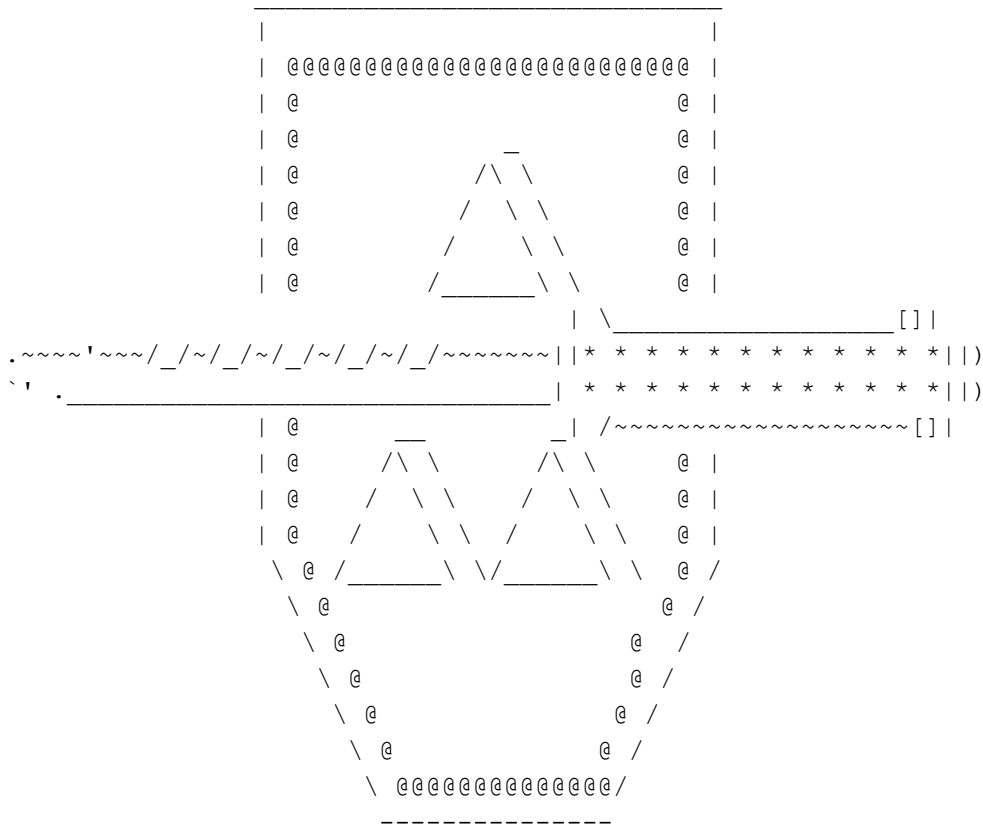


The Legend of Zelda: Majora's Mask FAQ/Walkthrough

by Dzabroski

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Welcome to Zelda 64, Mask of Mujara

Complete Walkthrough

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=====WALKTHROUGH=====

I. Introduction

Zelda Mujara's Mask is a great, but complicated game. The key to the game is remembering that when you play the Song of Time and you return back to the beginning of the three days all that you did will be erased including certain items.

The save system has two options. Both of the save systems are not available until AFTER you retrieve the Orcania of Time from Skull Kid.

The first is automatic; after you play the Song of Time your game is saved. The second one is a little different. If you played Dragon Warrior I&II Remix you may be familiar with it. There are Owl Statues all across this world that have two uses. The first is saving; you must hit it with your Sword, only your sword, to activate it. Talk to it and your game will be saved at that spot. The trick is you will be kicked out of the game. Once you start your game again you will start at the same exact spot, but if you hit reset then you return to the point you last played the Song of Time. The other use is when you hit it to activate the Owl Statue it becomes a Warp Point for later on when you get the Song of Soaring.

The other thing to remember is that time is always flowing. The clock on your screen tells you what time and day it is. People and places are open at certain times. You may see the postman when you enter an area, but then see him in another area later that day.

II. Story

In the land of Hyrule, there echoes a legend. A legend held dearly by the Royal Family that tells of a boy. A boy who, after battling evil and saving Hyrule, crept away from that land that had made him a legend. When he finally fulfilled his heroic destiny and took his place among legends.

Shortly after his victory he decided to go on a new journey. A personal and self fulfilling journey. Link rode his horse, Epona, in the woods when two fairies appearing out of nowhere startled Epona. A Strange Skull Kid came over took the Orcania of Time, the present from Princess Zelda. He then jumped on Epona and rode off into the Woods and Link gave a chase after him.

III. Thief, Deku Shrub, and the Fairy

a. Lost Woods

- i. After Epona and the Orcania get stolen, Skull Kid will run away.
- ii. The first part is pretty simple, just follow Stalking into the tree and then you will fall down into the pit.

b. Lost Dungeon

- i. When you land the Skull Kid will place a curse on you. He calls forth a spirit of a Deku Shrub and transforms you into Deku Shrub!
- ii. Deku Shrub Mask
 1. This mask has several properties; one won't be available until later.
 2. You can dig into a Deku Flower spot and shoot up into the air; this will allow you to fly for a certain period of time.
 3. You are vulnerable in this state and if you are hit you will fall to the ground
 4. You are VERY weak to Fire and Water, Fire, or Lava, these elements will kill you, but water will transport you back to the spot you jumped from with a heart missing.
 5. Later you can shoot a "Snot" bubble from your nose like an Arrow, the longer you hold it and bigger it gets, but it takes MP.
 6. You are stuck with the mask until you complete the first part of this game.
- iii. Open the large door and run to the end of the hall, where you will be introduced to

- iv. your Fairy companion for this game, Tatl. Glide over to the door on the other side of the room, and this leads to a large canyon with several platforms.
- v. Dive into the first flower and glide over to the platform in front of you. Once there use the flower to get to the platform to your left, where you will find a chest containing a Deku Nut.
- vi. Turn around until you can see a platform behind the large pillar. Dive into the flower and fly around the pillar to land on the platform. Then use that flower to fly into the air, around the two pillars in front of you, and onto the rectangular platform. Take the Exit.
- vii. You pass this odd twisting room run up the stairs to the left and you will come to a small room with a door.

c. Clock Tower; Inside

- i. You will now meet the owner of the Happy Mask Shop. He will say that if you get the precious item back, he will be able to turn Link into his normal self again.
- ii. He also tells you that Skull Kid stole a very precious and dangerous mask and he will be leaving the area in 3 days. You must find that mask before then.

d. South Clocktown

- i. This town is the center of this land. You are currently in South Clock Town, but there is also an East, West, and North.
- ii. When you see a "*" next to a title it means there is a Heart Piece, a "+" means there is Mask that can be found here, and a "=" means there is a key item to be found there.

IV. South Clocktown; Directory

This directory has all the times each shop is open. If you need to see times the stores are open refer back to this section.

a. Deku Shrub Trader "="

- i. Give him something special
 1. 24 Hours

b. Happy Mask Man "+"

- i. Inside the Clocktower
 1. Leaving the Final Day

V. West Clocktown; Directory

a. Post Office "*" "+"

- i. Main Mail Delivery System
- ii. Play his game and stop the clock in 10 seconds for a Heart Piece.
 1. You must be within .10 seconds.
 2. Get the Bunny Ears and the time will be shown.
 - a. Day 1&2=3:00 p.m.-12:00 a.m.
 - b. Day 3=3:00 p.m.-6:00 a.m.

- b. Mighty Training Center "*"
 - i. When you get a Sword you can play the game here.
 - ii. Choose the Expert Course and get a Perfect Score and you get a Heart Piece.
 - 1. 24 Hours
 - c. Lottery Shop
 - i. You can play the lottery, but if you play it again after you play the Song of Time it stays the same.
 - 1. 6:00 a.m.-11:00 p.m.
 - d. Bomb Shop "="
 - i. You can buy bombs here. If you are a Goron they have some special items.
 - ii. They are out of stock of Bomb Bags, but they are due in 12:00 on Day I.
 - 1. 24 hours
 - e. Trading Post
 - i. You can get some basic stuff here that you can use or put in bottles.
 - 1. 24 hours
 - f. Curiosity Shop "+" "="
 - i. You never know what will be here.
 - ii. If your items are stolen then you can retrieve them here.
 - 1. 10:00 p.m.-6:00 a.m.
 - g. Bank "*"
 - i. You can store your Rupees here, but they ran out of ink so they stamp the balance on your head.
 - ii. When you play the Song of Time you can get your money out.
 - 1. The system begs to be abused!
 - 2. 24 hours
 - iii. You can get some new items for high balances.
 - 1. A Large Wallet and a Heart Piece
- VI. East Clocktown; Directory
- a. Mayor's Residence "*" "+"
 - i. Meet the Mayor and get some info about this new World.
 - 1. 10:00 a.m.-8:00 p.m.
 - b. Milk Bar "+"
 - i. You need a membership pass, but you may get some good stuff here!
 - 1. 10:00 p.m.-5:00 a.m.
 - c. Honey & Darling's Shop "*"
 - i. This place is a ton of fun. If you complete all the games with a perfect score you get a Heart Piece.
 - ii. Not so fast! You have to do each game on a different day.
 - iii. You also need a Bow & Arrow.
 - 1. 6:00 a.m.-10:00 p.m.
 - d. Town Shooting Gallery "*"
 - i. 6:00 a.m.-10:00 p.m.
 - 1. Get a perfect score for a Heart Piece, but you can get a Quiver for a lower score.
 - e. Treasure Chest Shop "*"
 -

- i. This shop is very fun, but hard. You get a certain amount prizes for your 4 different forms.
- ii. The Goron form will get you a Heart Piece.
- f. Stock Pot Inn "*" "="
 - i. There are tons of things to do here and you will visit here often, a lot of waiting in rooms.
 - ii. Make sure you get there early for a Key, if not then you can fly up there.
 - 1. 8:00 a.m.-8:30 p.m.
- g. Astral Observatory "="
 - i. This has tons to do and see, but I will explain about it later in the Walkthrough.
 - 1. 24 hours
- h. North Clock Town; Directory
 - i. Tingle "="
 - 1. Here is a Weird fellow. You have to shoot him down in order to get his maps.
 - 2. 24 hours
- i. Fairy Fountain "+"
 - i. The Fairy has been scattered by the Skull Kid so you have to put her back together.
 - 1. Get use to it, you will be doing a lot of this, but a lot harder.
- j. Deku Scrub Playground "*"
 - i. This is a game you must play in Deku form. You have to defeat the games 3 times in 3 days.

VII. Retrieve the Orcania

- a. South Clocktown II
 - i. When you emerge from the Clock Tower the site will be overwhelming.
 - ii. The Moon is crashing into the world and you have 3 days to complete this part of the game. You need to get the Orcania before it is too late.
 - iii. Take note some people don't like Deku Shrubs and will snub you, but others will help you. Dogs will attack you, but it won't hurt.
 - iv. The first thing you should do it get the stray fairy. The Fairy Fountain is in North Clocktown on the left side. If you visit you find they are scattered, but only one fairy is lost.
 - v. Go to the bottom of South Clocktown and go up the small stair ramp. This is the Laundry Pool.
- b. Laundry Pool
 - i. You should see the Fairy next to the bridge, but Deku's can't swim, but then can hop on water, hop over and grab the fairy. You can only hop several times in a row.
 - ii. Now head to the Fairy's Fountain
- c. North Clocktown; Fairy Fountain "="
 - i. The fountain is on the left side of the

- area. Enter and the Fairy will take her place in the group.
- ii. She thanks you for saving her and talks about Skull Kid. She also gives you the power to blow "Snot Bubbles" from your snout.
 - 1. Press A and Hold it to blow the bubble.
 - iii. While you are here take use of your new power. You should see where you could use it.
 - iv. She also says to visit her again when you are human and she will give you another gift.
- d. North Clocktown
- i. Look around and find a man wearing a green suit and shoot him down.
 - ii. His name is Tingle and he sells maps. He is an odd man, but he sells maps. Buy one of Clocktown. If you need some money then you can cut down the grass for some money.
 - iii. After you get the map you need to complete another game in order to get to the next phase of the game.
 - iv. Look for the boy who is trying to shoot down the balloon.
 - v. Go on the hill and shoot it down for him. He is the leader of the Bombers Gang. He will let you go to the Observatory if you play and he let you in if you play hide and seek.
- e. North Clocktown; Hide & Seek
- i. You have till dawn to find all 5 of the members.
 - ii. Member 1
 - 1. He is in the top right corner of North Clocktown, look behind the tree.
 - a. You have to give chase to get him.
 - iii. Member 2
 - 1. The next is in North Clocktown also; look in the bottom left-hand corner.
 - iv. Member 3
 - 1. This one is in West Clocktown. He is in the middle of the area at the top of the stairs.
 - v. Member 4
 - 1. The final 2 are located in East Clocktown. Go to the Stockpot Inn, but there is no way to get to him.
 - 2. Go to the Deku Flower and fly up to the Inn's Roof.
 - vi. Member 5
 - 1. Jump onto Milk Bar and get the final one.
 - vii. Now that you have caught them all you

- will be given a password to get to the Observatory.
- viii. Unfortunately they will not let you join just yet, they don't want Deku Shrubs in their group.
 - 1. Kids can be so cruel.
 - ix. Write down the password, you must enter each time you enter here and you will enter here several times.
 - x. When you become human the password will be in your notebook.
- f. East Clocktown; Observatory Basement
- i. Go to East Clocktown and look for the Bomber blocking the entrance.
 - ii. Give him the password and he will move allowing you to enter.
 - iii. Once you enter you can move to the right and hop over the water to the different platforms.
 - iv. At the end walk in the shallow water to avoid the Skuttulla.
 - v. Enter the chamber and blow the Skull Kid's Balloon down with your bubble.
 - vi. Climb the ladder and enter the door.
 - vii. You will now see an old friend, Piet! He gives you a hint about songs that will slow and speed up time. Do not talk to him now or he will skip the day ahead by 1 and you have very little time as it is.
 - viii. Go up the stairs to the main chamber where you can talk to the Scientist. He will let you look into the Telescope.
 - ix. Look at the Moon and you should see Skull Kid on top of the Clocktower.
 - x. A Moon Tear will fall from the sky; you can run outside and get it from the door below.
- g. South Clocktown III
- i. Go back to South Clocktown and you should see a brown Deku Flower. Try to step into it and an Akido Nut will come flying out stopping you from entering it.
 - ii. Talk to him and he will say he is looking for a rare object. What he wants is the Moon Tear you just got. Set it to "C" and give it to him and he will give you the Deed to the Spot.
 - 1. This is the first step in the "Deku Land Title Swap" game.
 - iii. You now have nothing to do, but wait for Midnight on the Final day.
 - iv. Take this time to deposit any rupees you may have found in the Bank in West Clocktown.
 - v. Take time to go searching for chests too!
- h. South Clocktown IV
- 1. 12:00; Final Day
 - i. Once this time comes the door to the Clocktower will open. There is also a Heart Piece there, but it is too high to get

- too!
- ii. Go to the Deku Flower you traded for and you will be able to jump up and fly to it.
- i. Clocktower; Roof
 - i. After you get the Heart Piece climb to the top to meet Skull Kid.
 - ii. You learn that the Skull Kid is responsible for pulling the moon down to the earth.
 - iii. Tahl's brother, Tael, gives a hint on how to beat him, but it is almost useless now.
 - iv. Shoot a "Snot Bubble" at him and he will drop the Orcania of Time. Run and grab it and Link will get a telepathic link with Princess Zelda and teaches him the Song of time.
 - v. Song of Time
 - 1. >A \ / >A \ /
 - a. Using the "C & A" Buttons
- j. Clocktower
 - i. You will be transported, and game saved, back to the entrance of the Clocktower.
 - 1. Your items, bombs, Deku Nuts, Deeds, Moon Tears, and Money will be gone, but Heart Pieces and other important items will stay like Bottles.
 - ii. Talk to the Happy Mask Salesman and he will fulfill his promise to fix Link back to his normal self.
 - iii. He teaches the Song of Healing
 - iv. Song of Time
 - 1. < > \ / < > \ /
 - v. After you play the song you are back to normal as Link, but there is a bonus, there is the Deku Shrub Mask! You now can change at will!
 - vi. There are a couple of things you should know when you go back in time.
 - vii. Items like Deku Sticks, Bombs, and other collectable things will not be taken back with you when you play the Song of Time.
 - viii. The Money should be deposited in the bank before you go back in time.
 - ix. There is another added bonus. With the Orcania of Time you can slow down and speed up time!
 - x. Inverted Song of Time
 - 1. \ / > < \ / > <
 - a. Time will flow at Half Speed.
 - xi. Song of Double Time
 - 1. < < > > \ / \ /
 - a. Play each note twice in the Song of Time.
 - b. This will skip the day by 6 hours.

- VIII. Return to the Fairy Fountain
- a. South Clocktown V
 - i. Go to the left side of the Clocktower and hit the statue with your sword to activate the Owl Statue.
 - b. Laundry Pool II
 - i. Go back to the Laundry Pool and jump into the water and grab the fairy. If you can't get her then turn into a Deku and get her.
 - c. North Clocktown; Fairy Fountain II "="
 - i. Go back to the Fairy Fountain and return the lost fairy. As thanks she rewards you with the Fair Mask!
 - ii. Fairy Mask
 1. If there is a Fairy in the room or area you are in, the mask's hair will sparkle and rise.
 2. It also calls them to you if they are not trapped by a monster or bubble.
- IX. Extra Stuff
- a. Clocktown
 - i. This part of the game is a good time to get any extra stuff. I will show you how to get all the available Heart Pieces you can, as wells as Rupees.
 - ii. The first thing you should do is
 - b. East Clocktown; Observatory "+"
 - i. Go back to the Bomber who guards the path to the Observatory and give him the code you got while you were a Deku. He will let you pass.
 - ii. Then the Head Bomber will come over and let you join. He guesses you are already a member because you know the code and gives you a Bomber Notebook.
 1. The notebook keeps track of all the people you have met and made promises to. Each person that gives you an important item, mask, or heart piece will be marked.
 - c. North Clocktown "*"
 - i. There is a Heart Piece on the tree in North Clocktown. Getting it as Link is easy, just climb up the poles and jump to each pillar and then the tree for the Heart Piece.
 - d. North Clocktown; Deku Shrub Playground "*"
 - i. Go back to North Clocktown and turn into a Deku form. Fly over to the fence and jump down the hole.
 - ii. Talk to the Deku and he will let you play, but only as a Deku.
 - iii. If you beat the game once on each of the 3 days you will get a Heart Piece.
 1. The game gets harder each day, so be patient. Be sure to have a lot of money on reserve.

- e. West Clocktown; Post Office; 6:00 p.m.-
Midnight "*"
 - i. First go to the Post Office and play his time game.
 - ii. You must stop the clock 10 seconds after it starts with only .10 difference.
 - 1. I got it on 10.00 on my first try, so it isn't too hard.
- f. West Clocktown; Swordsman's School "*"
 - i. Talk to the Swordsman and take the Expert Course for 10 Rupees and get a perfect score for a Heart Piece.
 - 1. The key is to do jumping slashes on the boards from a short distance.
 - 2. A regular vertical slash will only cut the board in half and leave 1/2 standing.
 - 3. Take your time and take the beginner's course for some practice.
- g. West Clocktown; Bank "*"
 - i. If you have the time and patience you can get an Adult Wallet and then a Heart Piece if your balance reaches 5,000!
- h. East Clocktown; Observatory
 - i. Go back to the Observatory look in the telescope for the Akido Nut that will trade you the Moon Tear for the Land Deed. He should be flying around there somewhere. Follow him to his secret hide out. Remember where it is.
 - ii. Now get the Moon Tear again. Trade it for the Land Deed.
- i. Termina Field "*"
 - i. Look for the area where the Deku flew to and fall down in the hole hidden in the grassy field.
 - ii. Look in the right side, and across from the small pond.
 - iii. He will give you a Heart Piece to keep the secret of this spot quiet.
- j. East Clocktown; Stock Pot Inn; Midnight "*"
 - i. Now go to the Stockpot Inn and wait in the bathroom until Midnight on any day. You should see a hand coming out of the toilet looking for paper.
 - ii. Talk to him and give him the Land Deed. In return you get a sticker in your notebook and a Heart Piece.
 - 1. Are you sure you want it from the toilet?
- k. Laundry Pool; Day I&II; Midnight "+"
 - i. Go to the Laundry Pool and talk to the man playing the Organ Grinder.
 - ii. Talk to him to learn that he stole a mask that had the power of making animals follow you. He gives you the mask!
 - iii. Bremen Mask
 - 1. This mask will make Cuckoos

follow you around.

