with the Real Bombchu and the spikes around the wall, a Stray Fairy can be found on the second level of the room. Defeat the Freezard on the upper ledge, then use the Lens of Truth to see a series of small platforms rising up. Jump along these platforms to reach the top of the room, where a Stray Fairy is trapped inside a chest.

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Stray Fairy #12 [SF28]

Where: Eeno Room

In the room full of Eenos, a Stray Fairy can be found behind a fake wall. Use the Lens of Truth to find the fake wall, and then pop the Fairy's bubble with an arrow. Use the Great Fairy's Mask to attract it to you.

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Stray Fairy #13 [SF29]

Where: Dinolfols Room

In the room with the pair of Dinolfols, a Stray Fairy appears when you defeat either of the Dinolfols.

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Stray Fairy #14 [SF30]

Where: Dinolfols Room

In the room with the pair of Dinolfols, another Stray Fairy appears when you defeat both of the Dinolfols.

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Stray Fairy #15 [SF31]

Where: Central Chamber

Halfway down the Central Chamber, a hidden alcove containing a Stray Fairy can be seen on the northwest side of the room, about halfway down the hall, but only when using the Lens of Truth. Use the Deku Flower on the very top level of the Central Chamber to float down to this hidden opening, and go inside.



pot at the very bottom of the pool of water. Use Zora Link's Boomerangs to smash the pot, and then fight the current to reach the Fairy.

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Stray Fairy #06 [SF37]

Where: Water Jump Room

In the room with the Dungeon Map, a Stray Fairy is hidden in the pots on one of the upper ledges in the room. Use Zora Link's water jumping ability to come out of the water and onto the ledge. It helps if you start from the very bottom of the pool and go up.

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Stray Fairy #07 [SF38]

Where: Bio-Deku Baba Room

In the long hall past the Water Jump Room, there is a small group of Bio-Deku Babas. Defeat them all, and a chest will appear. Use the Bio-Deku Baba's lily pads to jump up to the chest, opening it to get the Stray Fairy.

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Stray Fairy #08 [SF39]

Where: Green Source Room

In the room past the ladder blocked by the waterfall, a Stray Fairy can be found at the very top of the room. Get to the top of the cylinder covered with barrels, and from there use Ice Arrows to make platforms in the water to the very north side of the room. Look up when you reach the wall to see a gap in it, which has a Hookshot target above the gap. Pull yourself up through the gap and open the chest to get the Stray Fairy.

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Stray Fairy #09 [SF40]

Where: Spinner Room

After you have reversed the flow of the water in the Spinner Room, then you can enter the tunnel on the upper level which has a green and a red pipe entering it. As you go down the tunnel, turn on Zora Link's lightning barrier to kill the enemies in the tunnel. One of them will drop a Stray Fairy. You may need to go down the tunnel several times to actually reach the fairy.

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Stray Fairy #10 [SF41]

Where: Upper Waterwheel Room

In the second Waterwheel room that you reach after reversing the flow of the water, a Stray Fairy can be found in an alcove near the Waterwheel. Freeze the waterwheel by shooting the waterfall with an ice arrow, and use the blades of the windmill to reach the alcove. Open the chest inside to get the Stray Fairy.

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Stray Fairy #11 [SF42]

Where: Upper Waterwheel Room

Also in the second Waterwheel room, another Stray Fairy is found in an alcove below the waterwheel. Reach the side of the room with the elevator that travels to the left and right, and stand on it. Look in one of the corners of the room to see a small, enclosed alcove with a torch in it. Hookshot over to the torch, and open the chest inside to get the Stray Fairy.





Stray Fairy #01 [SF47]

Where: Monolith Chamber, Normal Dungeon Configuration

In the very first room of the dungeon while it is in it's right-side-up formation, shoot the golden eye switch on the face of the monolith statue to make a chest appear. Open the chest to get a Stray Fairy.

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Stray Fairy #02 [SF48]

Where: Lava Room, Normal Dungeon Configuration

In the room with the pit of lava and the sun block that you must remove with a beam of light, a Stray Fairy appears in a chest on an upper level of the room. Look on the ceiling to see a Hookshot target, which leads up to the chest. Open it to get the fairy.

-----  
Stray Fairy #03 [SF49]

Where: Sun Chamber, Normal Dungeon Configuration

In the room with the numerous magic mirrors and the sun panels on the walls, a Stray Fairy can be found by shining light on all of the Sun Panels on the walls. One of them will activate, making a chest appear. Open the chest to get the Stray Fairy.

