

Corrected number of Heart Containers in health meter under Heart Pieces. It should be 13 in total, not 14.

Version 1.0
September 18, 2009

Added FAQ on Pinnacle Rock & Zora eggs.

Added FAQ on recovering items after a game over.

Corrected a typo.

Version 1.0
September 3, 2009

Walkthrough now available at LegendHyrule.com.

Added cool new secret.

Version 1.0
August 19, 2009

Added FAQ on random health loss during Goht boss fight.

Version 1.0
August 5, 2009

Added FAQ on reclaiming masks at the end of the game.

Corrected required items for Skulltula House #1.

Version 1.0
July 21, 2009

Added alternate strategy for alien hunt at Romani Ranch.

Added strategy for fighting masked enemies in Woodfall Swamp and Stone Tower Temple.

Version 1.0
July 3, 2009

Added idea on Kafei's role in Ocarina of Time to OoT vs. MM section.

Version 1.0
June 26, 2009

Added several new secrets.

Added FAQ on winning the Pictograph Contest. Does anyone know if you can win the contest with a pictograph of the Deku Princess? Send me an e-mail if you have tried this. BTW, I know that you can win it with Tingle or the Deku King, so no need to remind me :oD

Added new location for Keaton Questions.

Version 1.0
April 20, 2009

Added secret on fighting bird near Milk Road.

Added some masks to Ocarina of Time vs. Majora's Mask section.

Added CORRECTION: Stone Tower Temple Fairy #4 is in the same room as Fairy #3 (not #2) and is on the LEFT wall (not the right). Made change in Stray Fairies section & within Stone Tower walkthrough.

Version 1.0
April 12, 2009

Happy Easter, or as I like to call it, Happy Bunny Day :oD

Added alternative strategy to defeating Odolwa in Woodfall Temple.

Version 1.0
March 13, 2009

Added secret on Zora Link.

Also, it's Friday the 13th! Oooh :O

Version 1.0
March 12, 2009

Added Potion shop guy/Kafei to the Ocarina of Time vs. Majora's Mask character section.

Version 1.0
February 15, 2009

Added additional strategy for Anju & Kafei's Side Quest.

Version 1.0
February 5, 2009

Added FAQ on expansion pak. Also added this to the Game Info.

Version 1.0
February 4, 2009

Added alternative on fighting the final boss.

Version 1.0
January 14, 2009

Walkthrough now available at ChapterCheats.com.

Version 1.0
January 9, 2009

Walkthrough now available at vgnerd.com.

Version 1.0
December 22, 2008

Added alternative route to hide 'n' seek kid in Goht moon dungeon.

Walkthrough now available on *NEW* website:
http://www.geocities.com/nintendo_girl21sfaqs

Old Zelda & Mario web sites have been removed.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
November 28, 2008

Added FAQ on accessing fish for the Great Bay Coast Heart Piece.

Version 1.0
November 21, 2008

Added secret with alternate strategy for defeating Wart.

Version 1.0
November 12, 2008

Added FAQ on Snowhead Temple Stray Fairy #15.

Version 1.0
October 3, 2008

Added secret on Link winking to the Great Fairies.

Added secret on playing the Goron Lullaby to the bird in Termina Field.

Added secret on doing a spin attack with the Great Fairy Sword.

Version 1.0
September 13, 2008

Walkthrough now available on MyCheats.com

Added secret on shooting the moon for rupees.

Version 1.0
August 29, 2008

Added follow-up to FAQ on retrieving a stolen item.

Version 1.0
August 10, 2008

Added FAQ on retrieving a stolen item.

Version 1.0
February 3, 2008

Added FAQ on accessing Deku Palace after resetting.

Version 1.0
January 30, 2008

FAQ now available at CheatCodes.com

Version 1.0
January 18, 2008

Walkthrough now available on CheatHappens.com

Version 1.0
January 16, 2008

Walkthrough now available on Kuponut.com.

Version 1.0
January 1, 2008

Added Blast Mask and Goron Mask safety secrets.

Version 1.0
December 22, 2007

Added secret on Gossip Stone fairy.

****HAPPY HOLIDAYS, FELLOW GAMERS****

Version 1.0
December 9, 2007

Added secret about Lens of Truth and Deku Sticks.

Version 1.0
November 23, 2007

Added FAQ on Anju's grandmother Heart Piece.

Version 1.0
November 16, 2007

Added FAQ on Kafei & Anju side quest.

Made a change to the Kafei & Anju side quest: wear the Stone Mask to avoid Sakon before 7 p.m.

Version 1.0
October 10, 2007

I FINALLY got through all 1600+ e-mails (about 1500 of them spam) from my old e-mail account, which is now defunct. Unfortunately, there were 3 e-mails about my walkthroughs sitting in my old inbox that got lost. Two of them I posted and answered from memory, but I didn't reply to them personally, so if you are one of those three people, I sincerely apologize. The third guy, especially. If you e-mailed me sometime in the last week and never heard back from me, chances are I lost your e-mail, so send it my way again and I'll get back to you this time, I PROMISE.

Added FAQ on opening the powder keg training area.

Version 1.0
October 8, 2007

Happy Thanksgiving, Canada!

Walkthrough now available at Gamerevolution.com.

Still haven't recovered e-mails under old account yet. Will get to that ASAP. I'm sure there are just THOUSANDS of FAQ-related e-mails waiting for me :oP

Version 1.0
October 6, 2007

SHE'S BAAAAACK!

If you've been wondering where in Mario's overalls I've been in the last week, well here's a breakdown:

- 1) I started teacher's college, 100x more demanding and so updates are now going to be posted less often. *Wipe away a tear*. Hence, I've posted a disclaimer under Contact Info.
- 2) My Desktop had a nearly fatal hard drive crash last week and luckily I managed to save all my highly important data on CDs before the comp blew up. Just kidding...it died a noble death.
- 3) I bought a laptop (finally) and in between transferring my files, setting up a new e-mail address, and constantly calling Rogers and my local computer shop for solving all kinds of tech issues, I've neglected to update.
- 4) As for e-mails sent in the last week, they have not yet been read or replied to. Despite a near fatal hard drive crash, my old ISP should be able to restore all messages that were in my Inbox or sent in the last week, *WHEW*. If you fall in this category, please be patient as I catch up with my e-mail.

Based on memory, Majora's Mask has a new FAQ posted about losing items through time travel.

Thanks for your patience and understanding. I'll get back on things very soon, I promise :o)

Version 1.0
August 28, 2007

Walkthrough now available on Gamesradar.com and Cheatplanet.com

Version 1.0
August 20, 2007

Walkthrough now available on SuperCheats.com and Neoseeker.com. Also added links to my files on these sites from my Geocities site.

Version 1.0
August 17, 2007

Walkthrough "complete" to the best of my knowledge with side quest list information-- i.e. Heart Pieces, Howling Stones, etc.

[Z3]

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\*Game Information\*

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[Z3.1]

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Technical Info

Genre: Action/Adventure, Fantasy
Designer: Nintendo
Publisher: Nintendo
System: Nintendo 64
ESRB Rating: E (Everyone)
Player(s): 1
Release Dates: April 27, 2000 (Japan), October 25, 2000 (North America),
November 17, 2000 (Europe)

IMPORTANT

This game requires an "expansion pak" in order to play on an N64 system. The pak is also required for & originally came bundled with Donkey Kong 64, but if you buy either game second-hand, you may need to shop around for a pak. They are available secondhand at Amazon.com for \$5.75, and likely at eBay or at video game stores.

The expansion pak is inserted in the top front of the console in a slot and can stay there permanently (it doesn't affect other games).

[Z3.2]

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Game Premise

The Legend of Zelda: Majora's Mask is the second game from the Zelda series for Nintendo 64. This game is comparable to Ocarina of Time, the first Zelda game for N64. Majora's Mask is a much shorter game, but is much more challenging.

The object of the game is to recover a stolen mask for the Happy Mask Salesman in three days. On the way, you will encounter four main dungeons surrounding the main site, Clock Town. You will also meet many people with different characteristics and problems. This adventure game was quite enjoyable and worth the buy. Like Ocarina of Time, it can be played and enjoyed over and over again.

[Z3.3]

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Time Management

Unlike Ocarina of Time, Majora's Mask has an ultimate time limit. This "limit" is a big clock, ticking away at the bottom of the game screen. The clock shows the day (1st, 2nd or Final), the hours (each full rotation of the little sun is one hour and it shows you the number with a red sun for morning/afternoon and a moon for evening) and the sun moving around the semi-circle represents the ticking minutes (each time it passes a line on the circle). Each minute on this clock represents 1 second in real life. Therefore, 1 hour (Zelda time) is 1 minute (our time) and 1 day (Zelda time) is 1 hour (our time). This clock is not a major problem in beating the game, but it takes some getting used to.

You can control time by playing on your Ocarina (see the Songs page) or by doing different activities. You can get Anju's grandmother to read you a story or you can dance with the scarecrow found at the Astral Observatory or West Clock Town's Trading Post to pass the time, if you need to.

[Z3.4]

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Decoding My Directions

All compass directions are based on the maps found on the game screen. Basically, north = up, south = down, east = right, west = left,

Swimming: Press A to swim, then hold it to stay in swimming position. Use the Control Stick to move while in this position.

Attack: Press B continually to attack with sweet karate moves!

Boomerang: Press and hold B to aim the boomerang. Release B to unleash the weapon.

Protective Barrier: Press and hold R while swimming to bring out the blue electric barrier to defend yourself against enemies. Press R and B while on the bottom of the ocean.

Weaknesses: Since Zoras are water-based creatures, they don't like fire or ice.

[Z5]



Items, Weapons & Upgrades

Here is a description of each item and weapon in your subscreens used in the game:

[Z5.1]



Important Items

Ocarina of Time- given to you by Princess Zelda, but stolen from Skull Kid. You get it back from him (see Clock Town walkthrough). Use it to play songs.

Deku Sticks- Found in various, enemies, pots, bushes, etc. Used to light on fire and light other torches or burn spider webs.

Hookshot- Found in Pirates' Fortress. Used as a weapon or, more often, to hook onto things or targets.

Lens of Truth- Found in Mountain Village. Used to see things that are invisible to the naked eye.

6 Bottles- Given to you by completing certain things (see 4 Swords and 6 Bottles page).

Magic Potions- Can be bought from Magic Potion Shop in Southern Swamp or the

Enter the cave, then hop across the platforms to the next area. Watch another cinema. Link is now a Deku Scrub (for the time being)! You also have Tat1, a little fairy (like Navi from Ocarina of Time). Walk up to the closed door and open it. Tat1 will explain how to use the Deku Flowers to launch up and fly. Dive into the flower and launch to the next platform. Continue to the next area and use the flowers to fly to the left. On one platform is a chest with 10 Deku Nuts inside. These are used to stun enemies. You can use them as human Link or as Deku Link, dropping them on enemies when you fly. Continue to the cave and enter a room with a lot of machinery.

Go up the left ramp and turn to see two big doors. As you approach them, the Happy Mask Salesman (also from Ocarina of Time) will appear and explain your quest. Sounds easy, right? Enter the two big doors to Clock Town, the main area that you will spend a lot of time in. Tat1 will mention about finding the Great Fairy. First, we need to be able to get around better. You are currently in South Clock Town. There are also North, East and West parts of Clock Town. Head left and go up the stairs to East Clock Town.

Continue up another short set of stairs, then go left to the North area. See that green guy near the guard? His name is Tingle. Talk to him and buy the *Clock Town Map* for 5 rupees. The compass on the map will help you learn how to navigate the four areas of Clock Town. Backtrack to South Clock Town.

Near the guard blocking the south exit is a mailbox and a set of stairs. Go up them to reach the Laundry Pool. Floating around on the river is a small fairy. From the bridge, jump to reach it, then quickly get on land (Deku Scrubs can hop on water for a limited time). If it happens to be nighttime, the fairy is in East Clock Town. Return to the main area and head to North Clock Town.

Next to a Deku Flower and a small fence is a cave. Enter it to find the Fairy Fountain. Walk to the edge of the small pool to re-assemble the Great Fairy of Magic. She grants you a magic power, *Bubble Shooting* and a *Magic Meter*. You can only use this ability as a Deku Scrub. Press and hold B to blow a bubble at enemies. The longer you hold it, the bigger the bubble gets, but holding it too long will pop the bubble. This ability uses magic, so watch your magic meter when it starts to get low.

The Bombers

Exit the fountain, then test your new ability on that big balloon that the little boy is trying to hit. Pop the balloon with a bubble, then talk to the kid (who is quite annoyed!) He will give you access to his gang's hideout, if you can master their challenge. You must find all five Bombers' gang members in one day. What they give you is useful, so be quick and find them!

Two of the Bombers are in this very area. One is hiding behind a tree. You can hear a little bubble quietly popping when a Bomber is nearby. When you get close to him, he'll run, so chase him around until you catch him. Another Bomber is behind the slide. When you find those two, exit this area and go to East Clock Town. Find the Deku Flower near the jugglers. Launch into it and fly to the roof on your left. Catch that Bomber! Then, go up the stairs to the area with the Mayor's Residence. Climb the stairs on the right to a roof. The Bomber hiding there will be holding a cucco and will fly down to the ground. Catch him and now there's one more guy to find. He's easy. Go to West Clock Town and he's just walking around! When you find all five Bombers, they'll bring you back to North Clock Town and reveal a five-digit password. Write this down so you'll remember (the password changes for each game, so I can't tell you what it is!)

Astral Observatory & Moon's Tear

Now, you can go to East Clock Town and find a Bomber blocking a cave. This is their hideout. Talk to him and give him the password (if you do happen to forget it, talk to any other Bomber besides him and Jim, the leader who's shooting at the balloon.) He'll let you enter. Go through the water and stay on the shallow part to avoid the Skulltula at the end. Go right and pop the balloon with a bubble. Climb the ladder to the Astral Observatory.

Go up the colourful stairs to an old man (he was also in Ocarina of Time.) Talk to him and say yes when asked to look through the telescope. Move the telescope up with the Control Stick, then press A to zoom in at the top of the Clock Tower. There's the Skull Kid! The moon releases an object that drops down outside, then the Skull Kids wiggles his behind at you! Exit the telescope mode by pressing B. The old man will explain that the object the moon dropped is called a Moon's Tear, because it falls from its eye and looks like a tear (good name, eh?) Go outside through the door at the top here, then walk over to the Moon's Tear to pick it up. Return to the observatory and go to the bottom of the stairs. Talk to the Scarecrow, who'll dance to pass the time. Dance until Night of the Final Day and then ask him about the two songs. You will learn the Song of Double Time and Inverted Song of Time, then exit to the sewer and again to East Clock Town.

Hurry to South Clock Town and find the gold Deku Flower. A Deku Scrub will fly in and protect his property. Talk to him again and when asked to, take out the Moon's Tear. He'll give you the Land Title Deed, then fly away, leaving you with a flower. Dive into it and fly to the left onto the Clock Tower. Collect the *Heart Piece*, then wait until 12:00 a.m., when the tower door opens. Enter to fight a quick battle with the Skull Kid! Well, it's not much of a battle. Watch the cinema, then shoot a bubble at the Skull Kid. He drops your Ocarina. Go pick it up and you'll re-learn the Song of Time (taught by Princess Zelda in Ocarina of Time.) You cannot possibly beat the Skull Kid at this point, so play the Song of Time to return to Dawn of the First Day.

Bombers' Notebook

Smart Tat1 remembers the Happy Mask Salesman, so return through the two big doors to the machinery room. Talk to the Happy Mask Salesman to learn the Song of Healing and also to free you of your current state. You also gain the *Deku Mask*, so you can return to being a Deku Scrub when you need to. Whoops, you don't have the mask he wanted! Oh, well, that's okay. You'll get it eventually.

Re-enter South Clock Town and look for an *Owl Statue*. It's around the two big doors, across from a set of stairs, leading to the West side of town. Hit it with your sword and it will remember this spot (see the Owl Statue Locations). Now, we can learn about the different people of Clock Town, their habits and what they need to accomplish before the moon falls.

Now that you're human Link, return to East Clock Town and talk to the kid blocking the hideout again. Since it's a new day, he obviously doesn't remember you. Tell him the password again and enter the hideout. Head back to the observatory and show the Scarecrow your Ocarina. Play any 8-note combination to "learn" (more like create) the Scarecrow's Song. Write it down as it doesn't appear on your subscreen. You also need to replay it for the Scarecrow after every new day to refresh it. Now exit back to Clock

Town.

Jim, the leader of the Bombers, blocks you and is quite annoyed (again). He gives you the *Bomber's Notebook* and you are now a member of their gang. This notebook is a key side quest to the game. You will meet 20 people who'll be added to the notebook and help them do certain things to be rewarded. The Bombers are added to the notebook and their profile in the notebook is filled! See the Bomber's Notebook section to fill it all in. Remember: You can only fill it in if you have certain items or do certain things, plus certain things can only be done at a certain day or time (too many certainties in that sentence?!?!?!). I will mention things in the walkthrough that are part of the notebook side quest.

Errands

Now, you can gain some more masks and a heart piece. Go to North Clock Town and, as human Link, go to the boxes near the slide. Climb up and jump onto the seat of the slide. Turn to face the tree, then jump across to get the *Heart Piece*.

While you're here, go back to the Laundry Pool (located off of South Clock Town) and get that fairy again. Come back to the North area and return the Great Fairy to normal. Now that you're human Link, she'll give you a human quality. She gives you the *Great Fairy's Mask*, used to attract Stray Fairies later in the four dungeons.

Exit the Fountain, then play the Song of Double Time to advance to 6 p.m., then wait until 12:00 a.m. (make sure it's the First Day.) At 12:00, an old woman will walk in from the exit the guard is blocking. Stand near the red mailbox and wait until a cinema is shown. A thief comes by and steals the old woman's bag. Quickly, chase the thief and slash him with your sword. He'll drop the bag, then exit the area. The old woman will reward you with the *Blast Mask*, used to bomb cracks if you don't have any bombs yet. She's also added to your Bomber's Notebook.

Quickly, go back to the Laundry Pool to find a musician sitting on the bench. Talk to him to gain the *Bremen Mask*, used to mature young animals. Interesting.....

Another mask is in the Mayor's Residence (open between 10 a.m. and 8 p.m. on Days 1 and 2.) Enter the main hall, then go through the right door. Talk to the woman (she is Madame Aroma, the mayor's wife) and say yes to her request to gain the *Mask of Kafei*, used to find her missing son. She is added to your notebook. You can also talk to the fish. He is Toto, a Zora music manager. He'll also be added to the notebook.

If you go to East Clock Town, look for the Stock Pot Inn (make sure it's the First Day, between 8 a.m. and 8 p.m.) or the Laundry Pool (Day 2, 1:30 p.m.) Talk to the girl at the desk (or on the bench). Her name is Anju and she is engaged to the missing boy named Kafei. She'll be added to the notebook.

You can also talk to Anju's grandmother, who is in a room on the lower floor and to the Rosa sisters on the upper floor, if it's during the day (at night, they practice dancing in West Clock Town.)

The following starred section can be done later or now, up to you.

***Now, go to West Clock Town. You've probably seen the guy in the little booth, slapping his hands down or gesturing at you. He's a banker. You can deposit and withdraw rupees in your own account if you talk to him. For now,

you can hold 99 rupees. If you deposit 200 rupees to the banker, he'll give you the *Adult Wallet*, which can hold 200 rupees. Later, you'll get the Giant Wallet from the 2nd Skulltula House. You can also get a *Heart Piece* from the banker when you deposit 5000 rupees (it seems like a lot, but when you gain the Giant's Wallet, it'll be easier.)***

Refer back here when you have the Giant's Wallet, Mask of Kafei (which you should already have if you've followed my walkthrough), 500 rupees in your wallet AND stopped the robber on Day 1. Go to the Curiosity Shop in front of the banker in West Clock Town at 10:00 p.m. on the Final Day. Buy the *All Night Mask* from the man at the desk.

On the Final Day, exit Clock Town via the south exit (the guard will move if you talk to him). You are now in Termina Field. Keep moving forward towards a tree with a drawing on it. A cinema is shown, then you can continue. Go right towards an exit with a big bird flying over it. Quickly go through that exit to Milk Road. That bird will steal your items if you're too slow, so move your buns! You'll notice an *Owl Statue* on one of the paths. Hit it with your sword to remember the spot. Also, there is a path leading to the Gorman Track. If you talk to the Gorman Brothers, they'll be added to your notebook (they also appeared in Ocarina of Time as another character). They're lying about the milk by the way (if you talk to one of the brothers, he'll mention the Romani milk being watered down and more expensive in town; NOT TRUE!)

Exit to Milk Road and you'll see a red balloon. Change to Deku Link and shoot it down with a bubble to talk to Tingle. Buy the *Romani Ranch Map* for 20 rupees, then go forward to a man, who's finally gotten rid of the big boulder that was blocking that path (you'll see it later in the game.) Enter Romani Ranch.

Go forward, then right when you reach a fork in the road. Tatl will notice Epona, your horse that the Skull Kid stole from you. You can't get her just yet, but you will later. You can talk to the little girl. She's Romani and she'll be added to your notebook. You can also enter the barn on the right side and talk to Romani's older sister, Cremia, to add her to the notebook. Go to the back to the ranch to see a big drawing of cuccos on a building. Enter the Cucco Shack.

Talk to the man sitting against a tree. His name is Grog and he'll be added to your notebook (he appeared in Ocarina of Time.) Put on the Bremen Mask and hold B to march around the shack. Find all 10 chicks and they'll mature into full-grown cuccos. Grog will reward you with the *Bunny Hood*. This will allow you to run faster and jump farther (quite useful in some areas.) Exit to the ranch (if you have a lot of rupees, you can have some fun with the Doggy Racetrack next door to the Cucco Shack, but if you want to really win, you need the Mask of Truth. I'll show you how to get it later).

Return to Day 1 with the Song of Time. In West Clock Town, at any time, visit the Swordsman's School. Pay 10 rupees for the Expert Course and score 30 points for a *Heart Piece*. You must use the lunge attack (Z+A) on all 10 logs to win.

Enter the Post Office in West Clock Town at 3 p.m. and accept the postman's challenge. Bring some rupees with you. The first try is free, but then he'll charge you 2 rupees per try. I highly suggest you wear the Bunny Hood when you talk to him. The game will be easier to play if you do. Watch the clock and press A when the time reads 10'00 EXACTLY. When you hit it on the nose, you are rewarded with a *Heart Piece*.

To gain another mask and Heart Piece, exit Clock Town on the 1st Day through the North gate. Play the Song of Double Time to advance to night, then wait until 12:00 a.m. Look on the mushroom-shaped platforms to see a dancing man on top. Talk to him to add him to your notebook, then play the Song of Healing to heal him. He will give you the *Kamaro Mask* to pass on his dance.

Go back to Clock Town and go to the West side at night to see the dancing Rosa sisters. Put on the mask and press B while in front of them to do Kamaro's dance. The twins give you a *Heart Piece*.

Onward to Southern Swamp

Now, you can advance to the first dungeon. Exit through Clock Town's South gate to Termina Field (preferably on Day 1 in the morning, play the Inverted Song of Time to slow it down). Go straight forward to a tree with the picture on it and then past it to Southern Swamp.

[Z6.2]

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#### \*Southern Swamp & Deku Palace\*

Items/Weapons: Woodfall Map, Pictograph Box  
Masks: 0 // 8/28  
Heart Pieces: 4 // 10/52  
Empty Bottles: 1 // 1/6  
Owl Statues: 2 // 4/10  
Songs: Sonata of Awakening, Song of Soaring

#### Southern Swamp

Get rid of the bats and, if nighttime, the Wolfos. Climb the tree on the vine ladder to get a \*Heart Piece\*. Go right to see Tingle in a red balloon. Shoot a bubble at it to bring him down. Buy the \*Woodfall Map\* for 20 rupees (if you're out of money, find a red rupee in the chest inside the nearby hole.) Go past Tingle to enter another area.

Go right and hit the \*Owl Statue\* with your sword. Then, climb up the ladder to the hut. If you have the Land Owner's Paper from Clock Town (the exchange you had with the Deku Scrub, giving him the Moon's Tear), exchange the paper for the Swamp Title Deed and the flower. As Deku Link, launch up to the roof of the hut and collect the \*Heart Piece\*. Then, go left of the hut through the swamp (I suggest you go across as Deku Link, but be sure to land on the green lily pads or he'll drown.)

Keep going until you see some pots with steam rising (a nearby sign will say the potion shop is ahead.) Go through the green area to the Potion Shop. If it's Day 2, you will see a cinema of a witch leaving the shop. Go behind the shop to an entrance leading to a forest (like the Lost Woods in Ocarina of Time!)

Put on your Bunny Hood and talk to the monkey. Follow him through the woods (he moves quickly and can fool you into following the wrong path, so be quick and careful.) When you reach a couple of other monkeys and an old woman, stop. Talk to her and she'll ask for something (notice that she is one half of Twinrova from Ocarina of Time). You don't have it, but knowing that she's in trouble will help you.

If you saw the cinema of a witch leaving the shop, find her in the forest and talk to her. Otherwise, exit the woods and enter the Potion Shop. Talk to the old hag at the desk (the other half of Twinrova). She will give you an \*Empty Bottle\* with Red Potion inside to take to her sister.

Exit and re-enter the woods. Follow the monkey again to the old woman and give her the potion when she asks for it (don't press the C-Button it's on before talking to her or Link will drink the potion!) If you do happen to accidentally drink it, go back to the Potion Shop and the lady will give you another potion for free. When you give the potion to the old lady in trouble, she is revived and will leave.