1. Romani Ranch; Final Day "+"
 - i. Go to the southern part of Termina Field and go to the road next to the Southern Swamp path.
 - ii. If you go on day I or II then a huge boulder will be blocking the path. The only way to get through is wait for the man to crack the boulder, or use a Goron's Bomb, but you are not a Goron.
 - iii. When it is open go to the back of the ranch and enter the door next to the barn.
 - iv. The man in there knows the world is dying and all he wants is to see his Cuckoos as adults.
 - v. Put on the Bremen Mask and hold the "March" Button. Walk around until all 10 of the chicks are following you.
 - vi. When they are they will pop into adults. The lonely man will give you a new mask as a present!
 - vii. Bunny Hood Mask
 1. This mask is one of the most helpful masks in the game.
 2. This mask allows you to run 2X faster than before!
- m. North Termina Field; 12:00 a.m.-6:00 a.m. "*" "+"
 - i. There are some more items and Heart Pieces here that you can get.
 - ii. There is a man on top of one of the trees in the snow covered Termina Field. You should hear a strange song on any night between 12:00 a.m.-6:00 a.m.
 - iii. Talk to him and he will say that his spirit is lost because he was never able to pass on his Mastered Dance moves.
 - iv. Play the Song of Healing for him to cleanse his soul and he will give you his "Spirit Mask" of himself that contains the dance moves.
 - v. Kamaro's Mask
 1. This will allow you to do some master dance moves! Who do you know who likes to dance?
 - vi. Dodongo Grotto
 1. There is a small hole in North Termina Field that has a several Dodongo monsters.
 2. If you can beat them you can get a Heart Piece. The best strategy is to jump slash them from behind and dodge their fire breath.
 - a. If they are too hard then try this later.
- n. West Clocktown "*" "
 - i. Return to West Clocktown and you should see two women dancing.
 - ii. The Rosa Sisters are looking for a new dance form. Put on the Kamaro's Mask

and hold A to Dance for them and they will call you MASTER and get a Heart Piece out of it!

1. The dance moves are scarier than Ganondorph!

- o. North Clocktown; Day I; Midnight "+"
 - i. Go to North Clocktown and you should see an old lady walking by. A Thief, Sakon, will try to steal this old woman's goods. Chase him and hit him with your sword before he runs out the exit past the guard.
 - ii. If you do the woman will give you the Blast Mask.
 - iii. Blast Mask
 - 1. This mask will blow up as a bomb, but you will sustain damage!
 - 2. Hold your shield out then hit the Blast Button to keep from getting hurt.

X. Uniting of Anju & Kefei

- a. Laundry Pool "*" "+"
 - i. This part of the Bomber's Notebook will take all 3 days, but you will be doing this over, and over again to get Masks, and Heart Pieces.
 - ii. If you followed the Walkthrough you should have got the Bomb Mask. You must play the Song of Time BEFORE you start this Side Quest. If you already have then don't worry, but you can't do both on the same day.
- b. North Clocktown; Mayor's Residence
 - i. Day I; 24 hours (by 4:00 the latest recommended)
 - ii. Go to the Madame Aroma. She is missing her son Kefei and asks you to find him. She gives you the Kefei Mask to help find him.
 - iii. Kefei Mask
 - 1. You can now go around the town talking to the people with the mask and get some information about Kefei.
- c. East Clocktown; Stockpot Inn
 - i. Day I; 1:50 p.m.-4:30 p.m.
 - 1. Talk to Anju in the Stockpot Inn and register as Link, or whatever you named your hero.
 - 2. Tell her that the registration is yours and she will give you a room key.
 - ii. Day I; 3:00 p.m.-8:30 p.m.
 - 1. Wait at the Inn until the Postman delivers his letter to Anju.
 - 2. Talk to Anju with the Kefei Mask and she knows you are looking for Kefei. She sets up a meeting with you for 11:30 that night.

- iii. Day I; 11:30 p.m.
 - 1. If you have a key then you can just stay in the inn until 11:30 that night.
 - 2. If not they will kick you out at 8:30 p.m. You can get back in by turning into a Deku and flying over to the roof and opening the door.
 - a. Some security.
 - 3. Wait in the Kitchen, it is on the first floor in the back, behind the bathroom.
 - 4. Talk to Anju and she will tell you she knows something is wrong with Kefei. She got a letter from him the other day.
 - 5. She asks you a favor to deliver the letter for her in the mailbox.
 - 6. Go to any mailbox and drop off the letter to be delivered.
- d. Laundry Pool
 - i. Day II; 2:30 p.m.
 - 1. Go to the Laundry Pool and wait by the bridge. By now the letter has been picked up, brought to the Post Office and should be delivered shortly.
 - ii. Day II; 3:00 p.m.
 - 1. The Postman will come and he will deliver a letter and a boy wearing a Keeton Mask will come out.
 - 2. Run back over the bridge to the door the boy came out of and open the previously locked door, but now open.
 - 3. Wait here for Kefei. He will talk to you and tell him he can trust you. He will take off the mask and prove your suspicions that he is Kefei. He gives you a pendent to hand to Anju as proof of their love.
- e. Stockpot Inn II
 - i. Day II; 5:00
 - 1. Go back to the Stockpot Inn after you get the Pendent.
 - 2. Give it to Anju and she immediately recognizes the pendent, but she can't understand why she can't see her fiancé, but she decides to wait for him, even if the world falls apart around them!
 - ii. Day II; 12:00 p.m.
 - 1. If you want to you can see Sakon the thief try to sell some goods at the Curiosity Shop.
 - 2. Wait there for him to come in and

argue with the shopkeeper. He will give information about this a Kafei.

f. Laundry Pool II

- i. Final Day; 1:00 p.m.
 1. Wait back at the door Kefei came out of. At 1:00 p.m. the door will open, but Kefei is gone.
 2. The man from the Curiosity Shop is there instead! He tells you that he went after the thief to find his mask, but he gives you the Keeton Mask.
 3. He also gives you an Express Letter that needs to be delivered to Madam Aroma, it was written by Kefei.
- ii. Keeton Mask
 1. This mask will allow you to summon the three tailed fox Keeton where ever there and moving grass!

g. Milk Bar II

- i. Final Day; 6:00
 1. Go to the Milk Bar, but it is closed and all the people are fleeing from the Moon.
 2. Put on the Kefei Mask and talk to her, give her the letter.
 3. In return you get a bottle of the world famous Chateau Romani, but this isn't the best part, you get to keep the Bottle!
- ii. Empty Bottle
 - a. The bottle can contain bugs, fairies, potions, fish and other stuff too!

h. Laundry Pool III

- i. Now repeat all of the steps up to when you get the Express Letter.

i. Post Office II

- i. Take the letter to the Post Office and you will find that he is upset that it's the end of the world, but is afraid of leaving because of there may be mail. Give it to the Mailman the Express Letter and he will rush out to deliver it.
- ii. Follow him to the Milk Bar and he will give the letter to Madam Aroma. Talk to her to hear the Dialog.
 1. He wants to stay, but Madam Aroma orders him to flee.
- iii. Follow him outside and he will stop be the exit to Termina Field. He will thank you for giving him the letter. As a reward he will give you the Postman's Hat.
- iv. Go to any mailbox and the first one will contain a Heart Piece.
- v. This is all that you can complete for now, but there is still more to do!

XI. Keeton Mask Side Quest

a. North Clocktown "*"

- i. Go to North Clocktown and put on the Keeton Mask.
- ii. Go to the bushes on the top right side and cut down all of the jittery grass that run away when you try to chop them down.
- iii. If you do Keeton will appear and challenge you with some questions:
 1. What song does Romani teach you?
 - a. Epona's Song
 2. How many cow figurines are there in Clocktown?
 - a. 10
 3. How many cows are there in Romani Ranch?
 - a. 3
 4. How many Cuckoos are there in the barn at Romani Ranch?
 - a. 1
 5. What times does Romani go to bed?
 - a. 8:00 p.m.
 6. What time does Romani wake up?
 - a. 6:00 a.m.
 7. How many balloons does Romani use in practice?
 - a. 1
 8. What weapon does Romani use in practice.
 - a. Bow
 9. What is the name given to you by Romani?
 - a. Grasshopper
 10. Where does Cremia try to deliver milk?
 - a. Milk Bar
 11. How old is Tingle, the Map Salesman?
 - a. 35 years
 12. What are the magic words Tingle created
 - a. Kooloo-Limpah!
 13. Is Tingle Left handed or Right handed?
 - a. Right Handed
 14. What color trunks does Tingle wear?
 - a. Red
 15. What is the name of the festival held in Clocktown?
 - a. Carnival of Time
 16. What is the name of the Mayor of Clocktown?
 - a. Dotour
 17. What is the name of the vintage milk at the Milk Bar?
 - a. Chateau Romani
 18. How many mailboxes are there in

Clocktown.

- a. 5
- 19. What is the name of Clocktown's inn?
 - a. Stockpot Inn
- 20. What is the bad habit of Anju the innkeeper?
 - a. She apologizes too fast.
- 21. What is Anju bad at doing?
 - a. Cooking
- 22. What is the name of Anju's father?
 - a. Tortus
- 23. What does the owner of the Bomb Shop call his mother?
 - a. Mommy
- 24. Who is the Leader of the Bomber Gang?
 - a. Jim
- 25. Once it is completed how tall will the Festival Tower be?
 - a. 4 Stories
- 26. What is the name of the singer in Indigo-Go's?
 - a. Lulu
- 27. How many members of the Indigo-Go's are there?
 - a. 5
- 28. Mikau is of what race?
 - a. Zora
- 29. Darmani is of what race?
 - a. Goron
- 30. What instrument does the Skull Kid play?
 - a. Flute.
- iv. If you answer his questions correctly you l get a Heart Piece!

XII. Secrets of the Swamp

- a. South Clocktown VI; Deed Trading Game
 - i. Start the Land Deed Title Game again and take the South Clocktown Deed with you to the Southern Swamp.
- b. Path to the Southern Swamp "*"
 - i. Head south through the South Clocktown exit to the Southern Swamp.
 - ii. Keep going until you get attacked by the Wolfos. Wait for them to attack, dodge and jump slash them in their back to kill them.
 - iii. There should be a tree in the middle of the path. Kill the Keese with a Snot Bubble from the Deku Mask to kill them and then climb up the vines for a Heart Piece.
 - iv. Make sure you shoot Tingle Down for a map if you haven't already bought one from him.
 - 1. Kooloo-Limpah!
- v. The path to the left has a shooting gallery, but you can't play now.

- vi. Keep moving and you should end up in the swamp.
- c. Southern Swamp "*"
 - i. Welcome to Southern Swamp! This place can be a Deku paradise or pain.
 - ii. Go up into the tree house and talk to the man, he mentions a Picture Contest, but Koume's Boat Cruise is currently closed.
 - 1. Talk to him as a Deku and get more unequal rights for Deku's!
 - a. Equal Rights for Deku's!
Equal Rights for Deku's!
 - iii. Go outside and talk to the Akido Nut. He tells you that he is looking for some "Prime Real Estate" to open his shop. He wants a place with a lot of people.
 - iv. Trade him the Land Deed for the Swamp Deed. Turn into a Deku and dive into the flower and pop out. Land on the roof to get a Heart Piece.
 - v. Head back down and you can swim, or bounce on the water while a Deku heading left.
 - 1. The Deku Bounce on water is faster.
 - vi. When you get there you can climb up the tree house and buy some potions from Kotake, but I would wait for a short time.
 - vii. Climb back down and go to the back of the corner and you will see the entrance to the Woods of Mystery.
- d. Woods of Mystery "="
 - i. This is very easy to navigate, but if you take a wrong turn you end up back at the beginning.
 - ii. The easy part is that you only have to follow a Monkey to get through. So put on the Bunny Ears and run with him, he tries to trick you a few times, but he will get you through.
 - iii. When you get there you Koume is injured, the Skull Kid knocked her down while she was getting some mushrooms.
 - iv. She needs some Red Potions to heal herself.
 - v. Go back outside and talk to Kotake and she will give you a bottle of Red Potion for her sister.
 - vi. Take it back to Koume and give her the potion, but you get to keep the Empty Bottle! She also promises a free ride for the Swamp Cruise.
 - vii. When you try to leave the monkeys stop you. They want you to help their brother. He was take prisoner by the Deku people for kidnapping the Princess. They say he is innocent.
 - viii. Head back, but stop and get some Red Potions.
- e. Southern Swamp "="

- i. Go back to the entrance of the Southern Swamp and head back up the Tourist Hut and talk to the info Guide.
- ii. He will give you a Camera to take pictures with. You can only take one picture at a time, but there are prizes for the winners of the contest.
- iii. Koume has re-opened the Swamp Cruise, but before you head out why not take a very special picture.

XIII. Information about Tingle

a. Southern Swamp

- i. Head back up the path and take a shot of Tingle flying in a balloon or landing on the ground.
- ii. Take this picture back to the man who gave you the camera and show it to him.
- iii. If you took the picture he tells you that Tingle is his son. He constantly tells him to stop running around like that. A 35-year-old kid should not be dressing up in that outfit.
- iv. He then gives you a Heart Piece.
 1. If you don't want to use Tingle's picture take one of the Deku King and you will get a Heart Piece.
 2. You only get one!

XIV. Save the Monkey's Tail

a. Southern Swamp

- i. Now take Koume's Swamp Cruise. Just sit back and enjoy the ride. You can take some pictures if you want, but you only keep one on file.

b. Deku Palace "*"

- i. When you get to the Deku Palace you will be given the choice to get off of the boat. Say Yes, but stay clear from the water, it is poison.
- ii. Turn into a Deku and then go inside, talk to the Monkey and he tells you his brother is inside.
- iii. Go through and a few Deku Guards will not let you through. Talk to them and they will let you through to see the "foolish monkey" that kidnapped the Princess. He will be killed soon.
- iv. Go through and see the monkey in his cage. You can take a picture of the King if you want.
- v. Go back to the Entrance and go back inside. On the Right side and prepare for some quick running.
- vi. The goal is to get through this palace without being seen by the Deku guards.
 1. It is better to go at night. You can see their line of sight by white dotted lines. As long as you don't cross these lines you are safe.
- vii. At the end of the road you will find a small hole, dive in.

- viii. When you get inside turn left to talk to the Bean man who will sell you beans and teach you how to use them.
 - ix. Buy several, but they do not come back with you, now go back to the entrance of the hole and go up this time to the pool of water.
 - x. Take some with the bottle you have. Now plant the bean in the Square Soil Patch. Drop the Spring Water into the Soil Patch and watch the plant grow.
 - 1. The water near the tourist information booth will also give you Spring Water!
 - xi. Step on it and get the chest with a Red Rupee. Take one jar of water.
 - xii. Now go back outside the hole and get caught for a quick exit. Now take the left side and grab the Heart Piece.
- c. Deku Palace; Outside
- i. Now that you have the Magic Beans head outside the palace and go to the right, facing the palace, and hop along the lily pads until you reach the end of the path and reach land.
 - ii. Place a bean in the patch and then pour the water on it.
 - iii. Now step on it and go up into the second floor of the palace.
- d. Deku Palace; 2nd Floor
- i. This part is basic, but it may take a few tries to get it right. You must jump out of each flower flying over the sections to reach the Monkey's Cage.
 - ii. If there is a Red Deku they're shooting at you either fly over him if he is on a single pillar, or spin attack it to create a new flower.
 - iii. Once you get to the end there will be some moving pillars, so be careful
 - iv. When you reach the cage talk to the money, but be human, by Z targeting him and talking to him.
 - v. He wants you to cut him down, but it is no use. The King starts to notice, but before he can the monkey teaches you the Sonata of Awakening.
 - vi. Turn into a Deku and play your pipes for the song.
 - vii. Sonata of Awakening
 - 1. /\ < /\ A > A
 - viii. You will get kicked out, but go back inside and you can see the monkey get boiled.
 - ix. Go back to the outside of the palace. Hop onto the pads to the right and go down. The pad is on a landing that will allow you to go over Southern Swamp.
 - x. When you get across the water, where the boat is, an old friend will stop you. The

Owl.

xi. He will tell you that whenever you need his help, just call upon him and he will take you where you need to go.

xii. Song of Soaring

1. \ / < / \ \ / < / \

XV. Freeing Woodfall and the Deku Princess

a. Woodfall "*"

- i. After you get through the Swamp by going over you will see a huge circle of poison water.
- ii. There are a few things here that you might want, but the first thing to do is get to the Deku Alter.
- iii. Go from the right, facing out from the entrance, and hop onto the lily pads onto the wooden ramps with the Deku Flowers.
- iv. As Link you can kill the bugs that ram you down, but be careful if they knock you over the water could kill you.
- v. When you get to the top dive into the flower and repeat until you get to the circle platform.
- vi. When you get there, hit the Owl Statue to activate it, you can now return here without having to go through the ordeal of getting here.
- vii. There is still more here. Keep going left and you should reach a chest with a Heart Piece.
- viii. Play the Song of Soaring and return to Clocktown. When you get there deposit any money you have and play the Song of Time.

b. Woodfall Temple

- i. The first thing to understand is that there are Fairies hidden all across the temple. Some are in chests, in monsters, and others in bubbles.
- ii. Once they are free the Fairy Mask will call them to you, but not until they are free. The Mask will also give sparkles if there is still a fairy in the room.
 1. There are 15 Fairies
- iii. The first room is the first of many rooms that depend on Deku Link.
- iv. If you put on your Fairy Mask you will find that there is a fairy or fairies in the room.
- v. The first is right in front of you and the second is on a chest to the right. You must dive into the Deku Flower and fly to the chest to get it.
 1. Fairy 1&2
- vi. Now fly through as Deku Link and get to the flowers and continue to the end platform. Watch out for the Big Skulltulas on the sides so enter in the middle.

