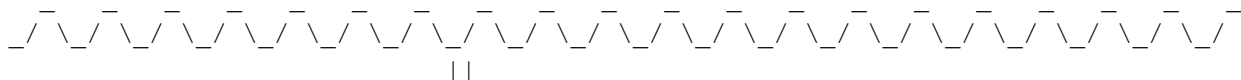
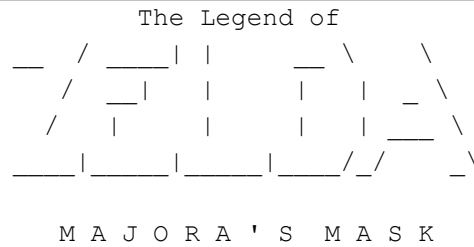


# The Legend of Zelda: Majora's Mask FAQ/Walkthrough

by Banjo2553

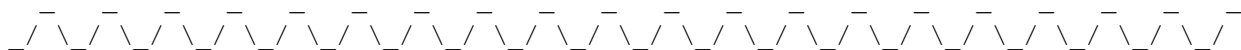
Updated to vFinal on Apr 17, 2015



FAQ/Walkthrough by Banjo2553 || Welcome to my Majora's Mask FAQ! This is my most Current version: Complete || favorite Zelda game, so I'm more than happy to ===== do this FAQ. Majora's Mask may be hard at first, what with the three day time limit and all, but it quickly becomes second nature, so I hope you'll enjoy this. I made this FAQ in preparation for when it comes out on the Wii's Virtual Console, as I did with my Ocarina of Time one. This will also have a spoiler-free walkthrough as well.

Unfortunately for those who like dungeon-hopping, this game doesn't have many...only four. However, the dungeons are, in my opinion, really good, and each boss is unique and exciting to fight. That, and if you choose to do the numerous sidequests in the game, the game tends to be as long as any other Zelda game. Basically what I like about the game is the constant sense of impending doom in the game, (alright, I'm a sicko, so what) and the fact that character interaction is really focused on in the game. Almost every character in the game is important to a sidequest in the game. At any rate, enjoy this.

UPDATED VERSION: Changed up a few things in the walkthrough, added an extensive changes section for the 3DS version. Check them out!



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create a small wave of energy around him, increasing the range. You can also quick spin by just rotating the Control Stick once quickly and pressing B.

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#### Deku Controls

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A Button: Spin Attack/jump farther as you land in water  
B Button: Shoot bubble, hold to make a larger one/Drop Deku Nuts while flying  
Z Button: Lock-on  
C Buttons Left, Right, Down: Equip items/use them  
C Button Up: Contact Tatl/look in first person view  
L Button: Toggle mini-map  
R Button: Shield (can't move while up, even if targeting)  
Start: Pause game  
Control Stick: Move

Notes: Deku Link is a limited form, at least compared to the others. Pressing A gives you a spin attack, which is Deku Link's only reliable attack. Deku Link also loses the ability to swim. You do gain some abilities unique to this form, however. Once you have magic, Deku Link can blow bubbles. This Bubble Blast is Deku Link's projectile attack, and can pop balloons and take down aerial enemies. Holding B can make Deku Link blow a bigger bubble. The bigger the bubble, the more powerful it is and the more magic is used up. Deku Link can also hop along the water five times. You can reach short distances with this, but if you press A before you step onto water, you can jump farther. Finally, if Deku Link stands on certain flowers and holds A, he can burrow into them. Release A, and he'll shoot out and glide around using flowers. While gliding, he can drop Deku Nuts by pressing B.

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#### Goron Controls

~~~~~

A Button: Curl  
B Button: Attack  
Z Button: Lock-on  
C Buttons Left, Right, Down: Equip items/use them  
C Button Up: Contact Tatl/look in first person view  
L Button: Toggle mini-map  
R Button: Shield (can't move at all while up)  
Start: Pause game  
Control Stick: Move

Notes: Goron/Darmani Link has enhanced power. Pressing B in rapid succession has him do a three-hit combo. He can press large switches by curling up and pressing B to HULK SMASH. ...Yeah. Also, if you stay curled up and begin moving, you'll start rolling. The longer you roll, the faster you'll go. Eventually you'll sprout spikes and start going REALLY FAST, and you'll likely insta-kill anything you run into. However, this sucks magic power like crazy, so don't use it too much.

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#### Zora Controls

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A Button: Roll, hold to swim (when in water)  
B Button: Attack  
Z Button: Lock-on  
C Buttons Left, Right, Down: Equip items/use them  
C Button Up: Contact Tatl/look in first person view  
L Button: Toggle mini-map  
R Button: Shield



bushes here for some more money (which strangely run away from you...?) and open the door. Cross the tunnel here and Tatli will apparently have a change of heart and apologize to you for her behavior. She'll join you, at least until you get back to Skull Kid. Ugh. What a crazy...

Anyway, see the flower here? Stand on it and hold A. You'll burrow into it! At this point, you can aim around with the Control Stick. Release A and you'll shoot up from the flower and start gliding. Glide over to the far end there. If you don't make it, you can try again. Once at the other side, open the door. Here's where things start to get slightly scary. This room is nothing but pillars with a bottomless pit below. Don't dawdle with your gliding time, just

```
_____ | _____ |
|         | /         | glide from here to the closest pillar you see. Glide to
|  DEKU NUTS | it. Open the chest and you'll get some DEKU NUTS.
|   FOUND   | Alright, a new item! The only way you can use these in
'|         | your current form is by gliding, however. So they're
   ♪♪♪♪♪♪♪♪♪♪♪♪ really only for bombing runs in this form. You don't need
to use them now though, so save them.
```

Keep using the flowers to glide to the other pillars until you get to the other side. Head through the cave. What the...? What's with the weird tunnel? Now you're inside a...building? Follow the path upwards until you get to a large door. Just before you open it, someone will get your attention. It's the Happy Mask Salesman from Ocarina of Time! He'll explain that a Skull Kid stole a "Majora's Mask" from him and he wants it back. If you give it to him and get back your "precious item" (your Ocarina!), he'll get you back to normal. Sweet! Let's head through those doors.

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Restoring the Great Fairy

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♪♪♪♪♪♪♪♪♪♪♪♪
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The minute you walk through them, you'll be greeted with a three-day time limit. No, it's not real time. Each hour in the game lasts about half a minute, so you have about 36 minutes before the days end and the moon ends all. Sounds heavy. At any rate, there's a few things you can do right about now. First of all, go behind the Clock Tower and enter the entrance there. If you entered the right one, you should end up in North Clock Town.

Talk to the weird man in green named Tingle and he'll tell you that he floats around making maps of the area. Buy the Clock Town map

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_____ | _____ |
|         | /         | for a mere 5 Rupees. Yippee, now you can see where you're
|  CLOCK TOWN MAP | going! From here, head left and enter the cave you see.
|   FOUND   | You'll see that the Great Fairy you needed to see has
'|         | been split up. She's missing a part! Time to find that
   ♪♪♪♪♪♪♪♪♪♪♪♪ Stray Fairy then. Exit the Fairy Fountain and head back
to South Clock Town.
```

Look at the map. See the very southwestern area? Head there. The entrance is just past a ramp. You'll end up at the Laundry Pool. In here is that Stray Fairy we need! It's the floating, glowing thing with wings and a...rather large head for some reason. Ah well, hop to the Stray Fairy to collect it, then head back to the Fairy Fountain. As a reward for returning her to her normal self, she'll grant you magic power! Now you can shoot bubbles! Hold B to blow a bubble, then release to shoot it. You'll be in first-person mode when doing this. She'll also say to return to her when you're back to normal. I wonder what she'll give us? Exit the Fountain.

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_____ | _____ |
|         | /         |
|  MAGIC POWER |
|   GRANTED   |
```





Getting Your Ocarina Back

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Alright, whether it's midnight or not, go to South Clock Town. When midnight strikes, the door where the Piece of Heart used to be will open. Use the flower to fly up there, and enter the door. You'll appear on the top of Clock Tower, with the Moon looming just overhead. That thing is dangerously close... Tatl is glad to be reunited with Tael, and Tael tells you something vague on how to defeat Skull Kid, but he shuts up the fairy and makes the Moon fall faster. Crap! Timing is everything now! We don't have time to get the Majora's Mask back, just fire a bubble at him to make him drop your Ocarina. Once you grab it, Link will remember back when Zelda gave this to him before he ventured off to this adventure. You'll also remember the Song of Time! Awesome!

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      _____ |
      |           | / |
      | OCARINA OF TIME |
      |           FOUND |
      '\           |
      ~~~~~
```

/

O/ SONG OF TIME REMEMBERED

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Equip your Ocarina to a C Button, and play the Song of Time. You'll go back in time to the first day, but also lose any Deku Nuts and Rupees you've gotten. Later on, this will also affect your arrows, bombs, sticks, anything that has a numerical value. Also, pretty much everything you've done, except getting masks, Heart Pieces, or important items and equipment, is pretty much reset, so if you were in the middle of a sidequest or something, you'd have to do it over. Also, see why I told you to deposit your Rupees in a bank at all times? Anyway, you got your Ocarina of Time, saved, reset time, now it's time to go back to the Mask Salesman inside the Clock Tower.