Exit the woods and you'll be confronted by some monkeys. One of them will mention that his brother is in trouble. After talking to them, follow them back to the last area before the potion shop. As Deku Link, hop back to the first hut (called the Photo Hut) where the Deku was sitting and enter the building.

As human Link, talk to the old lady through the hole in the little cove and she'll give you a \*Pictograph Box\*, plus a free boat cruise. At the end of the lovely cruise, say yes to disembarking, then change to Deku Link. Follow the monkey inside to the Deku Palace.

#### Deku Palace

As Deku Link, walk forward to the Deku guards and talk to them. They will let you enter to see the monkey being punished. Go straight forward to the royal chamber. Talk to the king and the monkey to learn more about the kidnapping of the Deku princess. Use the Pictograph Box to take a good picture of the king (you'll need it later), then exit.

That monkey re-appears to explain about the secret entrance to the Woodfall Temple. Before we enter the temple, you need some Magic Beans. Enter the left entrance, then carefully go through the maze, avoiding the Deku guards. If you get caught, you can re-enter the same maze again. Just talk to the Deku Guards. Go around the maze until you come to a hole at the end.

Drop through and go into the cove to meet the Magic Bean Salesman (also from Ocarina of Time.) Talk to him to get a free Magic Bean sample. Go to the patch of soft soil nearby and plant the bean. It won't grow without water, so use your empty bottle to get some spring water from the little pond there. Pour the water on the soil and voila! Ride the bean plant to the treasure chest and open it to gain a red rupee (worth 20 rupees.) Talk to the Magic Bean Salesman again to buy another bean for 10 rupees. You may want to buy a couple more, just in case and re-fill your bottle with spring water.

Exit the hole, then either backtrack to the main hall of the Deku Palace, or get caught and re-enter the hall. Either way, go through the other entrance and avoid the guards. At the end is a \*Heart Piece\*. Backtrack or get caught and go in front of the two Deku guards blocking the hall's entrance.

Go right, using the lily pads to hop across as Deku Link, then change to





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### \*Woodfall Temple\*

Items/Weapons: Hero's Bow, Large Quiver, Spin Attack, Bomb Bag, Largest Quiver, Big Bomb Bag  
Masks: 2 // 10/28- Odolwa's Remains, Mask of Scents  
Heart Pieces: 9 // 19/52  
Empty Bottles: 0 // 1/6  
Owl Statues: 0 // 4/10  
Songs: Oath to Order

#### Getting the Dungeon Map & Compass

Once inside the Woodfall Temple, play the Inverted Song of Time to slow down time (if you haven't already). It's very helpful. Wear the Great Fairy Mask to attract Fairy # 1. Use the Deku Flower to launch and fly to the right.

Open the treasure chest on the platform to get Fairy # 2 (it must touch you to gain it.) Fly across to the next platform, then fly towards the back of the upcoming platform, avoiding the Skulltulas. Enter the door to the main room of the dungeon. Go left, down the ramp. Beat the Deku Baba at the bottom to gain Fairy # 3.

As Deku Link, use the red Venus Flytrap plants and go around to the other side of the centre platform. Before entering the door there, go to the platform with all the pots on it. Break them and receive Fairy # 4.

Continue through the open door. Use the Deku Flower in the middle of the room, then fly left to the treasure chest. Open it for a Small Key, then use the flower again to fly straight forward. Enter the door. Use the Deku Launchers to launch up on the Snappers when they cross over your flower (make sure they see you or they won't move.) When all 3 are gone, open the chest that appears for the Dungeon Map.

Exit this room and the last one to return to the main room. Go around to the locked door and open it, using the key. Push the grey block forward, then go around the path at right to a Skulltula. Defeat it to get Fairy # 5. Continue forward along the path, then push the block forward again. Continue back around to where the Skulltula was. Put on your Bunny Hood, then light a Deku Stick, using the lit torch. Race right to the unlit torch to open the door.

Quickly, put away the stick to save it or the gnats will bite you (they're attracted to the fire). Enter the door, then use the Deku Flowers again to get rid of the 2 mosquitos. When they're gone, open the treasure chest that appears for the Compass. Exit back to the last room.

#### Getting the Hero's Bow & Boss Key

Put on your Bunny Hood again and light another Deku Stick. Run up the stairs on your left and then, go right across the platforms (the Bunny Hood also makes you jump farther), burning the cobweb at the end. Quickly, put the stick away, then beat the Deku Babas to gain more Deku Sticks or Deku Nuts.

Go up the stairs (he walks automatically once you get close to them). Defeat all the Black Boes in the dark room to make a treasure chest appear. Open it for Fairy # 6. Light a Deku Stick using the lit torch in the centre and wear the Bunny Hood to quickly light all three torches around the room. Once they're all lit, the door opens.

Make your way through the room, using the Deku flowers, avoiding the mosquitos, to the left. Go through to the top level of the main room. As normal Link, step on the switch to your left, to make a couple of ladders appear. Go right and pop the bubble to free the fairy, then either walk into it or wear the Great Fairy Mask to attract it (that's Fairy # 7.) Go back to where the switch was and enter the door behind it. Go right, then through the open door to engage in a battle with a mini-boss, Metal Dinalfos.

He's very easy. Slash the Dinalfos with your sword and backflip to avoid his fire blast. He also has a weak sword attack which you can shield. When he bites the dust, open the treasure chest that appears to gain the \*Hero's Bow\*, already equipped with 30 arrows. Exit to the last room.

Test out the new bow on your left by hitting the eyeball switch. This makes the Deku Flower in the middle of the room move up and down. Then, shoot the beehive left of the eyeball switch to free a Stray Fairy. Wear the Great Fairy Mask to attract Fairy # 8. As Deku Link, launch into the Deku Flower in front of the door that led to the mini-boss and fly onto the Deku Flower in the middle of the room. Fly again to the door across from you and enter to meet another mini-boss, Gekko. He's a bit tougher than the Metal Dinalfos, but still pretty easy.

Slash Gekko until he summons his turtle friend. He will ride it and attempt to flatten you. Change to Deku Link and burrow into a flower. When Gekko runs over the flower, launch up and he will fling off the turtle and climb on the walls. Change to normal Link and try to Z-target him. Once targeted, fire arrows until you hit him. Continue this process a few more times. When Gekko is defeated, he turns into a frog (you'll use the frog later to get a Heart Piece, but you can't get it now). Enter the door that has a fence around it and open the colourful chest for the Boss Key.

#### Finding the Boss Door

Backtrack to the top level of the main room. Use your bow and shoot an arrow through the lit torch to light the torch on the centre platform. The platform will rise and start spinning (it looks like a flower.) Jump onto the spinning flower and take out your bow. You have to time this one well. Shoot an arrow through the lit torch in the centre to light the unlit torch across the room (it's next to the platform where the Stray Fairy in a bubble was). When the torch is lit, the barred door opens.

Jump over where the door is, then launch into the Deku Flower. Fly to the torch that you lit (don't land right on it or you'll lose a life.) Step on the switch next to the torch as normal Link to make a treasure chest appear. Drop down into the water (it's no longer poisonous) and make your way up the ramp to the chest. Open it for Fairy # 9.

Now that the water isn't poisonous and you have your Hero's Bow, go back to the room with the stone block, which is left down the ramp & through the door. Shoot an arrow at the beehive on the bottom of the high platform, then wear the Great Fairy's Mask to get Fairy # 10. Then, shoot an arrow at the bubble below the walkway, then wear the Great Fairy's Mask to attract and gain Fairy # 11.

Exit back to the main room, then climb up the ladder to the top floor. Find the door with the Deku Flower in front and enter (it's the door that you opened by shooting an arrow through the flame to the un-lit torch across the room.) This can be tough, but make it easier for yourself. Use arrows to get rid of the Skulltulas waiting for you on the ceiling and the dragonflies. Then, go down the ladder and use the Deku Flower to launch to the right platform (a cove in the wall.) Get the fairy there (Fairy # 12.)

Then, fly over to the third right cove and get Fairy # 13. Fly up again to the left and get Fairy # 14 from yet another cove. Finally, from the right-most cove, use an arrow to pop the bubble over the flaming statue, then wear the Great Fairy's Mask to attract Fairy # 15. Now, you have all the Stray Fairies. We'll get them back in the Fairy Fountain later.

Now, using an arrow, hit the crystal switch across from you. Quickly, turn into Deku Link and fly over to the statue near the switch, then across to the Boss Door. Turn into normal Link and enter the door to battle Odolwa. You only require the sword to do this battle.

Odolwa is a tall warrior and has a powerful sword. Slash his legs and use your shield to protect you from the sword. He may call upon spiders to attack you. They are a good source of hearts. He may also make a ring of fire, which you cannot get through. Just keep slashing his legs whenever possible. You can use arrows as well if it's easier for you (thanks Gary for the tip). Once he's gone, collect the Heart Container, then step into the blue light to get \*Odolwa's Remains\*, one of four Guardian Masks. Now you will learn the Oath to Order from the weird-sounding guardian. Very interesting...

#### More Errands

After defeating Odolwa, the poison water is restored to normal and you are transported to another area. Slash the vines on that tree with your sword, then enter and talk to the Deku Princess. She will ask you to carry her back to the Deku Palace. Use your empty bottle to hold her inside. Tight squeeze!

Exit this area, cross the path to the next area, then hop into the water below. Continue through the entrance to the Deku Palace. As Deku Link, talk to the guards who'll let you through. Go straight to the Royal Chamber and the Princess will ask to be dropped off in front of the king (her father). In front of the king, drop her out of the bottle and the monkey will be freed. Kudos is given and you are also given a gift that must be picked up.

Exit the palace, outside where the two guards are. Go right, across the swamp and enter the cave. This is the Deku Shrine. As normal Link, talk to the butler. He will give you a special gift if you follow him. Put on the Bunny Hood and quickly follow the butler through the maze. At one point, you'll need to shoot a crystal switch with an arrow to put out the flames (or you can change into Deku Link & spin at the switch, then change back to normal Link). All the other obstacles are fairly self-explanatory. At the end, he will reward you with the \*Mask of Scents\*. Step into the blue light to be transported outside.

Now, before moving on to the next dungeon, return to Woodfall (fly to the owl statue.) Turn and face the wall. See the hole? As Deku Link, dive into the flower and land on a pillar with another flower. Launch and fly up

into the cave. As normal Link, walk to the fountain and all 15 stray fairies will combine to form the Great Fairy. She will grant you a new sword technique, the \*Spin Attack\*.

Depending on the day, you may need to redo tasks, such as saving Koume in the forest, beating Odolwa and taking the picture of the Deku King. If it's Day 1, you can go to the boat cruise centre and give the pictograph to the man there for a Heart Piece. If not, you'll need to do it again. You can also show him a picture of his son, Tingle, for a \*Heart Piece\* or, later when you've already gotten it, you can get a Silver Rupee.

Now, talk to the old hag inside and she'll offer you a free boat cruise with a twist. Using your bow, you must hit 20 targets by the time the cruise is over. Make sure you don't hit the witch 10 times or you automatically lose. If you lose, she'll charge you rupees to play again, so be careful and precise! When you finally win, you get a \*Heart Piece\*.

Exit this area of Southern Swamp and backtrack to the main entrance where Tingle is. Go through the other entrance to the Swamp Shooting Gallery. This game is fun, but costs 20 rupees a try. Shoot all the enemies (birds, scrubs and Wolfoses) to win. Be sure to get the hidden scrubs (one is on the left on top of a stone wall and the other is on a tree to the right.) If you happen to miss some enemies at one point, they will re-appear again later. When you win, you receive the \*Large Quiver\* that holds 40 arrows. Play again and win to get a \*Heart Piece\*.

Now, return to Clock Town. Go to the West side and enter the Bomb Shop (it's across from the banker.) Buy the \*Bomb Bag\* for 50 rupees. On Day 1, stop the burglar in North Clock Town again. Head back to the Bomb Shop and buy the \*Big Bomb Bag\*. Now, you can get your horse back (later)!

In East Clock Town, play the Shooting Gallery, beat the high score and win the \*Largest Quiver\*. Win a second time with a perfect score for a \*Heart Piece\*. Play the Song of Time and go back to Day 1.

On all three days, play at the Deku Playground in North Clock Town (use the Deku flower to reach the hole inside the fenced-in area). Win all three days to get a \*Heart Piece\*. There's a similar activity at Honey & Darling's in East Clock Town. Play a different game each of the three days and win all three for a \*Heart Piece\*.

Collect the Land Title Deed in South Clock Town (by trading the Moon's Tear) and enter the Stock Pot Inn via the roof (use the Deku flower nearby and enter the door) between midnight and 6 a.m. of any day. On the bottom floor in a cove that acts as a bathroom, a hand will pop out and ask for paper. Give him the deed and you'll get a \*Heart Piece\*.

In the Astral Observatory where you get the Moon's Tear, peer in the telescope and look for a Deku Merchant flying around the Clock Tower. Follow him with the telescope until he lands in a hole. Exit out the east gate to Termina Field and search by the trees surrounding the back of the observatory. Drop through the hole and talk to the Deku. Refuse his first offer of 150 rupees, then pay 100 rupees for the \*Heart Piece\*.

Lastly, in Termina Field, at the south end, drop through the hole hidden by the Deku Baba in the tall grass by the entrance to Milk Road. Defeat the Peahat inside with arrows for a \*Heart Piece\*. If it doesn't fly up on its own, make sure it's daytime & you have a full stock of arrows.

Return to Day 1 and play the Inverted Song of Time to slow down time. Stock

up on arrows and bombs. Head back to North Clock Town and exit through the North Gate to Termina Field.

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[Z6.4]

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Mountain Village

Items/Weapons: Snowhead Map, Lens of Truth
Masks: 2 // 12/28- Goron Mask, Don Gero Mask
Heart Pieces: 1 // 20/52
Empty Bottles: 0 // 1/6
Owl Statues: 2 // 6/10
Songs: Goron Lullaby

The Lens of Truth

Go down the ramp to the snow area and search for a hole by the mushroom-shaped platforms. Drop through and fight two Dodongos by shooting arrows at their tails. Defeat both for a *Heart Piece*. Back outside, climb up the ramp ahead, then up another one. Shoot the icicle at the top (Tatl will let you Z- Target it) with two arrows, then enter the new area.

Go straight, then follow the map left. Bomb the big snowballs blocking your path and continue to the Mountain Village. You should see an *Owl Statue* near the small bridge. Hit it to remember your spot. If you want to, you can talk to the hungry Goron nearby. You'll save him later. Go behind the log cabin and enter another area.

Watching for Wolfoses that pop up, go over the bridges and stop to buy the *Snowhead Map* from Tingle for 20 rupees (if he's not on the ground, pop his balloon.) Continue across and into the next area. Go around the snow-covered houses and drop to the lowest level. Walk around and you'll find Kaepora Gaebora, the wise owl who also appeared in the Ocarina of Time game. Follow him over the big gap by jumping on the feathers he drops. He'll lead you to a cave. Enter and open the big chest for the *Lens of Truth*. You can use it in this cave and bomb the boulders (the left one has some rupees in a chest.)

The Goron Mask & Goron Lullaby

Exit and use the Lens of Truth to see the winding path. Follow it to the end and, if you still have the Lens on, you can see a ghost! Talk to him, then follow him when he asks you to. Don't keep the Lens on too much or you'll lose a lot of magic power. You can see his shadow on the ground and use it as a guide when the Lens is turned off. He'll stop and wait for you at different points. When he stops, turn on the Lens of Truth and he'll continue. At one point, you need to hop across ice platforms to a wall. Use the Lens of Truth to see a ladder. Go right, left and right at the ladder "forks". You'll eventually make it to the Goron Graveyard.

Talk to him again to learn he is Darmani, a deceased Goron King. Play the Song of Healing to heal him. You'll now receive the *Goron Mask*! Put the mask on to become the reincarnation of Darmani. Read the tombstone to learn basic

Snowhead Temple

Items/Weapons: Fire Arrows, Big Magic Meter, Razor Sword, Gilded Sword,
Biggest Bomb Bag
Masks: 1 // 13/28- Goht's Remains
Heart Pieces: 3 // 23/52
Empty Bottles: 1 // 2/6
Owl Statues: 0 // 6/10
Songs: None

Getting the Dungeon Map & Compass

I suggest slowing down time with the Inverted Song of Time. In the first room, get rid of those annoying white Boes. Then, as Goron Link, push the block forward to create a path. Get rid of the Wolfos, then go through the open door. Line yourself up with the bridge and time it so you'll roll over the bumps, avoiding the Freezards' cold breath. If you fall, just climb that ladder to the top and start again. When you're at the end, change to normal Link and try to nab that Stray Fairy under the middle pillar under the bridge (she's in a bubble) with an arrow, then wear the Great Fairy Mask to attract her to you for Fairy # 1.

Burst the bubble under the platform in front of you, then wear the Great Fairy's Mask to get Fairy # 2. Then go right through the opening (not the door). Open the chest to receive the Dungeon Map and collect Fairy # 3 in the corner of the room. Go back to the last area and enter the other door to your right. Go through the gold-bordered door.

Looking left, you'll see a stack of 2 grey blocks against the wall. Pull them out to reveal a secret cove. Open the small chest inside to get a Small Key. Push and pull the stack of blocks to the end of the small snow-covered floor and a chest will appear out of your reach. That's a Stray Fairy, but you'll get it later. Exit back to the last area. Take the stairs next to the blue-bordered door to the lower level. As Goron Link, find a switch on a small lava pit. Step on it to make a small chest appear. Open it to get Fairy # 4.

Go back up the stairs nearby and through the blue door. Head over the bridge or take the ladder at the bottom. Go back to the room before this one with the Wolfos. Open the locked door with your key. Open the chest for the Compass, then bomb the wall up ahead. Take the stairs up to a room with many icicles on the ceiling. Watch where you step, but get up on the platforms.

Getting the Fire Arrows

Using the Lens of Truth, you can see an opening in the right wall. Using the Bunny Hood, jump through it and open the chest for Fairy #5. Jump back out and climb onto a platform. Shoot the centre icicle twice with arrows and it will break the ice block in the middle. Climb up and onto the platform ahead.

Punch the giant snowball as Goron Link and open the chest for a Small Key. Enter the locked door below using your key. Using the Lens of Truth, see the Stray Fairy on the ceiling. Pop the bubble, then wear the Great Fairy Mask to attract it (Fairy #6). Here's a little puzzle that involves switching between human and Goron Link and doing some Goron Stomping (and running!). First, nab all the white Boes to make things easier (when you get the Fire Arrows, melt the ice barrier at left for a shortcut to the door). Then, Goron Stomp the first circular platform near the entrance, which will cause a smaller

platform to rise up. Hop over to the raised green one nearby and Goron Stomp that one. Then, Goron Stomp the 2nd yellow one. As normal Link, go to the green switch on the snowy ground and jump to the open door. Quickly, enter the door before it gets blocked off again. Roll across the bridge and over the gap to the other side. Carefully, roll over the snow against the wall.

Instead of entering that door, turn around and roll across another gap. Enter the door at the end to battle a mini-boss, Wizrobe (Phase 1). Wizrobe is a wizard that has one attack mode: shooting a ball of ice at you. He appears and disappears using the teleport pads. The easiest way to beat him is to stand in one spot at all times and use your arrows to fire at him. The first part of the battle is easy as he appears in one spot. After a while, he will clone and appear in all the pads, but only one Wizrobe is real. Shoot the real one. When he's space dust, collect the *Fire Arrows* in the chest.

Getting the Boss Key & Finding the Boss Door

Drop to the lower level with the platform and doors with the colourful borders (sorry about the pain, Link!) and shoot Fire Arrows at the ice-covered openings. Go through the green-bordered door that's next to the gold one. Using the Fire Arrows, melt all three Freezards (ice-blowing enemies.) When they're gone, a chest appears. Open it for Fairy #7. Shoot Fire Arrows at the torches to light them (there are 3 in total). This opens another door.

Enter it and Goron Stomp the platform to rise the main platform. Exit to the last room and then again. Drop to the very bottom of the main room and then climb the stairs. Go through the blue-bordered door and back a room, then through the door across that was locked before. Push the block forward against the wall. Climb to the top and enter the door. Hop across to the other side. Open the chest that you couldn't reach to get Stray Fairy # 8.

Go back and toss a bomb at the wooden crate nearby to release the fairy. Attract Fairy # 9. Use a Fire Arrow to melt the giant ice block, then step on the switch, push the block forward, right and then up to reach the chest with Fairy # 10. Go back 2x and across the bridge. Melt the Freezards, then melt the ice block to open the chest with a Small Key inside.

As normal Link, hop over to the room where you got the Dungeon Map. Stand on the platform and shoot a fire arrow at the Freezard to get him out of the way, then shoot the ice-covered eyeball switch to raise the platform you're standing on. Using the Lens of Truth, you can see a line of blocks in the air. Climb each one and hop across to a cove. Open the chest for Fairy #11. Get back up on the high floor of the room and enter the door. Now you are in the main room in its new position.

Roll against the snow piles on the wall or use the small ladder. Punch the ice layers on the platform. Shoot the ice-covered opening with a Fire Arrow, then enter it. Punch another ice layer on the platform. Roll over the snow-covered wall (carefully). Punch yet another ice layer, then enter the locked door using the key you have. Defeat the Eenos (snowball throwing enemies). Use the Lens of Truth to see a Stray Fairy. Pop the bubble, attract it with the Great Fairy Mask (Fairy #12), then enter the next door (shoot a fire arrow at the ice). Beat the two Dinalfos to collect two Stray Fairies (one for each enemy; that's Fairy #13 and Fairy #14).

Go through the door to the next area. Drop to the platform below, in the middle. To get the last Stray Fairy, burrow into the flower as Deku Link and using the Lens of Truth, fly down and right to the opening with the chest and a Deku Flower in front and SLOWLY drop into it (#15). Make your way back up to

the 4th floor bridge. Punch the big snowballs blocking a path (as Goron Link). Follow the path to the next room. Roll over the gap to the Boss Door.

We don't have the Boss Key yet, so, as Deku Link, dive into the flower and fly below to the door with two icicles next to it (to your left when your back is to the Boss Door). Enter the open door to fight Wizrobe again in Phase 2. Wizrobe is back. Same deal as the last fight, except there are more teleporting pads and, therefore, more clones in the second half of the battle. Use the same strategies as before. When he disappears, go through the open door and collect the Boss Key from the colourful chest.

Backtrack up the stairs and roll across the gap and open the door with the Boss Key for the battle with Goht. This is a wickedly fun battle!! Shoot a fire arrow at the frozen boss to start the fight. This is the best roller coaster ever. Change to Goron Link and roll around the circular area. Bang into Goht with your spiked shell and he will send a blue shockwave at you. Avoid it and repeat this process. He will then start throwing bombs and rocks and pillars will grow out of the ground. Avoid all of this and continue banging into him. If you bang him enough times in a row, he will fall and all you need to do is roll into his body continuously. It will be hard the first time you battle him, but if you continue playing the game over and over again, you'll love it!! Collect the Heart Container, then step into the blue light to get the 2nd Guardian Mask, *Goht's Remains*.

Even More Errands

Once you finish that temple, Mountain Village is returned to normal. Go to the Great Fairy Fountain on the first level of Snowhead Temple for the *Big Magic Meter*. Now, you can get a few things.

If you beat Goht after Day 1, play the Song of Time, then the Inverted Song of Time, warp to Snowhead, warp to the boss by using the platform in the very first room and beat Goht again. Otherwise, on Day 1, slow down time by playing the Inverted Song of Time. Go to the area where the Goron Shrine is and find the cave with the big Goron inside that sells powder kegs (look for the sign).

He'll train you in order to use them. Take the keg and throw it over the steps one by one until you're outside. Go forward on the ramps and turn right. Go through the opening into the area with Tingle. Go over the bridges and stop at the end of the last one. Turn right. Throw the keg up each step and place it in front of the boulder. Talk to the baby Goron and he'll explain what is behind the boulder. When it blows up, you can enter the Goron Races.

This is kind of fun. Go inside and talk to the baby again. Roll through the obstacles (trees, bombs and bumps in the track) and hit the green pots for magic refills. Finish in first place to win a new *Empty Bottle* with Gold Dust inside! Cool. Now what do we do with that?

If you have the Adult Wallet (earned after depositing a total of 200 rupees in the bank) and 100 rupees in your wallet, first go back to the Goron with the powder kegs to be approved. Get one free powder keg, then head back to the area before the main village with the log cabin. As normal Link, enter the cabin on Day 1. Talk to the guy and the weird metal one. He'll fix your Kokiri sword to a *Razor Sword*. Exit and play the Song of Double Time. Advance to Dawn of Day 2. Enter and get the Razor Sword. Talk to him again and give him the bottle of Gold Dust when prompted to. He'll fix your sword again. Exit and advance to Dawn of the Final Day. Enter and he'll give you the *Gilded Sword* along with your empty bottle back.

when you get the Mask of Truth later on. I'll remind you about that when you get it. The idea is to keep picking confident dogs and you'll eventually get it (a tidbit: I won the Heart Piece in my first file without the Mask of Truth!)

Anyway....play the Inverted Song of Time again and restore the time speed to normal. Play the Song of Double Time to advance to 6:00 p.m. Now, you need to wait until 2:00 a.m. You can enter the house and talk to Romani and her sister, Cremia for a while. Practice jumping and running with Epona.

At 2:00 a.m., Romani will come out of her house and enter the barn to protect the cows. You do not need to use Epona when hunting the aliens. You can wear the Bunny Hood and run around shooting them as long as you stay near the barn. I find that easier. Just remember to peek behind the barn every once in a while and watch your map for the little white dots (those are the aliens). The aliens appear at 2:30 a.m. and stop attacking at 5:30 a.m. Romani rewards you with a new *Empty Bottle* filled with milk. You are finished Romani's entry in the Bombers' Notebook.