- vii. The huge flower in the middle will needed later, but watch out for the little ones. They will not hurt a Deku Link, but a regular Link will get chewed up and spit out.
- viii. There are 2 Fairies here. The first is inside one of the pots on the southeast corner and one in the Deku Baba that is guarding the locked door on the west side.
 - 1. Fairy 3&4
- ix. The only unlocked door is to the east side of the room. Take it for the next area.
- x. This room has a Deku Flower in the middle of the room and a chest on a ledge.
- xi. Hop over the water and the flowers to get to the Deku Flower and dive in and fly to the chest.
- xii. Open it to get a Small Key, but don't rush away yet. There is another Fairy here.
- xiii. The face to the left of the chest, facing the wall, and shoot the face in the wall to get the Fairy in the bubble. It may take a few times to get it.
 - 1. Fairy 5
- xiv. Take the flower and fly to the room on the east side with the torches.
- xv. This room has a bunch of spiked turtles that are immune to your sword attacks and mostly any other attacks except one.
- xvi. Lure the turtles to you while you are near a Deku Flower. Dive in and wait for them to go above you and pop out.
- xvii. It may take a few times, but you'll get the hang of it, it is kind of fun too.
- xviii. Once they are all dead you will get your first Dungeon Map.
- xix. Dungeon Map
 - 1. This is the only time you will get an explanation.
 - 2. This map will tell you the format of the room, but you need the compass to find out where you are.
- xx. Return back to the previous room and then to the next. So you are back to the room with the huge flower.
- xxi. Go to the west side and open the locked door.
- xxii. This room has a huge block in the middle, but only Link's form can move it.
- xxiii. There are 3 fairies in this room all of them you can get now, but you can wait on one.
- xxiv. Push the block forward and follow the planks right until you get to the northeast corner.
- xxv. There is a Big Skulltula here that has a

- fairy inside. Kill it to get it.
1. Fairy 6
- xxvi. There is another one under the planks in a bubble. You can pop it by swimming into it, but the water is poison. If you are low on hearts with no potions to refill yourself then you can wait till later. It is near the entrance.
1. Fairy 7
- xxvii. If you do get it you must find the ramp that will take you back up out of the water.
- xxviii. Go around and push the block again and go down towards the end with the door.
- xxix. Go up the ramp and shoot down the hives with a "Snot Bubble" and put on the Fairy Mask to call it to you.
1. Fairy 8
- xxx. You will need to light all of the torches to the room. You can get the flame from the torch near where the fairy was.
- xxxi. Use a Deku Stick and the Bunny Hood to get them all.
- xxxii. Go into the southern room that is now open with the torches lit.
- xxxiii. This room has the same feeling as the ones with the turtles. The Dragon Flies can be a pest, dive into the flowers and wait for them to come near you and pop out to kill them.
- xxxiv. In return you will get the Compass.
- xxxv. Compass
1. This goes with the Map. Now when you enter a room you can see where you are and where you came in.
- xxxvi. Return back to the previous room and go to the left from the door. Go up the stairs and you should notice the platforms in the air.
- xxxvii. Take a Deku Stick and light it with the torch on the stairs. Jump over the platform and then to the web jump to it and burn the web.
1. If you roll before you jump or have the Bunny Hood you should be all set.
- xxxviii. When you start here stock up on some Deku Sticks you will need them. Turn into a Deku Link and go up the stairs.
- xxxix. This room is infested with these irritating Dark Boes. They are small and you can only see their eyes in the dark.
- xl. Deku Spin until they are all dead. Once they are dead turn into regular Link and take out your Deku Stick. Light it with the torch in the middle and then run along the edge of the room to light all of the 3 torches.
- xli. If you do in time a chest will appear with

- another fairy inside.
1. Fairy 9
- xlii. Go into the next room. This room can be tricky. There are tons of Dragon Flies here and if you fall into the wrong area you will be back to the beginning again.
- xliv. Fly to each of the Deku Flowers until you get to northeast corner of the room and take the stairs.
- xlvi. There are 2 more fairies that are available now; the first is to your right as you exit.
1. Fairy 10
- xlvii. Walk around to your right heading to the eastern door and step on the switch.
- xlviii. This will make a ladder so that you can climb straight to the second floor without having to worry about going all the way around.
- xlix. Go back to the door you came in from and look to the left. There is an unlit torch there; this will come into play later, and a footswitch.
1. Turn into Deku Link and dive into the flower near the door. Fly over to the switch and press it down as normal Link.
 - li. A chest will appear at the entrance to the room. Open it to find the final fairy for this room.
1. Fairy 11
 - a. There are 4 more left.
- lii. Go to the right where you hit the first switch and enter this room. This room should look familiar. Stay on this level, but go to your left.
- liiii. Go into the door and you will fight an old friend from Oot. The Lizalfos.
- liv. He's got some new moves, including fire breath, so just horizontal slash and dodge.
- lv. He isn't too hard so you shouldn't have too much trouble.
- lvi. Once you defeat him you will get the new weapon and best friend. The Hero's Bow.
- lvii. Hero's Bow
 1. This bow can be used for many things, mainly as a weapon.
 2. You can shoot Eye Switches and Crystal Switches from a distance now as well as sniper a lot of enemies.
 3. To make the Arrow turn into a Fire Bow without the Fire Arrow upgrade just shoot it through a torch.
- lviii. Go back into the previous room and shoot the Eye Switch across the way

from the level you are on. This will make the Deku Flower in the middle of the room to elevate and descend so you can fly across the hall to the next room.

- c. Woodfall; Sub Boss
 - i. Gekko
 - 1. This is going to be a tough fight. You need to change form Deku to Link very fast and pull out your Bow and Arrow even faster.
 - 2. What will happen is the Gekko will jump on his turtles and come after you. You need to go into a Deku Flower and jump when he comes over you.
 - 3. This will knock over the turtle, sometimes releasing some Arrows.
 - 4. The Gekko will now run across the walls and ceilings for a short time.
 - 5. Shoot him with your Arrows and repeat. Three shots and he is gone.
 - a. He turns into a frog, but this will come to play when we do the Don Gero's Side Quest.
 - 6. The door in the back will open allowing you to get the Boss Key.
 - ii. Boss Key
 - 1. This key is the only one that will open the Boss' Door.
 - iii. Go back to the previous room with the elevated Deku Flower.
 - iv. This time go back taking the west exit to the room with the huge flower.
 - v. Right in front of you when you enter this room is a torch. You need to shoot an Arrow through the torch and hit the torch base in the center of the flower.
 - 1. It may take a few tries to get the hang of it.
 - vi. This will make the flower rise and spin. It also clears the water of the poison so you can go back to get that fairy in the room with the block, if you need to.
 - 1. You can also shoot the bubble with an Arrow and call it with the Fairy Mask.
 - vii. Jump onto the spinning flower from the second level and take a spot near, but a little away from the torch in the middle.
 - viii. Remember the torch near the Switch that makes the Fairy chest appear? You need to light that from the moving flame.
 - ix. If you can do it the door will open leading you to the next room and one more step to the Boss.
 - x. Go through the now open door. There are

- 4 fairies in this room too so get ready.
- xi. The first one is in a bubble surrounded by fire, just shoot an Arrow to pop the bubble and then call it with the Fairy Mask.
 - 1. Fairy 12
 - xii. The next two are in the alcoves to the right of the entrance. Go down to the bottom and then use the Deku Flower to go to your left facing the entrance.
 - xiii. Go up to the first one and land in the alcove to get this one. Then take out your Bow and Arrow and shoot the one across the room in the other alcove, and then get the final one on the next alcove above you.
 - 1. Fairies 13,14, &15
 - xiv. Now that the fairies are all saved you just need to make it to the Boss Room.
 - xv. Go back to the bottom of the ladder and take the Deku Flowers up to the second alcove on the left facing the entrance.
 - xvi. Shoot the Crystal Switch with an Arrow and then turn into Deku Link.
 - xvii. Now dive in and fly straight to the pillar. Ignore the Deku Flower above the Crystal Switch.
 - xviii. Dive into the pillar Deku Flower and then fly to the Boss Room before the fire comes back.
 - xix. Open the door and prepare for your first Boss fight.
- d. Woodfall; Odolwa
- i. Odwola is a large boss to fight. You need to be in Human form to fight him.
 - ii. Z Target him and shoot an Arrow once you think his defense is down.
 - iii. While he is stunned do a Jump Slash at him. After a few good hits he will summon some bugs. Place a Bomb to kill them or do a Spin Attack to take them out.
 - iv. Use your R to block his jump slash attacks and jump when his defenses are down.
 - v. When he is dead you will get the Odolwa Mask. It is the first of 4 Sacred Masks you must collect as well as a Complete Heart Container.
- e. Woodfall; Side Exit
- i. If you need to, or want, to defeat Odolwa again because you skipped the Deku Princess you only have to enter the temple and step on the glowing platform, if you need to go through the temple again just pass it.
 - 1. You will be transported to the Boss' Room automatically.
- f. Woodfall II
- i. Now that you defeated Odolwa the

- temple raises a level and you are placed in the back.
- ii. Turn around and use your sword to chop down the vines and talk to the Deku Princess. She will thank you for saving her and wants you to take her to her father.
 - iii. Swipe a bottle in front of her and she pop in.
 - 1. Don't bother, I don't get it either.
How will she fit in a bottle?
 - iv. Now that you are out you need to return the Stray Fairies to the Fairy Fountain.
 - v. The Fountain is on a ledge in the southwest corner of the map.
- g. Woodfall; Fairy Fountain
- i. Once you return all 15 Fairies you will be given a gift of Power.
 - ii. Every time you charge your sword you will do a large spin, minus some MPs.
- h. Deku Palace II
- i. Return to the Deku Palace and turn into a Deku and enter the palace.
 - ii. Talk to the King and release the Princess. She will then order the freedom of the Monkey. You are also allowed a gift, but you must go to the side of the palace to get it.
- i. Deku Palace; Outside II "+"
- i. Hop on the Lily pads to the entrance to the cave.
 - ii. Talk to the man and he will tell you must follow him in order to get your prize.
 - iii. Put on your Bunny Ears and follow him. When you get to the area where there is a large amount of water, turn into a Deku and bounce across.
 - iv. There is no time limit, but he is fast, the Bunny Hood is a good thing to have.
 - v. When you get there you will be awarded a new mask.
 - vi. Mask of Scents
 - 1. This mask will allow you to find a special scent that help to make Ultimate Potions at the Potion Shop, just give it to Kotake.
 - a. The 2 places are in the Stock Pot Inn, or the Lost Woods where you find the witch.

XVI. Extra Stuff

- a. Koume's Swamp Cruise Target Game "*"
 - i. Now that you have a Bow and Arrow and defeated Odwola you can take Koume's challenge and play target practice with her.
 - ii. If you hit 20 Targets by the end of the ride then you will get a Heart Piece.
 - 1. If you hit Koume 10 times you will lose.

- b. Termina Field; Pea Hat Grotto "*"
 - i. Go to the forest area of Termina Field. Look inside the grass and find the butterflies floating around one area.
 - ii. When you fall down that hole you will find a Pea Hat there. He has LARGE blades and will try to chop you down.
 - iii. Take out your bow and fire some arrows at him kill him from a safe distance.
 - iv. When you are done you will get a Heart Piece for your troubles.
- c. Honey & Darling's Shop II "*"
 - i. Come to the Shop and play their games, one each day, and in the end you will get a Heart Piece.
 - 2. Day I
 - a. Bombachu Targets
 - 3. Day II
 - a. Bomb Basketball
 - 4. Day III
 - a. Target Practice
 - ii. East Clocktown; Town Shooting Gallery "*"
 - 1. Go to the Shooting Gallery and get a perfect score for a Heart Piece.
 - 2. Close to prefect gets you a Quiver.
- d. Path to the Southern Swamp; Swamp Shooting Gallery
 - i. Go back to the path to the Southern Swamp and go to the small inlet on the side.
 - ii. Get a perfect score in the gallery and get a Quiver, get it one more time to get a Heart Piece.
 - iii. A perfect score is 2,120! There are some hidden ones so look at the trees, cliffs, and other areas.
- e. Termina Field II
 - i. If you are looking for some money you can shoot down the bird that steals your items from a distance.
 - ii. It takes 12 shots, but you get the Orange Rupees worth 200 Rupees for each time you kill it.
- f. Gold Skulltula House "+"
 - i. You can do this anytime, but it is easier with a Bow and Arrow.
 - ii. To get here you need to go outside the Deku Palace and turn to the side.
 - iii. Hop over the water to the island with the Spider Web blocking the door.
 - iv. Take out your Deku Stick and light it with the torch and burn the door away.
 - v. After you kill a Gold Skulltula you must collect it's token in order to get credit, if not then it will come back to life after you leave the room.
 - 1. If you run out of Arrows then you

can leave and come back with the same amount of tokens.

- vi. Be Prepared
 - 1. You need 2 bottles of Bugs.
 - a. Some can be found near the entrance.
 - 2. You need 2 Beans.
 - a. The water on the floor in the first area is actually Spring Water.
- ii. Main Room; Level 1
 - 1. It is to your right as you enter the first area, jump off the platform, and break the pots to find it.
 - a. Skulltula 1
 - 2. This Skulltula is in the water.
 - a. Skulltula 2
 - 3. This Skulltula is next to the ramp, but it's on the pillar
 - a. Skulltula 3
 - 4. There is a small dirt patch on the left sidewall. Pop open the Bottle of Bugs and watch them go inside.
 - 5. This Skulltula will pop out for you.
 - a. Now fill it with Spring Water.
 - b. Skulltula 4
 - 6. This one is also on the soil patch, but it is on the opposite sidewall.
 - a. Skulltula 5
- iii. West Room; Level 1
 - 1. Go to the West Room, off the first one.
 - 2. Break of the crates in the room by rolling into them or break them as Goron Link.
 - a. Skulltula 6&7
 - 3. Now blow up all the rocks in the room to find a dirt patch.
 - 4. Go to the dirt patch and plant a Magic Bean. Pour some water on it and ride it to the Skulltula on the wall. Kill it and take it.
 - a. Skulltula 8
 - b. There are more here, but they are on the second level, we will get to them soon.
- iv. East Room; Level 1
 - 1. Roll into the Vases to make 2 more Skulltula pop out.
 - a. Skulltula 9&10
 - 2. Break the pots to the right side of the room for another Skulltula.
 - a. Skulltula 11
 - 3. Go to the vines on the ledge to the left. Swipe your sword to clear the vines and reveal an alcove.

4. Get the Skulltula and exit the alcove.
 - a. Skulltula 12
- v. Eastern Room; Level 2
1. Now Deku Shrub that is near the alcove will not wake up. Play the Sonata of Awakening and he will leave.
 - a. /\ \/ /\ \/ A > A
 2. Now fly o the ledge above the alcove.
 3. Take out your Bow and Arrow and shoot down the "Nests".
 4. Two will have Skulltula; the others will have Hornets, so be careful.
 - a. Skulltula 13&14
 5. There is one on the wall above the alcove on the right wall. Wait for it to come down and get the Skulltula.
 - a. Skulltula 15
 6. Now go back down onto the Deku Flower and shoot up to the back of the room.
 7. At the top there is another Deku Flower and a door. Go through the door.
- vi. Main Room; 2nd Floor
1. Turn to the back of the room and notice the dirt patch. Pop open a Jar O' Bugs and get your next Skulltula.
 - a. Skulltula 16
 2. Now take the Deku Flower near the door and fly to the center Deku Flower.
 3. Turn into Link and shoot an Arrow at the Skulltula that is on the wall opposite of the entrance on top.
 4. Turn into a Deku and fly to the Token.
 - a. Skulltula 17
 5. Now fly to the opposite side of the room. There is another Skulltula crawling on the back pillar on the north side of the room.
 - a. Skulltula 18
 6. Now enter the door on the left side, the side you should be on now.
- vii. Western Room; 2nd Floor
1. There is a Skulltula on this level behind the torch.
 - a. Skulltula 19
 2. The final one for this area is on the statue that is in the middle of the room. Shoot it with an Arrow

and then jump onto it to get the token.

- a. Skulltula 20
3. Now go back to the Eastern Room and fly up to the 2nd Floor and take the exit to the Northern Room.
- viii. Northern Room
 1. Once you enter hit the switch to create a ladder to the opposite side of the room.
 2. Shoot the Skulltula with an Arrow and then climb the ladder to get the Token.
 - a. Skulltula 21
 3. There is another on the last pillar to the right, wait for him to come down.
 - a. Skulltula 22
 4. Once there shoot down the "Nests" and get another Skulltula.
 - a. Skulltula 23
 5. Now go to the dirt patch on this walkway and plant a seed and some water.
 6. Ride the plant to the Skulltula on top of the wall.
 - a. Skulltula 24
- ix. Tree of Spiders
 1. This last room has tons of Skulltula, but they are hidden among the trees and plants.
 2. First roll into the tree to knock down three Skulltulas down.
 - a. Skulltula 25,26,&27
 3. There are two more among the brush, you may take some damage, but it is worth it.
 - a. Skulltula 28&29
 4. The final one is in the "Nest" above the trees.
 - a. Skulltula 30
- x. Now go back to the entrance and visit the man there. He will thank you for saving him and curing him of his curse.
- xi. In return he gives you the Mask of Truth!
- xii. Mask of Truth
 1. This mask will allow you to talk to the Gossip Stones to get information.
 2. It also lets you talk to animals like dogs.

II. Extra Stuff

- a. Romani Ranch; Dog Track "*"
 - i. Go to Romani Ranch on the 3rd day, or after you clear the road and visit the Dog Track in the back of the Ranch.
 - ii. Talk to the woman to get the chance to choose a dog.
 - iii. Pick a Dog up with the Mask of Truth on

- you can hear their thoughts.
- iv. The key to getting the best dog is the listen to what they say.
 - 1. Ruff, I feel Invincible
 - 2. I fell like I could win today!
- v. DO NOT PICK
 - 1. "Ruf-Ruff"
 - 2. "Hoo-Whine"
 - 3. Or anything negative
- vi. If you get 150 Rupees in one race then you get a Heart Piece.

III. Investigate the Northern Mountains

- a. North Termina Field
 - i. Go to the North Termina Field and walk up the snow path to the top where the ice blocks the way to the Mountain Village.
 - ii. Shoot 2 Arrows at the icicles above the ice to shatter it.
 - 1. Do not touch the ice or you will freeze for a short time.
- b. Mountain Village Path
 - i. When you get through follow the path. When you reach the large piles of snow you can blow it up to get through.
- c. Mountain Village
 - i. When you get to the village you can activate the Owl Statue that is north of the Mountain Smithery hut.
 - 1. You can't do anything now because it is frozen in ice inside.
 - ii. When you are ready head to the Southeast exit. Follow the path over the mountains.
 - iii. You may run into some Snow Wolfos, just treat them like regular ones.
 - iv. Be sure to shoot down Tingle to get some new maps if you need them.
 - v. Keep moving through until you get to the Goron Village.
- d. Goron Village
 - i. When you enter Goron Village you will find some Gorons freezing.
 - ii. There isn't much to do here now. You need a few things to make this Village moving.
- e. Goron Village; Deed Trading "*"
 - i. You can do some more work on the Deed Trading Sequence now.
 - ii. Complete it up to the Southern Swamp Akido Nut and take that Deed to the Goron Village.
 - iii. Find the Akido Nut to the right side of the town to trade with, but in Deku form.
 - iv. Use his flower to get the Heart Piece on the ledge.
- f. Goron Village II
 - i. Go around the back of the village when the Owl stops you.
 - ii. He mentions that you must let your courage guide you, not your eyes, and to

- follow his path.
 - iii. Take care you will be jumping on invisible platforms. Watch the Owl go through his path and he will drop some feathers on the invisible platform.
 - iv. Follow the feathers to the Lone Peak.
 - g. Lone Peak "="
 - i. After another conversation with the Owl you will enter the cave. Inside is a chest with the Lens of Truth.
 - ii. Lens of Truth
 - 1. This will let you see the invisible monsters, platforms, and spirits that are around the world.
 - iii. Now turn on the Lens of Truth and jump from platforms that you can now see them to the village.
 - h. Goron Village III
 - i. When you get back you will see a gray spirit. Talk to him and he wants you to help him, since no one can see him.
 - ii. He is Darmani, the lost spirit of the warrior of Gorons.
 - iii. He wants you to a leave his suffering, follow him to his grave.
 - iv. Keep the Lens of Truth on and follow him. He will take you back to the exit of the Village all the way across the mounds.
 - 1. If you run out of Magic Power then turn it off when you get to the path. Darmani will wait for you until you get some Magic Power, but do not leave the area to a new section, he will disappear.
 - i. Mountain Village II
 - i. When you get back to the Mountain Village you will follow him to the back of the village with water.
 - ii. Turn into a Deku and hop across the water.
 - iii. Turn on the Lens of Truth again to see the stairs. The stairs has some dead ends, but keep moving up.
 - iv. When you get there follow Darmani to his grave.
 - j. Darmani's Grave "+"
 - i. When you get there you are asked to some how a leave his suffering.
 - ii. Play the Song of Healing to cure him and you will get the Goron Mask.
 - iii. Read the Grave to find out how to maneuver the Goron's abilities.
 - 1. When rolled up press A to make a pound into the ground
 - 2. When you roll you will gain speed and eventually grow spikes mowing down any obstacles, but it takes MP.

- iv. Now go to the back of the grave as a Goron and pull the grave out to get some Hot Spring Water.
- v. Take out a bottle and bottle it up. Now Goron Roll out of the cave.
- vi. Go to the Goron that is frozen in ice outside. Open the hot water to free him.
- vii. Now that you know how it works you should know that it has a time limit so you have to hurry.
- viii. Go outside, but turn into a Deku before you jump over the edge.
- ix. Hop across the water and turn into a Goron again.
- x. Roll back to the path that leads to the Goron Village and stop once you reach the mound that has a hole covered in ice.
- xi. Open the Hot Spring bottle on the ice and now you have access to the Second and more accessible Hot Spring.
- xii. Don't bother getting some now, but you will be back here soon.
- k. Goron Village III
 - i. Head to the Goron Village and look for the entrance to the Goron Shrine, it is at the bottom of the Village.
 - ii. When you get there do a Goron Rolling Pound to get the door open.
 - iii. Head inside and look for the Baby's room, follow the crying.
 - iv. Talk to him and he will cry for his father.
 - v. Exit the village and head for the new Hot Spring.
- l. Mountain Village III
 - i. When you get to the Hot Spring get some water and head outside.
 - ii. Go down off the mound and head back towards the Goron Village.
 - iii. Pound any large snow mounds you find until you see an old Goron in ice.
 - iv. Pour the hot water on him, as a Goron, and he will thank you for your help.
 - v. He is shocked to see Darmani is alive, and after a short conversation you notify him of his son.
 - vi. He is too busy to come home, but he will teach you a song on your drums to help him sleep.
 - vii. Goron Lullaby; Part 1
 - 1. A > < A > <
- m. Goron Village IV
 - i. Now return to Goron Village and go back to the Shrine with the crying baby.
 - ii. Play the Goron Lullaby as Goron Link for him and he will teach you the rest of the song.
 - iii. Goron Lullaby; Completed
 - 1. A > < A > < > A
- IV. Freeing Snowhead & Goron Village
 - a. Snowhead
 - i. Go back to the Mountain Village. If you

want to you can take some Hot Spring Water with you and melt the ice in the Mountain Smithery.