He said he would restore you to your former self if you got both Majora's Mask and your Ocarina, but by a fluke, he gets you back to your former self before even asking about the mask. He also teaches you another song. This one is the Song of Healing (which is actually Saria's Song played backwards), and playing it while near someone who's cursed will help them break free of the curse. This also turns Link back to normal, leaving a mask of his Deku form behind. Since your Deku form may be useful later, Link picks it up.

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      _____ |
      |           | / |
      |   DEKU MASK |
      |           FOUND |
      '\           |
      ~~~~~
```

/

O/ SONG OF HEALING LEARNED

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Now, after he asks about the mask and gets enraged that you haven't taken it, he tells how dangerous the mask is (why didn't he leave it where it was supposed to be instead of taking it?) and urges you to go back and try to retrieve it. Thus REALLY starts our adventure. We need to venture through four temples and free the giants inside each in order to stop the Moon. Thankfully, we don't have to do all this in the same three day time limit. Take all the time you need, basically. Though, it is possible to finish the game in three days after getting the Deku Mask...



I must note as well, that upon learning the Song of Time, you also have two hidden songs to play. One is the Song of Double Time, which is simple. You just press each note twice instead of once. This skips half a day's worth of time, though this is rarely used unless you want to get to a specific time quickly. (The 3DS version changed the song so that you can warp to any hour on the current day that you desire. So much more helpful than the original version!) The other one is the Inverted Song of Time, which is playing the notes in a reverse order. This slows down time, giving you more time to do things. The Inverted Song of Time is extremely helpful, as you can tell. So you'll be using it a lot. If you want the effects of time to return to normal, simply play the Inverted Song of Time again.

=====

ITEM SUMMARY:

??????????????

EQUIPMENT:

Sword: Kokiri Sword  
Shield: Hero's Shield  
Other: Wallet (200)

ITEMS: (shown left to right)

Ocarina of Time  
Deku Nuts

MASKS: (shown left to right after noting transformation masks)

Deku Mask (Transformation)

OCARINA SONGS:

Song of Time  
Song of Healing

EMPTY BOTTLES: 0

HEART PIECES: 2

GREAT FAIRY UPGRADES:

Magic Meter

Total Health: 3 Hearts

Exploring Termina \_\_\_\_\_/  
----- \_\_\_\_\_/  
\ \_\_\_\_\_/

As soon as you re-enter Clock Town, do the Inverted Song of Time. Now, go back to Laundry Pool, grab the Stray Fairy, then bring it to the Fairy Fountain. As you head there, note the owl statue near the Clock Tower. Strike this with your sword to "activate" it. (In the 3DS version, you may have already activated this--owl statues there simply need to be approached to be activated.) What these owl statues do is perform a temporary save on your game. If you choose to save, you can only quit. You're free to turn off the game and do whatever, but remember, whenever you load the game back up using the owl save and you die, you'll lose all your progress up 'til the last time you saved with the Song of Time. So be careful when using these. (Once again, the 3DS version changes the save function. They now hard save and are the only way to save the game. No worry about potentially losing progress when using these now!) These owl statues also serve another purpose when they're struck - a certain song in the game allows you to warp to different areas, and it depends on these owl

statues. If you struck an owl statue once, you'll be able to warp to nearby  
\_\_\_\_\_ that owl statue. It's good knowledge to know. Anyway,  
| | / | back to the Great Fairy. Once you bring back the Stray  
| GREAT FAIRY'S MASK | Fairy, the Great Fairy will be together (again) and will  
| FOUND | this time give you the GREAT FAIRY'S MASK. This mask,  
' \ | when worn, attracts Stray Fairies toward you. The mask  
~~~~~ also alerts you to a nearby Stray Fairy when the hair  
shimmers and starts flowing.

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Heart Piece #1 Explanation

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Exit the Fairy Fountain and go to the bank. Withdraw 30 or 40 Rupees, just in case, then head back to North Clock Town. Put on the Deku Mask, and launch yourself from the nearby flower into the caged area. Head down the hole. In this underground area holds a Deku-exclusive game. Your objective is to launch from flowers and collect the Rupees scattered around without falling to the bottom. If you beat the clock, you're successful, you get to keep the Rupees you collected, and a Purple Rupee is awarded to you (3DS version, you get a Fishing Hole Pass instead). It shouldn't be too hard.

Now, you may have noticed that I sorta "skipped" Heart Piece 1. I didn't. In my Heart Piece list, it's one that you'll get eventually. Basically, in order to get Heart Peace #1, you'll have to deposit a total of 5,000 Rupees in Clock Town's bank to get this. So I will basically note where to get some of the more expensive Rupees in the world. The good thing is that these Rupees respawn whenever you use the Song of Time, so you can collect them again. As such, I'll recommend you to create a list of Rupees you can collect whenever you restart time, and the list will increase as more areas are open to you and as I note them in the guide. Remember, deposit any Rupees if you're full of them and won't buy anything, and remember to have all of them deposited before you reset time. However, if you can't help to reset time because of an extremely low time limit (like less than 30 seconds), it's alright to let it slide. I won't list minor Rupees, like greens or blues. I won't even list Red Rupees if they're really obscure and not in a group, otherwise it'll waste your time.

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Heart Piece Collection

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...Right. You're probably getting tired of all these paragraphs explaining things in the game, so let's get right to the next thing. After winning the Deku mini-game, in the same North Clock Town area, go to the little playground with the slide. Climb up to the top of the slide, but before sliding down, turn  
\_\_\_\_\_ to face the tree. Jump across and you should just barely  
| | / | grab the edge of the pillar. Jump again and you should  
| HEART PIECE #4 | reach the tree where the PIECE OF \_\_\_\_\_  
| FOUND | HEART awaits. Now go to West Clock | | / |  
' \ | Town, and enter the Bomb Shop. Buy | BOMB BAG |  
~~~~~ the BOMB BAG with the Rupees you | FOUND |  
won from the Deku minigame. Now, make sure you have ' \ |  
around 20 or 30 Rupees, and enter the Swordsman's School ~~~~~  
on the north end of this same area. Take the Expert Course for 10 Rupees. Now what you're supposed to do is to get a perfect score on cutting down the logs. The best and easiest way to do this is to just lock-on to the logs and use your jump strike attack on them dead on, and you must be quick! (A button) If done correctly, the instructor will reward you with a Piece of Heart.

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| | / |  
| HEART PIECE #5 |  
| FOUND |

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Bomber's Notebook

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If this is all done, the game will either still be in the morning or close to noon. Either way, we have to wait for the afternoon, at least to 1:00. So, head to East Clock Town. Tell the code to the Bomber to get back into the sewers. Once in there, swim down the channel to the left close by. Beware of the Skulltula. Surface at the alcove, and bomb the cracked wall to find a chest with a Silver Rupee inside. Now follow the sewers to the Observatory. Look through the telescope and watch around for a Business Deku Scrub flying out of the town and settling inside a hole near the Observatory. Make sure you see him

enter the hole! Return to Clock Town. A member of the  
| | / | Bombers will stop you and commend you for "figuring out"  
| BOMBERS' NOTEBOOK | their code, so he gives you the BOMBERS' NOTEBOOK. This  
| FOUND | thing basically keeps track of sidequests you do, and the  
'\ | Bombers' Code will be written onto the Notebook, so no  
~~~~~ need to look back on here whenever you need the code!

However, this thing is pretty useless if you have a guide helping you with stuff. (If you're playing the 3DS version, then the Happy Mask Salesman already gave you the Notebook before this point. So no need to tell the code and exit the sewers to get the Notebook since...you already have it.)

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Hagglng for a Heart

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If it still isn't past noon yet, exit Clock Town through the southern exit. Make sure you watched the Business Scrub enter the hole from the Observatory telescope first. Once outside, turn left and move towards the Observatory. Find the hole the Business Scrub entered and drop down it. He's surprised that you found him here, so he'll sell you a Piece of Heart for 150 Rupees. Refuse, and he'll lower the price to 100 Rupees, which you can afford. Take it.