Play the Song of Double Time to advance to 6 p.m. on Day 2. Talk to Cremia, who is making a delivery to the Milk Bar. Say Yes to her offer for a ride. When she warns you about the attackers, take out your bow and shoot the two guys continually until you make it out. Cremia rewards you with the *Romani Mask*, which is used to enter the Milk Bar at night (it opens at 10 p.m.) You are finished here!

[Z6.7]

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\*Great Bay Coast, Zora Hall & Cape\*

Items/Weapons: Great Bay Map  
Masks: 2 // 16/28- Zora Mask, Stone Mask  
Heart Pieces: 1 // 25/52  
Empty Bottles: 0 // 3/6  
Owl Statues: 2 // 8/10  
Songs: None

Meeting Mikau

Make sure you're at Dawn of Day 1 and play the Inverted Song of Time to slow down time. Now that you have Epona back, head through the West Gate in West Clock Town. Call Epona and ride down the sandy path. Jump over the fences until you reach Great Bay. Dismount at the watery area. See all those seagulls? They're surrounding a Zora who is drowning.

Swim behind him and push him to shore. He takes a few steps and then collapses. Talk to him and he'll sing his last song, explaining what is happening in Great Bay. Play the Song of Healing to heal him. When he's gone, you get the \*Zora Mask\* so you become the reincarnation of Mikau, a member of the Zora band, the Indigo-Gos (remember Toto, their manager from the Mayor's Residence?) You can read his memorial to learn how to use Zora abilities.

Swim up to the building in the water ahead. Hit the \*Owl Statue\* as normal Link to save that spot and buy the \*Great Bay Map\* from Tingle for 20 rupees. If you climb the ladder and enter the Marine Research Lab, you'll notice a big empty aquarium. You need to find 7 Zora eggs and put them in there when you find them. You should have 3 or 4 empty bottles by now. If not, check the 4 Swords and 6 Bottles page and see if you can get one you missed. It's okay if you only have a couple, but you'll need to do some backtracking when your bottles are full with eggs.

Anyway....go back to the beach and go right to another area. See the fin on that area across the water? Swim over there, then dive down to the bottom. Watch out for the bony fish and Like-Likes. Enter the shark's mouth to get to Zora Hall. You can't do too much here, but you can learn about the Indigo-Gos band members (Lulu, Japas, Evan and the drummer). Go right to the Zora Shop's door, then go left to Zora Cape. There is Lulu, but she won't talk to you. Hit the \*Owl Statue\* as normal Link to remember your spot.

Before we continue, go back to Clock Town (warp). Buy a Red Potion from the Trading Post in West Clock Town and it will go into one of your bottles. Head through the East Gate and call Epona. Go through the opening to Ikana Valley. Jump the fences, then stop. See that circle of rocks? Take out the Lens of Truth and use it to see a solider stuck in there. Talk to him with the Lens on and he'll ask for your help. When prompted to, give him the bottle with potion. He will reward you with the \*Stone Mask\*. This will prevent some enemies from seeing you.

You can also head back to Snowhead Temple, defeat Goht again (unless you already have in this day's agenda) and visit the area with Tingle. Dive in the water as Zora Link and collect the \*Heart Piece\* from the chest.

Warp back to Great Bay Coast and swim around in the first area. Look for a waterfall with a couple of Like-Likes around and a bunch of tall spiny things in the water. If you find a Zora, you've gone too far. You can also see 4 boards underwater with skull and crossbones on them. Bang into them as Zora Link and one of them will reveal an entrance. This is the Gerudo's Hideout. Enter the cave and continue on....

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[Z6.8]

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Gerudo Lagoon

Items/Weapons: Hookshot
Masks: 2 // 18/28- Mask of Truth, Circus Leader's Mask
Heart Pieces: 10 // 35/52
Empty Bottles: 1 // 4/6
Owl Statues: 0 // 8/10
Songs: New Wave Bossa Nova

Change back to normal Link and put on the Stone Mask. Jump into the water, then hop on a boat when a guard comes by. Take a Pictograph of the guard (you'll need it later). When you come towards a platform, jump off and onto it. Switch to Goron Link and pound the switch to open an underwater area. As

normal Link, with the Stone Mask on, hop into the water. Change to Zora Link and dive down. Nearby is the opening (look for orange swirls in the water, then go just a bit forward from it, it's a big tunnel with a gold border).

Swim into the opening. Once inside, dive down, pounding the board and you are in a maze. Okay, here's how to get out of it. Pull the stone block towards you as far as it will go. Go left and bang into the board to break it. Go right, breaking another board, and push the stone block as far as possible.

Go right, then left twice and you're free! Step onto the orange swirls and you're pushed up to another type of maze, but not as hard (even though the last one wasn't all that hard!) Avoid the orange swirls and the spiked bombs. Walk on the bottom. If you get into the orange swirls, you'll be pulled back into the main area of the Pirate's Fortress and have to re-do the stuff before. When you're at the end, surface and go through the door.

Almost the same room as the last one. Avoid the spikes and climb up on the ramp. You can see a Heart Piece in a caged-in room. Climb up the left ramp and bang into the barrels on the left. Quickly, step on the switch to open the door to the *Heart Piece*, put on the Bunny Hood and run to it.

After you collect it, step on the switch behind you to open the door again. Go back up that ramp and shoot the diamond switch with an arrow then, as Zora Link, dive into the water nearby and swim through the opening to a new room before it closes. Swim over the orange swirl, then climb the ladder.

This next room has a switch on the wall blocked by a gate, a switch on the floor and a grate. Stand on the floor switch to open the gate blocking the other switch. Scoot over to the grate and shoot the switch with an arrow before it closes up again. A water spout will act as an elevator pushing you up. Climb the ladder and you'll see a telescope. You can look through it to see the Gerudos walking around their hideout.

Turn and shoot an arrow at the switch across from you. The door below will open, so enter it. Wear the Stone Mask and go around the bend, then through the opening. Now you're in the area that you may have seen through the telescope in the last room. Wearing the Stone Mask, go to the centre of the area and climb the ladder. Cross the bridge to the other side and enter the door.

Walk forward and a cinema will start. You'll hear a couple of Gerudos talking. After it's done, shoot an arrow through the barred window at the beehive. The bees will scare away the guards. Exit to the bridge outside and turn right. Drop down a level to another door. Enter it and you're in the room where those guards were just now. Open the big chest for the *Hookshot*! This is useful for hooking onto targets and other things.

In this room, hookshot to the wooden board above the aquarium. As Zora Link, dive down and scoop up the Zora Egg into a bottle. Climb out and exit back to the outside area with all those guards around. Keep the Stone Mask on all the time while around these guards or they'll see you. Go to the northwest part of this big area and hookshot on the black and white targets.

Enter the door and walk past the guard. Enter another door and a Gerudo Guard will come out to fight. Just fight her like you do the Wolfos. Use the sword to attack and the shield to defend. After she's defeated, enter the door with the torches on either side of it and you'll find the Second Zora Egg in another aquarium. Dive down as Zora Link and scoop it up in another bottle.

Backtrack to the big outdoor area. Go to the right side of the area and find

another door. Enter and go past the guard. Go through another door to fight another Gerudo Guard. Same strategy as before. When she's gone, enter the other door and collect the Third Zora Egg in another bottle. You might be out of bottles by now, but you can play the Song of Soaring and warp to Great Bay, then drop the eggs off in the big aquarium in the Marine Research Lab any time.

When you return to the Lagoon, hitch a ride on a pirate boat (wearing the Stone Mask), get off on the platform at left, hookshot to the black & white target, go up the ramp and into the big guard infested area. Head to the back of the settlement in the northeast corner of the map. Hookshot up to the last door. Walk past the guard outside and into the room.

Pass the guards in this small room. Open the chest for a Silver Rupee, then go through the next door. Go through the room and fight the Gerudo Guard. Collect the Fourth Zora Egg. Warp to Great Bay and drop off all the Zora Eggs you have (4 total).

In the first area of Great Bay on the beach, find the Fisherman's Hut. Remember that Pictograph you took of a Gerudo Pirate? If you don't have it, just go back to the first area of the fortress and take a picture of a guard. Talk to the guy, then to the seahorse and give the guy the picture when prompted to. He'll give you the seahorse in one of your bottles. You need to drop the seahorse off at Pinnacle Rock.

Swim out in the water in the first area of Great Bay and look for two big pillars sticking out of the water. Sink down near there and walk forward. You are transported to Pinnacle Rock. Drop the seahorse off and talk to him. He'll lead you to the area where you can help him. Follow him (he'll stop at each sign). You need to defeat all the sea snakes in the underwater area ahead to free the seahorse's friend.

Look in all of those holes to find them. Be careful and stand next to them, not in front of them, because he pokes his head out and might attack you. The ones at the bottom of the lake are easy, because you can stand on land, but the others are a bit trickier. You need to stand in the hole just next to them. Hit them with your boomerang twice to defeat them. Not every hole has a Zora Egg in it, but three of them do. Collect each Zora Egg found. After you beat all the sea snakes, the seahorses will appear and be reunited. They reward you with a *Heart Piece*.

Head back to the Marine Research Lab (just float up to the top and walk forward. He'll reappear at Great Bay. Just go forward and swim) and put the remaining Zora Eggs into the big aquarium. The scientist will summon you to the front of the tank. Take out your guitar and play the song after it shows up. The new song is called the New Wave Bossa Nova. This song will get you to Great Bay Temple.

Now, go out and collect 4 fish in each of your bottles. Come back to the lab and drop each fish into that other tank with the two weird-looking fish in it already. One fish will eat all the small fish, then grow big and eat his pal! He'll blow you a *Heart Piece* kiss!

Play the Song of Time and save your game. Now that you have the Hookshot, you can collect a few things before actually entering the temple ahead. After 10 p.m., enter the Milk Bar in East Clock Town by wearing your Romani Mask. Talk to Toto as human, Deku, Goron, and Zora Link and play the notes as instructed to. You will eventually play Ballad of the Wind Fish, a classic Zelda tune, and Gorman will give you the *Circus Leader's Mask*.


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Great Bay Temple

Items/Weapons: Ice Arrows, Double Defense
Masks: 1 // 19/28- Gyorg's Remains
Heart Pieces: 2 // 37/52
Empty Bottles: 0 // 4/6
Owl Statues: 0 // 8/10
Songs: None

Getting the Dungeon Map & Compass

When you first enter, shoot a fire arrow at each of the torches in the room to make a chest appear. Open it for Fairy #1. Enter the door ahead. You are in the a machinery room that controls the flow of water throughout the temple. Turn left and look up. See the Skulltula? Shoot it with an arrow, then wear the Great Fairy's Mask to gain Fairy #2. As Zora Link, dive down to the bottom of the water. Look below the platform you were just standing on.

Pop the bubble and collect Fairy #3. Look for a switch underwater (it looks like a key). Push or pull it and it will disappear. You'll also hear a confirmation sound. You've turned on a water spout and activated the other elevator next to the entrance. Swim back to the entrance and take the other elevator. Get rid of the Skulltulas then, as Zora Link, jump on the water spout when it's low enough. Hop to the platform, then through the opening to the next room. This room has a rotating blade in the middle, but they act as platforms, not really blades. The water is being turned around, too.

From here, go down to the perimeter below and look down into the water. Do you see the pot in the middle of the floor below? Shoot it with an arrow, then wear the Great Fairy's Mask to gain Fairy #4. Another fairy is in this room. Look for barrels on top of a high platform. Hookshot to them (hook onto the barrels), then bang into it for Fairy #5. As Zora Link, jump into the water in the centre and dive down. The current will push you into a room, but you need to be on the level of openings just above the floor, not the ones on the floor.

When you enter, you should see a chest. Get up onto a platform and hookshot to the chest. Open it for the Dungeon Map. Look across from the chest and hookshot the pots to break them. A Stray Fairy comes out of one of them. Wear the Great Fairy's Mask and collect Fairy #6. Now, dive down and hit the hands blocking the opening with your boomerang. Go through that opening.

Get rid of all the Deku Babas on the lily pads, then hop up onto one. You should see another Deku Baba across from a door. Get rid of him and a chest appears. Open it for Fairy #7. Hop over to the door and enter. Shoot the bomb dog with an arrow. Hookshot to the gold chest and open it for the Compass.

Getting the Ice Arrows

Dive into the water as Zora Link and get rid of the Deku Babas and the hand. Open that chest for a Small Key. Shoot the pot among the two hands

and wear the Great Fairy Mask to attract Fairy #8. Take the vent next to the door (sink down) to return to the main room. Find another opening on the bottom level with a red pipe going into it (current should push you in).

Float up and climb the red pipe. Enter the locked door using your key. Fill up on arrows, magic, hearts, etc. from the pots and the Chuchus. Enter the next door to engage in a fight with Wart, a mini-boss. This boss is pretty tough. It's a big eyeball with many bubbles surrounding it. First, look up and "stare" into its eye to get the battle started. Shoot a fire arrow at the bubbles to separate them, then slash them as they bounce around. Get rid of all or almost all the bubbles. Shoot a standard arrow into Wart's big eye. After a few hits to the eye, he moves very quickly around the room, banging into walls and maybe you! Shoot at the eye when you can. After a few more hits, Wart explodes, so watch out. When he blows up, open the chest that appears for the *Ice Arrows*.

Getting the Boss Key

Backtrack to the last room. Go down the red pipe and shoot the Octorok in front of you with an Ice Arrow to freeze him into an ice block. Hop across it and over to the switch. Push it and it will disappear, causing the red pipe to start pumping. That is actually your goal in this temple, to activate all the pipes. Now, exit through the vent in the wall to the main room. Float up and hop onto a platform. Hop onto one of the rotating blade platforms, then climb to the connecting platform. See the water flowing over the ladder?

Shoot the water at the grate above with an Ice Arrow to freeze the water. Climb the ladder and enter the door. Hookshot to the barrel to the left. Use Ice Arrows to create platforms to the switch by shooting them into the water. You may need the Bunny Hood to make the last jump. Turn the key to activate the pipe. Hookshot back to the barrel, then look right. Shoot Ice Arrows into the water towards the wall. Get as close to the wall as you can, then quickly look up and hookshot to the target on the ceiling. Look around for a chest and open it for Fairy #9, then exit back to the last room.

Sink down in the water again and return to the room where you got the Dungeon Map. Hookshot to the chest again. This time, look towards the door and use the Ice Arrows to make platforms in the water (yet again). Go through the door at the end. Shoot an ice arrow at the clear Chuchu to make a big ice block. Push the block towards the centre platform. Climb up to the switch and turn it to activate the pipe. Exit to the last room.

Go back to the room where you got the Compass. Shoot Ice Arrows in the water to create platforms and hop over to that room across the water with icicles, next to the gold window. Shoot the ice with a Fire Arrow, slash the icicles, then enter the door to fight Gekko again (remember him from Woodfall Temple?) He's back and he's a bit harder than he was in Woodfall Temple. No turtle this time. Instead, he throws hard bubbles at you like Frisbees. Dodge the bubbles and slash him. He'll then take all the bubbles and fly to the ceiling. Get into a corner and shoot an ice arrow at the big bubble with Gekko inside before he lands on you and traps you in the bubble, where you are defenseless against his attacks. Once you hit the bubble with an ice arrow it freezes (of course) and crashes to the ground, restoring the bubbles for him to throw at you. Continue slashing to finish him off. He turns into a frog, which I'll bring up again to get a Heart Piece. When Gekko goes bye-bye, go through the open door and get the Boss Key from the beautiful chest.

Finding the Boss Door

Exit this room (use the gold window to get over). Hop into the water on the left side of the room. The current will push you back into the main room. Head back to the first room with the machinery that powers the water flow in the temple. See the hookshot target on the ceiling? Hookshot to it and you'll land on a fountain spouting water. Hop to the nearby platform with the key-like switch. Turn it once, then drop down and turn the yellow switch above water. Head to the last room with the blade in the middle.

Head through the underwater path with red and green pipes leading into it. It shouldn't be too hard to get in, because the current should push you towards it. Avoid the hands trying to grab you on the left and enter the next room. Climb onto the platform on the right side, then wait for the elevator to drop. Climb on, then jump to the spinning axle. Try to keep your balance and hop to the platform moving towards you. While standing on it, look at the right wall. You can just see a torch and a chest inside a little cove. Hookshot to the chest and open it for Fairy #10.

Get back onto that last platform and let it take you to the other side. Look up the ceiling and shoot an Ice Arrow at the sewer dripping water. The axles turning will freeze and allow you to cross over them. Hop onto the big blade, then onto the middle of the machine, then up the right small blade. See the hole on the wall high up? Hookshot the chest and open it for Fairy #11. If you can't get back onto the big blade, you need to shoot a Fire Arrow at the ice you just froze and repeat the last steps you took. Anyway, when you're back on the big blade, hop to the door on the left. Enter it to a "play room". Well, sort of.

There's a few big see-saws in here. Stand on the one furthest from you on the left. Shoot a Fire Arrow at the ice above the other side of the see-saw to lift your side up. Hop to the other see-saw nearby and again fire an arrow at the ice above this see-saw. Turn the key-like switch, then walk along the pipe as Zora Link. Climb the one part, then turn right to the end. Drop to the right. Hookshot to the chest and open it for Fairy #12.

There is another fairy in this room. At the first see-saw, shoot a fire arrow at the ice. Dive down the hole as Zora Link. Bang into a barrel for Fairy #13. Reset the see-saw by shooting an ice arrow at the flowing water. Climb to the down end and shoot a fire arrow at the ice. Jump to the door. Enter it. Return to the main blade room.

Find the opening with the green pipe and go through it (it's on the bottom level underwater). Climb up the pipe sticking out of the water and up to the switch. Turn it to raise the water from the fountain leading to the Boss.

Before you enter, there are 2 Stray Fairies in this room. One is under the switch (stand on the pipe and fire an arrow to pop the bubble, then wear the Great Fairy Mask for #14) and the other is on the right side of the room. Pop the bubble with the Zora boomerang. You'll have to swim through the vent and catch it (#15) while the current pushes you out, then backtrack to this room. When you've done that, you can cross over to the big door and enter the next room to the Great Bay Temple boss Gyorg.

This is one annoying and very, very difficult boss (sorry!) Make sure you have a lot of hearts and maybe even a couple of bottled fairies to revive you if you extinguish all your hearts. Gyorg is a big fish that jumps out of the water to attack you on a platform and then, while underwater, bangs into the platform if you don't attack him fast enough. While Gyorg is underwater, shoot an arrow at him. He is stunned and now is your chance to attack. Change

to Zora Link and dive down to the bottom. Use your shock attack to cause damage. Quickly swim back to the platform. This is the hardest part, because Gyorg usually grabs you before you get up and, right out of the movie Jaws, chews you up a bit, before spitting you out. Continue the arrow and shock attacks until he releases a school of attack fish. Ignore them and continue attacking Gyorg until he is defeated. Collect the Heart Container and step into the blue light when he's defeated. You receive the *Gyorg's Remains* guardian mask. One more dungeon to go!

First, return the Stray Fairies to the Great Fairy Fountain in Great Bay. On the beach across from Zora Hall, hop the platforms, then hookshot to the tree, then across more trees to a blocked cave. Bomb the boulder, then enter to receive *Double Defense*. There is a hole next to the fountain. If you bomb the boulder over it and enter, you get free Bombchu from the chest inside. Now for a few Heart Pieces.

With Gyorg defeated, find the sign near a boat by way of Pirate's Fortress. Ride the boat, then hookshot to the tree. Talk to the pirate there to play his Jumping Game (must be any time but late night or early morning). You win a *Heart Piece* for that game.

Also, you can complete the Frog side quest for a Heart Piece. First, warp to Snowhead and re-defeat Goht to restore spring to the mountains. At the pond off the log cabin, wear Don Gero's Mask and talk to the frog. He will ask you to find four of his friends to complete the group. In Clock Town, one sits in the Laundry Pool, another in Southern Swamp (must finish boat cruise to retreat through the area) atop a log, re-defeat Gekko in Woodfall Temple for a frog, and the last one is for defeating Gekko in Great Bay Temple. Once they are all found, return to Mountain Village and with the Don Gero Mask on, talk to the frogs to perform a song and win a *Heart Piece*. Now, continuing on...

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Ikana Graveyard, Ruins & Valley

Items/Weapons: Giant Wallet, Stone Tower Map
Masks: 3 // 22/28- Captain's Hat, Garo Mask, Gibdo Mask
Heart Pieces: 6 // 43/52
Empty Bottles: 0 // 4/6
Owl Statues: 1 // 9/10
Songs: Song of Storms

Spookfest

Save and go back to Day 1. Stock up on arrows, bombs and such then, from Clock Town, take the East Gate. Call Epona and ride her through the opening to the road to Ikana. Hop the fences, then go left. Climb up and go forward to Ikana Graveyard. Head past the graves to a skeleton head at the fence.

Play the Sonata of Awakening to awaken him. Now you must battle him, but it's not a long battle nor a hard one :o) Just slash him or shoot arrows at him

whenever possible. If you are stopped by a line of fire, defeat the Stalchildren to move on. If he makes it to the end of the path safely, he goes back to sleep and you have to try again. When he is soundly defeated, he gives you a treasure then salutes you. Hookshot to the chest and open it for a new mask: *Captain's Hat*. This is useful for talking to Stalchildren in the 2nd Skulltula House and the graveyard at night.

Warp to Night of the 1st Day. At the graveyard, put on the new Captain's Hat and talk to the Stalchildren guarding a grave. When you talk to them, they think of you as their leader. They ask whether they should continue guarding or open the grave. Tell them to open it, then hop down inside. Hop across the platforms, through the opening to the next area. Defeat all the bats and receive a purple rupee from the chest. Shoot fire arrows at all the unlit torches to unlock the door ahead of you. Enter it to find an Iron Kunkle.

He's pretty strong, but not too hard to beat. Slash him with your sword to start the battle, then continue slashing, but backflip when he goes to strike you with his weapon. After a few slashes, he will lose armour and charge at you faster. Continue slashing and ducking attacks until he is defeated. A ghost songwriter will appear. Read the gravestone that appears to learn the Song of Storms (also from Ocarina of Time).

On Day 2 at night, get the Stalchildren to open the grave again and use the Lens of Truth inside. Head through the door and defeat all enemies while crossing the path. Bomb the wall at left, then fight the Iron Knuckle through the door for a *Heart Piece*.

Now you can complete the 2nd Skulltula House in its entirety. Make sure it's Day 1 and at the earliest time, slow it down, then head through the small building next to the Fisherman's Hut in Great Bay. See my Skulltula Houses page for details. Complete it on Day 1 (day or night) for the *Giant Wallet* and be sure to get the *Heart Piece* inside by talking to all the Stalchildren in the house using the Captain's Hat to learn the order in which to shoot arrows at the coloured masks. When you have it, shoot them in that order and get the prize.

Now that you have the Giant Wallet, remember to buy the All-Night Mask and get that 5000 rupee deposit to the bank for a Heart Piece (I mentioned it before in the Clock Town section).

With the All-Night Mask, visit Anju's grandmother in the inn any time before night on Day 1 or 2. Wear the mask when you talk to her and listen to the first story. Answer with the first choice for a *Heart Piece*. Talk to her again and listen to the second story, then pick the second choice for another *Heart Piece*.

Warp to Milk Road. Make sure you have Epona and at least 10 rupees. Head to the Gorman Ranch and speak to the two Gorman Bros. They challenge you to a race (pay them 10 rupees). Race them once around their track and win to get the *Garo Mask*.

Head back to the road to Ikana and go right after the fences. When you stop at the wall, a person wearing a Garo mask will stop you. Dismount Epona and put on the Garo Mask. He will make a tree appear so you can head to Ikana Valley. Hookshot to the tree and make your way forward to the Valley. Watch out for boulders and gun-powder enemies during the day or Blue Bubbles at night. Don't wear your Garo Mask while walking around the Valley or you'll be randomly attacked by Garo enemies. They're easy to beat but it gets annoying when they keep showing up.

him the 5 Magic Beans to go through the door.

Give the next Gibdo on the right the 10 Deku Nuts and continue through the door. Give the next Gibdo the 10 bombs to pass through his door. Walk past the moving blades to the centre of the room. A Big Poe appears. Shoot arrows at him and when he's defeated, collect the ghost in your empty bottle. Exit this room and go back to the second room (where you gave a Gibdo Deku Nuts). Talk to the other Gibdo and give him the fish. Pass through his door and give the next Gibdo the Big Poe ghost.

Go through to the last room, timing it carefully. Give the last Gibdo the milk and you are finished. Open the last door and shoot Fire Arrows at the four unlit torches. Collect the *Mirror Shield* from the chest that appears. This shield will replace your Hylian Shield and has the same capabilities as the old one, but it also reflects light. Deposit any rupees you have in your bank account (so you don't lose them), then play the Song of Time. Go back to Dawn of the 1st Day in Clock Town.

Learning the Elegy of Emptiness

Buy a Giant Bomb from the Goron in the Bomb Shop (costs 50 rupees). Hang onto it, because you'll need it later. Warp to Ikana Valley's owl statue and go to the right side where a big wall is. Next to it is a crack in the wall. Enter the crack to Ikana Ruins.

First, hit the diamond switch on your left to get light pouring in. Reflect the light on your Mirror Shield and aim it at the sun block across from you. Eventually, the block will disappear. Go forward and enter the door on your left. Put on your Gibdo Mask and the Redeads will dance! Shoot the frozen eyeball switch to your left with a Fire Arrow. Go through the newly unlocked door. Change to Deku Link.