- ii. The man will upgrade your sword, but it will only last for 100 strikes, the only way to make it permanent is to get Gold Dust.
 - 1. You get this later when spring arrives.
- iii. Head through the village to the upper left corner, past the Owl Statue.
- iv. When you get there you will have to do a Goron Roll over the ramps, watch for the sides be sure not to fall.
 - 1. When you get the Spikes it will clear any snowballs coming at you.
- v. When you get through you will see an Owl statue. Activate it and move up just a little.
- vi. If you try going to the path that leads to the temple you will be blown back or off.
- vii. There is a HUGE Goron that is blowing wind at you so you have to take care of him first.
- viii. Play the Goron Lullaby to make him fall asleep and now you can enter the temple.
- ix. Move up through the path hitting any snowballs that come your way.
- x. Walk around on the path to the top of the path and enter the temple.

b. Snowhead Temple

- i. This first room has a bunch of Ice Stalagmites. Swipe your sword or Goron Punch them to get rid of them.
- ii. Turn into Goron Link and push the block all of the way back so it will fall into a hole completes the hallway.
- iii. This room has three doors. One locked and one with ice blocking it.
- iv. Go to the right one, the only available one, for the next room.
- v. There are 15 Fairies here like before. The first 2 are here.
- vi. As a Goron go to the beginning of the wooden platform and start a Goron Roll. If you get enough speed you will go flying over the pillar in the middle as well as the gap and make it to the other side.
- vii. From here take out you Bow and Arrow and aim at the stone pillar standing near where the pots are.
- viii. There is a fairy in the bubble in the alcove inside the stone pillar. Call it with the Fairy Mask.
- ix. There is a second one under the platform behind you that is above the stairs.
 - 1. Fairy 1&2
- x. If you fall down into the pit you must go

- back to the beginning where there is a ladder.
- xi. Watch out for the Lave, but in Goron form you will not be hurt. Link will be and a Deku or a Zora will be burnt and sent to the entrance of the room.
 - 1. I know you do not have the Zora form yet, but it is a FYI.
 - xii. When you get over there and have the fairies then jump over to the platform in front of you and up the stairs.
 - 1. Ignore the door for now, just go up the stairs.
 - 2. You need to jump as Link; a Goron form is too big to make most jumps while standing.
 - xiii. Here you will see a thing called a "Real" Bombchu. He is an annoying pest that the Bombchu was based from. Once it hits something it explodes.
 - xiv. The best way to dispatch of this annoying monster is to block him with your shield. He will bounce back and blow up at a safe distance.
 - xv. There is a fairy here and it must be one of the simplest to get. It is sitting in the corner of the room.
 - 1. Fairy 3
 - xvi. Open the chest in the corner for the Dungeon Map. Go back downstairs.
 - xvii. This time go into the door, but you can re-stock with some of the pots by the door.
 - xviii. This is the Center Room 1st floor. This room is actually a huge room that extends 5 stories.
 - xix. There is only one door that is open that you can only go to one room right now, but there is a fairy that you may want to get. Drop down into the basement of this room you should find a switch in the lava.
 - xx. Step on it, a Goron can resist the heat of the lava, and go to the chest it created. Open it to find the fairy.
 - 1. Fairy 4
 - xxi. Now open the door to the only place that is open. You can activate a fairy chest here now, but you won't be able to get it until later.
 - xxii. Go to the block on the left side of the room and pull it out pull it all of the way to the end of the room to the farthest spot you can.
 - xxiii. If you hear a chime you got it in the right spot and a chest will appear.
 - xxiv. This is the fairy chest and the block will act as a bridge to get it later on.
 - xxv. Now go back to the spot where you pulled the block out and go inside to get

- the chest.
- xxvi. Take the small key and head back to the center room. Turn to your left and head to the ice block with the torches on each side.
 - xxvii. Shoot an arrow through the torch flame into the ice and it will melt.
 - xxviii. This will make a short cut to the entrance and let you use that new key you just picked up.
 - xxix. This leads to the room with a lot of ice blocks that are now able to be melted just yet.
 - xxx. There is another fairy here and this room leads to the previous fairy that you couldn't get, but for now you have to skip it.
 - xxxi. Take the chest in the middle for the Compass and go to the back of the room.
 - xxxii. Blow up the wall in the middle of the pillars to make a staircase appear to the next floor.
 - xxxiii. This room has a bunch of ice blocks on the pillars, but these ones can be broken.
 - xxxiv. Take out your Bow and shoot some Arrows at the large icicles that are on the ceiling.
 - xxxv. Two shots should knock them down and break the ice. Now jump from each small platform until you get to the large snow mound on the left side.
 - xxxvi. Goron punch it and take the Small Key. After you get the key take out your Lens of Truth and look for the hidden alcove near the entrance of the room with a fairy chest inside.
 - 1. Fairy 5
 - xxxvii. This room is a small puzzle that can get confusing. Some of them are timed so be quick. The Switches are Goron Switches.
 - xxxviii. Before you start to hit the switches take out your Lens of Truth. Go to the center of the room and look up with your Bow and Arrow and you should see the fairy, pop it with the Arrow.
 - 1. Fairy 6
 - xxxix. First hit the switch on the platform you are on right now.
 - xl. This will raise two platforms and block the door.
 - xli. There is a switch that was raised in the pit that will allow you to climb to the other side.
 - xlii. Now hit the switch closest to you and run to the one that was raised connected to your platform.
 - xliiii. Goron Stomp this switch and the door will be opened.
 - xliv. Climb back up and get through the door before the switch rises again.

- xliv. You will be back in the Center Room again, but up 2nd Floor.
- xlvi. Goron Roll across the pit to the other side. This time there is a small snow pile on the side.
- xlvii. Goron Roll through the snow but avoids the edge. Think of this as practice. You will do this again, but there will not be a net next time.
 - 1. Avoid the wall; it will cause you to bounce back.
- xlviii. Now Goron Roll across the pit again to get to the first Sub-Boss' room.
- c. Snowhead Temple; Sub Boss
 - i. Wizrobe I
 - 1. This is the first time you have to Wizrobe. This is actually the easiest time you have to fight him.
 - 2. The best way to fight him is to stand in the corner and scan the room with your Arrow.
 - 3. Hit him while he is spinning on the portal before he shoots his fire wand at you.
 - 4. After several hits he will make things harder for you. He will send illusions of himself to each of the portals.
 - 5. Look for the real one spinning and shoot him before he shoots his fire wand.
 - 6. As a reward you are given the Fire Arrow.
 - ii. Fire Arrow
 - 1. This Arrow will kill all of the Freezards, or some times called the Ice Wizards, instantly.
 - 2. They also melt Ice Blocks that block your path.
 - iii. Now Goron Roll backs to the other side and enter this room. There is a Freezard there, kill him with the Fire Arrow.
 - iv. There is an Ice Eye Switch that needs to be activated. If you do this will make the platform in the middle of the room to rise and allow you to get to this floor much faster.
 - v. Before you leave take out your Lens of Truth and you should see the series of platforms leading to an alcove.
 - vi. Take off your Bunny Ears and jump over each one until you reach the chest. Open it for a Fairy.
 - 1. Fairy 7
 - vii. Jump down and enter the door that leads back to the second room you entered when you got to the temple.
 - viii. There is another Small Key here that you will need. You need to kill all of the

- Freezards and melt the Ice Block to get it.
1. One Fire Arrow will kill each Freezard.
- ix. Go back to the entrance of the temple and go through the door that you opened with the first small key.
 - x. This time melt the ice blocks in the room. There should be a switch that was frozen and it will create a block.
 - xi. First push it back to the end of the room where you can get a Fairy Chest.
 - xii. Now push it back to the edge on the backside of the chest where you got the Compass.
 - xiii. Climb up onto the ledge and throw a bomb onto the crate near the stairs. This will reveal a fairy inside, call it with the Fairy Mask.
 1. Fairy 8&9
 - xiv. Now go through the door on the ledge. This will lead back to the room where you got the first Small Key.
 - xv. As long as you placed the block at the end of the room you will be able to jump from it to the other side and get the Fairy Chest.
 1. Fairy 10
 - xvi. Go back to the Center Room on the first floor. This time you can melt the ice blocks that did not allow you to enter the other rooms with the Fire Arrow.
 - xvii. The first one you want to melt is the one on the eastern wall. It is next to the cage.
 - xviii. This room is a huge pit that will make you land on the basement. If you fall then you can exit through the door and go back up through the Center Room.
 - xix. You can also melt the Deku Flower and fly back up straight to this room.
 - xx. There is a Fairy Chest in this room on the far ledge, but you must kill all three Freezards first. Kill them with Fire Arrows.
 1. Fairy 11
 - xxi. The next step is to light all three of the torches. Light them with the Fire Arrows and the door will open near the one you entered.
 - xxii. Jump over the pillars to get there. This will lead to the caged room that you can see from the Center Room.
 - xxiii. Hit the Goron Switch and this will make a HUGE Pillar rise up the Center Room.
 - xxiv. This blocks off several rooms, but there is switches on the basement that will make it go back down if you need to get through the rooms again.
 - xxv. Jump back to the bottom of the Center Room and go back up. This time take the elevator to the second floor and roll over

- the snow in the Center Room 2nd Floor.
Open the door with the Small Key.
- xxvi. You are now in the Center Room 3rd Floor, but there is another snow path here. The only problem is if you fall down you will end up back at the bottom, there is no net.
 - 1. There is a Fairy just below you in an alcove with a Fairy Chest. The only problem is that it is unreachable right now; you need to jump from the Center Room's 4th Floor to get it.
 - xxvii. Roll over and take the stairs. This room is filled with "Snow Caps". They will throw boulders of snow at you. Kill them to get them out of the way.
 - xxviii. There is a fairy in the alcove that needs the Lens of Truth to see.
 - 1. Fairy 12
 - xxix. Take the stairs up to the 4th floor. This room has 2 Lizalfos that need to be dispatched. If you kill them you can get the 2 fairies that rise from their dead bodies.
 - 1. Fairy 13&14
 - xxx. You should now be in the Center Room 4th Floor. Go across the platform to get the Boss Key.
- d. Snowhead; Sub Boss
- i. Wizardrobe II
 - 1. This time he holds the Boss Key. Use the same strategy as you did before. Stand in a corner and shoot him with the Fire Arrow.
 - 2. After a few shots he will make the illusions, kill the one that is spinning.
 - 3. After you kill him go through the door and get the Boss Key from the chest.
 - ii. Now to get the final fairy. On the platform of the 4th Floor look around the edges with the Lens of Truth for the hidden alcove.
 - iii. Jump from the platform, without the Bunny Hood, and you should land in the alcove.
 - iv. Get the chest and take the Deku Flower to the 3rd Floor.
 - 1. Fairy 15; Final Fairy
 - v. The Boss Room is actually on the 4th Floor, but it is only reachable by the Central Room 3rd Floor.
 - vi. You need to go to each level Center Room, from 2 and 3, and Goron Punch each of the blue slots to make it fall down.
 - vii. Go to each one and knock them down. Now go to the Central Room 3rd Floor

and punch the Snow Boulders down enter the Boss Room.

viii. When you enter you have to shoot Ghot with the Fire Arrow to thaw him.

e. Snowhead; Boss

i. Ghot

1. Ghot is actually a simple boss to beat, but you must defeat him several times throughout the game to get everything.
2. Ghot is actually a mechanical machine, and he uses that character in his attacks.
3. Turn into Goron Link and roll after Ghot. You need to get the spikes and roll into Ghot. Simple right.
4. If you are able to get some height from the bumps in the circle path and get Ghot in the back he will collapse allowing you to go crazy on his, hmm, but, yeah but.
5. After a few hits he will start to drop boulders and spikes into the ground trying to knock you down.
6. After a few more hits he will start to drop bombs from his hoofs, and then he will shoot electrical beams from his horns.
7. After all of that you know he is close to death as you see smoke and shorts of electricity from his head.
8. After he is dead you get your second Sacred Mask and spring will return.

f. Snowhead; Fairy Fountain

- i. At the base of the temple is the Fairy Fountain. Return the stray fairies to get her gift.
- ii. She will double your magic bar. This is a very important upgrade that you will need to complete the game.

V. Spring Time Fun

a. Goron Village V "="

- i. In the Mountain Village the snow has melted and it is back up and running.
- ii. The most important thing is the Powder Keg.
- iii. Go to the entrance to the village and go to the left on the ground level.
- iv. There is a cave that leads to the Powder Keg shop, but blocked by ice before.
- v. Go inside as a Goron and talk to the

Goron there. He will let you use the Powder Keg, but first you have to take a test.

- vi. You must bring the Keg to the Goron Racetrack before it explodes. If you do this and clear the boulders there he will give it to you.
- vii. Take the Keg and throw it up the ramp and roll up. Keep doing this until you get outside.
- viii. Now run with it back through the Mountain Path, past Tingle, but avoiding the water.
- ix. When you get to the end of this area turn to the right and you will see a path that leads to some boulders.
- x. Place the bomb there and wait for it to blow.
 - 1. You can speed it up shooting an arrow at it.
- xi. Before you head to the Racetrack go back and talk to the Goron and he will allow you to use the Powder Keg at will.

b. Goron Racetrack "="

- i. Welcome to the Goron Racetrack! This is an important race to be in.
 - 1. Be sure you do this on the 1st day!
- ii. You can compete in it, as many times as you want, but the rewards are too great to give up.
- iii. Talk to the Elder's Baby to start the race. The goal is to be 1st in the race. You will go against some good competitors.
- iv. You start out just simple straight rolling. This is a good place to develop your spikes.
- v. One of the keys to winning is to catch some air when you go over ramps at a good speed you will go VERY far.
- vi. Try to dodge the trees as much as you can, a second can mean the difference of winning and losing.
- vii. If you win you will get a Bottle of Gold Dust!

c. Mountain Smithery "="

- i. Go back to the Smithery and give the Gold Dust to the Sword Smith and he will forge your sword with the dust making the upgrade permanent!
- ii. Razor Sword
 - 1. This sword is twice as powerful and longer!
- iii. Now that you turned the Gold Dust is forged with the sword you get the Bottle back!

d. Goron Village VI "="

- i. Head to the Elder's room during winter and turn into Link.
- ii. Take out the Fire Arrows and light the

torches in the area. These torches will stay lit until you play the Song of Time as long as you light them all.

- iii. Take out a Deku Stick and light it using a torch. Put on the Bunny Hood and run out of the room.
- iv. Light the 2 unlit torches next to the group of Gorons, then run right down the path, lighting each torch along the way.
- v. At the very bottom, light 3 more torches. When they're all lit, the giant chandelier above you will start spinning.
- vi. Go back up the path to all the Gorons and enter the room. Become Goron Link and roll at full speed out of the room, then jump the ramp and hit one of the spinning pots in the air.
- vii. Go back up the hill and do this until a piece of meat falls from one when you shatter it.
- viii. Pick up the Rock Sirloin and carry it outside.

e. Mountain Village IV "+"

- i. Bring it all the way to the guard at Mountain Village and talk to the Goron with the Frog Mask on. Give him the Rock Sirloin and get the
- ii. Don Gero's Mask
 - 1. This mask will make all of the frogs in the world follow you if you have it on.
 - 2. Take them to the lily pads on the lake in the Mountain Village.
 - a. You can't get all of them now, so I will tell you the locations of the frogs later.

VI. The "R" Files!

a. Romani Ranch "="

- i. If you need another Powder Keg then go to West Clocktown's Bomb Shop and talk to the Goron to get a new one.
- ii. When you get here on Day 1, or 2 the road will be blocked, but on day 3 it is clear.
- iii. Go on Day 1 and blow up the Powder Keg in front of the boulders.
- iv. Now go through the road and talk to Romani.
- v. She will ask you your name, but she re-names you Grasshopper!
- vi. Talk to her some more and she will ask you for help. Aliens come and attack the cows at night and she needs your help to stop them.
- vii. Before she will let you help her you have to take her test. You have 2:00 to pop all 10 balloons, 1:00 is the record, but you can do better.
- viii. They are all over the ranch, but they are east to take down, one pop and they are

- gone.
- ix. She will teach you "Epona's Song" if you pass the test!
 - x. Epona's Song
 - 1. /\ < > /\ < >
 - 1. This will call Epona anywhere that she can travel, Termina Field, and beyond.
 - 2. Play it for Cows and you will get Romani Milk!
 - xi. Now you have to wait until; 2:00 a.m. Play the Song of Time, and the Inverted Song of Time if you played it before to speed up time.
 - xii. Wait for the time to roll in and talk to Romani in the Ranch.
 - xiii. She will tell you they are coming for the Cows, and her if she is there, and you must stop them.
 - xiv. Go outside and you should see them appear.
- b. Romani Ranch; The Invasion "*" "="
- i. First play the Inverted Song of Time. They will slow down the Aliens, but the night is twice as long.
 - ii. You have to last until 5:30 a.m. They are simple to take care of, just shoot them with your Bow & Arrow.
 - iii. They are simple to kill, one shot, but they come from all angles. They will come from behind the ranch too, so make sure you check it a few times.
 - iv. They always come from the same spots, but they are unlimited.
 - v. After you dawn Romani will thank you for your help and will now let you take Epona at will.
 - vi. She also gives you a bottle of Romani Milk!
- c. Romani Ranch; Milk Wagon "+"
- i. Wait until morning on the Second Day, after you killed the Aliens.
 - ii. Talk to Cremia and she will talk to you about her sister.
 - iii. She also offers you a ride to Clocktown with her, but you have to wait until 6:00 p.m.
 - iv. Play the Double Time Song and talk to Cremia in front of the barn while she is on the wagon.
 - v. She will give you a ride, but the main road is blocked off. She goes another path, but she has to pass through the "Ugly Country", and some bandits will chase her.
 - vi. After she asks you to arm your bow you will have unlimited arrows to shoot at the 2 bandits.
 - vii. They will keep coming after you shoot them once, so keep shooting them until

they are at bay.

- viii. The other will come too, so rotate your shots. If they come to the side they are still too far too cause trouble, but they are close so attack them immediately.
- ix. If you are successful in keeping them away Cremia will give you a Big Hug, take a good look, ha ha, and the Romani Mask.
- x. Romani Mask
 - 1. This mask will allow you entrance to the Milk Bar!
 - 2. Not that important right now, but it will be soon!

VII. Extra Stuff

- a. Clocktown
 - i. Make sure you get caught up in the Deed Trading Game. Go to the point of the Goron Village.
- b. Ikana Canyon "+"
 - i. There isn't much here right now, but there is an important mask that will help greatly in the next mission.
 - ii. First go to Clocktown or Kotake's Shop and get a Red Potion.
 - iii. Go to the Eastern side of Termina Field and enter the Canyon.
 - iv. There are several fences that Epona can jump over.
 - v. When you get to the one in front of a small circle of stones get off Epona and put on the Lens of Truth.
 - vi. Talk to the Guard there and he will be surprised that someone can see him.
 - vii. Give him the Red Potion and in return he will give you the Stone Mask.
 - viii. Stone Mask
 - 1. This mask will render you invisible to people around you.
 - 2. Wear this and MOST people will not even notice you are there.

VIII. Searching the Great Bay Coast

- a. North Bay "+"
 - i. Go to the Northern part of Termina Field.
 - ii. Hop over the fences to greet the Great Bay Coast, this is the North Bay side of the Coast.
 - iii. Look into the water and you should see something weird in the water. There are seagulls circling over an area.
 - iv. Go over to find Mikau and push him to shore by moving behind him.
 - v. When you get there Mikau is dying. He talks to you about his missing eggs.
 - vi. Play the Song of Healing for him and his soul will be at peace. In return you will get the Zora Mask.
 - vii. Zora Mask
 - 1. This mask is one of the most fun masks in the game.