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| | / |  
| HEART PIECE #6 |  
| FOUND |  
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Taking a Key & Killing Peahat

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Now head back to Clock Town, head to East Clock Town's Inn now and wait 'til 1:45. If you need to, return the time flow back to normal until it gets there, then slow it down. Talk to Anju at the counter and say "yes" and she'll give you a Room Key. Now go upstairs and enter the second-to-last door to find a chest with a Silver Rupee inside. Sweet. Go deposit your Rupees, and head to Termina Field, southern exit like before. (In the 3DS version, you need to wear a later transformation mask in order to get said Room Key. As a hint...the key you're stealing is from a Goron with the same name as you.)

Take a right and move toward the entrance you see, that has tall grass on the way to it. Find the Deku Baba and kill it, then find a hole to drop down. Inside is a large Peahat. You should remember these from Ocarina of Time. Just avoid getting chopped and slash at the weak spot on the bottom. Successfully taking down the Peahat will reward you with another Piece of Heart.

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| | / |  
| HEART PIECE #7 |  
| FOUND |  
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Bombing Dodongos

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Now head to the north end of Termina Field. You can cut across Clock Town to do so if you want, though a funny thing to do is go near the Observatory, and find a tree that is furthest from the hole you entered before. Roll into it and someone will fall out of the tree (!) along with two Red Rupees. Weird...

At any rate, once you're in the northern area, you should see a snowy hill. Drop down, and avoid the Dodongos as you look for a hole underneath one of the weirdly-shaped snow mounds. Dive in to find two large Dodongos. Now, you can either strafe to their tails to attack them, or throw bombs at them. Using

\_\_\_\_\_ bombs will make it go quicker. It's also the safer way to  
| | / | take them out. Not only will you get a total of 100  
| HEART PIECE #8 | Rupees, but you'll also get a PIECE OF HEART for  
| FOUND | defeating them! Now, if you have some bombs left, use  
'\ | them on the giant Dodongos around here for more Purple  
~~~~~ Rupees. Head back to Clock Town and deposit the money.  
Keep killing those Dodongos for Rupees until midnight rolls around. Careful of the Blue Bubbles!

~~~~~  
Kamaro's Heart

~~~~~

At midnight, exit Clock Town through the northern exit, then get on the fence to the left and follow it until you hear a weird tune. Look around to find some

\_\_\_\_\_ guy dancing on top of a snowy rock. Jump to there and  
| | / | talk to him. Play the Song of Healing and you will get  
| KAMARO'S MASK | KAMARO'S MASK. If you head to West Clock Town now, you  
| FOUND | should find two girls trying to dance. You'll know it's  
'\ | them when you hear the similar tune you heard before. Put  
~~~~~ on your new mask and dance before them. They will follow  
your dance and be grateful. So grateful that they will give you a Piece of Heart. Alright...this was a big day for you, so just take it easy and rest now until the second day. We've got an even bigger day planned ahead...

\_\_\_\_\_ | / |  
| HEART PIECE #9 |  
| FOUND |  
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Starting a New Day

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At the dawn of the second day, return to North Clock Town and win the Deku minigame again. It's harder though. You'll get another Purple Rupee for spending money. Come back here on the third day for a really special prize. :) But not now of course. Before exiting Clock Town, go back to the Observatory, get the Moon's Tear the same way you did before, and trade it for the Land Title Deed with the Business Scrub in South Clock Town. Now take the southern exit out of Clock Town. Head straight across towards the entrance to the Southern Swamp. A cutscene will occur. After it's done, enter through.

\_\_\_\_\_ In this next area, take out all the Bad Bats (why not  
| | / | just call them Keese like in other Zeldas?) surrounding  
| HEART PIECE #10 | the tree here and climb up it using the vines. You'll  
| FOUND | find a Piece of Heart in its branches! Now continue  
'\ | just a bit south to find Tingle floating on a balloon!



Put some Spring Water into your Bottle again, and buy at least 1 or 2 Magic Beans before leaving this cave. Make sure you're Deku Link! (Alternatively, if playing the 3DS version, an alternate exit was added in this cave that drops you exactly where you need to be, to plant the Magic Bean in order to progress, instead of having to backtrack. If so, skip the next paragraph.)

Get caught and enter the throne room now. Talk to the Deku King and he'll say that he imprisoned a monkey. Before doing anything else, take out your Pictograph Box and take a pic of the Deku King. Make sure that his whole body is in the picture, but that he's not too far away. Once done, talk to the monkey, then exit. Another monkey will talk to you. He says in order to reach the secret route to the monkey's cage, you'll have to use a Magic Bean in the outer garden. That means just past the guards out here!

Pass the guards, then go around the east side of the palace by hopping along the water. When you're back on land, take off your Deku Mask, and plant a Magic Bean. If it's already raining, it'll grow immediately. If not, use the Spring Water from your Bottle. Ride the grown Magic Bean to a secret passage. Put on your Deku Mask again and use the flowers to cross the platforms until you finally reach a high entrance above the western inner garden. Take off your Deku Mask and talk to the monkey. He'll tell you to try to cut his ropes. Slash them, but it won't do any good. He then decides to see if you have a large instrument. Change back to Deku Link and take out your Ocarina. Play the song he tells you to learn the Sonata of Awakening.

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/  
O/ SONATA OF AWAKENING LEARNED  
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Old Face, New Song  
yyyyyyyyyyyyyyyyyyyy

Well, the Deku King thinks playing the song meant that the monkey IS guilty, so he commences the punishment and kicks you out. Well, at least you learned a new song. Back outside the palace, water jump to the ledge on the east with the flower, and use the flower to enter the Southern Swamp again, but on a high platform. Use the flowers to fly across. Just beware of the Dragonflies! Shoot them down with bubbles if you have to.

Just keep flying across (you'll have to fly to a rock in order to get to the next flower) and you'll eventually get to a ledge with THE owl from Ocarina of Time. Oh boy...at least he's useful this time and teaches you a new, very useful song. This Song of Soaring allows you to warp to any owl statues that you have struck. Useful!

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/  
O/ SONG OF SOARING LEARNED  
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(The 3DS version changed when you get this song. Instead, you get this song right as you enter the Swamp, instead of here just before Woodfall Temple.)

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Opening Up Woodfall Access  
yyyyyyyyyyyyyyyyyyyy

Use the flower to fly you to the next ledge, where the entrance to Woodfall awaits. Not the temple, but the area surrounding it. Now, in all actuality, it would probably be best to open the way to the temple when you have three days, instead of two. However, let's do it anyway. That way you will know exactly what to do. Also, we'll be getting something here.

Turn right and water hop across to the stump with a small wooden bridge and a Hiploop walking back and forth on it. Take down the Hiploops from afar with bubbles after stunning them with your spin attack. Follow to the end, where a Mad Scrub is. Take it down, and use the flower to fly to the next Mad Scrub down below. Make sure it doesn't shoot you down with a Deku Nut! Follow the path to the next one, take it down, and use the flower to reach a little platform with a pedestal, an owl statue, and some pots.

Strike the statue as normal Link. Now, playing the Sonata of Awakening on that pedestal will make Woodfall Temple rise, but don't do it right now. Instead, use the flower here to fly to the far Mad Scrub. Take it down, fly to the ground below. (Don't mind the hole in the wall, that's the Great Fairy Fountain here...she's not available because she's broken like the one in Clock Town used to be.)

Follow the path to the next Mad Scrub, after taking down the Hiploop. Follow the Mad Scrubs until you reach a platform with a path to a brown and gold treasure chest. Open it for a Piece of Heart. Now, if you want to, you can go around opening the other treasure chests here as seen on the map, but we're actually heading back to the Deku Palace entrance.