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Stray Fairy #04 [SF50]

Where: Sun Chamber, Normal Dungeon Configuration

In the same room as Fairy #03, another Stray Fairy appears in a chest behind the Sun Block to the right of the beam of light. Use the Magic Mirrors in the room to make the shaft of light reach that sun block, that burn it away to reveal the chest. Open it to get the Stray Fairy.

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Stray Fairy #05 [SF51]

Where: Wind Chamber, Normal Dungeon Configuration

In the room with the pool of lava at the bottom and the wind columns on top, a Stray Fairy can be found in an alcove just to the left of the first wind column. Float out into the column with Deku Link, then float to the left to reach the chest. Open it to get the Stray Fairy.

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Stray Fairy #06 [SF52]

Where: Wind Chamber, Normal Dungeon Configuration

In the same room as Fairy #05, another Stray Fairy is found in a chest which you must make appear. Jump down into the lava as Goron Link, and pound the pillar that sits near the entrance to the room. This will deactivate a pillar of flames surrounding a switch on the other side of the room; roll over to the switch as fast as you can, and step on it to make the chest appear. Now, use the wind columns on the upper end of the room to float around to the chest and open it, getting the Stray Fairy.

-----  
Stray Fairy #07 [SF53]

Where: Upper Water Room, Normal Dungeon Configuration

After getting the Light Arrows and going through the door, you'll reach an

upper hall above the Upper Water Room. Defeat the Eyegore in this hall, and a chest will appear. Open it to get the Stray Fairy.

-----  
Stray Fairy #08 [SF54]

Where: Upper Water Room, Normal Dungeon Configuration

In the main area of the Upper Water Room (not where you fight the Eyegore), there are two sun blocks on the sides of the room. Remove them both with Light Arrows, and then activate the Crystal Switch in one of the alcoves behind the Sun Blocks. A chest will appear in the other alcove. Open it to get the Stray Fairy.

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Stray Fairy #09 [SF55]

Where: Monolith Chamber, Upside-Down Dungeon Configuration

After you have turned the dungeon upside-down, return to the first room of the dungeon and look up towards the ceiling. In a small alcove at the top of the ceiling is a sun panel. Shoot it with a light arrow to activate it, revealing a chest in front of the Majora's Mask etching. Open it to get the Stray Fairy.

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Stray Fairy #10 [SF56]

Where: Lower Water Room, Normal Dungeon Configuration

This is the first of several Stray Fairies which require you to interact with both forms of the dungeon to reach it. In the Normal Dungeon Configuration, go to the Lower Water Room and go to the bridge at the top. Look above the doorways on either side of the bridge, and you'll see a golden eye switch which is frozen. Shoot it with a Fire Arrow, and a chest will appear on the ceiling.

Turn the dungeon upside-down, and return to the Lower Water Room. Use the wind columns in the room to reach the chest, which appears in a hallway on the lowest level of the room.

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Stray Fairy #11 [SF57]

Where: Lower Water Room, Normal Dungeon Configuration

Head for the Lower Water Room in the right-side-up version of the dungeon, and dive to the bottom of the pool as Zora Link. Activate a Crystal Switch which appears down here, amidst a bunch of mines. A chest will appear on the ceiling.

Turn the dungeon upside-down, and return to the Lower Water Room. Use the wind columns in the room to launch to the top of the room, and now look for a small ledge with a switch resting on it. Stand on the switch and create a duplicate of Hylian, Zora or Goron Link with the Elegy of Emptiness. A pillar of flames surrounding a chest at the top of the room will recede; float up to the top of the room and open the chest to get the Fairy.

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Stray Fairy #12 [SF58]

Where: Lava Room, Upside-Down Configuration

After defeating the Wizrobe in the upside-down version of the dungeon, a chest appears on an upper ledge. Hookshot yourself up to the chest, and then open it to get the Stray Fairy.



















which is under the arch in the large pool at the top of the river. Swim back up to head into the river, heading north. Stay near the center of the river to swim through two more rings, then hang a left into the tunnel (keep an eye on the map to see when you are drawing close). Keep going down the tunnel, passing through three more rings.

On the other side of the tunnel, you'll pass through a broader area which is filled with tree roots. Swim between the tree roots (the roots that form forks make the fastest but riskiest routes). After passing through the third ring in the area, hang a sharp right to return to the path of the river, passing through another narrow tunnel.