2. You now can soar through the water, dive as deep as you want.
 3. Buy you now have Zora Scales on the end of your arms that throw a lethal blow to most enemies.
 4. If you hold the top "L" or "R" buttons you will create a barrier shield that takes MP, but harms any enemies in the way.
- b. Fisherman's Hut
- i. There are 2 huts on the beach one is the Spider House, the other is the Fisherman's Hut.
 - ii. Talk to the Fisherman inside and he is looking for picture of one of the Pirates. If you get one for him he will be very grateful.
- c. Research Lab "*"
- i. The next stop is to the Research Lab. There are several things to do here, but the most important is information.
 - ii. Stop and hit the Owl Statue to activate the warp point. If you need to shoot Tingle Down for a Map.
 - iii. The Scientist will say that the Zora Eggs are late and they need to be in the tank before they hatch, if not they die.
 - iv. Notice the fish in the tank? Go to a small pond, the one near the fisherman's house will do, and feed them 5 fish.
 - v. After they are full they will burp out a Heart Piece.
 - vi. You can rush off to the Zora's hall, but there are several things to do that may help in the next part of the quest.

IX. Extra Stuff

- a. Zora Pit "*"
- i. Bomb the boulder near the Great Bay entrance in Termina Field. Jump down the hole and shoot the Deku Babas that hang from the Lilly Pads with your Zora Scales.
 - ii. Now shoot the Beehives on the ceiling to make a Heart Piece fall down. Now turn into a Zora and get the Heart Piece.
- b. Mountain Village Path II "*"
- i. Go defeat Ghot again to turn it into spring and then go to the Mountain Path.
 - ii. Turn into Zora Link and swim around to river to find the Heart Piece in the water.
- c. East Clocktown "+"
- i. Put on the Romani Mask and enter the Milk Bar on the Day 1 or 2 after 10:00 p.m.
 - ii. Talk to the fat Zora, Mr. Toto and he will ask you to help sound check the stage.
 - iii. Play your instruments in all 4 forms and Mr. Toto will thank you, but give you nothing.
 - iv. German will give you the Circus

Leader's Mask.

- v. Circus Leader's Mask
 - 1. This mask is pretty much useless. It only protects you from getting attacked if you wear it during the Cremia's Milk Wagon quest.

d. Gorman Brothers Race Track

- i. Off the path of the Milk Road is the Gorman Brothers Race Track. Ride Epona into them and talk to the brothers.
- ii. They make fun of Epona being small, but challenge you to a race anyway.
- iii. You have to race both of them and it costs you 10 Rupees. You have to race both of them, but it isn't too easy.
- iv. Tips
 - 1. Save your carrots for the jumps and the final laps.
 - 2. You can slow one of them down at a time by going in front of them and not letting them by this will help some.
 - 3. They go around most of the high jumps so if you can make them it will increase your speed greatly.
 - 4. Once you are near the end use whatever carrots you have left.
- v. You have to beat them twice in order to get the Garo's Mask.
- vi. Garo's Mask
 - 1. This mask will let you become one of the secret warriors of the Garos.
 - 2. It doesn't have any properties other than making the Garo man in Ikana Canyon let you pass.
 - 3. The other thing is it will summon Garo Warriors in Ikana Canyon, but they find out you are wearing a mask and attack.

X. Search the Zora Hall

a. South Bay "*"

- i. To get to South Bay go to the south part of North Bay and enter the cave leading to South Bay.
- ii. Once here go to the back of the beach following the small stream back to the waterfall.
- iii. Play the Song of Double Time turning it into night if it is not already night.
- iv. Look down the pool for the Like Like and turn into Zora Link.
- v. Kill the Like Like with your Scales and he will give up a Heart Piece for your troubles.
 - 1. Not the easiest, but no too bad.

b. Zora Hall "*"

- i. Now go back to the South Bay coastline. Turn into Zora Link and dive in. Go straight for the huge fish in the water.

- ii. Dive underwater and enter through the small hole in the mound that leads to the fish.
- iii. Enter the Fish and welcome to Zora Hall.
- iv. There are several things to do here and some great rewards, but the most important thing is getting information about the Zora Eggs.
- v. There is another exit in the back of the fish. Lulu is here; she can't talk because of the trauma she has been through.
- vi. There is also an Owl Statue here, be sure to activate it.
- vii. Talk to the people in the hall and you should get some more information about the missing Zora Eggs.
- viii. Talk to one fan of Lulu and he will be very interested in her.
- ix. Go back outside and take a picture of Lulu and give it to him. He will give you whole 20 Rupees for the picture.

1. STALKER!

c. Zora Hall; Deed Trading Game

- i. Complete the Deed Trading Game to the Goron Village spot and go back to the Zora Hall.
- ii. Go to Lula's Room. You can recognize it because of the Akido Nut.
- iii. Give him the Mountain Deed, as Goron Link and he will be very grateful.
- iv. Turn into a Deku Link and get the Heart Piece on the balcony.
- v. Now that you are ready you should head to the Pirate's Hideout to get back the precious eggs.

XI. Retrieve the Zora Eggs

a. North Bay II

- i. Before you get here you need as many Empty Bottles as you can get at this point.
- ii. Here is a quick list
 - 1. Kotake's Red Potion
 - 2. Goron Race
 - 3. Romani's Milk/Alien Reward
 - 4. Madam Aroma's Reward
- iii. Turn into Zora and jump into the water. Go to the Northern part of the bay and look for the wooden boards near the bottom of the ocean.
- iv. Do a Zora speed slam into the boards until you find the one that leads to the Pirate's Fortress.

b. Pirate's Fortress "*" "="

- i. When you first get here leap onto the ramp leading to the fortress.
- ii. There will be some guards on motorboats. They are identified by the white dots on your map.
- iii. When the coast is clear turn into Zora Link and dive into the water. Dive down

- to the bottom of the water.
1. If you are caught you have to re-enter the Fortress.
- iv. There are 3 chests here with 20 Rupees.
 - v. Go to the north part of the map and climb up the small ramp in the water.
 1. Check to make sure the coast is clear.
 - vi. When you get up there, go up the ramp on the dry area until you reach the Goron Switch.
 - vii. Turn into Goron Link and do a Goron Pound and a vent will be opened in the water.
 - viii. Turn into Zora Link and dive into the water. Go past the vent that is blowing out water and enter the new vent on the sidewall.
 - ix. This part of the Fortress is a sort of cage maze. Slam into the wood to break it open and land on the ground.
 - x. Pull the block towards you until you can't pull it anymore.
 - xi. Go left and keep moving until you see an opening in the ceiling. Go up to get the chest with Rupees.
 - xii. Return back to the outer part of the maze and keep moving on the outside until you reach the second block.
 - xiii. PUSH this one as far back as it can go. Now go around to the exit.
 - xiv. Step onto the vent to take you to the next level and get off. Dive to the bottom and walk around the mines and under the vent.
 1. If you are walking under the vent it will not suck you in.
 - xv. This next area has a Heart Piece. To get it you need to go second level of the room.
 - xvi. Goron Punch all the barrels and look for the push switch on the floor.
 - xvii. Now Goron Roll back down the stairs into the cage with the Heart Piece.
 1. Goron Roll is your best bet to make it in time.
 - xviii. Press the switch in the cage again to make the door open and head back to the second level.
 - xix. Smash the other barrels this time to reveal a crystal switch across the room.
 - xx. Turn into Zora Link and then use your Zora Scales to hit the switch. Dive into the water and take the vent to the next area.
 - xxi. This time swim over the vents by surfacing to the top of the water, but watch out for the mines.
 - xxii. Take the door to the next room. Step onto the push switch, then run to the vent and shoot the crystal switch.

- xxiii. This will activate the vent to blow water up to take you to the next level, but get off before it reaches the top of the second floor or you will get slammed with a mine.
- xxiv. This area is a good place to stock up on items so be sure to break everything.
- xxv. Now climb the ladder to the telescope and take a look at what the Pirate's Fortress looks like inside.
- xxvi. Turn around and use your arrows on the first mine. This mine will crash with the other clearing the path for you to shoot the crystal switch.
- xxvii. Shoot the switch and then jump down and enter the door.
- xxviii. You are now outside again on a ramp. No one can see you, but if you are caught you are thrown back at this point.
- xxix. There is a Hookshot target here if you have to leave and you have the Hookshot.
- xxx. This is the main room where you can get all of the Zora Eggs in the Fortress.
- xxxi. If you have the Stone Mask put it on now so no one can see you.
1. If you don't have it yet then things will be more challenging, but it is not impossible.
 2. Shoot the guards with Arrows and it will stun them for a short period of time.
 3. Deku Nuts work too, and once you get the Hookshot it will act like the Arrow and stun them.
- xxxii. First thing you should do is snap a nice picture of one of the Pirate's for the Fisherman.
- xxxiii. The goal is the ladder in the middle that leads to the suspension bridge. You may need to duck behind the crates to get here.
- xxxiv. Run across the bridge and stun the Pirate at the end if you need to.
- xxxv. When you enter you will see a bee fly into the Pirate Boss' room. You will listen in on their conversation about how they stole the Zora Eggs, but lost some in the murky water of Pinnacle Rock.
- xxxvi. When you are free to move take out your bow and shoot the Beehive through the barred window.
- xxxvii. The beehive will fall releasing the bees and will send the Pirates running.
- xxxviii. Go back to the bridge and jump off to the door on the right side of the exit and enter the area.
- xxxix. All of the Pirate Guards are gone and there is a chest in the middle of the room.
- xl. Open it to get an old item from Orcania

- of Time. The Hookshot
- xli. Hookshot
 - 1. The Hookshot is one of the most convenient items in the game. You now can pull your self to new areas by grabbing targets, pillars, or wood.
 - 2. You can also stun Pirates and kill certain monsters here also.
 - xl.ii. Now aim the Hookshot to the wood above the tank and fire to pull yourself to the tank.
 - xl.iii. Turn into Zora Link and dive to the bottom of the tank. Try to ignore the Shell Blade and grab the Zora Egg with an Empty Bottle.
 - 1. You may get a fish instead so be careful.
 - xl.iv. Go back to the Surface and climb out of the tank.
 - xl.v. Return back to the center area where you climbed to the suspension bridge.
 - xl.vi. Go to the south wall on the map and look for the first Hookshot target on the pillar. Then Hookshot again to the next target and enter the door.
 - xl.vii. Go around and enter the area with tons of barrels and one guard.
 - xl.viii. Shoot the guard and press the C up button to find the door on the north wall.
 - xl.ix. Enter here and go to the center room, until a Pirate Guard will stop you.
 - 1. This fight is simple to deal with, just wait for her to attack, dodge, and then attack her.
 - li. When she is defeated the doors will open. Head to the door with the 2 torches.
 - lii. Here is the second Zora Egg. Do as before and Hookshot to the Wood and dive down for the Zora Egg. 2 more left.
 - liii. Return back to the center room again and go to the north wall on the map this time.
 - li.v. Hookshot to the pillar target and then turn to your left and Hookshot to the next target.
 - li.v. Enter the door and go to the end of the T shaped hallway and turn left.
 - li.vi. Shoot the Pirate Guard before she sees you and enter the door.
 - li.vii. You will be attacked by another Pirate Guard, so take care of her and enter the door with the two torches.
 - li.viii. Hookshot to the wood and turn into Zora Link. Before you enter there is a HUGE Bonefish there that will spread more Bonefish in the water.
 - li.x. Use your Zora Scales to kill the Bonefish and when it is clear jump in to get the Zora Egg.
 - 1. One Zora Egg left.

- lx. Now go back to the main room, but stay on this side of the wall and jump down to the first target pillar.
- lxi. Hookshot to the right side this time, opposite side than before, and go over the bridge and enter the door.
- lxii. You can just walk right through here if you have the Stone Mask, if not, then you have to Stun, and run to the exit.
 - 1. If you are brave you can get the chest with 100 Rupees.
- lxiii. Once you are in the next room you will have to fight the final Pirate Guard.
- lxiv. Exit through the door with the torches and get the final Zora Egg from the tank.
- c. Research Lab II
 - i. Return to the Research Lab by the Song of Soaring and drop the Eggs off into the tank by standing on the grate.
 - ii. There are 3 more eggs left that were lost by the Pirate Guards. They are at Pinnacle Rock.
- d. Fisherman's Hut II
 - i. If you met with a Zora before you were told that the water is too murky to get to Pinnacle Rock, so you need a Sea Horse.
 - ii. Talk to the Sea Horse and the Fisherman will trade one for a picture of a Pirate.
 - iii. Give him the picture and you will get a Sea Horse in your bottle.
- e. Pinnacle Rock "*"
 - i. To get here swim to the 2 stone pillars in North Bay.
 - ii. Once you enter you will be transported to the Pinnacle Rock.
 - iii. Release the Sea Horse and he will thank you, but he needs a favor. One of his friends is trapped by sea snakes and needs to be freed.
 - iv. Follow the Sea Horse through his winding path, if you miss you will be sent back, but he will be waiting for you there.
 - v. When you get there enter the circular area. There are actually 8 of them to kill.
 - vi. What you have to do is swim past their hole and then turn on your barrier by using your upper right or left buttons and crash into them.
 - vii. It takes a few hits to kill them, but once they are killed you will be able to enter their layer.
 - viii. If there is a Zora Egg there be sure to grab it.
 - ix. Kill all 8 of them to save the Sea Horses' mate and they will give you a Heart Piece as a reward.
 - x. Make sure you got the final 3 Zora Eggs and take them to the Research Lab.
- f. Research Lab III

- i. Drop the final 3 Zora Eggs into the tank and watch them hatch. They arrange themselves into an odd position creating a new song for you.
- ii. New Wave Bossa Nova
 - 1. < /\ < > \/ < >
 - a. This song will lead you to the Great Bay Temple.

XII. Extra Stuff

- a. Beaver Races "*" "="
 - i. You can head straight to the temple, but there are tons of things now available to you now.
 - ii. Go to the waterfall where you killed the Like Like before for the Heart Piece.
 - iii. Hookshot to the first tree on the ledge to the left side when you enter.
 - iv. Keep Hookshooting until you get to the chest, take the Rupees and keep moving.
 - v. Finally you will land next to a cave that leads to the Beaver Races.
 - vi. The Races must be done in Zora Link form. You have to follow the beaver through the loops, with out missing any, and you must beat him within 2:00, but then you have to beat his brother within 2:30, but he is much faster.
 - vii. Now that you have the last Empty Bottle. Race them again for a Heart Piece, but they are much faster.
 - viii. You now have to beat both of the beavers in about 1:50!
- b. Oceanside Spider House "*" "+"
 - i. This is the final Gold Skulltula House in the game, and has the best rewards.
 - 1. Adult Wallet
 - 2. Heart Piece
 - ii. When you get there is a crack in the wall. Blow it up with a bomb or the Bomb Mask.
 - iii. Slide down the ramp and you may notice the 2 Skulltulas on the walls.
 - iv. Wait for them to come to the bottom and Hookshot them and Hookshot the Tokens.
 - 1. Skulltula 1 & 2
 - v. The there is another one hiding behind some webs in the corner of the room. Use a Fire Arrow to dissolve the web and kill him.
 - vi. Take the Token with the Hookshot.
 - 1. Skulltula 3
 - vii. Step back a bit and Hookshot the target above the door to make it over the gate.
 - viii. Go into the next room and look up at the rafters with a Fire Arrow.
 - ix. On the ceiling rafters is a Gold Skulltula. Shoot a fire Arrow at it to get a better chance of a hit.
 - 1. Skulltula 4

- x. Hookshot the Token and turn to the pots on the corner.
- xi. Use a Fire Arrow to dissolve the webs and roll into it. A Skulltula will pop out, kill it for it's token.
- xii. There is another one in the last pot too!
 - 1. Skulltula 5&6
- xiii. This one is hiding in the under the mask that is lowest on the stairwell leading to the basement.
- xiv. Wait for it to come out and kill it with an Arrow or Hookshot. Take the Token with the Hookshot.
 - 1. Skulltula 7
- xv. Now head into the door on this level.
- xvi. There are 7 Skulltula here, but they are tricky to get. The first is in the picture of the Skull Kid in the southwest hand corner.
- xvii. Hit the picture with a Hookshot to knock it off and take out the Skulltula.
 - 1. Skulltula 8
- xviii. Go back to the dressers near the picture and pull the left and right one to the side, and the middle one back.
- xix. Look into the hole behind the middle dresser with the Hookshot and kill the Skulltula there.
 - 1. Skulltula 9
- xx. Now go to the bookshelf that has a small hole in it that shows a torch behind it.
- xxi. Go to the side and pull it back to reveal 2 more Skulltulas.
 - 1. Skulltula 10&11
- xxii. Go back to the bookcases and climb up the shelves where there are no books.
- xxiii. Look at the top of the corner between the ceiling and the wall. Hookshot or shoot an Arrow to kill him.
 - 1. Skulltula 12
- xxiv. Go to the far right corner where the bookshelves make a long L. On top of there is a Skulltula in the corner.
 - 1. Skulltula 13
- xxv. There is one more Skulltula in this room. Go to series of bookcases near the one with Skulltula 13.
- xxvi. Shoot down the picture of the Skull Kid and you should see another black hole.
- xxvii. Aim your Hookshot at it and get the Skulltula.
 - 1. Skulltula 14
- xxviii. Go back to the previous room and head down the stairs.
- xxix. Stop about half way to get the Skulltula in the rafters right in front of you.
 - 1. Skulltula 15
- xxx. The next one is in the pot to the left of the door.
 - 1. Skulltula 16

- xxxi. This one is in the pots on the crate. You can break the pot with the Hookshot, but you can't get at the Skulltula.
- xxxii. Go to the crates opposite of the one with the Skulltula and climb to the top. Here you can kill the Skulltula with the Hookshot.
1. Skulltula 17
- xxxiii. Shoot a Fire Arrow to get rid of the webs next to the crate that Skulltula 17 was on.
- xxxiv. Look into the hole and kill the Skulltula.
1. Skulltula 18
- xxxv. There is another Skulltula in the mask on the wall, to the left of the door.
1. Skulltula 19
- xxxvi. Go into the door right in front of you.
- xxxvii. To your right from the entrance there is a series of crates. Go to the dark brown one and roll into it to crack it open. It reveals a Skulltula.
1. Skulltula 20
- xxxviii. Now go opposite of these crates to the ones on the right side. Roll into that dark brown crate to reveal a hidden passage.
- xxxix. Enter it and turn around to see a Skulltula on the wall above the entrance.
1. Skulltula 21
- xl. Go to the south part of the room and jump on the crates on the right side.
- xli. Take out your Hookshot and look behind the canoe to reveal a Skulltula.
1. Skulltula 22
- xl.ii. From there go to the right wooden pillar to find a Skulltula in the webs. Use a Fire Arrow to burn the webs off and kill the Skulltula.
1. Skulltula 23
- xl.iii. Now go back to the crates next to the secret passage.
- xl.ii. Climb up the single on to the right of the passage and then jump over to the left side of crates.
- xl.v. When you get to the top look for the Hookshot Target to be sent to the catwalk.
- xl.vi. Move to the center and smash all the pots to find another Skulltula.
1. Skulltula 24
- xl.vii. Go back down and out this door into the next room. There is another door here that you haven't been in yet.
- xl.viii. Enter to find a room full of Skeletons. Ignore them for now.
- xl.ix. There is one in the far left hand corner inside the pot. Roll into it to get the Skulltula.
1. Skulltula 25
1. Now shoot down the picture to the left of the pot with a Hookshot to reveal another Skulltula.

1. Skulltula 26
 - li. Go onto of the table and look for the next Skulltula on the rafters between the ceiling and the floor. He is near the door.
 - lii. Shoot a Fire Arrow to kill this Skulltula.
 1. Skulltula 27
 - liiii. There are three hidden in the lamp above you. Turn into a Goron and do a Goron Pound on the table to make the last 3 to fall out.
 - liv. Kill them with your Sword.
 1. Skulltula 28, 29, & 30
 - lv. You have broken the curse, but you are not done yet.
 - lvi. Notice the 4 colored masks on the wall? They are a puzzle that leads to a Heart Piece.
 - lvii. You have to shoot them in the correct order to open the grate.
 - lviii. You can find out the code by either process of elimination, or talking to the Skeletons in the house.
 1. You need the Captain's Hat in order to talk to them.
 - lix. The colors change and rotate every new game so it is impossible to get the right order on a walkthrough.
 - lx. You can try it yourself with your arrows, but it may take some time. Just remember that you can hit a color twice in one round to make the door open.
 - lxi. Go up into the fireplace through the grate and get your Heart Piece.
 - lxii. Go back to the entrance of the House and you will see a man who is eager to keep this house as a shelter.
 - lxiii. He will give you the Adult Wallet in return.
 - lxiv. Adult Wallet
 1. You can now carry up to 500 Rupees.
- c. Zora Hall II "*"
 - i. Go back to Zora Hall and go to Mikau's Room. His room is the first door on the right if you enter from Owl Statue Warp location.
 - ii. Hookshot to the second floor by grabbing onto the tree.
 - iii. Read the diary to learn the first part of a new song.
 - iv. Go to Bassist's Room and Z Target him. Now whip out your Guitar while you are still targeted with him.
 - v. Play the song you read from the diary and they will finish the song together.
 1. Part I
 - a. > > \ / A A \ / > A
 2. Part II
 - a. < < > \ / \ / > < \ /
 - vi. Go to Evan's Room and turn into regular

Link and talk to Evan. Play him the song you wrote and he will take it for his own, but will give you a Heart Piece as a small reward.