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|           | /           |
| HEART PIECE #12 |
|           FOUND           |
| \                           |
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-----  
Back to Clock Town

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Get on the boat as regular Link and continue through the boat ride, eventually taking out another giant Octorok. You already have your pictograph, so no need to take one. You'll notice you'll come by an entrance to something, that is blocked off with webbing. This is the entrance to the Skulltula House here, but

don't worry about it just yet. You don't have the tools  
| | / | needed to go there yet. After the ride is over, head to  
| HEART PIECE #13 | the guy in the boat tour hut and show him your  
| FOUND | pictograph. Assuming the pictograph was taken correctly,  
| \ | he will reward you with a PIECE OF HEART. Now exit the  
~~~~~ hut. Talk to the Business Scrub as

regular Link and trade the Land Title Deed for the Swamp | | / |  
Title Deed. Use the flower to fly to the roof of the hut, | HEART PIECE #14 |  
where another PIECE OF HEART lies. Start heading back to | FOUND |  
Clock Town now. First though, search for the owl statue | \ |  
nearby this hut and strike it. It's probably night now, ~~~~~

so be careful of Wolfos and Blue Bubbles. Once you're back at Termina Field, if you still have a Magic Bean and a bottle of Spring Water, plant and grow it onto the soft soil by the stump that has a treasure chest on it, and open the chest for a Red Rupee. It's not worth getting if you don't have the Magic Bean or Spring Water though, so don't worry about it if you don't. Just head back to Clock Town.

Now, if it's midnight or before, head to the Laundry Pool of Clock Town. The music-box man should be there. Talk to him to receive the BREMEN MASK. With this on and your Ocarina equipped, hold B and Link will march around while playing the Ocarina, whistling a sweet marching tune. Quite catchy, I must say! Well, you can't do much now, so deposit all the Rupees you have to the bank except for 20 or 30, and wait for the final day to come.

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| BREMEN MASK |
| FOUND |
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Final Day Excavation

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| |/ | Go to North Clock Town. Win that Deku minigame here
| HEART PIECE #15 | again, and you will get a PIECE OF HEART for winning the
| FOUND | game three days in a row! Now you can exit Clock Town
'\ | from the north end and start slaying Dodongos for cash
   | and deposit the Rupees when you're full, and keep doing
   | this until night rolls around. Once it does, exit Clock
   | Town from the southern exit, and go southwest to the entrance to Milk Road.
   | Make sure you have about 30 Rupees. Strike the owl statue here, then shoot down
   | Tingle's balloon with a bubble and buy the map of Romani Ranch from him for 20
   | Rupees. Continue west to Romani Ranch.

```

If you walk towards the house, you'll see your horse, Epona, in a pen. We can't get her yet though, so ignore her for now. Instead, find the shack that has little yellow chicks painted on it and enter it. Now talk to the guy sitting by the tree. Yep, the one with the spiky hairdo. He'll say that he regrets not being able to see the little chicks as roosters. Well, let's fix that up! Put on the Bremen Mask and hold B as you search for those little chicks. They'll start to follow you. Get 10 in a row without letting go of B, and eventually they will all grow into roosters! Talk to the guy again and he'll give you the BUNNY HOOD. This is definitely one of the more useful non-transformation masks, as wearing this increases your speed and jumping length considerably!

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_____
| |/ |
| BUNNY HOOD |
| FOUND |
'\ |
~~~~~

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Warp back to Clock Town. One more thing before using the Song of Time. Put on the Bunny Hood and head to the northern end of East Clock Town. Climb up the stairs here and jump across to the ledge. Now, jump to the awning of the shop down below, then hop up to one of the circular things just above. Now jump to the roof, climb up, and follow it to a treasure chest. Open it for a Silver Rupee! Remember that you can collect this again whenever you reset time! It's available at any day as well. Now, after depositing that...reset time.

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ITEM SUMMARY:

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EQUIPMENT:

- Sword: Kokiri Sword
- Shield: Hero's Shield
- Other: Bombers' Notebook, Wallet (200), Bomb Bag (20 Bombs & Bombchus)

ITEMS: (shown left to right)

- Ocarina of Time
- Bombs
- Deku Sticks \*May not have these until Woodfall Temple\*
- Deku Nuts
- Magic Beans
- Pictograph Box

MASKS: (shown left to right after noting transformation masks)

- Deku Mask (Transformation)



Great Fairy's Mask  
Bremen Mask  
Bunny Hood  
Kamaro's Mask

OCARINA SONGS:

Song of Time  
Song of Healing  
Song of Soaring  
Sonata of Awakening

EMPTY BOTTLES: 1

HEART PIECES: 14

GREAT FAIRY UPGRADES:

Magic Meter

Total Health: 7 Hearts

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Trouble in Woodfall \_\_\_\_\_/  
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\ \_\_\_\_\_/

Play the Inverted Song of Time.

Alright, this section is dedicated solely for Woodfall Temple and the aftermath of it. To start off, get some Rupees from the bank and buy some Bombs, 'cause you'll likely need them. Get the two Silver Rupees that are available here if you wish to, deposit them, and warp to Woodfall. Play the Sonata of Awakening on the pedestal (may have to be Deku Link for it to work) to have Woodfall Temple rise. Use the flower to fly across to it, and enter...

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Woodfall Temple

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As soon as you enter the temple, you'll see a Stray Fairy. Use the Great Fairy's Mask to lure it near you. [[FAIRIES: 1]]

Change back to Deku Link and use the flower here to fly to the right, where a platform with a chest is. Open it for another Stray Fairy. [[FAIRIES: 2]]

Now use the flowers to fly across to the other side of the room. If you fall, you'll have to use the ladders back where you started and try again. Enter through the door and follow the path to the left here to find a locked door and a Deku Baba. Defeat the Deku Baba to get another Stray Fairy. [[FAIRIES: 3]]

Now, it seems dangerous but...change back into Deku Link, and water hop across to the other side using those dangerous-looking plants. Before opening the door, take a look to the right. See the ledge with a bunch of pots? Water hop over there and break them to find another Stray Fairy. [[FAIRIES: 4]] Water hop back and enter the door.

In this next room, water hop to the center launcher flower, and launch to the left where a treasure chest is. Open it for a SMALL KEY. Now look to the left to see a small brown beehive. Shoot it down with a bubble to reveal a Stray Fairy. Use the Great Fairy's Mask to get it. (If playing the 3DS version, this Stray Fairy can't be gotten until you enter via the top floor.) [[FAIRIES: 5]]

Now use that launcher flower to fly to the ledge where the door to the next room is, left of where you are if you're facing away from the treasure chest. In this next room are a bunch of Snappers, those turtles you saw in the Woods of Mystery. In order to destroy these things, you'll have to let a Snapper see you, and then immediately dig into one of the flowers here. When he's over you, launch from the flower to kill him. Do that with all the Snappers here to unlock the door and make a giant treasure chest appear. Open it for the DUNGEON MAP! Now you know the layout of this place! Get back to that room with the giant flower in the middle and open the locked door there. In the next room, push the block there forward. Take a right and follow the path to a corner with a torch and a Skulltula. Defeat the Skulltula to get another Stray Fairy. [[FAIRIES: 6]]

Light one of your Deku Sticks using the torch, and backtrack and take the other path. Light the torch there to open the locked door. If you're having trouble, use the Bunny Hood, but be careful. Enter the door to get to another room filled with enemies, this time Dragonflies. Use the launcher flowers or bubbles to kill them. The door will open, and a giant treasure chest will appear. Open that for the COMPASS! Nice, we can see where we are on the map as well as seeing any chests we haven't gotten yet. Get back to the previous room. Before going upstairs, look up to see more brown beehives. Shoot them down with bubbles until you get one that has a Stray Fairy. [[FAIRIES: 7]] Now head upstairs with a lit Deku Stick and light the torch there.

Relight the stick and jump to the platforms here, and jump across to the webbing. Burn it down and go through. Take down the Deku Babas and head upstairs through spiral staircase. This upper room is really dark...and there are Black Boes to try to get you! You can see them easily though, with their big, glowing eyes....kill them and move on. Please. Because if you do, a chest containing a Stray Fairy will appear! [[FAIRIES: 8]]

To continue on, light a Deku Stick using the torch here, and light all of the other torches in quick succession. It'll help if you use the Bunny Hood. Enter into the next area. Fly across this giant room using the launcher flowers while avoiding the Dragonflies, and go downstairs. (In this giant room, if you're playing the 3DS version, Stray Fairy #11 listed below actually got moved to here. It's inside a bubble at floor level in the northeast corner.) You'll end up in the giant flower room.

Head towards the eastern door and step on the switch to make some shortcut ladders appear here. Now enter that door. You're in the upper floor of that room where you got the Small Key! (As noted before, the Stray Fairy in this room got moved to right beside the door you just came through in the 3DS version.) Just follow the path up here and enter the door. A Dinofols will appear and attack! After it's dead, open the new chest to find the HERO'S BOW! ...What a crappy guardian for an item like this. Oh well. Return to the previous room. From across where the flower is, fire an arrow at the eye switch. This will make the launcher flower in the middle of the room move up and down. Use the nearby flower to fly to that, then launch to the door above the eye switch and enter it.

-----  
MINI-BOSS: Gekko

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This mad frog guards the key to the boss's hideout in this temple. Just slash him a few times and he'll call out a Snapper to help him. Switch to Deku Link

and use that strategy against Snappers to knock him off the Snapper. Switch back, Z-Target the Gekko, and fire an arrow at it. It will then get back onto the Snapper. Repeat the process until it's dead. Killing it will release a normal frog. This frog holds significance, but not until later, so ignore it.

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```
_____  _____  Head to the treasure chest to get the BOSS KEY. Awesome.
|          | /         | We can head straight to the boss now, but let's get the
|   BOSS KEY |         | remaining Stray Fairies that are around. Return to the
|   FOUND    |         | giant flower room. Upper level, of course. Head towards
'\          |         | the northern door but don't enter it (not the staircase)
   yyyyyyyyyyyyyyyyyyy and you should spot a bubble with a Stray Fairy inside.
Pop the bubble with an arrow and use the Great Fairy's Mask to lure it to you.
[[FAIRIES: 9]]
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Now, see the ledge with the unlit torch and a switch? Use the launcher flower here to fly over to that ledge. Press the switch as normal Link to make a treasure chest appear. Head over there and open it for another Stray Fairy.

[[FAIRIES: 10]]

Now return to the stone block room. Now, if you look under where the stone block is, you'll see a Stray Fairy in a bubble down there. How to reach it? Push the block forward, then move to the door on the left. Stand beside the wooden bridge, and make it so that you can fire under the bridge. Shoot the bubble with an arrow to pop it, then go over and use the Great Fairy's Mask.

[[FAIRIES: 11]] Get back to the upper level of the giant flower room.

Stand where the switch is, in front of the eastern door. Aim down towards the lit torch, over at the center of the giant flower. Shoot an arrow and it should light up by the fire and light the torch in the center of it. Hm, the giant flower is actually a giant wooden mechanism. Hop onto it, and fire an arrow when the lit center torch lines up with the unlit torch by that switch you saw a moment ago, and fire. If done correctly, it'll light up, allowing the north door to open. Go and head through it.

This is the last room before the boss, and the last four Stray Fairies are in here. Talk about packed. Climb down and use the launcher flower to fly to the first ledge on your right here (east). There's a bubble with a Stray Fairy inside! Pop it with an arrow and get it. [[FAIRIES: 12]] Follow the flowers here until you get to a third ledge where another bubbled Stray Fairy is.

[[FAIRIES: 13]] Now, climb up the ledges to the left until you find another bubbled Stray Fairy. [[FAIRIES: 14]] Finally, fly to the left platform here that has a large torch, and aim your bow at the fire to see a bubbled Stray Fairy. Pop the bubble with an arrow and use the Great Fairy's Mask to get this last one. [[FAIRIES: 15]]

Fire an arrow at the crystal switch here to turn off the fire. Use the launcher flower that is now revealed on one of those large torches to fly to the boss door. Open it.

-----

BOSS: Odolwa, Masked Jungle Warrior

yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy

This weird humanoid boss chants throughout the whole battle, and has a shield and sword. Just touching his sword hurts, and he will try to jump and charge at you with the sword. To damage him, you'll have to shoot arrows at him to not only damage him, but also stun him, so you can swoop in and start slashing him. After a while, he'll start being annoying by summoning small crawling bugs or swarms of flies that can hurt you, and trapping you in walls of fire. Those crawling bugs can be a source of health, and those swarms of flies can be



(In the 3DS version, you get double magic meter instead.)

Exit the Woodfall area altogether to return to the Southern Swamp. See the entrance to the Deku Palace up ahead? Use the flower to fly there and water hop the rest of the way, and enter. Get past the guards and into the throne room. Release the Deku Princess and watch the cutscene.

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Butler's Prize

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As thanks for your deeds, the Deku butler has prepared a little something for you. To get it, exit the throne room and water hop or swim to the ledge on the west side of the palace. Enter the room and talk to the butler. Looking nice, dude! He says he will lead you to the prize they were talking about. Equip your Bunny Hood and follow him! I shouldn't need to tell you how to get there. There is one large room however, that requires that you shoot an arrow at a crystal switch to lower the fires so you can continue. At the end, you'll be given the MASK OF SCENTS. ...There really isn't much use to this mask, I don't think. Well yes, there's one use, but anyway...take the teleport to get back to the beginning, and exit.

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|           |/           |
|  MASK OF SCENTS  |
|           FOUND           |
| \                   |
|           ~~~~~           |

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-----  
Face Blast