This can be tricky. Quickly, hit the switch in front of you and the tall floor will rise to the ceiling. Run to the very end of the room and let the ceiling fall again. This is the hard part (sometimes). Hit the diamond switch nearby to raise the floor again. Scoot over to the Deku Flower (it's easier to take the 2nd flower from the barred door) and fly to the platform on the left. Change back to normal Link to step on the switch, opening the door. Head through it.

Change back to Deku Link and fly to the left platform in the corner of the room. Change back to normal and step on the switch. Shoot arrows at the Skulltulas on the ceiling to clear them out. Use the Lens of Truth to see a hidden platform. Keep hopping to the door (you might need to wear the Bunny Hood to make the last two jumps safely). Enter it (duh!), then quickly run past the Blue Bubbles so you don't lose your sword ability (if you do, it's only for a short time). Head up the stairs and through the door to reach the roof.

Hop to the pillar with the Deku Flower on it. If you shoot a bubble at the crystal switch and use the Deku Flowers to fly, you can reach a *Heart Piece* at the end. Launch and fly to the pillar with a switch on it. As normal Link, step on it. Drop down and re-enter the Ruins. Wear the Gibdo Mask again to make the Redeads dance. This time, shoot a Fire Arrow at the other frozen eyeball switch to open the right door.

Use the Mirror Shield and the light to burn the Floormaster enemy. Aim the shield at the sun block to make it disappear. Wear the Gibdo Mask to pass the Redeads and go into the next room. Say hello once again to Wizrobe. This


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\*Stone Tower Temple (Illusion)\*

Items/Weapons: Great Fairy Sword  
Masks: 5 // 27/28- Giant Mask, Twinmold's Remains, Keaton Mask,  
Postman's Hat, Couple's Mask  
Heart Pieces: 4 // 48/52  
Empty Bottles: 0 // 3/6  
Owl Statues: 0 // 5/10  
Songs: None

#### Getting the Boss Key

You will notice the temple is similar, but very twisted from the first time you entered it :o) Go through the right door. Shoot a Light Arrow at the sun block (now that you have these arrows, you can shoot the sun blocks instead of the annoying light reflection with the shield). Change to Deku Link and fly using the air circulators to the right and open the chest found there for Fairy # 9.

Fly left and up to a platform and defeat the Hiploop enemy as normal Link with a bomb and sword slash. Take the window cove, step on the switch and a chest appears on the strip. Open it for a small key. Fly again to the very top left of the room (see the map diagram for help). Open the locked door there with your key. Shoot a light arrow at the red switch to turn the temple right side up temporarily.

Change to Goron Link and walk across the lava (you will be unharmed). Shoot the red switch again with a light arrow and the temple is flipped again. Go through the door, push the block at right as far as possible, and shoot the next red switch to turn the temple back again. Push the block so it's in the middle of the room, aligned with the doors. Shoot the switch again to flip the temple and push the block down to the lower plane (level) and forward as far as possible. Flip the temple and push it into the hole. Climb up to the ledge and go through the next door to fight a mini-boss, Wizrobe.

This guy is back (was there any doubt?) There is a VERY easy way to beat this guy. If you stand under that structure with the iron gate blocking the one side, Wizrobe can only attack you from one pad and that is when you can fire an arrow at him. I always use this method, but if you find that boring, just do the usual. He clones himself again. Yadda yadda yadda...

When he's defeated, a chest appears. Hookshot to it and open it for Fairy #10. Go through the door there and change to Deku Link. Launch and fly to the other side of the room and enter the next door. Hookshot or shoot arrows (takes two, avoid the left one) at the spiked balls to make them explode. Fly to the small platform, avoiding the moving pots. Hookshot to the chest above the door at left & enter. Go through the next door to fight yet another mini-boss, Gomess.

This guy reminds me of Dracula with the bats all over him. Shoot a light arrow at him to scatter the bats, then slash him with your sword. Use your shield to block his scythe attack. Repeat this process until his demise. When he's gone, go through the new door and open the fancy chest for the boss key.

Go back three rooms to the one with the Poes flying around. Fly to the hole in

the left wall. As normal Link, wear the Stone Mask so the enemies don't see you. Step on the switch, clone yourself on it, then hookshot to the chest that appeared and open it for a small key. Exit the cove and go back to the last room. Turn right immediately and enter the door along the narrow path.

Wear the Stone Mask and hop to the left platform. Step on the switch and a chest appears on the ceiling. Hookshot to the new chest behind you, shoot a Light Arrow at the sun to reveal a chest you'll find later. Enter the locked door. Another mini-boss, this time a bigger version of Eyegore.

This battle doesn't even have its own room! It's like a big enemy that you need to beat to get by him. If you get close to him, he fires a laser attack. When his eye turns yellow, fire an arrow at it. Be quick, because his attacks are almost constant. Open the chest that appears for the \*Giant Mask\*, which you will need to use when fighting the temple boss. Go through the open door.

Hookshot to the chest above (from the point-of-view of the right corner), then hookshot to the target. Drop down to the boss door. Hope you have a lot of magic, otherwise stock up with the pots near the boss door. The Giant Mask uses magic. Go through the door and then jump through the hole to fight Twin-Mold.

These "molds" are flying dragons, but this battle is not as hard as it seems. You need to wear the Giant Mask through the battle. You should have a good stock of magic. Slash the head and tail of both molds. That's it. If you run out of magic, the mask is automatically removed, but there are pots with magic jars to replenish and you can smash the small pillars as Giant Link for magic as well. When you defeat them, collect the heart container and the \*Twin-Mold's Remains\* guardian mask when you step into the blue light.

Before moving on, there are five remaining Stray Fairies in Stone Tower Temple that are easier to get now. Warp back to Stone Tower and enter the tower in Illusion mode. Open the chest near the boss warp for Fairy #11. Go right and through the door there. Fly directly across as Deku Link. Use the air vents if necessary. Open the chest for # 12.

Shoot a Light Arrow at the sun to reveal a chest. Exit the temple and flip it to Reality mode. Re-enter and go forward and down across from the sun is a chest with # 13.

Go right through to the first water-filled room. First, shoot the sun block at left with a Light Arrow and bomb the Beamos enemy. Open the chest for Fairy # 14.

Go under the hand enemy to the second water-filled room and sink to the underwater platform with the chest. Open it for # 15. Now you can exit and take the fairies to the Great Fairy Fountain in Ikana Valley (off the ravine to the extreme right). You get the \*Great Fairy Sword\*, a C-button sword that is a nice item.

#### Last of the Almighty Errands

Now to fill in some blanks. You can now complete Anju and Kafei's side quest. It's easiest to visit my Side Quests page for info on that. During the quest, you will receive the \*Keaton Mask\*, \*Postman's Hat\*, an \*Empty Bottle\* and the \*Couple's Mask\*.

For the final bottle, visit Ikana Graveyard at night on the Final Day. Use



of Time and slow down time (I suggest doing especially if this is your first time playing the game all the way through). If you don't have the Land Title Deed for the gold Deku flower, go to the Bombers' Hideout and get the Moon's Tear (you should know how to do this by now!) Give the Moon's Tear to the Deku and get the Land Title Deed for the flower. As Deku Link, fly to the left after shooting out of the flower onto a ledge on the Clock Tower. Play the Inverted Song of Time again and speed up time to normal. Wait until 12:00 a.m. The tower opens and you can climb the stairs inside.

A short cinema will play. Now that you have all 4 Guardian Masks from the dungeon bosses, play the Oath to Order. Another cinema plays and you are on the Moon! Hmmm...quite Earth-like :o) And no more time limit! But the only way you can leave is to finish the game here or play the Song of Time and start the Moon walkthrough over again.

There are 4 children running around a tree up ahead and one sitting against it. They are wearing the Guardian Masks and the one sitting is wearing Majora's Mask. Talk to the child wearing Odolwa's mask. He will ask you to play hide-and-seek (kind of like the Bombers' game). He will ask you for a mask. Give him one of your 20 normal masks (for example: the All-Night Mask or the Garo Mask). I suggest you keep the Bunny Hood until you're finished all the guardian dungeons, because you do need to run and catch the kids running around the tree and it makes things easier.

Anyway, he will hide in the Odolwa Guardian Dungeon. Once here, change to Deku Link. Burrow into the flower and launch to the side platform (either one). Burrow into another flower and time it so you can land safely on the spinning platform. Launch to the next platform. Dive in again and time it so you land on the yellow flower on the spinning platform & quickly dive into that one to avoid the rod. Launch & go right to the \*Heart Piece\*. Head to the door on the left and enter. You found the hider! Give him (her?) a normal mask to exit back to the field.

Find the child wearing the Goht mask and give him two normal Masks to go to the Goht Guardian Dungeon. Once here, change to Goron Link and charge your magic power (hit the pots) until it's full. Centre yourself with the strip in front of you & roll forward. When your spiked roll is intact, you can let go of the Control Stick. I suggest doing that when you're flying over the gap. Hold A & he will bounce off the chests. When you go through 2 green pots, your magic is re-filled, but now you need to manually control Link without the help of the treasure chests to make the next two gaps. Carefully move him right & over the gap, then left & over another gap, then STOP! Go forward & refill your magic from the 3 green pots.

Go forward from there & line yourself up with another long strip. To get the Heart Piece, roll forward & let go of the Control Stick when he's fully charged & let him go all the way forward to the \*Heart Piece\*. To find the hiding kid, hop to the ledge from here or return to the start. If you go through the whole thing again (sorry!), stop at the 3 green pots. This time, roll on the strip & let go of A once over the first gap. Go left over the narrow bridge & turn around. Roll over the bridge & over another gap to a door. Inside is the kid. Give him two normal masks to return to the field.

Find the child wearing the Gyorg mask. Give him three normal masks to go to the third dungeon. Change to Zora Link and sink to the bottom of the watery floor. The current will push you along. There is a \*Heart Piece\* to be found. Follow the caves left, left, right, left to get to the piece. Use the warp cave behind it to return to the beginning safely. If you miss the Heart Piece and really want to get it, change to Goron Link

and sink in the water. You can start over again (\*thanks to Sara for the tip\*). From the beginning, go through the caves left, left, right, right to find the child. Give him three normal masks to return to the field.

Okay, final dungeon, then the final battle. Find the child wearing the Twinmold mask and give him four normal masks to go to the last dungeon. You'll have to fight some mini-bosses here. Go through the door and fight the Metal Dinalfos. When you finish him off, go through to the Ghost of Garo. Beat him, then hookshot to the chest. Open it for some arrows. Go through the next two doors to fight an Iron Kunckle. When he's gone, collect the bombchus from the chest. Take out a Bombchu, wait a couple of seconds, then release and blow up the crack, then shoot the eyeball switch. Take the ladder up and go to the next room. Collect the \*Heart Piece\*. Get a bombchu over the crack in the ceiling. Then, shoot the eyeball switch with a Fire Arrow. Then you'll find the kid. Give him your last four normal masks to return to the field.

### Majora's Mask

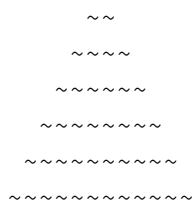
This time, talk to the kid sitting against the tree. Say Yes and receive the \*Fierce Deity Mask\* which changes you to the adult Oni Link, then you'll enter the final battle with Majora's Mask.

This battle is pretty fun and if you have the Fierce Deity Mask, you can transform into Oni Link and the battle is extremely easy with Oni Link's laser attack and sword. If you decide to fight as normal Link or you didn't get the Oni Mask, here's a guide. There are three phases of the battle. In the first phase, he has several tentacles that he snaps at you occasionally. Use your shield to defend yourself and shoot an arrow at his back whenever possible. After a few hits, the four guardian masks fly around as well. Use your shield to reflect the mask's laser attack at the masks. When all four masks are gone, reflect the laser at Majora's Mask. After that, he transforms into the second phase: Majora's Reincarnation. He grows arms and legs and dances around the arena (notice his pirouettes and Michael Jackson's moonwalk), sometimes stopping and bouncing these energy balls around. Slash his legs whenever possible. Then he enters the third and final phase: Majora's Wrath. He is even bigger and uses two whips to attack you, which can reach across the entire room. Use your shield to defend and use arrows or your sword on its legs. After a while, the mask releases spinning spiked tops at you, which can blow up. Ignore them and shoot or slash the mask until it is defeated. Congratulations! Now enjoy the brilliant final cinema.

You have now completed the game, brave warrior. \*CONGRATULATIONS\* Watch the happy cinema. I won't give away any details, but I do like happy endings \*sniff, blows nose\* :o)

\*\*\*\*\*

[Z7]



\*Heart Pieces\*

Heart Pieces are found or rewarded when you do something. Some require a great deal of time and rupees. 4 Heart Pieces make up 1 container, which is added to your Health Meter. In this game there are 52 heart pieces to make 13 heart containers. Added to the 3 heart containers you start with and 4 heart containers from the bosses in the dungeons, you're left with 20 hearts in your health meter. Here are the pieces, where to find them, what to do and what you need to get it:

Clock Town:

1) In North Clock Town, when you're back to being human Link, climb the box near the slide that you can reach. Carefully jump to another box, then over to the top of the slide. Turn and jump onto one last platform, then into the tree for the piece.

2) In East Clock Town, give the Bomber the password to enter the hideout. Go to the Astral Observatory and say yes to look in the telescope. Move it up and zoom in to the top of the Clock Tower to see Skull Kid. After you're finished there, go out the door and collect the Moon's Tear. Backtrack to South Clock Town and give the Moon's Tear to the Deku Merchant at the gold flower. You get the Land's Title Deed in exchange, plus the flower. As Deku Link, dive into the flower and fly left to the platform on the Clock Tower. Collect the heart piece.

3) Make sure you have some Rupees in your wallet. Go to West Clock Town and enter the Swordsman School. Pay 1 Rupee and try the Beginners' Course. When you finish practicing, pay 10 rupees for the Novice Course, which is actually a mini-game. Cut all the logs by using Z- Targeting, then A (the lunging slash.) Remember to draw your sword first before the logs come up. I always forget to do that, then I wonder why he rolls towards the log! Anyway, when you master the Novice Course (get 30 points), you receive the piece as a prize.

4) In West Clock Town, deposit Rupees to the banker. Keep depositing until you have 200 rupees in your account. You'll receive the Adult Wallet, which holds a maximum of 200 rupees. Keep depositing until you reach 5000 rupees (!!!) You receive a Heart Piece. Suggestion: Master the 2nd Skulltula House at Great Bay on Day 1 to get the Giant's Wallet, which holds a maximum of 500 rupees. Another suggestion: Shoot the big bird at the entrance to Milk Road from southern Termina Field. Stay a good distance away or he'll steal your items! If you have the Stone Mask, you can stand near him and he won't see you. Use Fire, Ice or Light arrows if possible (it won't take as long to shoot him down.) You gain an instant 200 rupees (a Gold Rupee.) You can also find some treasure chests that hold a Silver Rupee in them. One is in the Bombers' Hideout. Go in from East Clock Town (you might need to give the Bomber the password), go left right away and hug the left wall to avoid the Skulltula. Climb up on the left cove and bomb the wall (using bombs or the Blast Mask with your shield, to avoid loss of health.) You can also get the Room Key from the Stock Pot Inn at 2:00 p.m. and get it a chest in the room or, on the Final Day, go in the Employees' Room to get 100 rupees from the chest. Or, you can hop across the roofs using the Bunny Hood in South Clock Town (start on the roof of the Milk Bar, then hop across the targets above Honey and Darling's Gaming Center door) to get a rupee from the chest. The Curiosity Shop will buy bottled items: Gold Dust/Chateau Romani/Big Poe for 200 rupees, Fish/Fairy for 20 rupees. So many choices!!!

5) In West Clock Town on Day 1 or 2 from 6 p.m. until midnight, play the Postman's training mini-game (first try is free, afterwards he charges 2 rupees per game.) When you stop the clock on EXACTLY 10'00 you get the Heart Piece. A great tip: Wear the Bunny Hood when you talk to him to make the



clock shorter.

6) In West Clock Town on Day 1 or 2 from 6 p.m. until 6 a.m., wear Kamaro's Mask and dance in front of the Rosa sisters to gain the piece.

7) In North Clock Town or Milk Road any day, any time, wear Keaton's Mask and pick up the centre bush among the bushes. A yellow fox named Keaton will appear. Talk to him and answer all his questions about characters, locations, etc. to win the Heart Piece (see Keaton's Questions for the answers.)

8) Get the Moon's Tear, then exchange it for the Land Title Deed. On any of the three days from midnight until 6 a.m., give the deed to the hand in the Stock Pot Inn's bathroom on the bottom floor. He'll give you a Heart Piece. In case you don't know how to get the Moon's Tear and Land Title Deed, see Side Quests, Deku Merchants.

9) When you get the Couple's Mask (see Side Quests, Anju and Kafei), go to the Mayor's Residence and talk to him while wearing the mask. He'll give you a Heart Piece.

10) After getting the Postman's Hat (see Bombers' Notebook page under Postman), wear it and check a mailbox. The first one you check has a Heart Piece inside. Afterwards, all have a Green Rupee.

11) After getting the All-Night Mask (see Bombers' Notebook page under Man from Curiosity Shop), go to the Stock Pot Inn on the bottom floor, first door (Day 1 or 2, from 6 a.m.-6 p.m.) Talk to Anju's grandmother while wearing the mask and listen to the first story. When she asks you a question, pick the first choice. She'll give you a Heart Piece.

12) Same as # 11, only listen to the second story and pick the second choice. You will get another Heart Piece.

13) In East Clock Town's Shooting Gallery, pay 20 rupees per game (you must have the Hero's Bow.) Shoot all the red Octoroks and beat the high score to get a new Arrow Carrier. Play again and get a perfect score of 50 to get the Heart Piece.

14) Make sure you have the Hero's Bow and Bomb Bag before doing this one. Go to Honey and Darling's Gaming Center in East Clock Town on Day 1. Pay 10 rupees to play their game. Blow up all the targets with bombchus to win a Purple Rupee. Come back on Day 2 and win the Bomb Basket game for a Purple Rupee. Come back again on Day 3 and win the Target Shooting game to get the Heart Piece.

15) As Goron Link, go to the Treasure Chest Game in East Clock Town. Pay 30 rupees and find the treasure chest. Open it for a piece of heart.

16) In North Clock Town on Day 1, use the Deku Flower to fly over the small fence next to the Fairy Fountain. Go down the hole and pay 10 rupees to play in the Deku Playground. Fly around and collect all the rupees on the moving platforms. Break the time record to win a Purple Rupee. Come back on Day 2 and win again (different set-up than Day 1.) Come back once again on Day 3 and win the hardest set-up yet to get the Heart Piece.

Termina Field:

17) Go through the Bombers' Hideout in East Clock Town to the Astral Observatory. Look in the telescope to see a Deku Scrub fly in a hole in the ground (wait a little while and you'll see him fly near the Clock Tower.)

Exit back to Clock Town and go through the South or East gate. Look for the hole near the back of the Observatory. Jump in and talk to the Deku Scrub. Decline his first offer of 150 rupees, then accept the 100 rupee offer for the Heart Piece.

18) Go through the North Gate at Clock Town. Go down the ramp to the snow-covered ground. Look for a hole under a mushroom-shaped platform. Go down and battle two big Dodongos (use bombs or arrows.) You get 50 rupees for each. When they're both gone, you get the Heart Piece.

19) There are four holes in Termina Field with a few Gossip Stones inside, a big one, then 3 smaller ones. As Goron Link, enter each hole and play the Goron Lullaby to each big one to make it red. When all 4 stones are red, you get the Heart Piece. Here is where each hole is:

- a) Under a rock between North and West Termina Field
- b) Near the entrance to Milk Road, next to tall grass
- c) On the left side of the back of the Observatory
- d) In North Termina Field where snow and grass meet on the right side.

20) In South Termina Field, in the tall grass before Milk Road's entrance, there is a hidden hole near a Deku Baba. Fall down it and battle the peahat. You can only beat it when it comes alive and flies. If it stays still, come back later on in the game when you have more items. Shoot arrows at it until it's gone, then collect the Heart Piece.

21) On the way to Great Bay, a rock is stuck in the ground. Punch it as Goron Link or bomb it to break the rock. Jump down the hole. Shoot the beehives on the ceiling and one of them has a Heart Piece inside that falls in the water. Get rid of the enemies, then sink down as Zora Link to collect the piece.

Southern Swamp:

22) In the first area of Southern Swamp, get rid of the Keese, then climb the vines on the tree to get the Heart Piece at the top.

23) If you have the Land Title Deed from Clock Town's Deku Merchant, climb the ladder leading to the Photo Hut and turn left. Give the deed to the Swamp's Deku Merchant when prompted to. He'll give you the Swamp Title Deed and the flower. As Deku Link, dive into the flower and fly onto the roof of the hut. Collect the Heart Piece up there.

24) After you defeat Odolwa and save the Deku Princess, return to the Photo Hut. Kotake will offer you a boat cruise with a twist. Shoot the target on her broomstick 20 times throughout the cruise to win the Heart Piece. BUT, don't shoot her! If you do up to 10 times, you automatically lose and must pay rupees to play again.

25) On Day 1, when you see the Deku King in the palace, use your Pictograph Box to take a good picture of him. Or, if you're near Tingle, take a picture of him instead. Either one will win you a Heart Piece at the Photo Hut (give the picture to the big guy at the desk when prompted to.) Tingle is his son, so that's how you win with a picture of Tingle.

26) In the Swamp Shooting Gallery, pay 20 rupees per game and shoot ALL of the enemies (look for two scrubs hiding; one is on the tree branch to the right and the other is on the stone wall to the left.) Get a perfect score and win a new Arrow Carrier. Play again and win to get the Heart Piece.

Deku Palace:

27) Go through the Inner Palace Garden (the left entrance when you pass the two guards at the door) and avoid the guards. Collect the Heart Piece at the very end.

Woodfall:

28) When you go around the walkways, defeat the enemies and use the Deku Flowers to fly all the way around. Collect the Heart Piece in the gold and brown chest (there is a brown chest with a rupee inside, but continue on to find the other treasure chest.)

Mountain Village:

29) First, go to the Astral Observatory in the Bombers' Hideout back in Clock Town. Talk to the Scarecrow and say no to dancing and no to learning the songs (those two songs are listed on my Songs page.) Take out your Ocarina when he's finished talking and play any 8 notes in a row (remember these because they won't appear on your subscreens.) He'll appear when you play that song in the proper spot. Go to Mountain Village. Before you defeat Goht (the boss of Snowhead Temple), go to the area with the ramps (from the area with the log cabin, go over the small bridge) that you have to go across to get to the temple (later on you don't if you hit the owl statue at Snowhead). As Goron Link, go over the first gap and forward in front of the next. Use the Lens of Truth to see a hidden path. Take the path until it ends, then play the Scarecrow's Song (the 8 notes you made up.) Use your Hookshot on the scarecrow, then collect the Heart Piece.

30) In Goron Village (the area where the Goron Shrine is) on the bottom level, look for the Deku Merchant. As Deku Link, give him the Swamp Title Deed when prompted to and he'll give you the Mountain Title Deed, plus the flower. Dive in and fly to the ledge behind you. Collect the Heart Piece.

31) After you defeat Goht and restore the Mountain Village to normal, go to the area where Tingle and the Wolfos are. As Zora Link, sink to the bottom of the water below and look for a treasure chest with a Heart Piece inside (it's near the exit of this area.)

32) After defeating Odolwa (to get frog c) and Goht, use the Don Gero Mask (see Walkthrough) to talk to the frog near where the hungry Goron was. His 4 friends are missing and will come here if you talk to them, wearing the mask. You've probably seen those frogs around. Here is where to find them:

- a) In Clock Town's Laundry Pool near the tree
- b) When you defeat Gekko in Woodfall Temple, he turns into a frog
- c) In Southern Swamp, where the Octoroks are, on a log
- d) When you defeat Gekko again in Great Bay Temple, he turns into another frog

When you find all of the frogs, return to the Mountain Village and talk to them. They sing a cute song and give you a Heart Piece.

Great Bay:

33) In eastern Great Bay, where Zora Hall is, swim to the beach surface and you'll see pots on top of some logs and a couple of Zoras standing around (if it's the right time of day.) Go past them to some broken branches on the ground. Stand on them and use the Hookshot on a palm tree above you. Keep moving up until you reach a tunnel. Enter it to the Beavers' Home. You'll see a beaver motoring around on the water. As Zora Link, hop in the water and he'll sink down to the bottom. He'll let you race him through 20 rings as a test. You don't actually beat him by getting ahead of him, but by going through all 20 rings. When you win, his older brother will race you through

25 rings in a quicker time. When you win, you get an empty bottle. Exit, then re-enter the area. Climb up on a platform and talk to them again. Race the younger brother, then the older brother to win the Heart Piece.

34) Near the Beavers' Home (see # 33 above), you should see a waterfall. Sink to the bottom as normal Link and defeat the Like-Like and skeleton fish for the Heart Piece.

35) In the 2nd Skulltula House, in the room with the four laughing Stalchildren sitting at the table, wear the Captain's Hat and talk to them. Then, find the two Stalchildren in the library. Talk to all of them to learn an order of colours. These are masks in that first room with the Stalchildren at the table. Return there and shoot the masks in the proper order with arrows. The grate will open and you can collect the Heart Piece.