Keep going down the tunnel, passing through several more rings. When the course next broadens out, you'll have to turn sharply right after the first ring to get the next one, but you can swim straight from there to the third ring. From here, the course ends in a giant loop, with all the rings being in roughly the center of the course. Some of the rings are quite close to the surface; make sure you don't hold up too sharply, or you'll jump out of the water entirely, making setup for the next ring difficult.

As you pass through the last ring, you'll enter the Beaver's den. If you did it perfectly, then the Beaver's big brother will show up, and insist that you beat him before he'll give you an Empty Bottle. Agree to challenge the older brother to a race.

In the game's second mode, the Beaver will follow a slightly modified course from his younger brother, and the rings are also placed in more challenging areas, plus there are five additional rings. This is still pretty easy, though.

Dive off the waterfall, and swim deep into the water to get the first ring, which is deeper under the arch from where it appeared first time. Now, as before, pull sharply up to return to the near-surface of the water, and start swimming north up the river. Swim through the ring where it nearly comes out of the water, then quickly swim back towards the floor to get the next ring. Swim evenly between the floor and the surface to get the third ring.

Hang a left into the tunnel, and go down it, where you'll pass through the rings without trying. When you reach the wide area with the tree roots, swim through the exact centers of the rings, or else you'll collide with the tree roots around the ring's perimeters. After the last ring in the root area, take the same sharp right you took before to get the next ring.

Swim near the surface after you pass under the short tunnel to get two more rings. Be careful you don't jump out of the water; it's very easy to blow completely by the second ring if you accidentally jump through the first one. Once the area broadens out, swim to the left to get the first ring, then go straight forward to the next ring, then sharply to the right to get the next one. You can go straight from there.

From here, you're back in the loop, which is more or less the same as the last time you were here. Stay near the middle of the course and close to the surface to get all of them. When you swim through the last ring and into the Beaver's Den, they'll surrender the Empty Bottle.

Once you've beaten both of the Beaver Brothers in their race, you'll be returned to the entrance to the Waterfall Rapids. The fun isn't over yet; dive back down into the pool of water, and head for the ledge on the west side of the pool. The Beaver Brothers wait here; speak with the elder brother, and the pair of them will insist that they don't have anything more. Agree to race







arrow. You'll know when Wart's eye is open, since you will be able to Z-Target him at that time. Even though you CAN Z-Target him, I advise you to just aim manually. It's far easier then trying to Z-Target him, especially later in the fight when his eye stays open for barely a second. If you stand in one of the corners of the room, then Wart's ricocheting attacks will all miss, for the most part. Keep shooting arrows into Wart's eye until he succumbs.

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Miniboss: Gekko (Great Bay Temple)

If you're looking for the Woodfall Temple Gekko, scroll further up.

At the start of the fight, the Gekko will run around the room, which is filled with green blobs. Don't touch the blobs; they're damaging to touch. Get into line-of-sight of the Gekko, and then shoot it with a standard arrow. It will retreat to the ceiling, and the blobs in the room will come up to surround him.

The Gekko will now begin to move around the ceiling, and will fall down to crush you if you stand still for too long. Let him fall, and head for the perimeter of the room before he can land on you (the Bunny Hood helps). Z-target the Gekko before it returns to the ceiling. Shoot the green blob with an Ice Arrow before the Gekko can land on you again. Once the blob is frozen, it will crash to the ground and shatter, and the fight returns to it's first phase.

Late in the fight, Gekko will also attempt to pick up blobs and throw them at you. He becomes stationary when he does this; shoot him before he gets the chance to throw the blob.

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Miniboss: King Ikana and Stalfos Guards

As soon as the fight begins, whip out a Fire Arrow and burn the curtains covering the windows in the room. Once you burned down one curtain, stand in the shaft of light that is created and burn the other curtain. With the room now fully lit, defeat the Stalfos guards with basic attacks.

When the Stalfos are defeated, stand in one of the shafts of light and shine it on their bodies. This will permanently defeat the Stalfos; if you take too long, they will come back to life. Do this to both of the Stalfos guards, and the King will join the fight. He's much larger, but no different then the Stalfos guards in terms of strategy.