~~~~~

If it's before midnight for you, then good! (It's a very good chance that it is, if you slowed down time before doing the dungeon.) Warp to Clock Town, go to the north side, and wait until midnight there. If it's past midnight, you can do this on another set of days. In fact, since you cleared the Woodfall Temple, you can use the Song of Time in case it is past midnight on the 1st day. At midnight, a little old lady from the Bomb Shop will get robbed. Slash

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|           |/           | the thief to stop him and make him drop whatever he
|  BLAST MASK  | stole. Once the thief leaves, (why doesn't the guard at
|           FOUND           | the exit of Clock Town stop the thief?) the old lady will
| \                   | thank you and give you the BLAST MASK for your trouble.

```

~~~~~ this mask! Pretty helpful, considering you lose all your bombs whenever you use the Song of Time, so you don't have to waste Rupees to buy more. However, you lose a bit of health each time you make the mask explode, so try not to depend on it too much. (HOWEVER, if you shield before letting it off, it shields you from damage, somehow.)

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Hearts & Quivers

~~~~~

Now just wait until the 2nd day, and warp to Clock Town. Enter the Shooting Gallery in East Clock Town. Play a game for 20 Rupees and get a perfect score by shooting down the red Octoroks. Don't shoot the blue ones, or you'll lose time. You may need quite a few Rupees to get this. But if you beat the score, you'll get the LARGE QUIVER, which holds 40 Arrows. Now, if you play again, and get another Perfect, you will acquire another Heart Piece!

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|           |/           | |           |/           |
|  LARGE QUIVER  | | HEART PIECE #16 |
|           FOUND           | |           FOUND           |
| \                   | | \                   |

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Now head towards the Southern Swamp. In the path to it, take a left at the fork to find another Shooting Gallery here. Make sure you bring lots of Rupees again, and with this one, you will have to shoot various enemies in time before they disappear. This Shooting Gallery is a bit harder than the other one, but if you shoot down all the targets, you get the LARGEST QUIVER, which holds 50 Arrows. Yep, we already upgraded your quiver as high as it can go. Nice, huh? Now, if you're willing to do so, try again and get a perfect again, and if you beat your record, you will get another Piece of Heart for your troubles. In order to beat your record, you'll have to be faster than your first time, because each second that's left is added to your total score.

	/			/	
	LARGEST QUIVER			HEART PIECE #17	
	FOUND			FOUND	
'\			'\		

~~~~~

(As an aside, if you're playing the 3DS version, a Fishing Hole has been added and can be accessible right next to the Swamp Shooting Gallery. This is one of two Fishing Holes in the game. For more info, see the MM3D changes section.)

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 Shooting Gallery...3?

~~~~~

Pat yourself on the back if you did this correctly...these Shooting Galleries are some of the hardest minigames in Majora's Mask. Now for one last test of your shooting accuracy...head to Southern Swamp, and into the boat tour hut. If you used the Song of Time before the dungeon, Koume won't be there. If so, you'll have to go through the process of saving her again. You won't get a new bottle though, Kotake will just fill your existing bottle with the Red Potion. Once she's rescued again, talk to her at the boat tour hut and she'll offer you a new game to play. While riding on the boat, she wants you to shoot 20 of her targets without shooting her! If successful, you'll get another Piece of Heart. (HEART PIECE #18) If you accidentally shoot her 10 times, you'll fail it. The first time is free, the other times you'll have to pay Rupees to play.

	/	
	HEART PIECE #18	
	FOUND	
'\		

~~~~~

(Interesting bit...the 3DS version gives you an Empty Bottle as the prize for this, instead of the Piece of Heart.)