36) Before defeating Gryorg in Great Bay Temple, go to the Pirates' Fortress and wear the Stone Mask so no one will see you. Stand on a boat with a pirate and use the Pictograph Box to take a picture. Return to Great Bay and find the Fisherman's Hut next to the Skulltula House. Give the picture to the sailor when prompted to. Take the seahorse in one of your empty bottles and release it at the entrance to Pinnacle Rock. Talk to him and he'll guide you to the right area (sink down as Zora Link to follow him.) His friend is in trouble with some sea sharks (eels.) Sink down to the bottom of that huge hole and defeat each eel using your boomerang. The bottom ones are easy, but the top ones are a bit harder. You need to stand in the hole with them and use the boomerang. When they're all gone, the seahorses will be re-united and you'll be rewarded with the Heart Piece.

37) Catch 4 fish in empty bottles, then bring them to the Marine Research Lab (where the Owl Statue is.) Stand on the smaller tank and release the fish. One fish will eat them and eventually turn big, popping a Heart Piece out for you!

38) First, go to the Astral Observatory in Clock Town and play an 8-note song to the scarecrow. Remember those notes, then go near the Pirate's Fortress and look up to see a Hookshot target. Hookshot up and look for more targets to hook onto. Keep moving up until you reach a soft soil spot. Plant a Magic Bean inside, then water it with a bottle of Spring Water. Use the plant to ride over to a platform, then play the Scarecrow's Song to summon him. Hookshot over to him and collect the Heart Piece.

39) After you defeat Gryorg and things are back to normal in Great Bay, go towards the Pirate's Fortress and look for a sign near a boat. Make sure it's not early morning or night. Hop on the boat and get your hookshot ready. The boat will move you towards a small platform with a palm tree on it. Hookshot it on the fly and talk to the sailor. He'll let you play the Jumping mini-game. Pay 20 rupees per game and jump to the platform with the lit torch. You have plenty of time, but if you fall off into the water, you automatically lose. When you get 20 jumps correct, stop and let time pass. You win the Heart Piece. Pretty easy, eh?

Zora Hall:

40) Before you defeat Gyorg, in Zora Hall, find the room with the drummer inside. Hookshot to the tree on the ledge above him and read the journal as Zora Link to learn two parts of a song. Remember these, then exit. Find the room with the guitarist (Japas) and take out your guitar. Play the first part that you learned after he plays, then play the second part after he plays again. Remember the whole song (his parts and your parts together.) Exit and find the pianist's room. Enter as Zora Link, then remove your mask. Talk to

the guy, then take out your ocarina and play the all the parts together. He'll take the song but you get a Heart Piece.

41) Go into Lulu's room and, as Goron Link, talk to the Deku Merchant. Give him the Mountain Title Deed and he'll give you the Ocean Title Deed, plus the flower. As Deku Link, dive into the flower and fly to the ledge nearby. Collect the Heart Piece.

#### Pirate's Fortress:

42) While going into different rooms, you should eventually see a Heart Piece on the other side of a gate. As Goron Link, go up the ramp across from the piece and bash the barrels. Step on the switch to lift the gate for a limited time. Quickly, change to normal Link and wear the Bunny Hood. Make your way to the piece and collect it. Step on the switch on this side of the gate to open it so you can exit.

#### Ikana Canyon:

43) While on the road, stand near the wall and wear the Garo's Mask. The guy sitting on top of the wall will let you up. Hookshot to the tree and make your way to Ikana Valley. Go right (past Sakon the Thief running around) and, as Zora Link, talk to the Deku Merchant. Give him the Ocean Title Deed as prompted. He'll give you a Gold Rupee and the flower. As Deku Link, dive into the flower and fly to the platform ahead of you with the Heart Piece and Gossip Stone on it. Collect the piece.

44) When you first enter Ikana Valley, hop in the water with the Octoroks and go left, battling the current. Get up on the left side and enter the cave. Shoot the sun with a Light Arrow and enter the door. Talk to the ghost-like guy and he'll let you face 4 enemies that you've fought before in the game. Go through each door and fight each of the mini-bosses (Metal Dinalfos, Wart, Wizrobe and Ghost of Garo.) You might not be able to enter some of the doors if you're low on hearts. Make sure you have a good stock of arrows. You get 100 rupees for each fight completed. When you beat all four mini-bosses, come back to the first room and the ghost-like guy will re-appear and give you a Heart Piece.

45) In Ikana Valley, when you're up on the top level, enter the Ghost Hut and take the Ghost Collector's Challenge. Pay 30 rupees per try. Defeat all 4 Poe sisters (Amy, Beth, Meg and Joelle) for the Heart Piece. Use arrows and your sword/shield. Fight one poe, then two at once, then another one appears. The last one (Meg) is harder as she duplicates. Just look for the one that spins around once at the beginning, then use your arrows on her.

#### Ikana Graveyard:

46) On Day 2 at night, enter the graveyard (instead of hookshooting to the tree, climb the short wall and enter the area.) Wear the Captain's Hat and when asked, tell the Stalchildren to open the grave. Jump down and use the Lens of Truth. Enter the door. Defeat the bats and Skulltulas, making your way across the path. Bomb the left wall and enter the door to fight Iron Kunkle. Defeat him for the Heart Piece.

#### Ikana Ruins:

47) When you're outside the castle on the roof, look for a few tall platforms and a crystal switch on top of the leftmost one. Hit the switch with a bubble as Deku Link, then hop over and use the Deku Flowers to make your way to the Heart Piece. By the way: If you get the Heart Piece and have not yet

completed the Ikana Ruins, you'll have to backtrack and start again.

Romani Ranch:

48) At the back of the ranch, next to the Cucco Shack, is the Doggy Racetrack. Bring lots of rupees and make sure you have the Mask of Truth (see the 1st Skulltula House.) Talk to the lady there, then choose your dog to bet on. Wear the Mask of Truth to hear how good the dog is. Pick one that sounds very confident, then go back to the lady and bet at least 50 rupees on the race. The winner of the race is random, but if you pick the better sounding dog, you at least have a chance to get in the top 5 and win more rupees. Win the race on the large bet and you get a Heart Piece.

The Moon:

49) In the Odolwa Dungeon, as Deku Link, fly to the left platform. Time your next landing to land on the gold flower, then quickly dive into it to avoid the blade. Fly out and go to the right platform for the Heart Piece.

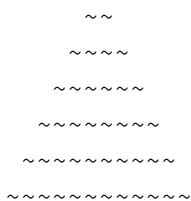
50) In the Goht Dungeon, be prepared for a hard one! As Goron Link, line yourself up on the track and push the Control Stick forward. Try to stay straight. Build up speed until he's spiky, then let go of the Control Stick, but keep the A button pressed. Watch Goron Link bounce off the chests. When you go through two green pots, be ready to move the Control Stick. Turn right on the sharp curve, then left. When you reach three green pots, let go of the A button to stop. See the Heart Piece (or at least a straight track)? Line yourself up, nice and centred, then build up speed and roll over the short ramp all the way to the piece of heart. Way to go!

51) In the Gyorg dungeon, sink down as Zora Link and the current will push you. Go left, right, left and finally, left to the Heart Piece. To get back to the entrance, use the warp behind the Gossip Stone. If you miss the Heart Piece, try sinking as Goron Link to restart (\*Thanks Sara for the tip\*).

52) In the Twinmold Dungeon, defeat all the bosses. You'll come to a room with a crack in the wall. Set a Bombchu down, then shoot it with an arrow when it goes over the crack to blow it up. Shoot the switch with an arrow, then enter the door. Ta-Da! The last Heart Piece!

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[28]



\*Bombers' Notebook\*

To get the Bombers' Notebook, get the Stray Fairy from the Laundry Pool in South Clock Town. Then, go to North Clock Town into the Fairy Fountain and get the Bubble Shooting ability with a Magic Meter. Exit back to the last area and pop the big balloon that the little boy is shooting at with a bubble. Talk to him and he'll ask you to find all the Bombers in 24 hours. Two are in this area (one behind a tree and one behind the slide), one is in West Clock Town, one is on the Milk Bar roof (holding a cucco) and the last one is on top of the Stock Pot Inn's roof (use the nearby flower and go left

to catch him.) Once you find them all, you will learn the password that gets you into the Bombers' Hideout (it changes for each game). When you become normal Link, give the password to the kid blocking a tunnel in East Clock Town. Enter the hideout, then immediately exit back. Jim, the Bombers' leader, will appear and give you the Bombers' Notebook.

Whew! Okay, here is what you need to do to completely fill the Bombers' Notebook.

Here is the format I'm following: Who (name of person), Where (place to find them), When (time and day to meet them), Things you Need (what you need to finish their entry) How (what you have to do) and What (what you receive.)

1) Who: Bombers- Secret Society of Justice

Where: North Clock Town

When: Any day, any time

Things you Need: Bubble Shooting Ability with Magic Meter

How:

QUEST 1: Do the above instructions (getting the password.)

QUEST 2: Do the above instructions (getting the notebook.)

2) Who: Anju- Stock Pot Inn worker

To make things easier, just go to the Side Quests page.

3) Who: Kafei- strange youth from Laundry Pool

To make things easier for you, just go to the Side Quests page.

4) Who: Man From Curiosity Shop- pretty self-explanatory :o)

Where: Curiosity Shop in West Clock Town.

When: Day 3, 10:00 p.m.

Things you Need: Mask of Kafei, Giant Wallet, 500 Rupees in your wallet, need to stop burglar in North Clock Town on Day 1 (see Old Lady from Bomb Shop's entry).

What you do: Buy the mask in the shop.

What you Get: All-Night Mask

5) Who: Old Lady from Bomb Shop- picks up bomb bags and delivers them to her son's shop

Where: North Clock Town

When: Day 1, 12:00 a.m.

Things you Need: Nothing in particular

What you Do: When the old woman walks by, a burglar will steal her bag. Chase him down and slash him with your sword before he disappears.

What You Get: Blast Mask

6) Who: Romani- little girl from ranch

Where: Romani Ranch

QUEST 1:

When: Day 1, 6 a.m.-6 p.m.

Things you Need: Hero's Bow, Goron Mask, need to be approved from Mountain Village to carry powder kegs (see walkthrough), at least 50 Rupees in wallet.

How: As Goron Link, buy a Powder Keg from the Goron in the Bomb Shop for 50 Rupees. Warp to Milk Road and use the keg to blow up the big boulder blocking the entrance to Romani Ranch. Talk to Romani as normal Link and she'll tell

you about "them" (aliens that come at night and steal their cows.) She'll let you practice by shooting all 10 orange dummies in a certain time limit. She'll let you use Epona to ride and use your bow to shoot them all down. What: When you win, she'll teach you Epona's Song and you have your horse back!

QUEST 2:

When: Day 1, 2:00 a.m.

Things you Need: Hero's Bow, Epona (see QUEST 1), possibly Bunny Hood.

How: Get on Epona and wait until Romani comes outside. She'll go inside the barn to protect the cows. When you see the aliens appear, quickly run around and shoot them down (remember, that they are behind the barn as well). You might not necessarily need Epona to do this (although you need her in order for Romani to know you!) You can also use the Bunny Hood and Hero's Bow. Just stand in front of the barn and shoot the aliens when they come near you. Every once in a while, peek behind the barn. Use the map and look for white lights. I find this strategy so much easier than using Epona. Shoot them down until 5:30 a.m.

What: When you save the ranch, you are rewarded with a new bottle filled with milk.

7) Who: Cremia- young girl from ranch (Romani's sister)

Where: Romani Ranch

When: Day 2, 6 p.m.

Things you Need: Hero's Bow and have completed Romani's entry on the same day.

How: Cremia will be leaving to deliver milk to the Milk Bar, going along Milk Road. Talk to her. She'll ask you to help her, since the Gorman Brothers follow her and try to break her milk bottles. Use the bow to get them to back off while on the ride.

What: When you finish, Cremia gives you the Romani Mask and, sometimes (though I've never seen it), Cremia supposedly hugs you!

8) Who: Mayor Dotour- mayor of Clock Town

Where: Mayor's Residence in East Clock Town.

When: Day 1 or 2 from 10 a.m. to 8 p.m.

Things you Need: Couple's Mask (see Side Quests for Anju and Kafei's quest.)

How: Take the left door to the Mayor's Office. Talk to the mayor while wearing the Couple's Mask. You will receive a Heart Piece for ending a great debate.

9) Who: Madame Aroma- Mayor Dotour's wife

QUEST 1:

Where: Mayor's Residence

When: Day 1 or 2, 10 a.m. to 8 p.m.

Things you Need: Nothing in particular

How: Go to the right door in the Mayor's Residence and talk to the lady. Say yes when asked to look for her son, Kafei. You will receive the Mask of Kafei.

QUEST 2:

Where: Milk Bar

When: Day 3, 6 p.m. to 6 a.m. Things you Need: Express Mail to Mama (see Side Quests for Anju and Kafei's quest), Romani Mask (not necessary depending on time; see Postman's entry.)

How: There are two ways to give this to Madame Aroma. Here is the one way. See the Postman's entry for the other. She's sitting at the bar. Talk to her



and give her the mail when prompted to.

What: She will reward you with a new bottle with Chateau Romani, a special, expensive milk that replenishes magic power.

QUEST 3: (see Postman's entry.)

10) Who: Toto- manager of Zora band, The Indigo-Gos.

Where: Milk Bar

When: Day 1 or 2, 10 p.m. to 6 a.m.

Things you Need: Romani's Mask, Deku Mask, Goron Mask, Zora Mask

How: Enter the bar at night wearing Romani's Mask. Talk to Toto as normal, Deku, Goron and Zora Link to do sound tests for each instrument. Play the notes he gives you each time.

What: After completing a song (seems to be Ballad of the Wind Fish from another Zelda game), Gorman, who has been listening to you, gives you the Circus Leader's Mask.

11) Who: Gorman- leader of the Gorman Troupe

See Toto's entry (it's the same as Gorman's)

12) Who: Postman- a very serious public servant

QUEST 1:

Where: Post Office

When: Day 1 or 2, 3 p.m.- Midnight

Things you Need: Some rupees in your wallet, Bunny Hood (not necessary but helpful).

How: Talk to him wearing the Bunny Hood. Complete a training mini-game (wearing the Bunny Hood makes the clock shorter). Stop the clock on 10'00 EXACTLY.

What: Rewarded with Heart Piece.

QUEST 2:

Where: Any mailbox

When: Day 1 immediately after the night meeting with Anju (see Anju's entry).

Things you Need: Letter to Kafei (see Anju's entry).

How: Deposit the letter in any red mailbox.

What: Postman delivers letter to Kafei. Allows you to meet Kafei (see Kafei's entry).

QUEST 3:

Where: Post Office

When: Day 3, 6 p.m.-6 a.m.

Things you Need: Express Mail for Mama (see Kafei's entry).

How: Give the mail to the postman and he'll deliver it to Madame Aroma in the Milk Bar. Follow the postman there and wait for him to come out and stop outside the East Gate.

What: He gives you the Postman's Hat, since he is fleeing from town.

13) Who: Rosa Sisters- twin dancers from the Gorman Troupe

Where: West Clock Town

When: Day 1 or 2, 6 p.m.-6 a.m.

Things you Need: Kamaro's Mask (see Kamaro's entry).

How: Put on the mask and dance in front of the sisters.

What: Receive Heart Piece.

14) Who: ????- hand from bathroom

Where: Stock Pot Inn in East Clock Town (once inside: bottom floor, first door on the left)

When: All three days, Midnight-6 a.m.

Things you Need: Land Title Deed (see Side Quests, Deku Merchants) or Letter to Kafei (see Side Quests).

How: When prompted, give him the deed. Hmmmm....wonder what that's for???? :o)

What: Receive Heart Piece

15) Who: Anju's Grandmother- lives with granddaughter, tells stories, very secretive

Where: Stock Pot Inn in East Clock Town (once inside: bottom floor, first door on the right)

When: Day 1 or 2, 8 a.m.-6 p.m.

Things you Need: All Night Mask (see Man from Curiosity Shop's entry).

QUEST 1: How: Wear the mask, then talk to her. Listen to the first story. Pick first choice.

What: Receive Heart Piece.

QUEST 2:

How: Same as above, only listen to the second story. Pick second choice.

What: Receive Heart Piece.

16) Who: Kamaro- ghost dancer

Where: Termina Field (take North Gate from Clock Town), standing on mushroom-shaped platform.

When: All three days, Midnight-6 a.m.

Things you Need: Song of Healing

How: Talk to Kamaro, then play Song of Healing to heal him.

What: Receive Kamaro's Mask

17) Who: Grog- cucco breeder

Where: Romani Ranch, Cucco Shack

When: All three days, 6 a.m.- 8 p.m.

Things you Need: Bremen Mask (see Guru-Guru's entry).

How: Wear the mask, then march around collecting all 10 chicks. When you find them all, they all mature to cuccos.

What: Receive Bunny Hood.

18) Who: Gorman Brothers- suspicious horse trainers

Where: Gorman Track (on Milk Road)

When: All three days, 6 a.m.-6 p.m.

Things you Need: Epona (see Romani's entry, QUEST 1), at least 10 rupees.

How: Talk to them while on Epona to race. Pay 10 rupees per race. Avoid the sand pits and NEVER use all your carrots up. Win the race.

What: Receive Garo's Mask.

19) Who: Shiro- soldier who doesn't stand out

Where: Ikana Road (take Clock Town's East Gate), near entrance to Ikana Valley

When: Any day, any time

Things you Need: Lens of Truth, a bottle of Red Potion



Purpose: To get to Ikana Canyon and to avoid attacks from Ikana ninjas

#### Giant Mask

Found: Stone Tower Temple, after defeating the mini-boss, Eyegore

Purpose: To become larger and defeat the Stone Tower Temple boss, Twin-Mold

#### Postman's Hat

Found: East Clock Town, after the postman delivers the express mail to Madame Aroma at the milk bar

Purpose: To open mailboxes

#### Mask of Kafei

Found: Mayor's Residence, right room, from Madame Aromas after agreeing to find her missing son, Kafei

Purpose: To find the missing boy, Kafei

#### Gibdo Mask

Found: Ikana Valley, Music Box Shop, after breaking the curse on Pamela's father

Purpose: To get by Gibdos safely

#### Great Fairy Mask

Found: North Clock Town, Great Fairy Fountain, after returning the stray fairy from the Laundry Pool to the fountain

Purpose: To coax stray fairies that are out of reach

#### Circus Leader's Mask

Found: East Clock Town, Milk Bar, after your quartet performance moves Gorman

Purpose: Not very much. An option for it is to make contact between Gorman and his two farmer brothers, but it doesn't get you anything

#### Kamaro Mask

Found: Termina Field, north end, after breaking the curse on the ghost of Kamaro the dancer

Purpose: To make a dance for the Rosa Sisters

#### All Night Mask

Found: Curiosity Shop, after stopping the robber on Day 1 in North Clock Town, purchase for 500 rupees on the night of Day 3

Purpose: To stay awake during Anju's grandmother's stories

#### Fierce Deity Mask

Found: Moon, after you get the heart pieces from each of the dungeons the children hide in and find them inside, talk to the kid sitting against the tree

Purpose: To transform into Oni Link and have the ultimate power to fight Majora's Mask. An awesome mask!

#### Mask of Scents

Found: Southern Swamp, Deku Palace, after racing the Deku Butler

Purpose: To capture odd scents. The only scent you can capture are the magic mushrooms in Southern Swamp's back forest for Kotake to make blue potion.

#### Stone Mask

Found: Ikana Canyon, after saving the guard

Purpose: To become as plain as stone, invisible to most enemies

#### Couple's Mask

Found: East Clock Town, Stock Pot Inn, after completing the Anju & Kafei side quest

Purpose: To proclaim a wedding, break up the argument at the Mayor's



- 12) In the room before the boss (Odolwa), over the flame is a bubble. Pop it with an arrow, then wear the Great Fairy's Mask.
- 13) On the first right platform (same room as # 12).
- 14) On the first left platform.
- 15) On the third left platform.

Great Fairy Fountain: In Woodfall, you'll see a big hole in the wall near the centre platform. Fly over to it using a Deku Flower to enter the Fountain.

What you Receive: Magic-charged sword spin attack.

Snowhead Temple:

- 1) Under the bridge in a bubble. Shoot it from the other side of the bridges where the openings are and wear the Great Fairy's Mask.
- 2) Under the entrance to the room with the Dungeon Map. Pop the bubble and wear the Great Fairy's Mask.
- 3) In the room with the Dungeon Map on the bottom level, on your right when you enter.
- 4) In the main pillar room at the very bottom in the lava pit, step on the switch as Goron Link and open the chest that appears.
- 5) In the room where you get the first key, push the two-block tower to the end of the room. A chest appears on top of a high platform. When you get to the room with the Compass, you can climb up and enter a door, then jump across to get the fairy.
- 6) In the same room as the Compass, push the block to another platform. Throw a bomb at the wooden crate nearby to release the fairy. Wear the Great Fairy's Mask to get it.
- 7) In the room with the Compass, melt the ice block in the far left corner. Step on the switch. Move the block to a platform. Climb up and open the chest.
- 8) In the room with the icicles on the ceiling and the snow platforms, use the Lens of Truth to see a hole in the wall. Jump to the chest to get the fairy.
- 9) In the room where you pound a few switches as Goron Link (there are also a few white Boes), use the Lens of Truth and look up at the ceiling. Shoot the bubble to free the fairy, then wear the Great Fairy's Mask.
- 10) In the room with three Freezards and three unlit torches with a lot of platforms, melt the Freezards and open the chest that appears (the torches need to be lit to open a door to a switch that is pounded to move the central pillar).
- 11) On the top level of the room with the Dungeon Map, use the Lens of Truth to see the small platforms. Hop across them to the fairy in a chest.
- 12) In the room with all the Eenos (snow enemies that throw snowballs), use the Lens of Truth to see a fairy trapped in a bubble in the secret cove in the wall. Pop the bubble, then wear the Great Fairy's Mask to get the fairy.
- 13) At the last room before you get up to the Boss, beat the Dinalfos and he releases a fairy.
- 14) Beat the other Dinalfos (see # 14) and he also releases a fairy.
- 15) Stand on the bridge on the 4th floor and use Deku Link to burrow into the flower. Use the Lens of Truth and SLOWLY drop with the flower propeller to the opening.

Great Fairy Fountain: At Snowhead Mountain, play the Goron Lullaby and go across to the front of the mountain. You should see a big hole in the mountain on the bottom level of it. Enter it and there's the Fountain!

What You Receive: Biggest magic meter.

## Great Bay Temple:

- 1) In the very first room, light all 4 torches and open the chest that appears.
- 2) As Zora Link, sink to the bottom of the second room and pop the bubble under the platform you first stand on to release the fairy.
- 3) In the same room as # 2, turn left and defeat the Skulltula for a fairy.
- 4) In the room with the rotating blade, hookshot to a barrel and bang into it for a fairy.
- 5) From a platform in the same room as # 4, look down and you'll see a pot in the centre of the underwater rooms below. Shoot the pot with an arrow and use the Great Fairy Mask to get the fairy.
- 6) In the room with the Dungeon Map, stand next to the chest with the map and use the hookshot to break the pots opposite you. Use the Great Fairy Mask to attract it.
- 7) In the room with the Deku Babas on lily pads, defeat all the enemies and then hookshot to the chest that appears to get the fairy.
- 8) In the room with the Compass, turn right from the entrance. Use the hookshot on the pot guarded by the Dexihands, then attract the fairy with the Great Fairy Mask.
- 9) In the room where you shoot ice arrows into the water to reach the switch to push/pull, stand on the platform with the barrels, then shoot ice into the water going towards the wall. Aim your hookshot at the target in the hole on the grated ceiling.
- 10) In the room with the big spinning axle, freeze it, then jump onto the big blade. Jump to the centre of the machine, then hookshot to the chest high up. Collect the fairy.
- 11) In the same room as # 11, stand on the moving platform and hookshot the torch across the room in a little cove. Open the chest for the fairy.
- 12) In the room with all the see-saws, after you push/pull the switch, change to Zora Link. Run up the pipe and jump into the small fenced-in area. Open the chest for the fairy.
- 13) In the same see-saw room, as Zora Link, dive down into a hole under a see-saw end and bash the barrel for a fairy.
- 14) In the room before Gyorg (the Boss), look in the vent on the right side of the room. You need to hop in and catch it while being pushed back to the underwater area in the blade room.
- 15) Shoot the bubble in the little cage and wear the Great Fairy's Mask to get the last fairy.

Great Fairy Fountain: In the Great Bay near Zora Hall, look for a few platforms with a palm tree on each one. Hookshot to each tree, then bomb the boulder to open the Fairy Fountain.

What You Get: Double Defense (you receive half the amount of the damage you normally would)

## Stone Tower Temple:

- 1) In the first room of the temple, shoot the eyeball switch and get the fairy from the chest.
- 2) In the room with the Dungeon Map (and the Armos statues), hookshot to the





off. To the far right. Use a lit Deku Stick or Fire Arrow to burn the web covering the entrance.

What You Need: Deku Mask, Zora Mask, 3 bugs in bottles, 1 bottle of water, magic beans, hookshot, Bunny Hood, Sonata of Awakening song.

Reward: Mask of Truth.