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Miniboss: Garo Master

If you have the Bunny Hood, then I strongly encourage you to use it for the duration of this fight. You're going to have to play cat and mouse with this boss, and unfortunately, you're the mouse. Dodge or blocks the Garo Master's attacks, and keep him Z-Targeted. When he jumps in the air, you'll lose the Z-Target, and he will attack you from above. Roll out of the way of this attack, and attack him when he lands. You can also attack him immediately after he uses his basic attacks, but only if you dodge the attack. If you block it, then he will block back. Repeat until the Garo Master is defeated.

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Miniboss: Gomess

There's one simple rule to Gomess: Light Arrows, Light Arrows, Light Arrows. Shoot Gomess once with a Light Arrow to make the flock of Bad Bats disappear. Shoot his "heart" again with a Light Arrow to damage him. Dodge his relatively predictable and slow attacks by either circling him, or backflipping rapidly in succession. If you need Magic or Arrows, more drop after you hit him with a Light Arrow. Repeat until Gomess dies.





hits you to dodge it.

Once Goht is stunned, start wailing on him with Goron Link's punching ability. In fact, sans the Fire Arrows, you can use Goron Link in this entire fight. Once Goht recovers, he will start running again, and the fight starts over. Once you've dealt enough damage to Goht, stalactites will begin falling from the ceiling. Avoid running into them, or you will have to leave curl position to move to the left or right, out of the way of the Stalactite. If Goht gets too far ahead of you, then he will turn around and fire a blast of energy at you. If it hits you, it will knock you out of rolling and stun you for a moment. Late in the fight, Goht will also begin dropping bombs. Avoid them as well. Smash into the green pots that appear on the field to keep your Magic Power up while rolling, and keep ramming and damaging Goht while dodging his obstacles to defeat him.

-----B-O-S-S-----  
Gargantuan Masked Fish GYORG

I often hear this boss described as difficult. But then, I also heard similar things about Morpha in Ocarina of Time. To quote my Ocarina of Time guide: "I often hear this boss described as difficult. I can only come to two conclusions: One, people assume that since the dungeon is difficult, the boss must be difficult. Two, people suck. I tend to favor the latter."

The first thing to know about Gyorg, is to never enter the water until you have stunned him. That's a really great way to get yourself killed. In order to stun Gyorg, you simply have to shoot him with an arrow, or with Zora Link's Boomerangs (arrows are much easier). Run around the perimeter of the platform until you see Gyorg in the water, then Z-Target him. Quickly shoot him with an arrow, which will stun him. Jump in the water and switch to Zora Link. Sink down to Gyorg and damage him with the Lightning Shield. This is the same tactic you will use in the entire fight.

Gyorg has a few attacks to be aware of. While in the water, Gyorg can either swallow you, or release a horde of Bonefish (sometimes he does both, just to mix things up). While you're on the platform, he will either attempt to ram the platform and knock you into the water, or else will jump over the platform, Free Willy-style, and swallow you on the way. Any time you are in the water, make getting back on the platform your sole motivation. If you need more arrows, new ones can be found in the pots on the platform. Additional magic power can be found in the green pots beneath the water.

-----B-O-S-S-----  
Giant Masked Insect TWINMOLD

You've got two choices in this boss fight: one, equip the Giant's Mask and use your sword, or two, shoot both halves of the Twinmold boss with arrows. The Giant's Mask option is far easier, and you may as well, since this is the only place in the entire game where you can use the Giant's Mask.

Twinmold will emerge from the sand in this huge battlefield, and float around. And... that's about it. Whatever your chosen method of attack, aim for their heads or tails. If you run out of arrows or magic, then more can be found in the structures in the area. Just wait for the Twinmold to break them, or smash them yourself as Giant Link. And that's all there is to it. Defeat both of the Twinmolds to win the fight. Be careful you don't travel too far out to the perimeter of the area, or else you'll fall through nothing and return to the start of the dungeon.

-----B-O-S-S-----

If you've got the Fierce Deity's Mask, then use it now and start beating the crap out of Majora's Mask. Let me try that sentence again. If you've got the Fierce Deity's Mask, then you've already beat the game. After Majora's Mask takes some damage, then the Remains Masks of the other four will come off the wall. Ignore them; continue beating on Majora's Mask until it becomes Majora's Incarnation.