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 Random Bits

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Alright, we're running out of things to do, but we'll get them done! First of all, warp to Clock Town and enter the Bomb Shop in West  
 | |/ | Clock Town. Since you saved the old lady from being  
 | BIG BOMB BAG | robbed, a new BIG BOMB BAG will be available there for  
 | FOUND | 90 Rupees. This thing holds 30 Bombs in it! To pass the  
 '\ | time, go get the Swamp Title Deed back. Afterwards, here  
 ~~~~~ is a little something you can do before you move on.

Enter Stock Pot Inn and put on the Mask of Scents. You can possibly find a scent trail leading to a room upstairs. Enter that room, and you'll find the stench is coming from some underwear. Bottle the smell and you'll find that you got a mushroom. (WTF!?) If you take this mushroom to Kotake at the Potion Shop, she'll be able to make Blue Potion, a special kind of potion that can refill health and magic when consumed. Any other mushrooms that you find afterwards

(which can be found all around Southern Swamp) given to Kotake will have her pay you some Rupees. Now, let's head out of Clock Town through the north exit.

-----  
To Snowhead

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Drop down to the snow bank and climb up the other side's ramp. You'll come to some ice blocking the way, but Tatl will pinpoint a stalactite above. Fire a couple of arrows to shoot it down and break the ice, clearing the way. Enter into Snowhead. Follow the linear path to the mountaintop, but along the way you will encounter a roadblock in the form of giant snowballs. You'll have to bomb your way out of there, but if you don't have bombs, go ahead and use the Blast Mask. Continue up into Mountain Village. Go past the shack here and find the owl statue, then go behind the shack to find an entrance with a few large snowball mounds. Enter. Beware the Tektites and the White Wolfos as you continue through this area. As you go through, you'll find Tingle floating on his balloon. Shoot him down and buy his Snowhead map. Keep going to Goron Village.

-----  
Seeing the Truth

~~~~~

Move around to the opposite side of the village and you'll find Kaepora Gaebora again. Talk to him, and he will fly towards the shrine in  
|           |/           | the distance, his feathers landing on nothingness...  
|    LENS OF TRUTH    | invisible platforms! Follow those until you get to the  
|           FOUND     | shrine. Open the treasure chest to get the LENS OF TRUTH.  
'\                    | Now whenever this item is equipped, you can see invisible  
   ~~~~~                | things, and see through fake walls. This requires magic  
power to use, however. Bomb the boulders around here (the grass here holds  
nothing but bombs in case you need any) to find a treasure chest. Open it for a  
Purple Rupee. Put on the Lens of Truth to see an invisible treasure chest! Take  
down the invisible Skulltula guarding it first, though. Inside this invisible  
treasure chest is...a Red Rupee? I thought it would be something bigger. Oh  
well. Exit this shrine and use the Lens to jump back across, and you'll spot a  
Goron ghost! Agh! Wait...he seems friendly. Talk to him and he'll tell you to  
follow him. Do so and he'll take you to a cave. Follow him in. It appears to be  
taking you back to Mountain Village.

-----  
Getting a Goron

~~~~~

He'll go over a cold pool of water with ice platforms. Cross it and use the  
Lens to find an invisible ladder. Climb it. After a really long climb with a  
few turns in it, you'll reach the top. Oh my God, frozen Gorons. There's the  
Goron ghost! Follow it into the cave. It's...the Goron Graveyard. Talk to the  
ghost and he will ask you to heal his sorrows so that he  
|           |/           | may finally depart the world of the living. Play the Song  
|    GORON MASK     | of Healing. After the scene, you'll get the GORON MASK!  
|           FOUND     | You can now play as a Goron! Well...Darmani, but yeah.  
'\                    | There's something we can do here while in this graveyard.  
   ~~~~~                | Go behind Darmani's grave and pull it as Goron Link. This  
will create a hot spring. Get some Hot Spring Water into a bottle and exit.  
Thaw the iced Goron with the hot spring water and watch the conversation, then  
go back in and get some more. Exit and race towards Goron Village. On the path  
to the village, you'll come to a hole covered in ice. Thaw this. The hole leads  
to another hot spring. Enter Goron Village again and drop to the bottom. Find  
what looks like a door and Goron Slam in front of it (A + B) to open it. Enter.

Lullaby...and Good Night...

~~~~~

Oh God, what's with the shrill crying? If you talk to all the Gorons as Goron Link, they'll tell you that the Goron Elder's son is crying. Talk to all the ones in the bottom floor, then go upstairs. Talk to the Goron by the entrance and go in. Talk to both the Gorons there and then talk to the child who is crying. He'll cry that he's lonely and wants his daddy. Well, better go find him! Anything to get away from that eardrum-shattering crying. Exit the shrine and exit Goron Village.

Remember that hole that led to the hot spring? Go down there and get more Hot Spring Water, exit, and drop down to the frozen lake. Find the mound of snow that's larger than the others and punch it down to see a frozen Goron. Thaw him out and talk to him twice. He will attempt to teach you a song that will put the child to sleep, but will forget the rest of the song after three notes. Time to get the rest of the song I guess. Return to Goron Shrine and play the Lullaby Intro to the child and he will remember the rest of the song. You now have learned GORON'S LULLABY. This song has the power to make anyone drowsy enough to fall into a deep slumber. Playing this not only put the child to sleep (finally!) but it also made the rest of the Gorons sleepy. Heh.

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/  
O/ GORON'S LULLABY LEARNED  
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Frog Mask

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Doing this also made the torches in the child's room light back up. Time to do a little something. Get back as normal Link and equip some Deku Sticks and the Bunny Hood. Light a Deku Stick and quickly run around the Goron Shrine just past the child's room and light every torch you find. There are some in the center as well. If you've successfully lighted them all before any of them have doused themselves out, the chandelier at the top will start spinning. Get back upstairs and switch to Goron Link. Start up your roll as far as you can go, and take a jump past the ramp into the chandelier. You'll break one of the pots there. Do this until one of the pots drop a Rock Sirloin. Pick it up as Goron Link and hand-carry it all the way to Mountain Village. Find a Goron with a green mask on his head on a ledge somewhere and throw the Rock Sirloin to him. As thanks for curing his hunger, he'll give you that mask he was wearing. The DON GERO'S MASK. This'll be used for later.

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| | / |  
| DON GERO'S MASK |  
| FOUND |  
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Pickups Galore

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Return to Goron Village and find the Business Scrub here.  
| | / | Talk to him as Goron Link and trade your Big Bomb Bag and  
| BIGGEST BOMB BAG | 200 Rupees for the BIGGEST BOMB BAG. You may have to warp  
| FOUND | to Clock Town and get those Rupees if you don't have  
'\  
| them. Now talk to the Business  
~~~~~  
| | / |  
Swamp Title Deed for the MOUNTAIN TITLE DEED. Use the | HEART PIECE #19 |  
flower to launch you to an alcove with a Piece of Heart. | FOUND |  
Next, warp to Mountain Village to save time. To your left '  
is the path to Snowhead, so take it. Make sure you're  
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	/	
	HEART PIECE #23	
	FOUND	
'\		

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ITEM SUMMARY:

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EQUIPMENT:

Sword: Kokiri Sword

Shield: Hero's Shield

Other: Bombers' Notebook, Wallet (200), Biggest Bomb Bag (40 Bombs & Bombchus),  
Largest Quiver (50 Arrows)

ITEMS: (shown left to right)

Ocarina of Time

Hero's Bow

Bombs

Bombchus

Deku Sticks

Deku Nuts

Magic Beans

Pictograph Box

Lens of Truth

MASKS: (shown left to right after noting transformation masks)

Deku Mask (Transformation)

Goron Mask (Transformation)

Blast Mask

Great Fairy's Mask

Bremen Mask

Bunny Hood

Don Gero's Mask

Mask of Scents

Kamaro's Mask

OCARINA SONGS:

Song of Time

Song of Healing

Song of Soaring

Sonata of Awakening

Goron's Lullaby

Oath to Order

EMPTY BOTTLES: 1

HEART PIECES: 22

GREAT FAIRY UPGRADES:

Magic Meter

Upgraded Spin Attack

Total Health: 9 Hearts

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Snowhead Peril \_\_\_\_\_/

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\ \_\_\_\_\_/

Slow time down and buy some arrows. You'll really need them. The Trading Post in West Clock Town sells 50 for 40 Rupees. Nice deal. Warp to Snowhead. Play the Goron's Lullaby as Goron Link and the snowstorm will dissipate. Hm, it was a big Goron? It's falling asleep...OH SH- he fell off! Poor thing. Any way, follow the path while rolling to get to a little mountain. Roll to the left and roll along the ascending, ever-shrinking path until you reach the entrance to...Snowhead Temple.

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Snowhead Temple

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In this first room, take down all the White Boes as normal Link to make it easier on you, then switch to Goron Link, break the stalagmites and push the block out of the way. The next room revealed has three doors and a White Wolfos. One door is locked, another is frozen...so take the only available one. This room has a broken bridge and a few Freezards. Drop down. May have to find the ladder around here. Down here, cross the lava as Goron Link, then look up at the stone pillar. Shoot the bubble with an arrow to pop it and use the Great Fairy's Mask to get a Stray Fairy. [[FAIRIES: 1]]

Go back across the lava and climb back up. Use Goron Link's roll to cross the bridge. Fire an arrow at the bubble below the ledge here and use the Great Fairy's Mask once again to get another Stray Fairy. [[FAIRIES: 2]] Now, you can either go upstairs or through a door. Let's go upstairs.

_____	_____	In this room, avoid the Real Bombchu and open the chest
	/	for the DUNGEON MAP. Nice, already. In this little room
	DUNGEON MAP	as well, there's a Stray Fairy floating around in a
	FOUND	corner. [[FAIRIES: 3]] Head back downstairs, there's
'\		nothing else to do in this room. Enter the nearby door.
~~~~~	~~~~~	...Oh...my...God. This room is huge. First things first

though, drop down to the lowest floor here. Careful of the Red Bubbles that pop out of the lava. Down here, find the large switch in the lava and use Goron Link to step on it. This will summon a treasure chest. Open it for another Stray Fairy. [[FAIRIES: 4]] There's nothing that you can do in the room past the door here, so go upstairs.