- 1) Go down the ramp and to the right, in the water.
- 2) Going up and down a pillar on the same side of the room as #1.
- 3) Break pots on left side of the room.
- 4) Use bugs on soft sand on left wall of room.
- 5) Use bugs on soft sand on right wall of room.
- 6) Break crate in west room for 2 spiders.
- 7) Break another crate, same room as #6.
- 8) Climb the ladder. Wear Bunny Hood and jump to the middle wedge or use the hookshot on it.
- 9) On the high walkway, behind the torch.
- 10) Under the walkway, between the middle wedge and the wall, peeking out while moving across.
- 11) Go through the door. To the left on the pillar.
- 12) As Deku Link, launch and fly to the gold statue with a flower. Land there and hookshot the spider high up on the left wall.
- 13) Fly to the other side of the room. Use bugs on the soft soil on the right wall.
- 14) Go through the door. Look up and shoot the beehives for 2 spiders.
- 15) See #11. Drop down to collect both.
- 16) Play Sonata of Awakening to sleeping Deku. Slash the grassy part of the wall. At the end of a tunnel is the spider.
- 17) Break small pots.
- 18) Bang into big pots for 2.
- 19) See # 15
- 20) Fly in gold Deku Flower to the top ledge. Hookshot spider.
- 21) Go through the door. Hookshot spider across the room on the gold wall.
- 22) Shoot a beehive on the ceiling.
- 23) Hit the crystal switch. Climb the ladder that appears. Spider is on high wall over the opening.
- 24) Get spider on pillar across the room.
- 25) Plant magic bean in the soft sand and water it to grow a plant, or use the Bunny Hood and ride/hop to the opening on the left side. Enter the door. There is a spider in the grass.
- 26) Another one in the grass.
- 27) Bang into the tree for 3.
- 28) See #26.
- 29) See #26.
- 30) Shoot the beehives for the last one.

#### Skulltula House # 2

Location: Great Bay Coast. In the first area of Great Bay. Next to the Fisherman's Hut. Once inside, bomb the wall.

What You Need: Hookshot, Captain's Hat (for a Heart Piece), at least 1 bomb, Hero's Bow, Fire Arrows, Goron Mask.

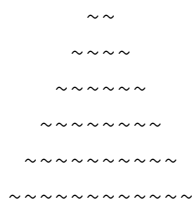
Reward: If completed on Day 1 within 24 hours, the Giant Wallet. If not, rupees.

- 1) In the first tunnel, 2 spiders. Use hookshot.
- 2) See #1.
- 3) Behind the first cobweb in the first room after the tunnel. Use a Fire Arrow to burn the web, then hookshot to get the token.
- 4) Hookshot the target and enter the door to the actual house. In this room,

- bang into or Goron punch the barrels for 2.
- 5) See #4, but this barrel has a web over it. Use a fire arrow on it first.
  - 6) On the west wall, crawling in and out of a mask.
  - 7) On a ceiling beam. Hookshot.
  - 8) Shoot a fire arrow at the web over the west door. Go in to the library. On the right wall is a painting across from the door you entered. Hookshot it and behind it is a spider.
  - 9) On top of a bookshelf near the entrance. Climb the bookshelf to get it.
  - 10) Pull out a small bookshelf from against the wall. Behind it is a hole in the wall with a spider.
  - 11) Pull a large bookshelf in the southwest area to find two behind it. Hookshot.
  - 12) See #11.
  - 13) Behind another painting in the south area with a diamond-shaped hole behind it. Climb a bookshelf to see it.
  - 14) On a ceiling beam near # 13.
  - 15) Exit the library and head towards the basement of the house. One is on a beam at the foot of the stairs above the big pots. You can only see its legs.
  - 16) Inside a pot on top of a crate before the stairs.
  - 17) North wall of room. Burn the web first, then hookshot token.
  - 18) Inside a large mask. It will peek out and that's when you hookshot it.
  - 19) Bang the large barrel next to the first door.
  - 20) Enter the northwest room (burn the web to enter it) which looks a storage room with canoes. Bang the large crate to the right of the door.
  - 21) On the wooden beam above the canoes. Shoot a Fire Arrow at it first.
  - 22) Behind the canoes on the wall.
  - 23) Southern area of room. Bang large crate. Walk through the hole and hookshot the spider above it inside.
  - 24) Stand on the crate next to #23 and hookshot the target slightly right to reach the rafter. It's in a pot.
  - 25) Exit the room and go back to the basement. Enter the east room with a bunch of laughing skeletons around a table. They won't harm you. Bang the barrel in the top left corner. See Heart Piece list (#35).
  - 26) Goron stomp while on the table and 3 spiders fall from the chandelier.
  - 27) See #26
  - 28) See #26
  - 29) Behind a painting near the barrel from #25.
  - 30) Behind some cobwebs on the ceiling on the west side.

To exit the house, go back to the first area. Hookshot the target up ahead and, as Goron Link, roll up the steep ramp.

\*\*\*\*\*  
[Z12]



\*Enemy Bestiary\*

Armos  
Found in Stone Tower Temple. Touch the statue to make it come to life. Slash it with your sword, then MOVE! It blows up!

#### Beamos

Found in Stone Tower Temple and Rockville. Blow it up with a bomb or the Blast Mask. This machine has a rotating eye that will shoot an extended laser beam if it sees you.

#### Big Poe

Found in Stone Tower Temple, Ikana Graveyard and Ghost Challenge mini-game. Use your shield to block its attacks, then use arrows or your sword on it.

#### Black/White Boes

Found in Snowhead Temple, Woodfall Temple and Stone Tower Temple. Slash them with your sword.

#### Blue/Red Flame Bubbles (skulls)

Found in Termina Field. Don't let them touch you or you'll lose your sword ability for a little while! Shoot them with arrows.

#### Blue/Green/Red Chuchus

Found in Termina Field, Stone Tower Temple and Great Bay Temple. Chuchus are bubbles. Red ones leave a heart behind, green ones leave a magic bottle behind and blue ones (clear) can be used as ice blocks when hit with an Ice Arrow. Use your sword on them.

#### Blue Tektite

Found in Mountain Village. A couple of sword slashes or other hits will beat them easily.

#### Deku Baba

Found in Termina Field, Woodfall Temple, Great Bay Temple and Southern Swamp. Plants that come in three forms: small (the top sticks out of the ground), tall (stays tall and sits there) and attack (ones that charges at you.) There are also ones that sit on lily pads in Great Bay Temple. Use your sword or arrows on them.

#### Dexihands

Found in Great Bay Temple and Stone Tower Temple. They grab you and throw you away from them if you get too close. Use arrows or Zora Link's boomerang on them.

#### Dodongo

Found in Termina Field. Big but dumb fire-breathing dragons. Slash them with your sword, bomb them or shoot arrows at their tail. Don't let them see you or you'll get torched.

#### Dragonfly

Found in Woodfall and Woodfall Temple. These guys use an electric shock on their tails when they see you. Shoot them with arrows or bubbles (as Deku Link.)

#### Eeno

Found in Termina Field and Snowhead Temple. A snowy creature that throws snowballs at you. Use your sword or fire arrows.

#### Floormaster

Found in Stone Tower Temple. These hands stay on the ceiling and grab you when their shadow lands on you. If you hear a windy sound and see a shadow under you, MOVE! Slash them with your sword or use the Mirror Shield, reflecting light on them. Sometimes they can break up into three small hands, so quickly get rid of those new hands before they grow bigger!

#### Freezard

Found in Snowhead Temple. They blow icy breath at you. Slash them with your sword or use Fire Arrows.

#### Gold Skulltula

Found in two Skulltula Houses (one in Southern Swamp and the other in Great Bay.) These spiders are now found in houses by the dozens! Use your hookshot or sword to get rid of them, then collect the token they leave behind. Collect all 30 in both houses to get two good prizes. This time, the spiders move a bit faster and don't stay in the same spot all the time.

#### Guay

Found in many areas. They are annoying birds that swoop down to hit you. Pretty harmless. They only take one hit before they're defeated.

#### Hiploop

Found in Woodfall and Stone Tower Temple. These guys are annoying because they're fast. It's easier to use your sword on them. In the temple, these guys wear a white mask, so bomb them first to knock it off. You can also pull the metal mask off of the charging beetles with your hookshot (thanks Lexie for the tip).

#### Keese (normal, ice and fire)

Found in many areas. Keese are bats but they can be just plain bats or carry fire or ice to harm you. Use arrows to shoot them down.

#### Leever

Found in Termina Field near Great Bay's entrance. These guys are fast! Use your shield to block them or just ignore them and run away!

#### Like-Like

Found in Great Bay. These guys are gross! They're big globs looking for you as their main course. Don't get too close or they'll eat you, possibly taking an item before they spit you back out! Slash them with your sword when their mouth isn't pointing at you. If they steal an item, just defeat them to get it back.

#### Mad Scrub

Found in Woodfall and Deku Palace. These plants shoot nuts at you. Slash them with your sword or, in the palace, shoot them with bubbles since they're further away from you.



## Level of Difficulty:

\*= very, very easy

\*\*= pretty easy

\*\*\*= hard

\*\*\*\*= very hard

\*\*\*\*\*= super hard

### Skull Kid (mini-boss in Clock Town)

Easy fight. You can't even call it a fight, really. Z-target the Skull Kid and, as Deku Link, shoot a bubble at him. Just one. That's it! Grab your Ocarina that the Skull Kid drops.

Difficulty: \*

Reward: You get your ocarina back and re-learn the Song of Time.

### Metal Dinalfos (mini-boss in Woodfall Temple)

Another easy battle. Slash the Dinalfos with your sword and backflip to avoid his fire blast. He also has a weak sword attack.

Difficulty: \*

Reward: Hero's Bow with 30 arrows.

### Gekko (mini-boss in Woodfall Temple)

A little more difficult. Slash Gekko until he summons his turtle friend. He will ride it and attempt to flatten you. Change to Deku Link and burrow into a flower. When Gekko runs over the flower, launch up and he will fling off the turtle and climb on the walls. Change to normal Link and try to Z-target him. Once targeted, fire arrows until you hit him. Continue this process a few more times. Gekko ends up turning into a small frog, which helps you in getting a Heart Piece later.

Difficulty: \*\*

Reward: Potential Heart Piece and boss key.

### Odolwa (Woodfall Temple boss)

You only require the sword to do this battle. Odolwa is a tall warrior and has a powerful sword. Slash his legs and use your shield to protect you from the sword. He may call upon spiders to attack you. They are a good source of hearts. He may also make a ring of fire, which you cannot get through. Just keep slashing his legs whenever possible. You can use arrows as well if it's easier for you (thanks Gary for the tip) or bombs work as well (thanks Julian for that tip).

Difficulty: \*\*

Reward: Heart Container, Odolwa's Remains guardian mask, learn Oath to Order ocarina song.

### Wizrobe- Phase 1 (mini-boss in Snowhead Temple)

Wizrobe is a wizard that has one attack mode: shooting a ball of ice at you. He appears and disappears using the teleport pads. The easiest way to beat him is to stand in one spot at all times and use your arrows to fire at him. The first part of the battle is easy as he appears in one spot. After a while, he will clone and appear in all the pads, but only one Wizrobe is real. Shoot the real one.

Difficulty: \*

Reward: Fire Arrows

Wizrobe- Phase 2 (mini-boss in Snowhead Temple)

Wizrobe is back. Same deal as the last fight, except there are more teleporting pads and, therefore, more clones in the second half of the battle. Use the same strategies as before.

Difficulty: \* 1/2

Reward: Boss key

Goht (Snowhead Temple boss)

This is a wickedly fun battle!! Shoot a fire arrow at the frozen boss to start the fight. This is the best roller coaster ever. Change to Goron Link and roll around the circular area. Bang into Goht with your spiked shell and he will send a blue shockwave at you. Avoid it and repeat this process. He will then start throwing bombs and rocks and pillars will grow out of the ground. Avoid all of this and continue banging into him. If you bang him enough times in a row, he will fall and all you need to do is roll into his body continuously. It will be hard the first time you battle him, but if you continue playing the game over and over again, you'll love it!!

Difficulty: \*\*\* (first try), \*\* (afterwards)

Reward: Heart Container, Goht's Remains guardian mask

Gerudo Guard (mini-boss of Gerudo Lagoon x3)

You will fight 3 guards in 3 different rooms, but they all have the same mannerisms. Use your shield to protect and slash with your sword when possible. Don't take too long to win and don't use the big A-button slash (where he uses two hands on the sword and lunges forward). If you take too long to beat her, she will trap you and you'll have to re-enter the lagoon.

Difficulty: \*

Reward: Each time you beat a guard, you get one of the Zora Eggs from a tank, three in total.

Wart (mini-boss of Great Bay Temple)

This boss is pretty tough. It's a big eyeball with many bubbles surrounding it. First, look up and stare into its eye to get the battle started. Shoot a fire arrow at the bubbles to separate them, then slash them as they bounce around. Get rid of all or almost all the bubbles. Shoot a standard arrow into Wart's big eye. After a few hits to the eye, he moves very quickly around the room, banging into walls and maybe you! Shoot at the eye when you can. After a few more hits, Wart explodes, so watch out.

Difficulty: \*\*\*

Reward: Ice Arrows

Gekko-yet again (mini-boss of Great Bay Temple)

Gekko is back and he's a bit harder than he was in Woodfall Temple. No turtle this time. Instead, he throws hard bubbles at you like Frisbees. Dodge the bubbles and slash him. He'll then take all the bubbles and fly to the ceiling. Get into a corner and shoot an ice arrow at the big bubble with Gekko inside before he lands on you and traps you in the bubble, where you are defenseless against his attacks. Once you hit the bubble with an ice arrow it freezes (of course) and crashes to the ground, restoring the bubbles for him to throw at you. Continue slashing.

Difficulty: \*\* 1/2

Reward: Potential Heart Piece, boss key.

Gyorg (Great Bay Temple boss)

This is one annoying and very, very difficult boss (sorry!) Make sure you have a lot of hearts and maybe even a couple of bottled fairies to revive you if you extinguish all your hearts. Gyorg is a big fish that jumps out of the water to attack you on a platform and then, while underwater, bangs into the platform if you don't attack him fast enough. While Gyorg is underwater, shoot an arrow at him. He is stunned and now is your chance to attack. Change to Zora Link and dive down to the bottom. Use your shock attack to cause damage. Quickly swim back to the platform. This is the hardest part, because Gyorg usually grabs you before you get up and, right out of the movie Jaws, chews you up a bit, before spitting you out. Continue the arrow and shock attacks until he releases a school of attack fish. Ignore them and continue attacking Gyorg until he is defeated.

Difficulty: \*\*\*\*\*

Reward: Heart Container, Gyorg's Remains guardian mask.

\*From Miguel: What i do is after i collect all 15 stray fairys, before i enter the door to fight the boss i take the fairys to the fountain to get my double defence so that Gyrog doesnt inflict that much damage. after i have double defence i head down to fight the boss. Now what i do is drop down to the water and fight him there, stunning and hitting Gyrog at the same time with my zora boomerangs, now when he releases his little fishes i let them all gather around me and ZAP! with the Lighting barrier i get them all, now focus on gyrog after a couple of boomerang hits hes down for the count. I mean he WILL get you and chew you a few times but it wont do as much damage since you already have double defence and its a faster to beat him like that (for me it is).

Skeleton & Minions (mini-boss of Ikana Graveyard)

Play the Sonata of Awakening to awaken the mini-boss. Follow him through the path, shooting arrows at him whenever possible. When you pass certain points, he puts up a fire wall and sends two "minions" after you. Defeat them to extinguish the wall. If you get close to the big skeleton, slash him with your sword. The arrows slow him down.

Difficulty: \*\*

Reward: Captain's Hat

Iron Knuckle (mini-boss of Ikana Graveyard, inside the grave)

This enemy is tough, but I love to fight these guys, especially a few at once! Lucky for you, you only haveto fight one. He's heavily equipped and has thick armour, but he's slow. Z-target him and hold it for the entire fight. Slash him and then quickly backflip to avoid his attack (all he does is take a swing at you with his sword). After a few hits, he loses his armour and is a bit faster, but weaker without protection. Slash him some more until he is defeated.

Difficulty: \*\*

Reward: Song of Storms ocarina song

Wizrobe- yet again (mini-boss of Ikana Ruins)

This guy doesn't give up. Gotta give him credit for that. This time, he shoots fire and the attack is a bit more widespread than the ice from Snowhead Temple. Use the arrow attack, as usual. Again, he clones himself. Hit the real Wizrobe.

Difficulty: \*\*

Reward: Nothing :o(



King Igos and Company (Ikana Ruins boss)

This boss seems like a mini-boss, but technically, he's the last boss in Ikana Ruins, so he's really the boss. The king sits through the first part of the fight, releasing his two guards to fight you. Shoot fire arrows at the two windows to burn the curtains. These guys have a weakness for bright light. Slash with your sword, then stand under a light patch and reflect the light off your shield onto each of the guards to incinerate them. Work on one guard until he's gone, then finish off the other one. When they're both gone, the king fights you. He is tougher than the guards and has 3 attacks. He can leap at you with his sword, decapitate himself and throw his head at you or blow his poisonous breath. Just attack with your sword until he's weak, then reflect the light on him. A funny cinema follows the battle.

Difficulty: \*\* 1/2

Reward: Elegy of Emptiness ocarina song

Ghost of Garo (mini-boss of Stone Tower Temple)

This enemy's main attack is with fiery swords. Let him bounce into the air, then after he lands, slash with your sword, especially when he stands there for a bit, then quickly block with your shield as he rebounds right away. He will disappear and reappear near you, so heads up!

Difficulty: \*\*

Reward: Light Arrows

Wizrobe-again?!? (mini-boss of Stone Tower Temple)

This guy is back (was there any doubt?) There is a VERY easy way to beat this guy. If you stand under that structure with the iron gate blocking the one side, Wizrobe can only attack you from one pad and that is when you can fire an arrow at him. I always use this method, but if you find that boring, just do the usual. He clones himself again. Yadda yadda yadda...

Difficulty: \* (if you use the easy method), \*\*\* (if you use the usual method)

Reward: Stray Fairy

Gomess (mini-boss of Stone Tower Temple)

This guy reminds me of Dracula with the bats all over him. Shoot a light arrow at him to scatter the bats, then slash him with your sword. Use your shield to block his scythe attack. Repeat this process until his demise.

Difficulty: \*\*

Reward: Boss key

Eyegore (mini-boss of Stone Tower Temple)

This battle doesn't even have its own room! It's like a big enemy that you need to beat to get by him. If you get close to him, he fires a laser attack. When his eye turns yellow, fire an arrow at it. Be quick, because his attacks are almost constant.

Difficulty: \*\* 1/2

Reward: Giant Mask

Twin-Mold (Stone Tower Temple boss)

These "molds" are flying dragons, but this battle is not as hard as it seems. You need to wear the Giant Mask through the battle. You should have a good stock of magic. Slash the head and tail of both molds. That's it. If you run out of magic, the mask is automatically removed, but there are pots with magic jars to replenish and you can smash the small pillars as Giant Link for magic as well.

Difficulty: \*\* 1/2

Reward: Heart Container, Twin-Mold guardian mask

Majora's Mask (final boss)

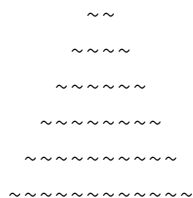
This battle is pretty fun and if you have the Fierce Deity Mask, you can transform into Oni Link and the battle is extremely easy with Oni Link's laser attack and sword. If you decide to fight as normal Link or you didn't get the Oni Mask, here's a guide. There are three phases of the battle. In the first phase, he has several tentacles that he snaps at you occasionally. Use your shield to defend yourself and shoot an arrow at his back whenever possible. After a few hits, the four guardian masks fly around as well. Use your shield to reflect the mask's laser attack at the masks. When all four masks are gone, reflect the laser at Majora's Mask. After that, he transforms into the second phase: Majora's Reincarnation. He grows arms and legs and dances around the arena (notice his pirouettes and Michael Jackson's moonwalk), sometimes stopping and bouncing these energy balls around. Slash his legs whenever possible. Then he enters the third and final phase: Majora's Wrath. He is even bigger and uses two whips to attack you, which can reach across the entire room. Use your shield to defend and use arrows or your sword on its legs. After a while, the mask releases spinning spiked tops at you, which can blow up. Ignore them and shoot or slash the mask until it is defeated. Congratulations! Now enjoy the brilliant final cinema.

Alternative: Transform into Zora link and just use his boomerang attack. It does great! (Submitted by Davis Hill)

Difficulty: As normal Link: \*\*\* (phase 1), \*\* (phase 2), \*\*\*(phase 3), \*\*\*(overall). As Oni Link: all phases and the battle overall- \*  
Reward: You beat the game!

\*\*\*\*\*

[Z14]



\*4 Swords & 6 Bottles\*

4 Swords:

- 1) You start with the Kokiri Sword, so that's easy.
- 2) Complete the following: On Day 1, slow down time; defeat Odolwa and Goht (Woodfall and Snowhead Temples); have the Hero's Bow and at least 1 bottle; compete in the Goron Races and win the Gold Dust; have at least 200 rupees in your wallet (which means having the Adult Wallet); after all that, return the time to normal speed.
- 3) Go to the Mountain Village and enter the log cabin with your Kokiri Sword on Day 1. Pay the smithy 100 rupees to upgrade to the Razor Sword. Exit the cabin and advance to Day 2.
- 4) Pick up the Razor Sword. Talk to him again to upgrade to the Gilded Sword. Pay another 100 rupees and give him the gold dust. Exit and advance to Day 3. Pick up your new sword and bottle.
- 5) Go back to Day 1 and your Gilded Sword is in your status from now on!
- 6) To get the Great Fairy's Sword, which does not replace the Gilded Sword, but instead is used as a C-button item, you need to find all 15 stray fairies

in Stone Tower Temple and visit Ikana's Great Fairy Fountain. See Stray Fairies page for help.

6 Bottles:

1) After you get your ocarina back, go to Southern Swamp and behind the Potion Shop is the forest. Talk to the monkey in front and follow him to Kotake, who has fallen (and can't get up). Go to the Potion Shop and talk to Koume to get a free bottle of red potion. If you're a good hero, you'll give the red potion to Kotake. You get to keep the bottle.

2) After you beat Goht in Snowhead Temple, get permission to carry the powder kegs by doing the task (see walkthrough for Mountain Village). After you have access to the giant bomb kegs, use one to get into the Goron Races. Carry one from the guy that gave you the task to the area where Tingle is. At the end of the area, turn right and throw the bomb up each of the steps to the top. Place it in front of the giant boulder. Compete in the Goron Races. When you come in first place, you win Gold Dust inside a bottle.

3) At Romani Ranch, when you help Romani defeat the alien creatures, you win a bottle of milk.

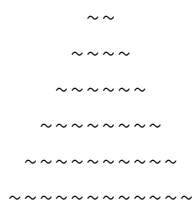
4) In Great Bay, in the second area on the beach, go far left, still on the beach and hookshot to the high tree. Continue hookshooting until you reach a cave. As Zora Link, enter it to the Beavers' Hideout. Jump into the water and approach the beaver. Race him and make sure you get through all 20 rings. That is the goal, since you can't actually cross the finish line before the beaver. If you win, you need to race his brother through 25 rings. Win that race and you get a bottle. If you exit the hideout and race them both again and win both times, you get a Heart Piece.

5) On Day 3, go to Ikana Graveyard at night. Wearing the Captain's Hat, order the skeletons to break the gravestone they are guarding. Drop down the hole and meet Dampe, the gravekeeper. Talk to him and he'll let you help him search for "treasure" by using Tat1 as his light. Dampe is extremely slow, so Z-target him and slowly make your way to each sand pit. He'll dig each one you approach. Your goal is to dig up three blue flames. After you finish on the bottom floor, get Dampe onto the elevating platform and guide him up to the top floor. There are two pits up there and one of them is a flame. Once all three flames are exposed, a big Poe appears. Fight him using arrows. When he's gone, a chest appears. Open it for a bottle.

6) In Anju and Kafei's Quest (see Side Quests), give the Express Mail to Kafei's mother in person and you get a bottle filled with Chateau Romani.

\*\*\*\*\*

[Z15]



\*Side Quests\*

## Deku Merchants:

Here is the step-by-step trading sequence to get a Gold Rupee at the very end and Heart Pieces along the way:

1) In East Clock Town, give the Bomber blocking the tunnel the password that you learned. Enter the tunnel and go straight through. Stay on the shallow water to avoid the Skulltula. Pop the balloon with arrows or with bubbles as Deku Link. Climb the ladder and then the colourful stairs to the man with the telescope. Talk to him and say yes to looking into the telescope. Look up and press A to zoom in on the top of the Clock Tower. The Moon drops an object. After you're finished looking, go through the door here and pick up the Moon's Tear. Backtrack to Clock Town and go to the South area. Find the gold Deku Flower and a flying Deku will appear. Talk to him again and, when prompted to, give him the Moon's Tear. He'll give you the Land Title Deed and the flower. As Deku Link, you can dive into this flower and go left to get the Heart Piece on the ledge on Clock Tower.

2) In Southern Swamp, go to the Photo Hut. On your left is a Deku hiding in a flower. Talk to him as normal Link and, when prompted to, give him the Land Title Deed. He'll give you the Swamp Title Deed and the flower. As Deku Link, dive into the flower and get the Heart Piece on the roof of the hut.

3) In Mountain Village, look for the gold flower on the bottom floor in the area near the Goron Shrine. If you have the Bigger Bomb Bag from Clock Town's Bomb Shop, you can trade that bag and 200 rupees with this merchant for the Biggest Bomb Bag (as Goron Link). Anyway, as Deku Link talk to him and, when prompted to, give him the Swamp Title Deed. In exchange, you get the Mountain Title Deed and the flower. Dive in and collect the Heart Piece on the ledge behind you.

4) In Zora Hall, go into Lulu's dressing room (the far left room) as Zora Link. As Goron Link, talk to the Deku hiding in the flower. When prompted to, give him the Mountain Title Deed. In exchange, you get the Ocean Title Deed and the flower. As Deku Link, dive into the flower and collect the Heart Piece on the nearby ledge.