1. He will not take the song from a Zora.

d. East Clocktown

- i. Go back to East Clocktown and enter the Observatory and talk to Pierre the Scarecrow.
- ii. Pull out your Orcania and play any song you want, other than the regular songs. This will become the Scarecrow Song.
 1. It does not come back in time with you so if you have to return to the past you must redo the Scarecrow's Song.

e. North Bay II "*" "

- i. Go to North Bay and come out of the water near the Pirate's Entrance.
- ii. Look for the Target on the ledge and keep shooting until you reach the final ledge with the Soil Patch on it.
- iii. Put the Bean in and then the Spring Water to create the leaf.
- iv. Ride the leaf to the edge and get the Heart Piece.

f. Snowhead II "*" "

- i. Return to Snowhead and turn into a Goron and roll back to the exit, but only go over the first ramp.
- ii. Turn on your Lens of Truth on to see the hidden platforms.
- iii. Jump over them until you reach the end. Notice Tael!
- iv. Play the Scarecrow Song to make Pierre appear.
- v. Hookshot to him and get the Heart Piece.

XIII. Freeing Great Bay

a. Zora Hall III

- i. Go to Zora Hall via Song of Soaring and pull out your guitar as Zora Link and play the New Wave Bossa Nova.
- ii. A huge turtle comes out of the ocean and will have short conversation with you.
- iii. Hookshot over on his back and he will take you to the Great Bay.

b. Great Bay

- i. After you get off of the turtle you are in the first room.
- ii. The first fairy is here, but you must light all of the torches to make the chest appear. The fairy is inside.
 1. Fairy 1
- iii. This dungeon has water pipes up the yin yang, so be prepared to push many colored switches to turn water on and off and turn the currents in different directions.
- iv. Go into the next room and turn into Zora

- Link.
- v. Dive into the water and push or pull the underwater yellow switch in the northeast corner of the room.
 - vi. Go back to the platform you started from and dive under it to find another fairy in the bubble.
 - 1. Fairy 2
 - vii. The other fairy in this room is in the Skulltula on the left side of the first platform.
 - viii. You can kill it from a distance with an Arrow or take the left moving platform, facing away from entrance door.
 - ix. Kill it and get the third fairy.
 - 1. Fairy 3
 - x. Now that you activated the Yellow Switch. There will be a waterspout that will elevate you to door to the next area.
 - xi. Take the right platform then jump onto the other platform. Watch for the Skulltula that comes down, an arrow will kill him instantly.
 - xii. At the edge of the platform wait for the spout to go down and then jump onto the spout to elevate you to the door.
 - xiii. Enter the door and you will notice the large spinning water here. This is the "Whirlpool Room"
 - 1. Ok, it's not REALLY the "Whirlpool Room", but it makes it easier to explain for later on.
 - xiv. There are two fairies here the first is in a pot at the bottom of the water.
 - xv. It is too fast to jump in and dive down, so instead stand at the edge of the spinning water, aim at the pot with an arrow and use the Fairy Mask to call the fairy to you.
 - 1. Fairy 4
 - xvi. The other one is in the barrel that is on the top of the ladder. Roll into it or Goron Smash it to reach it.
 - 1. Fairy 5
 - xvii. Now time to get to the next area. The room has a ton of passages but the only 2 doors available to you with the water turning the way it is.
 - xviii. Dive into the water and take the door that is on the on the southeast corner from the top row.
 - xix. If you accidentally took the wrong passage then you can get back taking the other exit.
 - xx. The right room is a long slim passage.
 - xxi. Go to the north platform to get out of the water. Turn into Link again and Hookshot over to the chest and open it to get Dungeon Map.
 - xxii. There is another fairy here, just shoot the

- Hookshot or Arrows at the pots near the other platform to release a fairy.
1. Fairy 6
- xxiii. Turn back into Zora Link and dive down the water.
- xxiv. Go to the place under the Fairy pots and use your Zora Scales to cut down the Dexi-Hands.
- xxv. Swim through to room next room.
- xxvi. There are some Deku Babas hanging from the Lilly pads. Cut them down and kill them.
- xxvii. Get out of the water and kill all 4 of them to make a chest appear with another fairy.
1. Fairy 7
- xxviii. Take the door to the next area.
- xxix. The first thing you should do is kill the Deku Babas first.
- xxx. There is a fairy in the water that passes under the door you came in from.
- xxxi. He is in the pot, but if you dive down there you will be swept away.
- xxxii. Instead stand on the edge and shoot it with the Hookshot and use the Fairy Mask to call it to you.
1. Fairy 8
- xxxiii. Dive into the water as Zora Link and get the Small Key at the bottom of the water.
- xxxiv. Then hop across the Lilly pads until you reach the last one and Hookshot over to the chest to get the Compass.
- xxxv. Now you can jump into the water where the fairy was to be taken back to the Whirlpool Room, but you must kill the Dexi-Hands first.
- xxxvi. This time take the passage on the bottom row this time.
- xxxvii. You know you are in the right place if you see the Shell Blades. Take the red pipe to lead you up through the water.
- xxxviii. When you get there use your small key on the door.
- xxxix. In this room you will have a chance to reload from some Arrows and Magic.
- xl. When you are ready head into the next room for a Sub Boss fight!
- c. Great Bay; Sub Boss
- i. Wort
 1. This guy can get annoying because it takes time to kill him. You have to Hookshot the balls that are spinning around him and then swipe them with your sword.
 2. When you clear enough of the balls and his eye is open shoot the Hookshot or Arrow at his eye.
 3. Keep doing this until he drops all of the balls. Then take any out that are in your way and hit him in the eye with your sword.

- ii. As a reward you will get the Ice Arrow.
 - iii. Ice Arrow
 - 1. The Ice arrow has a lot of usefulness here than in Orcania of Time.
 - 2. You can shoot the water and get an Iceberg in the water that you can hop onto, but it only lasts for a short period of time so jump on and off it quickly!
 - 3. You can freeze Octorocks and Chuchu, aka Slimes, to make them into ice blocks that you can jump onto them.
 - iv. Go back to the room that you came from and return to the room with the Red Pipe.
 - v. Shoot the Ice Arrow at the Octorocks and jump onto the Red Platform. Turn the Red Switch and jump back down.
 - vi. Go back to the Whirlpool Room and take the exit that is in the Southeast corner to row again.
 - vii. This will take you back to the room where you got the Map.
 - viii. Make some Icebergs in the water that leads to the door in the south part of the room.
 - ix. In this room where were there are no ladders, but the Red Switch is too high to reach.
 - x. Aim an Ice Arrow at the Chuchu and push him near the switch and climb on top of him to reach the switch.
 - 1. He unfreezes fast so lure him closer to the Red Switch.
 - xi. Return to the Whirlpool Room again and take the bottom exit again to return back to the rooms with the Deku Babas.
 - xii. Take the exit here to the room where the current goes under the door.
 - xiii. This time use the Ice Arrows to make Icebergs that leave to the area with the Icicles hanging down.
 - xiv. Melt the door with a Fire Arrow and head in.
- d. Great Bay; Sub Boss II
- i. This room there is another Gekko Sub Boss. The room is filled with Jellies but when he picks one up shoot him with a Fire or Regular Arrows.
 - ii. Now he will call all of the slimes up into the ceiling to make one big slime.
 - iii. Now shoot an Ice Arrow ASAP! It will make the slime drop and shatter.
 - iv. Fire another Arrow at him while you can. Repeat!
 - v. If you miss hitting the ceiling with an Ice Arrow then the slime will come down and envelop you that allow the Gekko to pummel you inside.

- vi. After you take enough shots he will die and turn into a regular frog.
- vii. Take the Boss Key and head back to the SECOND Room you entered.
 1. The one with the big spinning wheel in the water.
- viii. The best way is to play the Song of Soaring to be transported back to the entrance of the Temple.
- ix. Go into the room and you will find that the Red Cranks DID have a purpose.
- x. First take the Yellow Spout to the door that leads to the Whirlpool Room, but do not enter it.
- xi. Go to the edge and look for the Hookshot Target in the ceiling that is above the now active Red Spout.
- xii. Ride it to the Red Switch and push it to activate it.
- xiii. Now that the Red Spout is working it pushes the wheel between the Yellow and Red Spout to a stop.
- xiv. Now go to the Yellow Spout and push it off to reverse the direction of the wheel.
- xv. This makes the Whirlpool Room change the current so it is going to the opposite way. You now have access to some more rooms.
- xvi. Go to the Whirlpool Room and notice the water spraying down from the pipe above the ladder?
- xvii. Fire an Ice Arrow into the water to stop the flow allowing you to climb the ladder behind it.
- xviii. Take the door and you will notice a bare room with a Yellow Pipe and a Green Switch.
- xix. Create Icebergs to make a path to the Green Switch and turn it on.
- xx. There is a fairy in this room, but there is a tricky part.
- xxi. The fairy is on the second level above the ceiling of the room and the only way to get there is to use the Ice Arrow and make Icebergs.
- xxii. First create an Iceberg path to the Yellow Pipe and then make more heading behind it and slightly to the left. It is near the wall.
 1. At the end you can't make an Ice Arrow because of the wall, but you have to make one close enough for the hole.
- xxiii. Quickly Hookshot to the target above the ceiling, if you are misaligned quickly make a new berg next to you and try again, you have to be at a small angle.
 1. Fairy 9
 - a. Don't worry there are more!

- xxiv. Return to the Whirlpool Room and take dive in a Zora Link. Take the top passage on the northern part of the map.
- xxv. You know you took the right one if you pass through the room where you had to get the fairy in the pot under the door's current.
- xxvi. You should end up in a whole new room. This room has another Wheel, but this wheel comes from a spout of water.
- xxvii. Step onto the moving platform and then use the Ice Arrow to freeze the spout shut.
- xxviii. You can now jump onto the wheel's base and it also makes a bridge leading to the next room.
- xxix. Before you rush out there are a few fairies to collect here. Both are accessible from the wheel.
- xxx. The first is right behind you, you need to move up the rod of the wheel and turn around.
- xxxi. Hookshot to the chest and open it to get the fairy.
- xxxii. The second one needs a little bit more "luck". You need to go to the blades of the wheel and Hookshot to the chest that is on the same wall as the exit.
 - 1. Fairy 10 & 11
- xxxiii. You may need to go back if you fall off, if you do you can melt the ice with a Fire Arrow.
- xxxiv. When you are ready climb over the wheel and take the wheel made bridge. Open the door to one of the final rooms.
- xxxv. This room is one of the most confusing rooms in the Temple. You have to unfreeze and freeze the water to make the "See-Saws" move up and down.
- xxxvi. It is not too hard just make sure you get to the Green Switch, but make sure you check under the "See-Saws", most likely the first one, and turn into Zora Link.
- xxxvii. After you go down break the barrels by rolling into them and then you will find the fairy.
- xxxviii. Run up the pipe and drop into the small Fenced in Alcove for a chest and another fairy.
 - 1. Fairy 12&13
- xxxix. Now that the switch is flipped head to the door to the final room.
- xl. When you get here you need to get the fairies first. The first one is in a path that leads you back to the previous room.
- xli. Before you go inside shoot the bubble with your Zora Scales and go in to grab it. Return back to the room.
- xlii. The final fairy is inside the gears, but you can shoot it from the pipes.

1. Fairy 14&15
- xliiii. Now hop to get the final Green Switch and flip it to activate the Green Spout.
- xliv. Jump onto the spout to take you to the Boss Room.
- e. Great Bay; Boss
 - i. Gyorg
 1. The boss is pretty hard, but it will be easier if you learned how to leap onto a platform from the water.
 2. If you can't then make sure you have some potions on you.
 3. Gyorg is a fish that will try to knock you off the platform. Look for some bubbles and then get close to the edge, and fire an Ice Arrow.
 - a. If you are too slow he will ram the platform and drop you into the water, FREE BAIT!
 4. The Arrow will stun him, so turn into Zora Link and use your "R" button to hit him with the Zora Barrier.
 5. My Recipe for Fried Gyorg, please repeat above steps until dead and then fry in a pan!
 6. Take the Mask and the Heart Piece.
 - ii. During the scenes you learn a little more about the masks and a little bit about some giants. Keep it in your mind.

XIV. Extra Stuff

- a. South Bay; Fairy Fountain
 - i. Go to South Bay and go to the Fairy Fountain. It is on the eastern side of the bay in the water. You need the Hookshot to get there.
 - ii. Return all the Stray Fairies and you will get your Defense Doubled!
 - iii. This will appear as white lining around their hearts.
- b. Zora Hall III
 - i. Before you play the Song of Time you can go back to Zora Hall and complete a small thing that Mikau wasn't able to do, play with the Indigo-Gos one last time.
- c. North Bay; Jumping Game "*"
 - i. You can now enter the Great Bay Jumping Game if you want, it sounds easier than it looks.
 - ii. Go to the reef in the Northern part of the ocean. Jump onto the boat that will take you to the jumping game.
 - iii. Pay 20 Rupees to play. You just jump to each platform lit with a torch and do it 20 times to get the Heart Piece as a prize.
- d. Snowhead

- i. Go back to Snowhead and kill Ghot again to make it spring again. You will be sent to Mountain Village after you kill him.
 - e. Mountain Village VII "*"
 - i. Put on the Don Gero's Mask, the frog one, and talk to the frog on the pad in the water.
 - ii. He wants you to assemble the other frogs all you have to do is talk to the frogs and they will come to the pond, as long as it is Spring.
 - iii. The locations for the frog are:
 - 1. Mountain Village
 - 2. Laundry Pool
 - 3. Woodfall Temple; Sub Boss Gekko
 - 4. Southern Swamp
 - a. He is a little harder to find, he is on a log in the middle of the swamp.
 - 5. Great Bay Temple; Sub Boss Gekko
 - iv. When all 5 are together they will sing their song and give a Heart Piece as a reward.
- XV. Investigating Ikana Canyon
 - a. Ikana Canyon Path
 - i. The Ikana Canyon is on the Eastern part of the Termina Field. You will need Epona to jump over the fences, but watch out for the "Real Bombachu" that will slow you down if you hit them.
 - ii. Once you are all the way through you should see a small cliff that Link can climb without Epona.
 - iii. Climb it and enter the Graveyard.
 - b. Graveyard "+"
 - i. When you enter you should see an old friend from OoT. Dampe!
 - ii. You can do a ton of things here, but you can shoot the lanterns for some Rupees and Dampe will pay you if you kill all of the Bats for him.
 - iii. After you are there you can head to the back of the grave to the next area.
 - iv. When you get there you should see a huge Skeleton, if you read the sign you should figure out that you need to play the Sonata of Awakening and his name is Captain Keeta.
 - v. When you do the Skeleton will break through the bridge and start running up the side.
 - vi. You have to catch up with it to start a fight. There are a few catches though.
 - vii. You have to follow him, but when fire barriers stop you you have to kill two Stalkids to proceed.
 - viii. The key to winning is the Bunny hood and shooting Captain Keeta in the back

- with some arrows.
- ix. If you slow him down enough to reach him swipe your sword at him and he will start the assault.
 - x. He is simple to kill, just swipe and dodge, if you beat him to the end and kill him he will reward you with the Captain's Hat!
 - xi. Captain's Hat
 - 1. This hat will allow you to talk to Stalkids and they will give you information.
 - 2. This can also trick others and may save your skin in a situation.
 - xii. Take this hat back to the graveyard for some fun. Wait until night on the first day.
 - xiii. When it is time then talk to the Stalkids walking around the Tombstones with the Captain's Hat on and order them to open the grave. Each night they will open a different grave with different spoils on each one.
- c. Inside the Gravestone; Night 1
- i. When you first get here there is a large room with tons of stuff, but only one place available. Go through the first arch.
 - ii. First kill all of the bats in the room to get 50 rupees.
 - iii. In order to get through you need to light all of the torches.
 - iv. In this next room you will need to fight. To start the fight hit him with your sword then move.
 - v. The key to killing him is simple, go near him so he swipes at you then jump slash him.
 - vi. After a few hits his armor will fall off making him a little harder to fight, he can now move faster.
 - vii. Try the same tactics as before, but you must be a little faster.
 - viii. Once you get rid of him the curtain will rise allowing you to see Flat the composer.
 - ix. He is upset about his brother's curse he placed on himself and him. He will teach you the Song of Storms so you may right his wrongs.
 - x. Song of Storms
 - 1. This song has many properties.
 - 2. It can fill water in places that need it.
 - 3. Cure curses on others as well as Jinks that Flying Skulls can put on you.
 - 4. Allow fairies to come out of hidden places.
- d. Inside the Gravestone; Night 2 "*"
- i. The second night has a good reward. You have to go down and take out your Lens

- of Truth.
- ii. This will show you the path to the next room. All of the monsters here are invisible without the Lens of Truth.
- iii. Take out all of the monsters now so it will make it easier. There are 3 Big Skulltulas and 4-5 bats on the pot, walls, and ledges.
- iv. There is a hidden part of the platform so make sure the lens is on.
- v. When you get to the end there is a T-junction go to the left and bomb the wall.
- vi. Once inside you will face another Iron Knuckle. Same stradegy, but after you kill him you will get a Heart Piece.
- e. Inside the Gravestone; Night 3 "="
 - i. This night is the most important one next to the Song of Storms.
 - ii. This room has Dampe here looking for treasure, but his lantern broke and he can't see.
 - iii. Before you lead Dampe around you should know you are not alone with Dampe. There are 2 things with you.
 - iv. The first should be taken care of immediately. A Floor Master can come and catch you and take you back, so when you stand still look for the shadow and then move, kill it and you are all set.
 - v. Now Z target Dampe and walk onto the soil patches, after you get 3 lights coming from the patches then you will get a visit from a Big Poe.
 - vi. If you need to get to the ones on the platforms then put Dampe on the Brown Platforms and then climb the stairs, Dampe will wait for you.
 - vii. After you get all 3 then you can take care of the Big Poe. Dampe runs away leaving everything to you.
 - viii. To kill it shoots it with an Arrow or Hookshot once he comes out from invisibility and then dodge his spinning blow.
 - ix. It takes a few shots. After he is dead you will get the final Empty Bottle.
- f. Ikana Canyon II
 - i. Now that you cleared out the Graveyard. Go back to the first day and then go back to the Canyon.
 - ii. Instead of going to the graveyard go to the eastern part of the canyon this side.
 - iii. You may notice the large cliff that you can't reach, but there is nothing to Hookshot to.
 - iv. Talk to the Garo in the Garo's Mask and he will make a tree appear that you can Hookshot to.
 - v. Once you are up you can summon Garos in the area by wearing the mask, if you

don't have it on Tael will let you know.

- vi. The key to killing one to get information is to block their attack with their sword and jump slash at them for the kill.
- vii. When you get here you will notice there are several places to go and you can also complete the Anju & Kafei Quest.
- viii. First lets concentrate on getting the Owl Statue. Go past the green grassy field to the river with the docks.
- ix. Once you are there take out the Ice Arrows and shoot those annoying Octorocks to make them into ice blocks in the water.
- x. Jump onto them to the ledge above.
- xi. Hookshot through the trees until you get to the top of the dry river.
- xii. Now hit the Owl Statue to activate it.
- xiii. You can now complete several quest, or continue onto the game, but I will stop to tell you the extra stuff you can do.

g. Ikana Canyon; Deed Trading Game "*"

- i. This is the final one you have to do. Complete all of the Deed Trading spots in all of the forms until you finish the last one with Zora Hall.
- ii. Now go back to Ikana Canyon by Song of Soaring and jump back down into the water.
- iii. Get out and go left through the tunnel, ignore Sakon, you can talk to him, but don't show him your sword.
 - 1. He will run away with it so you have to buy it back from the Curiosity Shop owner.
- iv. Keep going until you see the Akido Nut waiting there. He will usually sell you the Blue Potions for 100 Rupees, but turn into a Zora and give him the Zora Hall Deed and he will pay you 200 Rupees and give you his spot.
- v. Turn into Deku Link and get the Heart Piece from the ledge.