Enter the door surrounded by orange/yellow. Pull out the blocks here and enter through the hole they were in to find a chest. Open it for a SMALL KEY. Push those stone blocks to the end to make a treasure chest appear, but you can't reach it yet. Instead, backtrack to where you saw that locked door. To save time, just use the Song of Soaring to warp you to the start of the dungeon with all the stuff you've done. Go through the locked door

with your key, and in this next room, take down the White	_____	_____	
Wolfos and open the chest that appears for the COMPASS.		/	
Find a cracked wall here to the west, and bomb it. There		COMPASS	
is also a crate above. To blow it up, hold a bomb until		FOUND	
it's about ready to explode, and throw it up there to	'\		
break it. Use the Great Fairy's Mask to get the Stray Fairy inside. Go upstairs	~~~~~	~~~~~	~~~~~

now. [[FAIRIES: 5]]

Up here is a lot of frozen stuff atop pillars. Look up with the Bow to find stalactites. Shoot them down with two arrows each (wait a little time after the first hit) to let them fall on the ice and get rid of it. While climbing the pillars, you'll see one side of the room has sudden ice marks on the wall. Look there with the Lens of Truth to see an alcove behind a fake wall. Jump in there to find a Stray Fairy inside a chest. [[FAIRIES: 6]] Climb up those pillars to the ledge with the big snow mound. Punch it down with Goron Link or bomb it to find a chest with a SMALL KEY inside. Use it to open the locked door in here.



for another Stray Fairy. [[FAIRIES: 11]] If you fall off, melt the ice on the yellow launcher flower and use it as Deku Link to launch to a platform with another yellow launcher flower, which will take you back to the top.

Melt the icy door on the other side, but don't enter it. It just takes you back to the main room. Instead, light each of the torches from this Stray Fairy platform with fire arrows to open the door in the center. Head through that door to get inside a cage in the main room. Pound the Goron switch to make the center pillar rise. Get back to the Freezard room, then enter the south door.

Go through the door surrounded in red after melting its ice, then take the door to the left afterwards. Cross the bridge with a Goron roll jump, and turn around. Melt the ice there, then kill all the Freezards with fire arrows to make a treasure chest appear. Open it for a SMALL KEY.

Now go upstairs. Stand on the center raised section, look up, and shoot a fire arrow at the frozen eye switch. This will raise that section to the upper floor. Enter through the door up here to get back to the main room. See the discolored section of the pillar? Punch that out to shorten the pillar. Roll over the snow bank to the north side (or just traverse the little area below and climb up the ladder) and melt the ice there with a fire arrow, then go upstairs to the third floor.

Before doing anything on this upper floor, get on the little part of bridge there, and look down towards the northwest. You should see an icy mark on the wall way down there on the second floor. This is gutsy, but jump down there. Might have to use the Bunny Hood to jump far enough. If you made it to that icy mark, you'll notice it's an alcove hidden by a fake wall. Open the chest for a Stray Fairy, then get back up to the third floor. [[FAIRIES: 12]] You can use the Deku flower to fly to the way to upstairs, so you don't have to go through all that hassle of going through rooms you already went through.

Back at the third floor, punch out the gray section of the pillar. You can't punch out the top section, so roll over the snow bank here to the west where the locked door is, and punch out the gray section there. Now open the locked door. In this frozen room, take out the Eenos for starters. Now, look around for another weird ice mark. Put on the Great Fairy Mask, aim with the Hero's Bow, and have the Lens of Truth on all at once and fire an arrow at the bubble. The Stray Fairy will automatically come to you. [[FAIRIES: 13]] Now melt the ice blocking the stairway and go upstairs.

Here, you'll have to face two Dinofols. Don't fret though, they're just guarding the way to the Boss Key. Plus each one carries a Stray Fairy, so the last two you need are in here. [[FAIRIES: 15]] Enter through the next door here. You'll see a door across the way, but it's too far to jump! To fix this, jump down to the pillar here, and punch through the snow mounds you see until you get upstairs. Up here, do a Goron rolling jump to reach the ledge with the Boss door and a Deku flower. Use that flower to fly to that other side you needed. Enter the door.

You'll fight Wizrobe again! He's not different at all, the room is just different. Just use the same strategy and he'll be down in seconds flat. Your reward for this battle is the entrance to the BOSS KEY. Enter through the nearby door here to return to the main room as a shortcut, and drop down to the pillar, pound through the snow mounds, go upstairs, and Goron roll jump to the Boss door. Enter it.

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|           | /           |
|         BOSS KEY       |
|           FOUND        |

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BOSS: Goht, Masked Mechanical Monster

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To start off, you'll have to thaw him out with a Fire Arrow. He will then start galloping away. Chase after him with Goron Link's roll! Goht attacks with lightning bolts, and rocks come flying down from the ceiling. His attacks are quite simple to dodge. Your objective is to roll beside Goht until you get to a ramp, and use it to get flung to its back to stun it. Go over and punch it or just shoot fire arrows at it. You can also just run into it with your roll spikes to damage it. Make sure you aim at the large pots to restore any magic if you start to run out.

In the 3DS version, the ramps were altered to let you jump higher so you can trip him easier, and the attacks Goht does are actually easier to see and dodge. When Goht gets knocked down, an eye on its back opens up, so that's where you have to hit it. If you hit Goht on its side, it trips to its side so you can just punch the eye. If you land on Goht, it falls on its stomach and the eye has to be hit with the Bow.

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	HEART CONTAINER			GOHT'S REMAINS	
	FOUND			FOUND	
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Go over and pick up the Heart Container, then enter the light to get GOHT'S REMAINS. Back at the dreamscape, Tat1 asks who these giants are as a second one is freed. Her question is answered by "Guardians." Tat1 tries to ask more questions, but the giant leaves, and she and Link are taken out of the dreamscape once more. The next cutscene you see is Snowhead turning back to normal. It's now a beautiful mountain with all kinds of wildlife! You'll be taken back to Mountain Village. (If you notice, you'll find an entrance beside the path to the lake before Goron Village. It's a shortcut cave to the Goron Graveyard.)

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Returning the Strays

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You might have noticed a treasure chest somewhere to the west. It's behind a waterfall! Get into the alcove behind the waterfall and look for the chest with the Lens of Truth to find it. Open it for a Red Rupee! Not much, really... At any rate, we can do a lot of stuff now that Snowhead is cleared! First off, we got to deposit those Stray Fairies, so warp to Snowhead, cross the bridge, and look to the right instead of going left to find a cave. Enter it to find the Fairy's Fountain! Your reward here is a doubled magic meter. Awesome. (By process of elimination, if you're playing the 3DS version, you instead get the Advanced Spin Attack here.)

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|    | DBL MAGIC METER |  |
|    | LEARNED         |  |
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Drop off the Sword

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Now, we are going to do a lot of stuff, so let's have a fresh start. Deposit your Rupees at Clock Town bank, and use the Song of Time. Slow down time, take out 100 Rupees, warp to Snowhead to defeat Goht and clear out Snowhead again,

and enter the shack at Mountain Village. Talk to the...giant and the actual owner of this shack will ask you if you wish to reforge your sword for 100 Rupees. Do so! He says it will be ready at sunrise, so...you won't have your sword for a while. Let's do something else that doesn't require a sword. Go to Goron Village.

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Powder Kegs Access

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On the north side of the Goron Village is the Goron Powder Keg Shop. Enter in as Goron Link. He will first give you a test to see if you are responsible enough to handle such a large explosive as a Powder Keg. He will want you to hand-carry a Powder Keg over to the blockage in front of the Goron Racetrack. Where is that, you may ask? Well, head back to the lake. The west side of the lake, closest to Mountain Village, there's some ramps. Go up those to find the Goron Racetrack. Have the Powder Keg blow up the blockage. Go back to the Powder Keg Shop and the Goron will approve. Don't worry if you failed, he'll let you try the challenge again. As apology to making you do such a dangerous test, he'll give you a free POWDER KEG. This time, it will be stored in your inventory until you're ready to use it. Because of its size, you can only hold one at a time, plus you can only use it as Goron Link.