5) In Ikana Valley during the daytime, go right, past Sakon the Thief, under the overhang to the Deku. As Zora Link, talk to him and give him the Ocean Title Deed, when prompted to. In exchange, you get a Gold Rupee and the flower. As Deku Link, dive into the flower and collect the Heart Piece on the ledge across from you.

You're done!

## Anju and Kafei's Quest:

You need to have the following to complete this side quest: Garo's Mask, hookshot, owl statue at Ikana Valley hit.

Here is the step-by-step sequence to re-unite Anju and Kafei-

1) On Day 1, at 10:00 a.m., go to the Mayor's Residence, then through the right door. Talk to the lady and say yes to looking for her missing son. You'll receive the Mask of Kafei.

2) On Day 1, at 2:00 p.m., go to the Stock Pot Inn and talk to Anju as normal Link (without the Kafei Mask). Say yes when asked if you have a reservation (liar, liar, pants on fire :o) ) and she'll give you a Room Key. Go to the second floor and open the second door on your right. Open the treasure chest

for a Silver Rupee.

3) Immediately following Step 2, go back to the front desk and listen to the conversation between Anju and the Postman. With the Kafei Mask on, talk to Anju. She'll ask you to meet her in the inn kitchen at 11:30 p.m. tonight.

4) Get to the kitchen on the bottom floor of the inn by 11:30 p.m. Anju is a bit late getting there (she's there around 12:00 a.m. and will wait for you until 6:00 a.m.) Talk to her as normal Link and she'll explain that the letter she got today was from Kafei, the missing person, who is actually her fiancée. She'll ask you to deliver her reply to him in the morning.

5) Exit the inn and put the letter into a red mailbox right away (technically, it's morning already, so you're not breaking her promise!) Play the Song of Double Time to advance to Day 2. At 3:30 p.m., the postman will deliver the letter to the boy in the Laundry Pool. Watch him deliver the letter, then enter the door there right after the boy does. Climb the stairs, then talk to the boy and he'll reveal his true identity. He is Kafei and has been put under a spell by the Skull Kid, changing him to a child. He gives you the Pendent of Memories to give to Anju.

6) Immediately following Step 5, go to the Stock Pot Inn and give the Pendent of Memories to Anju. She will wait for Kafei.

7) Return to the Laundry Pool at 1:00 p.m. on Day 3. Kafei is no longer there, but the Man from the Curiosity Shop is. He'll give you Keaton's Mask (the first time you get this far in the side quest) and Express Mail to Mama. You need to mail that letter yourself in person to Madame Aroma or give it directly to the Postman for him to deliver to her.

8) On Day 3, you can get this letter to Madame Aroma two ways, both I suggest you do in order to fill that section of the Bombers' Notebook. If you haven't done this quest in full before, deliver the mail yourself. Wear Romani's Mask and enter the Milk Bar at 6 p.m. and give the letter to Madame Aroma. She'll give you a new bottle filled with Chateau Romani. Slow down time before doing step #9. If you've already completed the entire quest, do everything up to this step, but take the letter to the Post Office at 6 p.m. and give it to the Postman. Follow him to the Milk Bar and wait until he comes back out. He has been given orders by Madame to flee, so he gives you the Postman's Hat.

9) Immediately after delivering the express mail, warp to Ikana Valley and quickly, on the lower level, go past the Deku in the flower. Behind the rocks nearby is Kafei. Get to him before 7 p.m. Talk to him and he'll tell you about the thief (Sakon) that stole his wedding ceremony mask. Wait until Sakon enters his lair (make sure that he doesn't see you by wearing the Stone Mask). Kafei will follow him. You go in as well. Kafei finds his mask but sets off a device that runs a conveyer belt, moving the mask away. Kafei can't enter the door and step on that switch at the same time. Quickly, step on the switch and Kafei will enter the door. Now you control both characters! As Kafei, push one of the blocks on the switch. Then, as Link, slash the Deku Baba. As Kafei, step on yellow switches (avoiding red ones) to slow down the conveyor belt, then step on the blue switch. As Link, slash the two Deku Babas. As Kafei, push the far left block down. Press the yellow switch (after the switch comes back up, keep running back to press it again.) Push the middle block on the red switch, then quickly press the yellow switch again. Push the middle block down on the blue switch. As Link, get rid of the Wolfos. As Kafei, push the far right block down away from the door and go through. Press the switch. As Link, quickly press the final switch to stop the mask from falling through the hole. If the mask does fall, you'll have to play the Song of Time and re-start the whole quest over again from Step 1!

10) After Kafei gets the Sun Mask back, hurry back to Clock Town (you can warp there) and go to the Stock Pot Inn by 5:00 a.m. Go to the Employees' Room on the top floor, 1st door. Anju is waiting for Kafei. Meanwhile, you can open the chest for a Silver Rupee. Around 5:30 a.m., Kafei appears and the happy couple are re-united. You are given the Couple's Mask as a token of their gratitude. Whew! A long but worthwhile quest :o)

Additional Strategy (submitted by Dionis)

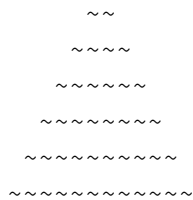
It is possible to get the Postman's Hat and the Couple's Mask in the same night. Before Night of the Third Day but (if you don't want to wait a really long time) after you get the priority mail, slow down time, then skip to Night of the Third Day and run to the postman's house. Give him the priority mail and warp to Ikana Canyon. Complete the hideout thing and get the sun's mask and then warp back to Clock Town. Meet the postman in front of the gate outside of the milk bar and get the hat. You should still have TONS of time to kill since time was slowed (it's only a precaution).

Also, some things to speed it up are:

1. Play the Song of Double Time and talk to Anju while wearing the Kafei Mask
2. Wait until 11:30 P.M. (you can't speed it up)
3. Meet with Anju at 11:30, then warp to dawn of the second day.
4. Mail the letter.
5. Play the Song of Double Time to warp to the night of the second day, and go into Kafei's hideout to get the Pendant of Memories.
6. Give it to Anju.
7. Play the Song of Double Time twice to warp to the night of the final day
8. Go to Kafei's room and pick up the letter from the owner of the Curiosity Shop. you can skip this entire step and delivering the letter to either the postman or madame aroma.
9. Warp to Ikana Canyon and sneak into Sakon's hideout at 7:00 P.M. (You can use the Stone Mask to avoid bumping into Sakon on your way there).
10. Go to the Stock Pot Inn and wait for Kafei. (he arrives with only one and a half hours left)

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[Z16]



\*Owl Statue & Frog Locations\*

Owl Statues:

- 1) Clock Town- On the left side of the Clock Tower in the South, across from the entrance to West Clock Town.
- 2) Milk Road- Through the south exit of Clock Town, go straight and right, past the big flying bird. It's on the left side, just before the entrance to the Gorman Bros. farm.
- 3) Southern Swamp- To the far right of the area with the boat cruise/tourist

centre.

- 4) Woodfall Temple- On the platform with the Deku symbol where you open up Woodfall Temple.
- 5) Mountain Village- In the north end of the village, past the small bridge.
- 6) Snowhead Mountain- At the very beginning of the area with the mountain entrance to the temple, just to the right.
- 7) Great Bay- Across the ocean at the platform with the hook on top, where the Marine Research Lab is.
- 8) Zora Cape- Accessed from inside Zora Hall, outside where Lulu stands and you travel to Great Bay Temple, just to the left.
- 9) Ikana Valley- On the top level of the area to the left in front of the ramp and Underworld entrance.
- 10) Rockville- At the very top of the mountain, in front of the entrance to Stone Tower Temple.

Frogs:

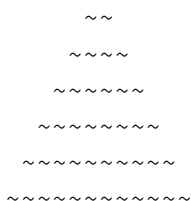
After you get the Don Gero mask, you can talk to the frogs scattered around the worlds. You must have completed Woodfall and Snowhead Temples on the same day first. Here are the locations of the frogs:

- 1) Clock Town- At the Laundry Pool near the tree.
- 2) Southern Swamp- On a log on the way to the Palace. You can see it while on the boat cruise, but you can't get it until Woodfall Temple is finished.
- 3) Woodfall Temple- After defeating Gekko, he turns into a frog.
- 4) Great Bay Temple- Beating Gekko again this time turns him into another frog.

The frogs are on lilypads on the small river in Mountain Village where the log cabin is. Talk to them with the Don Gero Mask on and they will sing a song, giving you a Heart Piece.

\*\*\*\*\*

[Z17]



\*Shops & Vendors\*

Clock Town:

Tingle

Location: North Clock Town

Hours of Operation: 24 hrs/day

Goods (Prices): Clock Town map (5 rupees), Woodfall map (40 rupees)

What You Should Get From Here: Clock Town map (maps are always cheaper in the area they map out, so don't get the Woodfall map yet)

Trading Post

Location: West Clock Town

Hours of Operation: 24 hrs/day, except for a 1-hr. break at 9 p.m.

Goods (Prices): 30 Arrows (30 rupees), 50 Arrows (40 rupees), 1 Deku Stick (10 rupees), 10 Deku Nuts (30 rupees), 1 Fairy (50 rupees), 1 Green Potion (30 Rupees), 1 Red Potion (30 rupees), 1 Hero's Shield (80 rupees), 1 fish (free from pond)

What You Should Get From Here: Whatever you need to stock up on. I recommend the free fish!

#### Bomb Shop

Location: West Clock Town

Hours of Operation: 24 hrs/day

Goods (Prices): Bomb bag (50 rupees), 10 bombs (30 rupees), 10 Bombchu (40 rupees), Bigger bomb bag (90 rupees if you stopped the robber in North Clock Town), Powder Keg (50 rupees, talk to the Goron)

What You Should Get From Here: Bomb bag, bigger bomb bag, bombs (if you need to stock up), bombchu (to have it added to your status), powder keg (convenient)

#### Milk Bar/Latte

Location: East Clock Town

Hours of Operation: 10 p.m.- 6 a.m.

Goods (Prices): Milk (20 rupees), Chateau Romani (200 rupees), provide your own bottle

What You Should Get From Here: Either one if you need it to replenish.

#### Curiosity Shop

Location: West Clock Town

Hours of Operation: 10 p.m.- 6 a.m.

Goods (Prices): All-Night Mask (500 rupees)

What You Should Get From Here: All-Night Mask (need the following: stop robber in North Clock Town on Day 1, have Giant Wallet, 500 rupees, Mask of Kafai); if you need quick rupees, the man will buy items off you. Gold Dust, Chateau Romani or Big Poe brings in 200 rupees. A fish or fairy brings in 20 rupees. If the big Takkurai (bird) by the entrance to Milk Road in Hyrule Field steals your items, they are resold here & can be bought back.

#### Southern Swamp/Milk Road:

##### Tingle

Location: Milk Road

Hours of Operation: 24 hrs.

Goods (Prices): Romani Ranch map (20 rupees), Great Bay (40 rupees)

What You Should Get From Here: Romani Ranch map

##### Gorman Bros. Farm

Location: Milk Road (first entrance to the left)

Hours of Operation: 6 a.m.- 6 p.m.

Goods (Prices): Milk (50 rupees)

What You Should Get From Here: Nothing! It's a rip-off. You can get stronger milk for 20 rupees at the Milk Bar/Latte.

##### Tingle

Location: Southern Swamp



Hours of Operation: 24 hrs.

Goods (Prices): Woodfall map (20 rupees), Snowhead map (40 rupees)

What You Should Get From Here: Woodfall map

Magic Bean Salesman

Location: In a hole in a maze in the Woodfall Palace

Hours of Operation: 24 hrs/day

Goods (Prices): Magic beans (10 rupees for 1)

What You Should Get From Here: Beans, whenever you need them

Magic Hags' Potion Shop

Location: Southern Swamp

Hours of Operation: 24 hrs/day

Goods (Prices): Red Potion (20 rupees), Green Potion (10 rupees), Blue Potion (60 rupees after you bring Magic Mushrooms)

What You Should Get From Here: Potions, if you want to replenish

Mountain Village:

Tingle

Location: Area from village, north of the log cabin

Hours of Operation: 24 hrs/day

Goods (Prices): Snowhead map (20 rupees), Romani Ranch map (40 rupees)

What You Should Get From Here: Snowhead map

Mountain Smithy

Location: Mountain Village

Hours of Operation: 24 hrs.

Goods (Prices): Razor Sword upgrade (100 rupees), Gilded Sword upgrade (100 rupees and Gold Dust)

What You Should Get From Here: Razor Sword, Gilded Sword.

Goron Shop

Location: Inside Goron Shrine on bottom floor

Hours of Operation: 24 hrs/day

Goods (Prices): 10 Bombs (40 rupees), 10 Arrows (40 rupees), Red Potion (80 rupees)

What You Should Get From Here: Whatever you need to stock up on, but the prices are steep until you beat Snowhead Temple. Then those items are 10, 20 and 50 rupees each respectively.

Powder Keg Holder

Location: Mountain Village

Hours of Operation: 24 hrs/day

Goods (Prices): Powder Keg (50 rupees)

What You Should Get From Here: Powder Keg, if you need one. You can also get one at Clock Town's Bomb Shop from another Goron.

Great Bay Coast:

Tingle



Fun Meter: \* 1/2

#### Swordsman's School

Location: West Clock Town

Hours of Operation: 24 hrs., except on Day 3

Price: 1 rupee for Amateur Course, 10 rupees for Novice Course

Object: To learn new skills and for the novice course, to chop down all the logs and earn 30 points.

How to Play: Choose your course and pay the fee. The amateur course has lessons on different skills in combat and swordsmanship. The novice course is the mini-game. You have to chop down all the logs that appear and earn 30 points.

Strategies: For the amateur course, just follow his instructions exactly as said and you shouldn't have a problem. For the novice course, remember to draw your sword first! I have done this numerous times and wonder why Link rolls towards the log instead of hacking it. Anyway...remember that. Also, to earn the maximum number of points, you need to slice the swords with the lunge attack (A + Control Stick up with sword drawn).

Prize: Heart Piece for first completion of amateur course

Strategies: \* 1/2

#### Lottery Shop

Location: West Clock Town

Hours of Operation: Tickets- 6 a.m.- 5:59 p.m., Exchanges- 6-11 p.m.

Price: 10 rupees

Object: Like a real lottery, to have the winning numbers that are drawn.

How to Play: Buy a ticket and select your 4 numbers. Come back during Exchange time and see if your numbers were drawn.

Strategies: Play once and then write down the winning numbers. Reset to Day 1 and play again, picking the winning numbers from the other day. This worked for me!

Prize(s): 50 rupees

Fun Meter: \* 1/2

#### Deku Flying Game

Location: North Clock Town; Deku Playground

Hours of Operation: 24 hrs.

Price: 20 rupees

Object: To collect all the rupees on the small moving platforms, breaking previously set records, three days in a row.

How To Play: Talk to a Deku and pay 20 rupees. Burrow into a flower and launch out. Fly to each platform and collect the rupees as quickly as possible.

Strategies: The best way to win is to conduct a pattern for yourself and follow it each time.

Prize(s): 50 rupees for both wins on Days 1 and 2; Heart Piece on Day 3 win.

Fun Meter: \*\*\* 1/2

#### Honey and Darling- Bombchu Gallery, Basket Bomb and Target Shooting

Location: East Clock Town

Hours of Operation: 6 a.m.- 10 p.m.

Price: 20 rupees

Object: To win all three games three days in a row.

How To Play: Talk to the dancers, Honey and Darling and pay 20 rupees each on Days 1, 2 and 3. The first game is Bombchu Gallery where you place bombchus down and they crawl to the targets on the wall. The second game is Basket

Bomb. Like the sport of basketball, throw the bombs into the baskets hanging on the wall while the platform moves. The third game is Target Shooting. Fire arrows at each target on the wall while the platform moves. The trick to all three is that you cannot get off the platform to do the tasks.

Strategies: For the bombchu game, try to line up with the target before you drop the bombchu. If you are relatively straight with it, you will hit it. For the bomb basket game, again line yourself up with the basket before throwing the bomb. For the arrow shooting game, you have a sniper view, so its much easier. Use the Control Stick to guide the sniper while the platform is moving. Do it slowly so you don't lose control.

Prize(s): 50 rupees on Days 1 and 2; Heart Piece on Day 3.

Fun Meter: \*\*\* 1/2

#### Clock Town Shooting Gallery

Location: East Clock Town

Hours of Operation: 6 a.m.- 10 p.m.

Price: 30 rupees

Object: To hit all the red octoroks while avoiding the blue ones and beating the clock.

How To Play: Pay 30 rupees and fire arrows at the red octroks

Strategies: You cannot possibly beat this game the first time you play. You need to develop a pattern and think very fast. You can't even think about where the octorok will appear, you have to know where it is before it appears.

Prize(s): First time you get them all, Largest Quiver (50 arrows). Second time, Heart Piece. If you do it a third time or break the record, but don't get them all, 50 rupees.

Fun Meter: \*\*\*\*\*

#### Treasure Chest Game

Location: East Clock Town

Hours of Operation: 6 a.m.- 10 p.m.

Price: 20 rupees

Object: To get to the chest through the wall maze that appears

How To Play: Pay 20 rupees and walk on the checkered floor. If you get trapped, go around and try another way.

Strategies: Play as Goron Link, because that's how you get the Heart Piece. Walk anywhere and when a wall appears, move quickly around it. If you get trapped, get to a safe spot and try another path.

Prize(s): Heart Piece for Goron Link; 50 rupees for other Link forms

Fun Meter: \* (personally, my least favourite)

#### Southern Swamp:

##### Southern Swamp Shooting Gallery

Location: Southern Swamp, to the left in the first area

Hours of Operation: 6 a.m.- 6 p.m.

Price: 20 rupees

Object: To hit all the enemies that appear within the time limit

How To Play: Pay 20 rupees and shoot the enemies that appear. You will see constant patterns.

Strategies: Remember to get the Deku high up on the left stone wall and on the right tree branch, as well as all the enemies that appear in the main area. Also, remember that the birds appear on the left and then the next time they come, is on the right. Two wolves appear, one in the back and one in the front, always moving from left to right. Dekus appear in a row of 5.

Prize(s): If you get them all, you first get the Large Quiver (40 arrows), second time: Heart Piece; otherwise 50 rupees if you break a record or get them all again after getting the Heart Piece.

Fun Meter: \*\*\*\*

#### Koume's Boat Cruise Shooting Game

Location: Southern Swamp- Boat Cruise/Tourist Centre

Hours of Operation: 24 hrs.

Price: free for first try; costs you rupees afterwards

Object: To hit the target on Koume at least 20 times and not hit Koume more than 5 times.

How To Play: Pay inside the boat cruise/tourist centre at Koume's window after you finished Woodfall Temple and beat Odolwa and saved Koume from the forest. Use arrows on Koume's target, but try not to hit her.

Strategies: Steady your aim with the Control Stick slowly. Don't aim too high or you'll hit Koume. She moves around, so watch that, too.

Prize(s): Heart Piece for first win; rupees afterwards

Fun Meter: \*\*\*

#### Romani Ranch/Milk Road:

##### Doggy Racetrack

Location: Romani Ranch, back of the farm, left door.

Hours of Operation: 6 a.m.- 8 p.m.

Price: bet anywhere from 10-50 rupees

Object: To pick the dog that will win the race.

How To Play: Talk to Mamamu Yan (the lady) and she'll let you pick a dog.

Pick up the dog you think will win and go up to the lady. Confirm your choice and then choose your wager. Watch the race (your dog has an arrow pointing at it).

Strategies: Save your money and play the game when you have the Mask of Truth. Wearing the Mask of Truth allows you to read the thoughts of the dogs and, therefore, pick a more likely winner. Choose a dog with the most confident thought.

Tip from David C. Barber: If you bet 80 rupees at the dog track, your dog only has to finish second to win the 150+ prize. Since most dogs that start out saying "Ruff" tend to run in the top 5 anyway, you'll almost always at least get your bet back. If you have the Giant Wallet and already put your 5000 rupees in the bank for that HP, you can withdraw 500 again and run a lot of races until you win.

Prize(s): 1st place with a 50-rupee bet- Heart Piece (the biggest prize); otherwise rupees if you come in 1st-5th place.

Fun Meter: \*\*\*

##### Gorman Racing

Location: Gorman farm, located off Milk Road

Hours of Operation: 6 a.m.- 6 p.m.

Price: 10 rupees

Object: To race both Gorman brothers on your horse, Epona and win.

How To Play: First, you need to get Epona, your horse, back. When you do, you talk to the Gorman brothers while on your horse to race them. Pay 10 rupees to race.

Strategies: Don't eat up all your carrots, because it'll really slow down your horse and it will take a while to get them refilled. Use all but 1 or 2, then wait a bit and it will refill one at a time. Avoid the sand pits, because you can get stuck with them. You can hop the fences if you have the

right timing and carrot energy.

Prize(s): Garo Mask

Fun Meter: \*\*\*

#### Romani's Shooting Practice

Location: Romani Ranch

Hours of Operation: Day 1, when you open the entrance to the ranch

Price: free

Object: To pop all the balloons within the time limit

How To Play: Talk to Romani after you open the ranch to become her assistant. Say yes to practicing and, while on Epona, draw your bow and shoot all the orange alien balloons within the time limit.

Strategies: This game isn't too hard. Keep your bow drawn and, if you need to turn around, put it away and move first.

Prize(s): Epona is returned to you.

Fun Meter: \*\*

#### Mountain Village:

##### Goron Races

Location: Mountain Village

Hours of Operation: Whenever you open the cave

Price: free to compete

Object: To race the other Gorons, dodge trees, bombs and other Gorons and come in first.

How To Play: Get a Powder Keg and bomb the race entrance, which is in the area with Tingle at the beginning of the area on the right side, up the steps. Talk to the little Goron once inside and you automatically enter. Hold the A button to curl up and hold the Control Stick up to power up.

Strategies: Get a head-start by rolling just before "GO!" appears. Speed up and collect magic jars from the pots. Avoid the trees, bombs and other Gorons, otherwise you'll collide and have to power up again.

Prize(s): Gold Dust in a bottle (if you win on Day 1)

Fun Meter: \*\*\*\*\*

#### Great Bay:

##### Fisherman's Jumping Game

Location: Great Bay Coast

Hours of Operation: after 6 p.m. and after you defeat Gyorg

Price: 10 rupees

Object: To jump on the island that has a lit torch 20 times and not fall off.

How To Play: Go along the beach to the right of the Marine Research Lab until you see a lit torch and a boat. Jump on the boat and take out your hookshot. When you approach a palm tree, hookshot to it on the fly. Talk to the fisherman and pay him 10 rupees. Jump to the island with the lit torch. You must get 20 correct jumps in the time limit to win.

Strategies: This game does not have a full view of all the islands at once, so it's hard to turn around and see which island is lit and then jump to it when the clock is ticking. My advice would be to take your time, because you have a lot of it. Jump carefully and don't go too fast, otherwise you'll lose control and fall in the water.

Prize(s): Heart Piece for first win; rupees afterwards.

Fun Meter: \*\*

Beaver Racing

Location: Great Bay Coast, Waterfall Rapids

Hours of Operation: 6 a.m.- 6 p.m.

Price: free

Object: To swim through all the rings within the time limit and in order.

How To Play: As Zora Link, approach the beaver and race through 20 rings. If you win, you need to race his brother through 25 rings to win a bottle. Exit and come back in. Race the one beaver and then the other. Win both times and you win a Heart Piece.

Strategies: Follow the beaver and hold down the A button to swim your fastest at all times. Go through all the rings in the order in which they appear.

Prize(s): Bottle; Heart Piece

Fun Meter: \*\*\*\*

Zora Game Site

Location: Great Bay Coast, just off Waterfall Rapids

Hours of Operation: All 3 days, 6 a.m.- 6 p.m.

Price: Free; fine for broken pots if you don't hit them all

Object: To hit all the pots in one shot.

How to Play: As Zora Link, use your boomerang weapon and aim strategically to break all the pots at once.

Strategies: It's all about angles.

Prize: Rupees

Fun Meter: \* 1/2

Ikana Valley:

Ghost Hut

Location: Ikana Village, top level, left of cave

Hours of Operation: 24 hrs.

Price: 30 rupees

Object: To defeat all 4 Poes.

How To Play: Pay 30 rupees and enter the arena. Defeat Amy, then Beth and Jo together, then finally Meg.

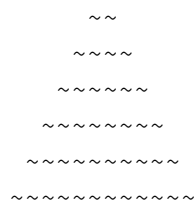
Strategies: Have a lot of hearts in case battling is not your strong point. Shoot Amy with arrows. Beth and Jo are both coming at you, so use your shield to block and slash with your sword. Like in Ocarina of Time, Meg appears in multiples. Shoot an arrow at the real Meg, who spins once when she first appears.

Prize(s): Heart Piece

Fun Meter: \*\*

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[Z19]



\*Keaton Questions\*

Keaton is located at three places:

- 1) North Clock Town- To the left of the slide
- 2) Milk Road- To the right of the owl statue.
- 3) Mountain Village- Behind the swordsmith, after you finish Snowhead Temple and spring comes

Keaton can be summoned when you wear the Keaton Mask and pick up the middle bush in the plant arrangement. Keaton will then ask you trivia questions about characters, events and places in the game. If you answer all the questions correctly, you win a Heart Piece. If not, exit the area, re-enter, summon him again and you can try it again.

Here are the trivia questions and answers, in no particular order:

Q: How old is Tingle, the map salesman?

A: 35

Q: How many members are there in the Zora band, The Indigo-Go's?

A: Five

Q: What weapon does Romani, the girl at the ranch, use to practice?

A: Bow

Q: What is the name of the mayor of Clock Town?