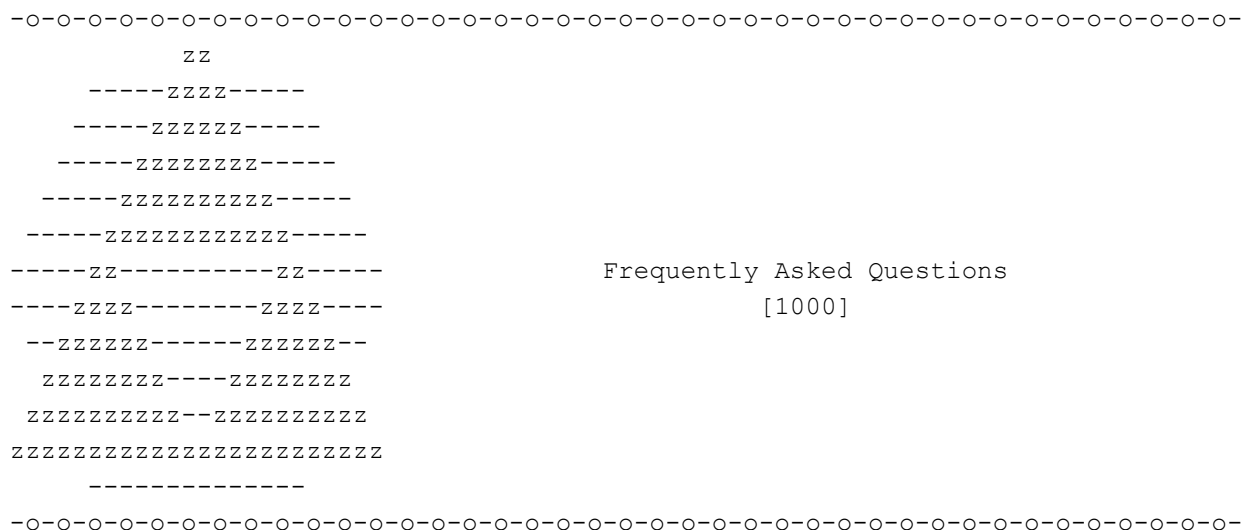
If you don't have the Fierce Deity's Mask, then you will have to use a little more finesse. In your significantly shorter Hylian Link form, you don't have the option of just beating the crap out of Majora's Mask, since it floats too high up. You'll be forced to use ranged attacks like the Hero's Bow and the Hookshot. When killing Majora's Mask as Hylian Link, aim for the tentacles on it's back (Fierce Deity Link doesn't have to do this).

While in it's Majora's Mask form, Majora's Mask will attempt to hit you by spinning around rapidly and flying randomly around the room. But since the room is so big and Hylian Link is such a small target, it's quite easy to avoid the Mask's attacks. Ironically, the Remains Masks are more threatening.

After the Mask takes a lot of punishment, it will sprout arms and legs and become Majora's Incarnation. Even though Majora's Incarnation gets all kinds of nifty new attacks, the strategy remains the same: Beat the carp out of him with Fierce Deity Link, or fire arrows at him with Hylian Link. Don't even attempt to hit Majora's Incarnation while it is moving; it's far too fast. Wait for it to slow down or begin charging up an attack before you go on the offensive.

Majora's Incarnation gains a nifty new ability to fire a whole bunch of light arrows at you. This is a fast attack which is rather tricky to dodge, but that hardly matters since it can be absorbed by the Mirror Shield. Fierce Deity Link doesn't have access to a shield, but then he hardly needs it anyway.

After Majora's Incarnation takes more beating, it will become it's final form, Majora's Wrath. Again, Majora's Wrath gains all kinds of new attacks, but the strategy remains the same: A Fierce Beating with Fierce Deity Link, or arrows with Hylian Link. Even though Majora's Incarnations looks big and intimidating, this is actually not as terribly threatening as he looks. He'll beat you around with his tentacles every so often, but nothing worse.





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## Contact Information

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If you would like to contact me online, you can e-mail me at Andrew.ComfortablyNumb[at]gmail.com. Poorly spelled letters, letters asking questions already covered in the guide, letters without a clearly defined subject, or just plain stupid letters will probably be ignored. If I do respond to a stupid letter, it's merely for my own entertainment. Don't expect me to be polite. If I don't respond immediately to your letter, it doesn't mean I haven't read it - I get lots of e-mails concerning my work, and I simply don't have time to respond to them all. I do, however, make a point of reading as many letters concerning my work as possible. Letters MUST contain the game's title in the heading. If they do not, then they will not be read and they will be deleted.

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## Special Thanks

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