XVI. Uniting Anju & Kafei II

a. Ikana Canyon III "+"

- i. You must complete the previous part of the side quest. You can skip the part of actually meeting Kafei the second time when you meet the Curiosity Shop owner and just head here.
- ii. Final Day; 5:00 p.m.
 - 1. You need to be here by 6:00, but 5:00 is a more preferable.
 - 2. When you get here and everything was done right then Kafei will be waiting for you behind the stone blocks near where you met the Akido Nut.
 - 3. Talk to him and he will tell you he found out about Sakon and his

hideout and that he is here to get his mask.

4. Stand behind the blocks so you are totally out of site, if you stand on the left side he will say, "I am not doing anything suspicious, really!"
 5. When he goes in Kafei will follow him in and you should too. Make sure the Song of Double Time was played to slow down the time.
 6. Once in there Kafei will find his Sun Mask in the case, but he sets off the trap that makes it go back to fall into a pit.
 7. You have to get through the place and stop the mask from falling.
 8. You will have to go through the doors, Link will do the fighting rooms and Kafei will do the Puzzle Rooms.
 9. You need to have both switches pressed in order to go through each room.
 10. Buttons
 - a. Red=Faster
 - b. Yellow=Slower
 - c. Blue=Opens Doors
 - i. Red is BAD!
 11. Links rooms are easy, just kill the monster and you are all set, but Kafei's are a lot harder.
- iii. Room 1
1. Just move the left block into the center to press the blue switch. To open the door for Link.
 2. Have Link kill the Deku's to continue on.
- iv. Room 2
1. Just walk around, not hitting the Red Switches and hitting the Yellow Switch in the upper left hand corner.
 2. Go to the bottom right side corner to open the door.
 3. This will open the door for Link. Kill the monsters and open the door for Kafei.
- v. Room 3
1. This room is the last and harder one in the group.
 2. First go to the far right block, it is the last block on the sidewall. Push it down.
 3. Walk across over the Red switch, I know, but just do it.
 4. Push the block in the middle onto the yellow block to slow it down a bit.

5. Now finally push the block right below you onto the blue switch and you are all set.
 6. Rush over to get the Sun Mask. Sorry, it's not for you, but Kafei thanks you can runs off to meet Anju.
- b. Clocktown; Stock Pot Inn; 4:30 p.m.
- i. Go back to the Stockpot Inn IMMEDIATLY, but Kafei will not arrive until 4:30. Better safe than sorry. It may be a good idea to return time to normal until you get about 30 minutes on the clock left.
 - ii. You need to fly up to the door and enter the door on the second floor that says Employees Only.
 - iii. As long as you gave Anju the pendent from Kafei she will be waiting there for Kafei.
 - iv. At 4:30 he will arrive and show his love for Anju by uniting the 2 masks into 1 to make the Couple's Mask.
 - v. They decide to die together, but you can prevent that by completing the game.
 - vi. They give you the Couple's Mask as a thank you for all of your help and they suggest you flee the city to get away from the Moon.
 - vii. Play the Song of Time before the world ends and you should be back in Clocktown.
- c. Clocktown; Mayor's Residence "*"
 - i. Go to the Mayor's Residence when it opens and wear the Couple's Mask.
 - ii. This will stop the arguing in the meeting to show that love breaks all reason.
 - iii. In return he will give you a Heart Piece.
- XVII. Search for the Royal Family
- a. Ikana Canyon IV
- i. Go back to Ikana Canyon and go to the northern part of the map.
 - ii. Follow the dried up riverbed to the top, taking the side stairs when necessary.
 - iii. When you get to the top enter the cave that leads from the river.
- b. Ikana Canyon; Ikana Cave
- i. When you are inside you will enter the home of Sharp, the brother of Flat.
 - ii. He starts a fight, but will be over quickly if you play the Song of Storms.
 - iii. This song will fill the river again, but also heal Sharp of his curse.
 - iv. He thanks you for the help you gave him. This also kills all of the Gidos in the river making it safe for people to come out of their homes.
- c. Ikana Canyon; Music Box "+"
- i. Go back down the river and put on the Stone Mask. You should notice the girl

- by the river, this is Pamela, she can't see you with the mask, but enter the house.
- ii. Go to the basement and an odd looking Gibdo will come out at you.
 - iii. Before you have a chance to fight it Pamela stops you and asks you not to hurt he father.
 - iv. Play the Song of Healing for him to cure his problem and release the Gibdo Mask. He thanks you for you help.
 - v. Gibdo Mask
 - 1. This mask is great when it comes to ReDeads and Gibdos.
 - 2. You can talk to Gibdos too to get some information.
 - vi. Play the Song of Time and get some things to prepare for the next part of the Ikana Canyon.
- d. Ikana Canyon; Poe Hunter "*"
- i. You can stop up to the top of the map and enter the house for the Garo there who will let you fight 4 Big Poes in 3:00 minutes.
 - ii. The first 3 are simple, but you must do this quick. You can use your sword, arrows, and Hookshot to hurt them AFTER they come back from invisibility.
 - iii. 3 shots and they are dead.
 - iv. One comes first, and then the next two come out at the same time.
 - v. The final one is totally different. You have to take out your Arrow, Arrows only, and shoot at the fake Poes until you get to the real one.
 - 1. You know you got it when she flies back.
 - vi. If you kill all 4 then the Garo will give you a Heart Piece.
- e. Ikana Canyon V
- i. Before you go to the canyon you will need a few things first.
 - ii. Get 5 Magic Beans from the Akido Nut in Southern Swamp, and a Blue Potion from an Akido Nut in Ikana Canyon.
 - iii. You will need the Empty Bottles so keep them empty.
 - iv. Go to the top of Ikana Canyon until you see the hole in the ground. This is the Well and a long cave, but with few enemies.
- f. Bottom of the Well "="
- i. The well is a long map with cubes off into each room. Each Gibdo will ask you for something it wants, it will tell you what it is he wants. If you give it to him he will open the door.
 - ii. This will be hard to type out so please try to have patience.
 - iii. In the first room go up and give the Gibdo the Blue Potion. Talk to him first

- then give it to him in C.
- iv. Go through the door and go to the left alcove. Take the Fish and then some Spring Water.
 1. You will need another fish soon, so just exit through the door and re enter to get a second fish.
 - v. Go back to the main hall and go north into the spike rollers. You can turn into Deku Link and fly over them if you want.
 - vi. Ignore the left door in this area for now and give the Spring Water to the Gibdo in the North door.
 - vii. Go to the West Alcove and pick up 3 bottles of Bugs. Then go to the East one to get some Bombs.
 - viii. Go through the spike rollers again and go north. Both the top and right Gibdos need Bugs. The North one has Fairies, but they are not needed here.
 - ix. The East one needs Bugs too, but they lead to a hidden chest with 50 Rupees. You need the Lens of Truth.
 1. Watch out there is a Floor Master here and there are several more in other rooms.
 - x. Now go back all of the way to the entrance. You have skipped one Gibdo along the way that wants a Fish, but we will return here later.
 - xi. Now go East and give the second Gibdo near the entrance. He is looking for some Magic Beans. Give them to him and he will die away and open the door.
 - xii. This room has an alcove that you can ignore, but keep moving until you take a corner going up.
 - xiii. To the top is a Gibdo looking for some Fish. Give him the second Fish you caught and he will open the door.
 - xiv. This hallway is a little longer than most, but to the East is an alcove that has some Deku Nuts. Fight the Deku Babas to get them. You will need 10 of them; they will grow back after you kill them so take your time.
 - xv. A little North there is another Gibdo who wants the 3rd bottle of Bugs I told you to get. Give them to him and inside is a chest with 50 Rupees.
 - xvi. The North door Gibdo wants a Big Poe, since you do not have one we will need to backtrack.
 - xvii. Go back through the entrance of this room. You should be in the room where you gave up the second Fish.
 - xviii. Go to the side East and that Gibdo wants the Deku Nuts. Give them to him.
 - xix. In this next room is a Gibdo on the East side that wants Hot Spring Water. We

- will get this in a second, but first go North.
- xx. Around the corner is another Gibdo that wants 10 Bombs. Give them to him and enter the room.
 - xxi. This room has a Big Poe. Simply kill it and take the spirit in a Jar.
 - xxii. Do not give this Poe up yet. We need to go back to get the Hot Spring Water for the other Gibdo.
 - xxiii. Here is the quick path from that Gibdo:
 - 1. West, West, North, East.
 - a. Give the Fish to open the door.
 - xxiv. Take the Hot Spring Water and go back to the previous Gibdo.
 - 1. East, North, West, West.
 - xxv. Give him the Hot Spring Water, while hot, and he will open the door for the Cow.
 - xxvi. Play Epona's Song to the Cow and she will give up her Milk.
 - xxvii. Go back to the previous room and go North. Give the Gibdo the Big Poe.
 - xxviii. Go into this room and pass the spike rollers again. Go to the North and give this final Gibdo the Milk.
 - xxix. This room has a chest, Sun Switch, and Sun Block. First open the chest to get a new upgrade.
 - xxx. Mirror Shield
 - 1. This Shield will reflect any light in the room into the direction.
 - 2. Use the "R" button to aim the light beam at the target.
 - 3. This will work with Sun Switches and Blocks.
 - 4. This also kills ReDeads!
 - xxxi. Reflect the light to the Sun Switch to create the ladder to the Sun Switch.
 - 1. Hold the "R" button and aim the light on the switch.
 - xxxii. Then reflect the light to the Block to make it disappear.
 - xxxiii. Climb up the ladder and enter Ikana Castle.
- g. Ikana Castle "*"
 - i. You now have a short cut here. Go near the entrance of the blocked castle and enter the hole on the left side.
 - ii. You may want to play the Song of Time after you save your Rupees and re-stock on Arrows and Magic Power.
 - iii. You will need a Powder Keg too, so make sure you pick it up.
 - iv. Hit the Crystal Switch and then reflect the light to the Sun Block.
 - v. This castle is infested with ReDeads and those fire skulls that can Jinx you.
 - 1. Use Song of Storms to cure

yourself if that happens.

- vi. You should come out from the top of the map, but on the left side from the entrance.
- vii. Go around to the entrance and pick up any pots and grass items you can find.
- viii. Enter the in the front entrance which is on the middle of the map.
- ix. This room has several ReDeads around, but if you wear the Gibdo, Garo, or Captain's Hat, they decide to dance?
HMMMMM.
- x. Go to the center and shoot a Fire Arrow on the 2 Iced Eye Switches on the pillars.
- xi. They will both open up the doors on the North and South of the Map.
- xii. Go to the North Corridor first. Go into the room and you will see a Crystal Switch and a Checkerboard platform on the ground.
 - 1. It is fire and it is too high for a Goron to Jump so don't turn into Deku or Zora Link and stand on it.
- xiii. Turn into Deku Link and hit the switch. The platform will rise and fall after about 10 seconds, more or less.
- xiv. You need to run and dive into flower and wait for it to fall.
- xv. When it does jump out and it will knock the platform back up for another 10 seconds.
- xvi. Keep doing this until you get to the end of the right side of the room.
- xvii. This time Dive into the flower and knock the platform up, drop down and dive into it again. Pop out and fly to the Crystal Switch on the pillar and knock it for the door to open.
- xviii. Turn into Link and dive over to the door.
- xix. This next room is a big pit with bats and Big Skulltulas.
- xx. Shoot them down from the corner of the first platform with the Arrows.
- xxi. Put on your Lens of Truth to see the hidden platform, jump to it and then jump over to the switch.
 - 1. You can also use the Deku Flower.
- xxii. This will open the door for you. Jump back onto the platform. Jump from the platform to platform until you reach the exit.
- xxiii. There are some fire skulls here that can Jinx you. You can block them with your shield and kill them, or run from them.
- xxiv. Now go up the stairs and you will be on 1/2 of the roof.
- xxv. You may notice the Crystal Switch. Hit it with an arrow and the flames on the other

- pillars will go down.
- xxvi. Put on the Bunny Hood and jump to the first pillar with the Deku Flower.
 - xxvii. Then turn into Deku Link and dive into it, hop to each pillar until you get to the Heart Piece.
 - xxviii. You now have to retrace your steps until you are back on the roof.
 - xxix. When you get there go to the middle part of the roof. You will need to walk on the edge of the roof and the fence.
 - xxx. Jump onto the platform right above the entrance and dive into the Deku Flower.
 - xxxi. Fly over to the switch and hit stand on it as Link to activate it. This will make light come into the next corridor that you are about to enter.
 - xxxii. Go back into the entrance and go to the South Corridor this time. The door should be open if you hit both Eye Switches.
 - xxxiii. Enter the room and if you hit the switch there should be some light there. Use this to kill the Floor Master. It will turn into 3 smaller ones; you can use light or kill them with your shield.
 - xxxiv. Reflect the light to the Sun Block to open up the rest of the passage. There will be 4 more ReDeads here, past them or kill them and then go into the next room.
 - xxxv. You will find an old annoying friend, the Wizrobe. Take him out like before.
 - 1. Stand in a corner and shoot at the one that is real.
 - xxxvi. Once he is dead continue to the next room and up the stairs to the roof.
 - xxxvii. On the roof go to the Skylight in the front of the roof. Place the Powder Keg on the glass and run away.
 - xxxviii. When it explodes and then jumps down. You will be back in the middle near the entrance.
 - xxxix. Now the light will allow you to clear the block in the middle of the room.
 - xl. Grab the pots in the room to re-stock on the Arrows.
 - xli. Go into the next room.
- h. Ikana Castle; Throne Room
- i. When you enter you see the Ikana Royalty in Stalkid form.
 - ii. He sends 2 of his warriors to kill you. For fun put on the Captain's Hat and go to the foot of the King. You will get a funny surprise.
 - iii. King's Guards
 - 1. First thing you should do is take out the Fire Arrows and burn away the curtains. This will allow light into the room.
 - 2. Attack the warriors with Arrows

and your sword. Try to lure them to the light squares or around them.

3. When they fall down into a pile of bones and take your shield and then put the light onto their bones and they are dead for good.

iv. King

1. When both of the Warriors are dead then you have to fight the King. Follow the same rules, but he is a little harder.

v. Once they are dead then the King will recognize you are the warrior you are.

vi. In return he will teach you a new song Elegy of Emptiness.

vii. Elegy of Emptiness

1. > < > \ / > / \ <

a. This song will allow you to create a "Totem" of your form. You have 4 forms so you can have up to 4 Totems.

- i. They will hold down switches for you that would not stay down unless they are stood on.

viii. You may want to play the Song of Time now to save and make sure things get easier next time.

XVIII. Free the Stone Tower

a. Stone Tower Entrance

- i. The Stone Tower is in the corner of the canyon. Climb up and you will need to complete a few things to get to the top.
- ii. You will be Hookshooting from different points and then using the Elegy of Emptiness to make the switches stay down.
- iii. Jump over the platforms and look out for the falling boulders. They will be all over here so get use to them.
- iv. Step onto the switch and play the Elegy of Emptiness to keep the switch down.
- v. Now Hookshot to the next ledge where there is a Beamos standing guard.
- vi. Knock him out with a Z Targeted Bomb and then step onto the switch.
- vii. Turn into a Goron or Zora and step onto this switch and play the Elegy of Emptiness again.
- viii. This will make the second platform go into place. Hookshot to the next target.
- ix. This time step onto the switch with the only other form you haven't used.
- x. This will complete the platform. Jump over them to get to the other side.
- xi. The next switches are not important. You use these when you want to go back

- down.
- xii. Now Hookshot to the next switch and leave a Totem on the switch, doesn't matter which one as long as it isn't Deku, they are too light.
 - xiii. Hookshot to the next platform and kill the Beamos again and flip the switch with a Totem.
 - xiv. Hookshot to the next one again and guess what you are going to do here! If you don't know please let me slap you.
 - xv. Leave a Totem to make the final bridge of platforms and jump across.
 - xvi. Now Hookshot up the next three ledges and activate the Final Owl Statue!
 - 1. You can now warp to anywhere in this world!
 - xvii. Take out some of the pots and grass to heal up. You will need it for this temple. Make sure you have some Blue Potions. You will defiantly need them for the Boss fight.
 - xviii. You can play the Song of Time now that the Owl Statue is activated and you have instant access to the temple.
 - 1. Again make sure you are prepared. This is the longest most complicated temple, but it is the last one too.
 - xix. Now you have to activate the next three platforms to get to them to work you need to leave Totems on all three of them, but they need to done in the right order.
 - 1. Middle, Right, & Left
 - xx. Jump over the platforms and enter the Stone Tower.
- b. Stone Tower
- i. First let me say that if you skipped all of the previous fairies then you should start now. Not only do the Fairy Chests make great Hookshot targets, but also the reward is beyond imagination.
 - ii. The next thing I have to explain is that you have to complete the temple in its two forms. First is the normal way and then flip.
 - iii. The up is down, and the down is up. It is actually cool when you get to that point. It will open new areas for you, change old ones, and just make the place look cool.
 - iv. This first room is open. The first thing you want to do is to shoot the left eye of the statue to make the first Fairy Chest appear.
 - 1. Fairy 1
 - v. This chest will make a good Hookshot target later on. Now take the left door, but don't bother to kill the Dragon Flies

- around here. They will come back once you leave the room.
- vi. This next room will require the use of Totems again. There is a bomb wall straight in front of you. Blow it up and knock down the large crates here.
 - vii. Now grab a small crate and leave it on the switch right near the entrance.
 - viii. Go north and leave a crate or totem on that switch. To the left near the wall there is a huge switch. Turn into a Goron and leave a Totem on that switch.
 - ix. Go to the right and leave another Totem on that switch to make the gate rise and lead to the next area.
 - x. There is a section with some grass on it, if you need some supplies cut them down.
 - xi. Now blow up the other section on the floor to make a skylight. You will notice it by the discolored tiles.
 - xii. Take the stairs to the lower floor. This room has a fairy near the entrance. Look for the Hookshot target to the right of the door. Up there is a Fairy Chest.
 - 1. Fairy 2
 - xiii. There is a Sun Block in the back of the room. Use your Mirror Shield to take care of it. You should have light from the opened skylight you blew up from above.
 - xiv. There are 6 Armos here. 4 have to be killed to get your first Small Key.
 - xv. The two behind the Sun Block and the two in the lava. Go across the lava as Goron Link and hit them with a punch.
 - xvi. Punch them one more time and run before they explode. When they are dead a chest will appear with the Small Key.
 - xvii. Go back upstairs and unlock the door near the grass opposite of the skylight.
 - xviii. There is a Small Key chest on the opposite side of the water. Turn into a Zora and dive in. Avoid the mines in the water.
 - xix. You can do a dolphin dive out of the water and land on the opposite side or you can get caught by the Dexi-Hand to toss you up.
 - xx. Get the chest for the Small Key. Do not rush out just yet. Take a bomb and throw it over the fence to make the Crystal Switch flip and create a chest.
 - xxi. Dive backs in the water kill the Dexi-Hands and enter the underwater door.
 - xxii. There is an underwater switch here at the bottom of the floor surrounded by mines.
 - xxiii. Throw your scales at the mines to blow them up and step on the switch to create a Fairy Chest that is upside down.
 - xxiv. Now go to the top onto the bridge and

- look for the Eye Switch in ice. Fire a Fire Arrow at it. That will create a chest that will be accusable when the temple is flipped.
- xxv. There is also a beam of light coming from the top of the floor onto the bridge.
- xxvi. Aim the light with your Mirror Shield to the mirror straight ahead of you. Keep it there. This will capture the light and re-shine it for you.
- xxvii. After about 10-15 seconds it is fully charged, run over and light up the Sun Block to make the path clear for the Compass.
1. This also makes a shortcut to the first room.
- xxviii. Now go to the other side and open the locked door with the Small Key.
- xxix. This room has several fairies and the mirrors that you dealt with before.
- xxx. First turn into a Goron and punch the pillar down to make the sunbeam appear.
- xxxi. You will need to take some time to charge the mirrors and the black boes will do what ever they can to stop you.
1. Put on the Stone Mask to make sure they won't bother you.
- xxxii. Now use it to hit the last Sun Switch on the right side to make a Fairy Chest appear. It is behind the center pillar of mirrors.
1. Fairy 3
- xxxiii. There are 3 mirrors in the center of the room. You will need to charge a series of them, but first lets get rid of the Sun Block to get the second Fairy Chest.
- xxxiv. Aim the sunbeam to the right mirror and wait for it to charge and then run to it and aim that light to the Sun Block. Inside is the Fairy Chest.
1. Fairy 4
- xxxv. Go back to the sunbeam and aim it to the left mirror and then wait for it to charge.
- xxxvi. Now run to the mirror and aim it to the other mirror on the far left wall. Keep the beam there until it stops coming from that mirror and run to the next mirror.
- xxxvii. The beam will not last as long as it did before you aim it quickly to the Sun Block in the back of the room. Exit through the door to the next area.
1. If you mess up or fail then try again. It takes several times to get it right.
- xxxviii. This room is actually kind of fun. You will need to turn into Deku Link and take the Deku Flower into the air.
- xxxix. Turn to the left and enter the alcove to find a Fairy Chest.
1. Fairy 5