A: Dotour

Q: What is the name of the festival that is to be held in Clock Town?

A: Carnival of Time

Q: What instrument does the Skull Kid play?

A: Flute

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

A: Eight

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

A: Ten

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

A: Grasshopper

Q: Who is the leader of the Bombers gang?

A: Jim

Q: What does the owner of the Bomb Shop call his mother?

A: Mommy

Q: What is the name of the singer in the Zora band, The Indigo-Go's?

A: Lulu

Q: How many mailboxes are there in Clock Town?

A: Five

Q: Is Tingle the mapmaker left-handed or right-handed?

A: Right-handed

Q: What is the name of the song that Romani, the girl at the ranch, teaches you?

A: Epona's Song



Q: What is Anju, the innkeeper, bad at doing?

A: Cooking

Q: How many cows are there at Romani Ranch?

A: Three

Q: What is the name of the vintage milk sold at the Milk Bar?

A: Chateau Romani

Q: What color of trunks does Tingle the mapmaker wear?

A: Red

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

A: Tortus

Q: What bad habit does Anju, the innkeeper, have?

A: She's quick to apologize

Q: What is the name of Clock Town's inn?

A: Stock Pot Inn

Q: Mikau is of which Race?

A: Zora

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

A: One

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

A: Six

Q: Darmani is of which race?

A: Goron

Q: How many balloons does Romani, the girl at the ranch, use during practice?

A: One

Q: Where does Cremia, manager of Romani Ranch, try to deliver her milk?

A: Milk Bar

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

A: Four Stories

Q: What are the magic words that Tingle created? Tingle, Tingle... what?

A: Kooloo-Limpah!

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[Z20]

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\*Ocarina Songs\*

#### Song of Time

Notes to Play: C-Right, A, C-Down

Purpose: To save status and restart at Day 1.

#### Song of Healing

Notes to Play: C-Left, C-Right, C-Down

Purpose: To remove a curse and create a mask.

#### Sonata of Awakening

Notes to Play: C-Up, C-Left, C-Up, C-Left, A, C-Right

Purpose: To awaken someone who is asleep.

#### Song of Soaring

Notes to Play: C-Down, C-Left, C-Up

Purpose: To warp to owl statues that you've activated.

#### Ode to Order

Notes to Play: C-Right, C-Down, A, C-Down, C-Right, C-Up

Purpose: To call the guardian masks towards the end of the game.

#### Goron Lullaby

Notes to Play: A, C-Right, C-Left, A, C-Right, C-Left, C-Right, A

Purpose: To make Gorons fall asleep.

#### Scarecrow's Song

Notes to Play: 8 notes you can make up

Purpose: To call upon the scarecrow for help in reaching a platform or object.

#### New Wave Bossa Nova

Notes to Play: C-Left, C-Up, C-Left, C-Right, C-Down, C-Left, C-Right

Purpose: To calm Lulu and open the Great Bay Temple.

#### Song of Storms

Notes to Play: A, C-Down, C-Up, A, C-Down, C-Up

Purpose: To make it rain.

#### Elegy of Emptiness

Notes to Play: C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left

Purpose: To clone yourself in one of 4 forms: normal, Deku, Goron and Zora.

#### Song of Double Time

Notes to Play: C-Right, C-Right, A, A, C-Down, C-Down

Purpose: To speed up time by 1/3.

#### Inverted Song of Time

Notes to Play: C-Down, A, C-Right

Purpose: To slow down time by 1/3



\*As regular Link play the Song of Double Time until the Final Night. Wait until there are five minutes left, then go to the Sword Training School in West Clock Town. There will be a sign on the platform that says he's on vacation or something. Now you can go on his platform. There will be a wooden wall directly in front of you. Cut it with your sword and he will be cowering in the corner (From Dark Link)

\*During the mini game with the Postman where you have to stop the timer exactly on 10 seconds. Use the bunny hood so the timer will always stay on. This will help you get the heart piece easily.

\*You can use the Gold Dust to get the Gilded Sword or you can sell it at the Curiosity Shop for 200 rupees.

\*From JRocha321- You can be Oni Link outside of boss battles. Here are the steps:

1. On the first day, between the hours of 2:18pm & 9:10pm, talk to Anju in the Stock Pot Inn in Clock Town while wearing Kafei's Mask. Promise to her that you'll meet her for a late night rendezvous.
2. Later on, between 11:30pm to 8:00am, use the Deku mask then use the deku flower to get onto the roof of the Stock Pot Inn, then enter inside. Switch back to Link then meet Anju in the kitchen and promise to meet Kafei. You will receive a letter.
3. Mail the letter immediately, using a postbox outside of the inn.
4. On the 2nd day, between 3:00pm & 3:40pm, in the southwest part of town, the postman will deliver the mail to Kafei.
5. Immediately enter Kafei's house as soon as he comes out, which is in the back of the Curiosity Shop & wait for him. Talk to him to receive the Pendant of Memories.
6. Hurry back to the Stock Pot Inn & give the Pendant of Memories to Anju.
7. On the 3rd day, from 6:00pm to 7:00pm, in the Ikana canyon, you will find Kafei hiding behind the fallen stone pillars. Hide behind the pillars that Kafei is behind, or put on the stone mask & wait till Sakon comes to open his hideout.
8. Now, before entering Sakon's hideout, play the Inverted Song of Time
9. Put on a mask, any mask, and enter Sakon's hideout.
10. Now, read carefully, you will be switching from Kafei to Link, when you switch to Kafei, press start, then put the Fierce Deity Mask on the C button that on the mask you're wearing is assigned to and continue the maze. When it comes your time again to play as Link, he will automatically transform in Oni Link.
11. When and if you complete the maze, you can walk around Ikana as Fierce Deity Link. UNFORTUNATELY, you cannot take off the mask, and you can't use any items, that includes the Ocarina of Time, and other masks, weapons too like the hookshot and bow, so on & so on. Which just leaves you a measly 5 minutes to enjoy this. You can go to Ikana Graveyard.
12. Fear not, for you are not trapped in Ikana. As soon as the maze is completed, you are at the entrance of Sakon's hideout. There is a river right

in front of you. Jump in and go into the water cave on your right, which leads to the potion shop near the Deku Kingdom. (IMPORTANT): Do not enter any houses or shops. You can enter, but you cannot get out. Also, if you go to Clock Town, the guards will not let you leave. And one more! Do not talk to the Bomber Kids. The game will freeze.

\*Inside the Bomber's Hideout, if you go to the left and bomb the wall, there is a chest with a silver rupee (100 rupees) inside.

\*Shooting the large bird in front of the entrance to Milk Road gives you a gold rupee (200 rupees). Just make sure you stand a good distance away or he'll steal your items. Unless you wear the Stone Mask, then he cannot see you :o)

\*From Daphne Vigil- Enter the Milk Bar/Latte and have a drink of their famous Chateau Milk. Then enter the Goron Races, and you will be supercharged! You should not run out of energy!

\*After getting Double Defense from the Great Fairy in Great Bay, Link waves good-bye to her. He may also wave to other Great Fairies. He also waves goodbye in the same manner to the big Deku Scrubs in the cinema after he is healed and subsequently receives the Deku Mask.

\*\*Not sure if Link waving is a random occurrence or if you need certain items to make this happen\*\*

\*From Harry- If you equip the Lens of Truth, press the C-button it is assigned to repeatedly to avoid using magic power.

\*If you equip and light a Deku Stick, then move it to another C-button, you will not lose a stick from your inventory.-- from Harry \*\*NOTE: You can also put the Deku Stick away while lit before it burns out to save it\*\*

\*If you hold up the shield with the R button while wearing the Blast Mask, you can use the blast feature on the mask without taking damage!

\*As Goron Link, if you curl up and fall off a high cliff, as long as there is ground below you, you can land safely without taking damage.

\*From Squirrelsrl- When I was playing once, I got really bored and started to shoot arrows at the moon. Then, all of a sudden, 3 blue rupees fell out of the sky. Is that a cheat or something? I think I shot the moon's nose or eye...I don't remember which...all I remember is getting rupees that fell out of the sky.

\*From LorenorZorro- From what I know Link winks to EVERY great fairy after she gives him a skill-update. I recognized this even when Link was in another form like Goron-Link.

\*From LorenorZorro- You also can save a lit deku stick if you press the B-button to strike with your sword.

\*From LorenorZorro- When you play the Goron Lullaby in the Termina fields next to the bird flying around Clock town it will increase its speed and you can only catch it with Goron link! The bird drops a lot of rupies.

\*From LorenorZorro- You can make a spin attack with the Fairy Sword! Press C to equip the sword, then when Link holds the sword press another time C-button but immediately after that you have to press the B-button and hold it! It may need some practice but it's actually cool to see how Link wields the Fairy Sword while charging energy.

\*From Paul- Another way you can get the bubbles away from the wart mini boss is to use the hookshot. it takes alot longer because it brings only one bubble right to you every time. but it saves you quite a few hearts in the end. and the hiploop enemies with the shields on their head. just use the hookshot and it comes off. that way you dont have to waste your bombs.

\*From Daron- If you play the guitar as Zora Link, when you're done playing and you press up on the joy stick, he shuts his eyes and bends back a little like he's rocking out.

\*From Michael- Here's a trick for the bird near Milk Road in Majora's Mask. After you rescue all of the stray fairies in the Stone Tower Temple and get the Great Fairy's Sword, get near the bird so it can see you (don't wear the Stone Mask), then draw the Great Fairy's Sword, When it gets near you, Z-Target the bird, then slash it with the Great Fairy's Sword. After a few hits, you'll kill the bird faster than you would with arrows. I did this, and I had more fun with the Great Fairy's Sword than with arrows. Of course, the bird might hit you before you kill it, but I only got hit once while doing that, and I only lost some Rupees and arrows.

\*From Ayla- The Hookshot and Zora boomerang can do pretty much anything an arrow can, so I usually use one of them when I run out of arrows. That's how I beat Wart. I ran out of fire arrows and used the Zora boomerang.

\*From Ayla- In North Termina Field near the lizards there is a musical staff with skull kid on it and if u play the notes on it blue rupees will come out of the wall.

\*From Ayla- The harder bosses and minibosses get to beat, the closer u are to beating them. I got this from years of gaming experience. It's always been the way. As u go on with a boss/miniboss fight, it gets harder.

\*From Ayla- If u for some reason can't get any magic while fighting Twinmold, u can shoot arrows at it's head and tail instead.

\*From Bennyboy- If you kill those floating skulls in Ikana Canyon with a light arrow, they will leave you a purple (50) rupee! I tried it tonnes of times and it kept working. It was the third night but I think it probably works any time.

\*From Bennyboy- The best way to get money is to kill the redead in Ikana Castle and just keep walking in and out, they keep respawning and when they die two will give one red rupee and the others will give 3 blue rupees. So it's 70 rupees every time!

\*From Will- When Link is racing the Gorman brothers if you Z-target one of them, the camera starts to shift and point underground? I think this only works in the beginning of the race and on the guy on the left.

\*From Lexie- Another way to get 100 rupees very easily in east clock town, go above the milk bar place, put on the bunny hood and jump over the guard to the next block, jump onto the Honey & Darling shop door overhang finally jump to the next block, follow it and there will be a chest with 100 rupees.

\*From George- [For the alien hunt at Romani Ranch], just before they appear at the barn, slow time and when the dog comes out follow him and he will stop and bark at the one to kill. You have to shoot more but super easy to beat this way. Shoot one at a time and don't shoot ones the dog doesn't look at. Forget the little dots and follow dog. Put bow away after each shot to follow dog. In slow time the aliens wont get close to barn, except the back of barn ones which

are easy.

\*From Treshu- Someone in production for the 3-D Zeldas has a thing for the stars particularly, the constellation Cassiopeia. Not only are some bombable rocks in Termina Field in a formation so as to mimic it, the Five Star Isles (in Wind Waker) are also in that pattern.

\*From Tylor- Here are three major sources of rupees (\*item needs\*):

1. \*Need: Land Title Deed, Deku Mask/curse\*- there are 50 rupees on the final day on top of that tower that is under construction in South Clock Town. You can reach it using the gold Deku flower nearby.
2. \*Need: Bunny Hood\*- There are 100 rupees in East Clock Town. Go up the step across from the Mayor's Residence, slap on the Bunny Hood, jump to that ledge you're facing after getting to the top of the stairs, jump on the sign above the Honey and Darling's Shop, jump to the ledge you are now facing, and follow that path. Open the chest there and you will get a silver rupee. Note: The Bunny Hood makes this rupee chest much easier to access, but you can get it without by rolling off the ledge. You'll just barely make it to the top of the Honey and Darling Shop by standing on the sign.
3. \*Need: Bombs/Blast Mask\*- In the sewers before the hideout, go left safely past the Skulltula by hugging the wall. Follow this water until you come to a ledge. Blow up the cracked wall, and you will find a chest. Open it for a silver rupee.

\*From Tomas: Link appears to be right-handed in LoZ: OoT, MM, and TP.

RUMOURS:

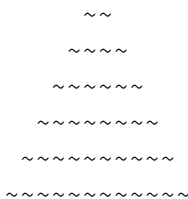
These are things said that I've found to be untrue. (R= Rumour, A= Answer):

R: You can get the Triforce.

A: No, you can't. Pictures you see of him holding the Triforce are from the Japanese Zelda games or LoZ: Wind Waker for Nintendo GameCube where you need to get the Triforce to beat the game! Pictures of the Triforce coloured yellow in the Quest Status Subscreen are fake. I have tried a few different instructions from people to get the Triforce. IT DOESN'T WORK!

\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*^^^\*

[Z22]



\*Ocarina of Time vs. Majora's Mask\*

I cannot say which game is better, because I think they are both excellent. Majora's Mask does have more mini-games and side-quests and is also faster, but Ocarina of Time is also very magical and entertaining. Judge for yourself

which is the better game. If you're as big a gamer as I am, you will love both!

Here is a chart of characters that appear in both games (OoT/MM):

Link/Link  
Darunia/Darmani  
Ruto/Lulu  
Master carpenter/Builder's boss  
Carpenters/Builders  
Graveyard kid/Bomber Gang  
Young Malon/Romani  
Adult Malon/Cremia  
Talon/Milk Bar janitor  
Dampe/Dampe  
Ingo/Gorman Brothers & Circus Leader  
Skull Kid/Skull Kid  
Navi/Tatl & Tael  
Cucco Lady/Anju  
Master carpenter's son/Grog  
Little Richard dog owner/Mamamu Yan dog racing lady  
Happy Mask Shop owner/Happy Mask Shop owner  
Man on roof in Kakariko Village/Trading Post worker at night  
Koume & Kotake/Koume & Kotake  
Fishing Pond guy/Trading Post day worker & Man from Curiosity Shop  
Flying carpet guy at Haunted Wasteland/Swordsman School guy  
Running man/Postman  
Windmill guy/Guru-Guru  
Treasure Chest game guy/Fisherman at Great Bay  
Bombchu Bowling girl/Treasure Chest Game girl & Mayor's office secretary  
Lake Hylia scientist/Marine Research Lab scientist  
Gerudo guards/Gerudo pirates  
King Zora/Toto  
Young Epona/Epona  
Old Hag in Potion Shop/Anju's grandmother  
Red and blue-clothed laughing men from Kakariko Village/Jugglers  
Bazaar guy/Southern Swamp Shooting Gallery guy  
Deku mask judges/Deku Palace guards  
Deku mask head judge/Deku King  
Bombchu Shop guy/Bomb Shop guy  
Jogging man in Market/Sakon the Thief  
Old lady in Market/Old lady from Bomb Shop  
Dancing couple in Market/Honey and Darling  
Blue-dressed old man in Kakariko Village/Astral Observatory guy  
Scarecrows/Scarecrow  
Beggar/Banker  
Death Mountain entrance guard/Shiro  
Potion shop guy/Kafei\* (note that Kafei appears younger because of the spell he is under, but it is apparent that they are the same character)

\*Kafei could be the Death Mountain guard's son in OoT because he says he's giving the Keaton Mask to his son

New characters in Majora's Mask: Mayor Dotour, Madame Aroma, Tingle, Rosa sisters, Deku Princess, hand from Stock Pot Inn bathroom, Stock Pot Inn worker on Day 2/Anju's mother, Clock Town Shooting Gallery worker, Japas, Evan, drummer

Absent characters from Ocarina of Time: Ganondorf, Zelda (except in Song of



Time flashback), Impa, Rauru, Saria, Mido, the Kokiris, Great Deku Tree, Nabooru, woman in Kakariko Village house with Little Richard's dog owner, man in Kakariko Village house with cow

Masks from Ocarina of Time & Majora's Mask:

Bunny Hood, Goron Mask, Zora Mask, Mask of Truth, and Keaton Mask.

\*Thanks to:

Sara for the beggar/banker addition

Daron for the Potion Shop guy/Kafei addition

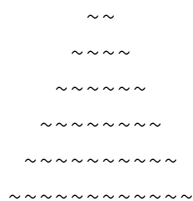
Michael for the mask additions

Dragon Marx Soul for the Kafei in OoT idea

If you see any characters that are in both games and are not listed here, send me an e-mail. I will give you credit for finding any.

\*\*\*\*\*

[Z23]



\*FAQs & Other Oddities\*

\*\*\*\*\*

Q: I have left clock town and followed your instructions to get to deku palace and get throught the maze. i got the heart piece and the magic beans. i went around to the side of the castle hoping on the lily pads, and used the flower to get onto the top level. you are supposed to keep using flowers to jump across and across... but i fell down, had to go, turned off my console hoping that i could continue the next day. i have now tried hopping lillypads to get to the castle, but there is some creature blocking the pathway to get to it. i tried advancing time i tried killing it i tried going around it. please help me im going crazy!-- from Aidan

A: In Majora's Mask, when you turn off the game and then return later, it resorts back to Day One and unfortunately, a lot of things are reset, including enemies and side quests.

In this case, you need to go into the forest again and rescue the witch, then re-visit the tourist centre to take her swamp tour again. The boat clears the path to the palace by knocking out the big enemy blocking the way.

It gets easier to access the Deku Palace and other areas by using owl statues once you learn the warping song just before Woodfall Temple.

\*\*\*\*\*

Q: hello i've been playin majora's mask for the N64 for about two weeks now. I used your walkthrough to help me find a fairy i couldn't find



However, arrows, bottle contents, bombs, Deku seeds/sticks, and other collectible items are emptied. You'll need to refresh your supply every time you return to Dawn of the First Day. Annoying, but necessary, I'm afraid.

\*\*\*\*\*

Q: While playing the game I had a crow or some other bird steal a bottle and I never got it back. Do you know how I can recover it, or is it gone forever? The game has been played a number of times since (returned to day one)-- from Karen

A: The bird you're referring to lurks by the entrance to Milk Road from Hyrule Field, and unfortunately steals items if you get too close or don't wear the elusive Stone Mask. The items end up being sold at the Curiosity Shop in West Clock Town, open nights from 10-6, where you can buy back the items. Supposedly, you can reset the game and get it back, but if you've already been playing over again from Day 1, then that won't work.

\*\*FOLLOW-UP\*\*

Q: What I actually had to do was re-do the mission (it was the Romani Ranch, protect-the-cows-from-aliens one). i got my bottle back then after success!-- from Karen

A: Thanks for the update!

\*\*\*\*\*

Q: Hello, my name is David Aquino. Obviously you don't know me...I have to add that your walkthrough is so accurate and it's the reason why I started playing Zelda:Majora's Mask. I would say that without a [your] walkthrough it would be so difficult to pass the game,lol. With that being said,how did you create such a superb walkthrough?! You must be a genius. ;) Furthermore,I need help with the whereabouts of the 15th stray-fairy located in Snowhead Temple--from David

A: Stray Fairy #15 in Snowhead is VERY tough to get, so I understand your frustration with this one. If you find the Deku flower on the 4th floor bridge (heading towards the boss door), turn on the Lens of Truth & find your opening. Fly towards it and very slowly drop into the opening. Make sure you have enough magic power to use the lens throughout the ride & keep trying!

\*\*\*\*\*

Q: I already captured the SEVEN Zora-eggs...Then in the walkthrough it states that I'm supposed to capture 4 fish...Where exactly are those fish? Are they inside that facility or are they outside in the bay? Happy holidays,btw :)-- from David

A: Happy (early) holidays to you, too :oD You can get a free fish in a little pond in the Stock Pot Inn kitchen, and just keep re-entering the inn for more fish. The same thing goes for the Trading Post in West Clock Town.

\*\*\*\*\*

Q: I recently bought LoZ:MM, just to bring back old memories, lol. When

I boot it up, it just says I need an expansion pack. What is it talking about? I have a memory card and rumble pack. Also the jumper pack that comes preinstalled-- from ALL4HP1

A: Good for you in bringing back the retro gaming experience :o)  
Majora's Mask and Donkey Kong 64 both require the N64 expansion "pak" to boost the console's memory. DK64 comes with an expansion pack, but MM doesn't. Check your local video game stores that sell used & older games, or it's also available at Amazon for \$5.75, or probably eBay. The pak is inserted in the top front of the system in a slot and can stay in there permanently (it doesn't affect other games).

BTW: I've also added this info to the Game Info, Technical Info section.

\*\*\*\*\*

Q: I THINK u win the pictograph competition by taking a picture of the Deku Princess, since the guy say's the picture of the Deku King is rare and impossible to get because of the whole only Deku's in the palace thing, and I think it would work for a photo of the Princess, too, but I haven't tested this. This is what I THINK would work, NOT what I have proven to work. Just so you know-- from Ayla

A: You can win the Pictograph Contest by submitting a pictograph of Tingle or the Deku King but I've never tried the Deku Princess. It could work...Anyone else know about this? Send me an e-mail!

\*\*FOLLOW-UP\*\*

Q: I saw you asking about winning the Photo Contest in Majora's Mask with the Deku Princess, and I don't think you can. The Photo Contest only runs while the water is poisonous. As soon as you find the Deku Princess, the water is cleared out, and therefore, the contest isn't running anymore. Therefore, you can't win the contest with the Deku Princess-- from Jenn

A: Thanks for clarifying this, Jenn!

\*\*\*\*\*

Q: My son and I have been playing MM on and off for some time. We defeated the four Bosses and got all the masks except the FD mask. We went into the moon to complete the 4 dungeons. When we got to the goron dungeon we started rolling, after we bounced off the third chest, we hit a invisible diagonal wall glitch that kept knocking us off the platform. Have you ever heard of this before. We even stopped the goron, turned into link and shot the hookshot into it, and hits this wall. You can punch it too and it makes a mark that goes away. My son is so disappointed because he really wanted to see Oni Link. We are using the Legend of Zelda collectors edition on the Wii -- from Collins

A: I'm not aware of this glitch since I haven't played MM on the Wii and it doesn't seem to exist on the original N64 game. I've tried Googling it with no results. Anyone know about this glitch? Sorry I can't be of further help & I hope it clears up!

\*\*FOLLOW-UP\*\*





ChapterCheats.com  
Gamesages.twilightlegend.com  
LegendHyrule.com

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Legend of Zelda is a registered trademark of Nintendo and I am not directly affiliated with the corporation. Of course, you knew that already, right?

\*\*\*\*\*

I would like to thank Nintendo for creating such excellent games.

Thanks to Marshmallow for his great Ocarina of Time walkthrough that I used throughout the game and for the inspiration to make my own Zelda walkthroughs.

Thanks to all the Zelda sites out there for spending so much time in making their walkthroughs and FAQs.

Thanks again to Geocities for hosting my web sites.

Thanks to GameFAQS.com for an awesome community of gamers and walkthroughs. And thanks for giving my walkthroughs another home on the Web.

Thanks to:

Dennis at SuperCheats.com  
Leo at Neoseeker.com  
Tyler at gamesradar.com and cheatplanet.com  
Blake at Gamerevolution.com  
Kuponut.com  
Chris at CheatHappens.com  
Steve at CheatCodes.com  
Justin at MyCheats.com  
Kris at Vgnerd.com  
Eelco at ChapterCheats.com  
Josh at GameSages  
Luckyliar at LegendHyrule.com

...for posting my walkthroughs.

Thanks to the following who added secrets & such:

Sara- Heart Piece #51 tip, beggar/banker on OoT vs. MM  
David C. Barber- Doggy Racetrack tip  
Bill Draves- Circus Leader's secret  
Dark Link- Swordsman's secret  
Gary- Real Bombchu tip  
Daphne Vigil- Goron Races/Chateau Romani secret  
JRocha321- Oni Link secret  
Harry- Lens of Truth & Deku Stick secrets  
Ardel- Gossip Stone fairy secret  
Aleckx Ghost- Blast Mask and Goron Mask safety secrets  
Squirrelsrl- shooting the moon for rupees secret  
LorenorZorro- Link winking at Great Fairy secret, playing Goron Lullaby to Termina Field bird, spin attack with Great Fairy Sword  
Paul- alternate strategy to defeat Wart  
Jesper- alternate route to hide 'n' seek kid in Goht moon dungeon





**\*\*PLEASE SEE VERSION 1.0, OCTOBER 6, 2007, REGARDING E-MAILS SEND  
BETWEEN OCTOBER 1-6\*\***

Any additions to this walkthrough will be credited to you, faithful reader, in the Thank-You section. I look forward to the sleepless nights reading your messages by the light of the moon...he he he.

**\*\*THE END\*\***

....oh, no, not again...

....these cheap, lame scroll jokes are just bogus....

....just leave, go....

....AAAAUUUGGGHHH!!!! Save yourself from the painful scroll joke!!

...Are you saving me? Am I free to go?

<3 My Hero <3 \*kissie kissie\*

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