- xl. Drop to the bottom, but as a Goron, otherwise you will burn in the lava.
- xli. Towards the entrance is a Goron Switch that needs to be pounded on. This will make a ring of fire disappear over the foot switch.
- xlii. You need to Goron Roll around the corner dodging all of the obstacles before the fire starts up again and hit the switch to make a Fairy Chest appear on the platform above.
- xliii. Go back to the beginning and climb the ladder and take the Deku Flower. Here is where the fun begins.
- xliv. Pop out and fly straight for the vent and it will give you a push higher into the air.
- xlv. Go around the corner and take the next vent and fly around the next corner.
- xlvi. This gets tricky; there is a Real Bombachu there that will attack you if you hit the sides.
- xlvii. If you hit him he will be gone making it easier for you to make it next time.
- xlviii. Keep flying to the next vent and onto the platform. Take the Fairy Chest now that you can reach it.
 - 1. Fairy 6
- xlix. Go through the door to the next area and the Sub Boss.
- c. Stone Tower; Sub Boss
 - i. Garo Master
 - 1. This Garo is a lot different than the ones before. He can quickly recover when you block with his shield.
 - 2. The best way to get him is to do a back flip when he strikes. Then jump slash. He will teleport so be on guard.
 - 3. As a reward you will get the Light Arrow.
 - ii. Light Arrow
 - 1. This is more useful than in Oot. This time it is a lot more useful.
 - 2. You can dissolve Sun Blocks and activate Sun Switches with not sunbeams.
 - iii. Take your new prize and head through the south door and continue through to the next one.
 - iv. This room has an Eyegore. He will ignore you at first, but head up to him and he will become active.
 - v. Shoot a Light Arrow in his eye to stun him and then hit him again with another Arrow or Hookshot.
 - vi. Repeat a few times and you will get a fairy.
 - 1. Fairy 7
 - vii. Go back to the entrance via the Song of

- Soaring and head back to the room with the switches and go through the next room.
- viii. This is the room with the water and the Sun Blocks and where you got the second Small Key.
 - ix. If you threw the bomb over the edge to hit the crystal switch on the opposite platform while you in the here before there should be a chest on this side of the room.
 - x. If there is hit the Sun Switch with a Light Arrow to dissolve it and take the Fairy Chest.
 - 1. Fairy 8
 - xi. If you forgot to do it then swim across and then throw the bomb over and go around and get the chest.
 - xii. Go back to the entrance and stand in the middle platform that has the Sun Switch in front of it. Hit the Sun Switch with the Light Arrow to create an upside down Fairy Chest.
 - xiii. Now go back outside so you will be on the trio of the platforms that you created to enter.
 - xiv. This is the time to go and refill on Magic. You will need plenty of Magic here and mainly in the Boss Room, so fill up those Empty Bottles.
 - xv. Below the entrance is an odd looking symbol with a red orb in the center.
 - xvi. Hit it with a Light Arrow to make the temple flip upside down.
 - 1. Garo Master; "Make the Heaven and the Moon switch places with the Earth."
 - 2. The temple is flipped but the rooms are in the same order. Think of looking at a mirror facing the top of the temple. The left to the left and the right is still right.
- d. Stone Tower; Inverted
- i. Enter the temple. If you hit the Sun Switch while the temple was right side up you should see a chest in front of the Boss's Teleport platform. Open it to find a Fairy.
 - 1. Fairy 9
 - ii. Your next destination is the right room. This room has 3 fairies and none of them are east to get.
 - iii. Turn into Deku Link and jump off the edge and land on the vent that will take you up. Fly straight across to the alcove with the fairy in a bubble.
 - 1. Fairy 10
 - iv. Now jump off the edge and shoot a Light Arrow at the Sun Switch near the

entrance. This will make a Fairy Chest appear, but upside down. We will get to this one later.

- v. Turn into Deku Link and jump on the vents and fly to the east side and then step onto the silver footswitch and leave a Totem as Link.
 - vi. Now jump onto the other vent and fly to the farthest one that goes to the ceiling.
 - vii. Ride it up and go to the wall above the entrance and get the Fairy Chest that was previously surrounded by fire.
 - 1. Fairy 11
 - viii. Now go to the entrance to the next room. It is at the top of the room in the west corner surrounded by mines.
 - ix. This room is a little complicated. There are 2 of the emblems you saw at the entrance to the temple.
 - x. If you shoot these emblems then the room and the room only will rotate like the temple did.
 - xi. This first room all you need to do is shoot the emblem and roll over the lava as a Goron.
 - xii. This room is a little harder. This is a little tricky. You need to pull the block in the room to the edge of the elevated floor and then shoot the emblem to make the room reverse allowing you to move it again.
 - xiii. You need to repeat this until you get to the hole in the opposite corner of the room to make the door open.
- e. Stone Tower; Sub Boss II
- i. Wizrobe IV
 - 1. This time is the final time you have to fight him in a temple, but not the last time you have to fight him.
 - 2. Find a corner and stay there and shoot him with some Light Arrows until he is dead, only 4-5 shots!
 - ii. Now Hookshot up to the Fairy Chest that appeared. Open it and take the final fairy that you can get right now.
 - 1. Fairy 12
 - iii. Now take the stairs. There is a huge pit in front of you, turn into a Deku and dive in and fly over to the other side.
 - iv. Now dive into that flower and fly into the alcove on your left facing the pit.
 - v. Put on your Stone Mask and those little stomping guys will leave you alone.
 - vi. Look for the footswitch in the back of the alcove and leave a Totem and then get the chest that contains the Small Key.
 - vii. Return back to the exit and rolling jump over to the platform and open the door.
 - viii. This is where it gets hard this area.

Before you start to fly shoot the mines with an Arrow to knock them into each other to make them blow up.

- ix. Dive into the flower and take it to the mines you just blew up and then dive into that flower and fly to the other side again. Go through the bridge and into the next room to the final sub boss.

f. Stone Tower; Sub Boss III

- i. Gomess
 - 1. This one is a little harder than the previous ones. He is undead and the Light Arrow is their worst enemy.
 - 2. He is cloaked in bats, but when you shoot him with the Light Arrow they will scatter.
 - 3. Now run up and jump slash or slash at him as much and as fast as you can. When he strikes use your shield or jump back.
- ii. After he is dead collect the Boss Key from the cage and exit the room.
- iii. Go across the bridge and then shoot the mines clearing that Deku Flower and fly to it, and fly back to the entrance that you came in from before.
- iv. Do not go through the door, but there is a small path on the side that leads to a door.
- v. There is a Death Armos here that can get in the way, if you can put on the Stone Mask and jump across, but sometimes he blocks you path. You need to shoot him with a Light Arrow and attack him after to kill him.
- vi. Step on the switch to make a Fairy Chest appear upside down and Hookshot over to it.
- vii. There is an Eyegore here that is like the previous one. Shoot him with a Light Arrow and then repeat it, he won't fall this time around.
- viii. After you beat him you will get a chest with a very useful, now anyway, but wasteful mask.
- ix. Giant' Mask
 - 1. This mask will allow you to grow 20X your normal size, but ONLY in Twinmold's Lair.
- x. Go into the door collecting any pots or boxes along the way. This room seems a little bit more difficult, but it pretty easy.
- xi. Shoot the Crystal Switch to make the upside down and Hookshot over to it.
- xii. Then Hookshot to the target on the ceiling and collect any hearts below you.
- xiii. Open the door to the Boss Chamber and stock on any items in the room before you fall down the hole.

- g. Stone Temple; Boss
 - i. Twinmold
 - 1. They are pretty simple to kill, but the hard part is the size.
 - 2. Put on the Giant's Mask to make you grow. You will be 20X your size and an even match for Twinmold, but your Magic Bar will decrease as you stay in this form.
 - 3. You can only hurt the two monsters if you hit them on their heads and tails. They will come out of the ground around your location.
 - 4. If you need Magic lure them to the stone blocks and return to normal size to pick up the items.
 - 5. If you still run out of Magic you can stay small and kill them.
 - 6. Stand in the center and shoot arrows at their heads and tails only when they are close.
 - ii. When they are dead you will get the Twinmold's Sacred Mask, but there is more to do so don't play the Song of Time.
 - iii. You need to collect 3 more fairies.
 - iv. Play the Song of Soaring and then go to the Stone Towers Temple.
 - v. Make sure it is right side up now so that you can get the fairies.
 - vi. The first one is in the first room inside the Fairy Chest.
 - 1. Fairy 13
 - vii. Go to the left door and then place the Totems and the boxes on the switches so the door will open.
 - viii. Take the right door and then dive into the water to get the Fairy Chest as a Zora.
 - 1. Fairy 14
 - ix. Now go through the underwater tunnel on the right side into the next room and go onto the bridge.
 - x. Go north to the next room with the tons of mirrors. Go north through that room to the room with the Lava and Vents.
 - xi. Go across as Deku Link like before and go into the next room, and again through that room.
 - xii. This is the room with the one long rafter in the middle of the room and here is the final Fairy Chest.
 - 1. Fairy 15; Final Fairy.
 - xiii. Play the Song of Soaring and then the Song of Soaring again to take you back to Ikana Canyon.
- h. Ikana Canyon; Fairy Fountain "="
 - i. The Fountain is just below the entrance to the Stone Tower, the one IN the

Canyon.

- ii. Inside return the Stray Fairies and get the most precious sword of the game.
- iii. Great Fairy's Sword
 - 1. This Sword is actually an item. You need to assign it to "C" and then use that "C" button to attack.
 - 2. It will stay out so you can jump slash with it, but blocking only makes you crouch down.
 - 3. It is the most powerful item of the game and worth all of the work.
 - 4. No more Fairy Fountains!

XIX. Extra Stuff

- a. Ikana Canyon VI
 - i. Play the Song of Time if time is low and return to the canyon.
 - ii. Dive into the water below and head to the left into the cavern above the water.
- b. Ikana Canyon; Secret Shrine "*"
 - i. Inside is another Garo that is offering to give you a small test of skill. You need the Light Arrow to participate in the games.
 - ii. You need to shoot a Light Arrow above the door to open it and you need at last 16 Heart Containers before you can play, but it is free to do it!
 - iii. Room I; Garo Master
 - 1. There is a Garo Master like in the Stone Tower.
 - 2. Wait for him to attack, jump back, and strike like before.
 - iv. Room II; Wort
 - 1. Like before Hookshot his looser parts and swipe at them with your new sword.
 - 2. When you clear enough to open a spot for the eye then shoot him in the eye and attack.
 - v. Room III; Wizrobe
 - 1. This is the last time you have to fight him, really, unless you need to do a temple again.
 - 2. Stand in a corner and take him out with your new Light Arrows.
 - vi. Room IV; Lizalfos
 - 1. They are SO simple with your Fairy Sword so take them down in a few swipes of your sword.
 - vii. You not only get a Heart Piece for beating all 4 rooms you get 100 Rupees for clearing each room!
 - 1. This is a good moneymaker.

XX. Face the Skull Kid

- a. Clocktown
 - i. The Skull Kid is actually the Imp that you may have heard of in Grandma's stories with the All Night Mask.
 - 1. Just a small tidbit that might help.

- ii. PREPARE!
 - 1. Get all your Empty Bottles filled with Blue Magic.
 - 2. Get all of the Arrows, Deku Nuts, Bombs, Bombachu, and any other items you need.
 - 3. Store all of your money in the Bank.
- iii. Play the Song of Double Time until it is the night of the Final Day.
- iv. Do the Deed Trading Game to get the spot in front of the tower and then fly up there and wait for midnight and the opening of the tower.

b. Clocktown; Clocktower

- i. Go up the tower and face Skull Kid. He is still stubborn as ever refuses to stop.
- ii. Play the Oath to Order to call forth the 4 Spirits of the Sacred Masks, the 4 Giants.
- iii. They will hold the Moon and Skull Kid will pass out, but the Mujara Mask has other plans.
- iv. Just as you think you won the mask will discard of Skull Kid and challenge Link to come to the Moon and face him, before the Giant's lose their grip and drop the Moon. Follow Mujara's Mask into the portal to the Moon.

XXI. The Finale; Mujara's Mask

a. Moon

- i. The Moon is a lot different that you think. It is a peaceful plain with 5 different kids with 5 different masks on.
- ii. Talk to each of them and they will want to play a game, but they want some masks first.
- iii. We will go in order of the temples for the people, but consider what you are giving up when they want the masks.
 - 1. Discard useless ones first like the Postman's Hat, Giant's Mask, etc.
 - 2. Keep the Mask of Truth till last for a Joke!
- iv. You will give some when you enter and exit the section of the moon until you are left with only 4 Masks.
- v. What you are short 1 Heart Container! Well each level has 1 Heart Piece.
- vi. The only problem is if you skip the Heart Piece you must redo the scenes to get to the Moon if you exit.

b. Moon; Odolwa Child

- i. Total Masks Wanted
 - 1. 2
- ii. This dungeon you will be using the Deku Mask to get through.
- iii. Dive into the Deku Flower and wait for the rotating flower to come to you and then pop out and land on the flower.
- iv. Wait until you get to the other side and

- jump off and land on the platform to the right.
- v. Take this flower to the next rotating flower, but wait for the "Bash" flower, this will send you higher and farther than the other.
 - vi. Go to the far right hand corner of the room and get Heart Piece.
 - vii. You can try to get back to the rotating flower, but you may just have to start over.
 - viii. The exit is to the left and talk to the Odolwa Child to exit the area.
- c. Moon; Goht Child
- i. Total Masks Wanted
 - 1. 4
 - ii. This one is actually kind of fun to do, but can get complicated. Try to stay along with me.
 - iii. Turn into a Goron and take the Magic Pots so that you are full. There are more in the paths if you need it.
 - iv. Goron Roll from the statues over the ramp and over the gap.
 - v. You will hit the Empty Chest to bounce in a new direction, just hold the Roll button.
 - vi. Roll into the next Empty Chest and you will go over several more gaps until you get to the next Empty Chest and jump over that gap and STOP!
 - vii. Go across the bridge and avoid the target shaped platform, unless you want to go back to the beginning.
 - viii. Go over the next bridge and go to the back of this ramp and start to roll again, but this time you need to sort of turn around the corner and then over the bridge then STOP.
 - ix. Walk the rest of the way to get some Green Magic Pots if you need them and start to roll again once you get to the bridge on the other side.
 - x. Start again and don't stop while you hit the Empty Chest and go over the final ramp to the Heart Piece.
 - xi. Now go south and then start to roll and STOP! Go over the bridge and start to roll right behind the warp spot and go over to the gap to the exit.
- d. Moon; Gyorg Child
- i. Total Masks Wanted
 - 1. 6
 - ii. This one is pretty simple, but hard. You need to turn into Zora Link and then go into the water.
 - iii. There are tubes here that have connection to each other and there is one with the Heart Piece and one with the exit.
 - iv. It is VERY easy to try to go one place

and end up in another, so make sure you get the Heart Piece first!

- v. To get the Heart Piece take the right tunnel and then take the first left then the next left and then the next left.
 - 1. Easy right, wait and see!
- vi. To get to the exit you need to take the left tunnel and then take the second right.

e. Moon; Twinmold Child

- i. Total Masks Wanted
 - 1. 8
 - a. No more Masks Left!
- ii. This is the first one where you have to actually battle monsters so warm up that Fairy Sword.
 - 1. The other thing is if you see a Gossip Stone they will tell you where some masks are, but the only thing is some of them you already had to have to get here!
 - 2. The other thing is one tells you where to find the Mask of Truth, ok if you say so buddy!
- iii. The first three rooms are simple they contain a Lizalfos, then a Garo Master, and an Iron Knuckle.
- iv. After you get to the final room Hookshot to the chest and open it and enter the door.
- v. When you fight the Iron Knuckle you will not be able to get to the ledge!
- vi. There should be a small crack in the wall on the right side. Open the chest and get some Bombchus and aim them for the crack in the wall.
- vii. If your aim is right you will crack it open and hit the switch for the ladder to appear.
- viii. This next one is a lot hard. The crack is on the ceiling this time, so take aim and hope for the best.
- ix. If you air directly for it, the Bombchu will over shoot it's target. So stand in once corner and aim for the other.
 - 1. This may not work so try different angles.
- x. When you get it go into the next room and then the next for the final Heart Piece of the game and the exit.

f. Moon II

- i. Go back to the Moon and all of the Sacred Children are gone, but one standing by the tree.
- ii. Talk to him and he will tell you he wants masks too, but you have no more, but he will give you one as a token of friendship!
- iii. Fierce Deity's Mask
 - 1. This Masks is the most powerful Transformation Mask in the

- game.
- 2. When you beat the game you keep this mask with you as well as get all of the other masks back.
- 3. There is only one problem. It only works in Boss Rooms and there is only 1 other Boss Room besides the final one that it is of use.
 - a. Odolwa!
- 4. If you want to beat the game fairly then don't use this mask, stay regular Link.
- iv. You will now be transported to the Final Boss' Room, Mujara!
- g. Mujara's Lair
 - i. Again if you want to challenge the game then don't use your new Fierce Deity's Mask.
 - ii. Mujara's Mask; Form I
 - 1. There are a total of 4 forms of the mask, each one harder than the last.
 - 2. He is simple to hurt, shoot arrows at it or swipe it with your sword if you can reach.
 - 3. After a few hits it will transform into a more deadly form.
 - iii. Mujara's Mask; Form II
 - 1. This time the other Sacred Masks will come off of the wall and start trouble.
 - 2. You can take them out with a few arrow shots for good or a swipe with your sword.
 - 3. It may be a good idea to get rid of them ASAP.
 - 4. Mujara also starts to breath fire at you that can become a pain in the royal duff.
 - 5. You can use your Mirror Shield as regular Link to avoid this.
 - 6. Attack with your sword and arrows again.
 - iv. Mujara's Mask; Form III
 - 1. This time it grows arms and legs and is very fast.
 - 2. You can use Arrows to take him down fast or go over to him and hit him with the Deity's Sword if you can catch him.
 - 3. If you want to the Deku form can be helpful. His spins can dodge his attacks and take him down when he is on the ground.
 - v. Mujara's Mask; Form IV
 - 1. This is the final and most deadly form. His arms are like Whips and can take you out at distances, so shooting Arrows is pretty hard, but necessary if you are Link.

2. Z Target is your best friend. Shoot Arrows while it is on or Jump Slash with your sword if you see an opening.
3. When it is down go after it with your strongest sword and start off with a Jump Slash and followed up with a series of swipes.
- vi. If you are successful the evil will exit Mujara's Mask allowing you to take it peacefully.

XXII. Finale

- a. Happy Mask Salesman
 - i. The Mask will be returned to him as he wanted and he thanks you for your help.
- b. Friends Again
 - i. The 4 Giants are grateful for your help and forgive Skull Kid for his mischievous.
 - ii. The Fairies forgive Skull Kid for the treatment he gave to them and they become friends again.
 - iii. As a token of friendship they leave a drawing of Link and the rest of the gang.
 - iv. Congratulations you saved a World and had an adventure of a lifetime.
 - v. This was a hard game and you deserve congratulations!

XXIII. Secrets & Mysteries

- a. Mask Salesman
 - i. He is a very odd man and what's with the scenes skipping while he changes places?
 - ii. If you go behind him you will see several masks that you can't collect, but one is Mario Mask!
 1. Sorry Luigi!
- b. Akido Nuts
 - i. Why aren't they called Deku Bushes? They use their flowers!
- c. Epona
 - i. How does Epona get out of the fence or the boulders when you play the Epona Song?
 - ii. Why does Romani have the same song as Malon's?
- d. Location, Location, Location?
 - i. How does Link get home and where is this world!
- e. More Questions
 - i. Do you have any theories or more questions? E-Mail me and I may post them into the Walkthrough when I do some updates.

This walkthrough was made by David Zabroski.
 Any attempt to Plagiarize my work will be dealt with.
 If you would like to post this walkthrough, or any other walkthrough made by me, must be approved by me
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This is the one site I go to for all the information concerning Zelda.

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