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|   POWDER KEG   |  
|         FOUND   |  
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Spring at the Races

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Go back to the opened Goron Racetrack and enter. Talk to the Goron child here and agree that you are going to enter the races. Your objective here in this mini-game is to use the Goron roll throughout the whole track, while trying to beat the other Gorons to the finish line. Pots are scattered around that contain magic jars, so run over those constantly. If you get 1st place in this fun little game, you'll get a BOTTLE of GOLD DUST. Nice, you got yourself a new bottle! Keep the Gold Dust for later.

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| EMPTY BOTTLE #2 |  
|         FOUND   |  
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Abduction Prevention Training

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Right now, warp to Milk Road and use the Powder Keg to blow up the blockage to Romani Ranch. Enter it. Talk to the little girl, named Romani, and she will say that she's practicing for what will happen tonight...she says "they" will come down and try to kidnap some cows. She'll ask you to help her for when "they" come. Agree, and she will tell you the battle plan. She will stay in the barn to protect the cows, while you stay outside and shoot "them" down with arrows. In preparation for this, she will give you some training.

You must shoot down all 10 ghost-shaped balloons in under a minute with arrows. To help you out, you will be on Epona so that you can go faster. Riding Epona is quite simple really. Get beside her, and mount by pressing A. Pressing A while moving will let her sprint faster for a brief moment, and will deplete a carrot from her "carrot meter." The carrot replenishes over time, but if all the carrots run out, Epona will slow down and it will take a while before all

of them are restored. Link can fire arrows while on Epona. To get off Epona, have her stay still and press A. You will have infinite arrows for this practice game, so you don't need to worry about ammo. Whether you did it in under a minute or not, Romani will teach you EPONA'S SONG. Now whenever you play that song, Epona will come to you, even if you have reset time!

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/  
O/ EPONA'S SONG REMEMBERED  
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Racing the Gormans

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She'll tell you more about when "they" invade. They will just keep coming, and flee at the first sight of light, so "their" invasion will stop when sunrise comes up. How convenient, that's when our sword will be ready! She will start the operation at 2:00 AM tonight, so be there a little before to get ready. As of now though, let's play around with Epona and get something as we wait for nightfall. Go to Milk Road and enter Gorman Track. Talk to the Gorman brother in blue while on Epona and they will challenge you to a race with your "pathetic" horse at the cost of 10 Rupees. Do so. Basically, you'll have to beat both the brothers in a race.

Any tips? Well, just use your carrots sparingly, don't just go wasting them all. Also, take shortcuts by jumping the fences by using a carrot before you reach them. The race shouldn't be too tough. Winning this race gives you the GARO'S MASK. If you win it again, you will get some MILK for one of your bottles that you already have. It has two helpings, and each helping gives you 5 hearts. Nice. You don't need it however, so just head to either Clock Town or Southern Swamp and buy some Red Potion. (You'll see why, just get some.)

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|    GARO'S MASK    |  
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The Invisible Man + Aliens

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Ride Epona to eastern Termina Field and begin to enter the way to Ikana Canyon. Jump over two fences, stop, and get off. Look to your right to see a circle of rocks. Use the Lens of Truth there to find a hidden

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|           |/           | soldier. Talk to him, and give him the Red Potion to cure  
|    STONE MASK    | him of his invisibility, and in return, give you the  
|            FOUND    | STONE MASK. This is another useful mask, it allows you to  
'\                    | be unseen by guards and even enemies! (In the 3DS

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version, this soldier with the mask is in a totally different area that you can't access until a little later...I'll make a note of it.) Alright, ride Epona to Romani Ranch and wait 'til it is after 1:00 at night. Go to Romani when she walks out at exactly 2:00 AM, and talk to her to begin the mission. Make sure time is at normal speed so night can go by quicker. Simply gallop around with Epona, and fire arrows at "them" to ward them off, away from the barn, until sunrise. Make sure to keep an eye on the mini-map.

If you're successful, you'll be rewarded with a BOTTLE of MILK! This has two helpings and restores hearts with each use. Pretty nice! So now you've got a third Bottle in your inventory, how wonderful!

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| EMPTY BOTTLE #2 |
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### Sword Ain't Good Enough Yet

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Well, it's sunrise now, so warp to Mountain Village. Enter the shack and your sword will be ready! It's the RAZOR SWORD. This doubles the attack power of your Kokiri Sword, but isn't very durable. It lasts 100 slashes before it turns back to normal. Let's get a better sword, shall we? Give him back the Razor Sword, plus hand him some Gold Dust. He will continue to forge it, free of charge. You'll have to wait another day for your new sword.

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| RAZOR SWORD |
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### Link, the Hero of Milk

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Heh, we don't have any use for our sword for three whole days, huh? Well, we've done so much, so there's really nothing left to do except wait. Until 6:00 PM, that is. At that time, return to Romani Ranch and talk to Cremia. She will ask you if you want to ride the carriage with her as she transports some of her Chateau Romani to Clock Town. Do so. Along the way, she'll end up taking a detour and she'll be followed by thieves. (Who are the Gorman brothers in disguise.) Ward them off by firing arrows at them, until you eventually arrive in Termina Field. As thanks for keeping the thieves away, she'll give you ROMANI'S MASK. Wearing this mask allows you to enter the famous Milk Bar in Clock Town. It doesn't seem very important, but it's needed for a few things. In case you're bored at any time, you can do this same thing (including saving Romani from "them", otherwise Cremia won't deliver the milk) to get a "very special" hug from Cremia. ;D

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| ROMANI'S MASK |
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### The Gilded Sword!

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Now all you have to do is wait until morning. I suppose the Song of Double Time will work? Head back to the sword forger in Mountain Village and he'll have your sword ready! You got the GILDED SWORD! This does the same damage as the Razor Sword, but this one is permanent and will never dull! Awesome. Hm...I wonder if we have enough time to do some more stuff? I'm sure we do. Make sure time is slowed down, and head to western Termina Field to find a beach. Start heading down that way while on Epona, and jump the fence by using a carrot before reaching it. Keep going and you will enter Great Bay Coast, Termina Field's grand ocean, and where the Zora race live.

### A New Transformation

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This place is cursed too, and the beach is just filled with Leever. If you



side for you to swim through. In the channel, swim until you reach a wooden board. Swim into it to break it and pull the block there until you can't. Now, start swimming through the boards on the left until you reach another stone block. Push it until you can't, and follow the hall that was opened. Go through it until you get to an upward current. Swim in there to have it take you up. Stay low to avoid the current, but beware of the water mines. Enter the door.

In this next room, there's a few things you can do. You can open up a chest underwater for some Rupees, but you'll have to surface. Break all the barrels \_\_\_\_\_ as Goron Link or with rolls until you find a switch.

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|          | /          | Press it, then run into the cell that just opened by
| HEART PIECE #24 | using your Bunny Hood to grab the PIECE OF HEART that
|          FOUND          | lies inside. Man, haven't gotten one of those in a long
'| \          | time, huh? Anyway, go upstairs, find the crystal switch,
  ?????????????????????? and throw your fins at it as Zora Link. Once it's hit,
the way forward will be opened briefly. Go through the channel that was blocked
by grating quickly. Swim through on the surface until you reach a ladder. Climb
it.
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In this small room, step on the switch to briefly open the grating blocking the crystal switch. Stand on the water pump there and either fire an arrow or throw your fins at the crystal switch to get taken upwards. Take the ladder up and if you peer into the telescope, you'll see the main area of the Pirate Fortress. Anyway, turn around to see mines hanging from the ceiling. Fire an arrow at the mine straight ahead to make it bump into the one behind it, blowing up both. Shoot the crystal switch to open the door below. Enter it to end up back in Gerudo Lagoon, but higher up. Avoid falling off, and go around to the other side up here leading to the actual fortress.

This is when you'll really have to be stealthy. Guards are everywhere. Your first destination is the ladder in the center. Head there without getting spotted, and climb up. (You can shoot guards with arrows to stun them) The best way to do this is to hide and wait for the guard in the center to go away, then shoot the two guards nearby and rush for the ladder. (In the 3DS version, the invisible soldier with the Stone Mask has been moved near this tower. Find him and give him the Red Potion to get the Mask.) At the top, make it so that you can see above you, but Link is still on the ladder. Wait for the guard there to turn her back and shoot her, then quickly cross the bridge and get into the door on the other side of the pillar there.

Listen to the two guards talk, and you'll learn a lot of stuff. Namely, they're keeping four Zora Eggs here and the other three are still out in the ocean. You'll also spot a Giant Bee flying into a beehive in that same room. Hehehe... Shoot the beehive and the Gerudos will flee the room. Now that the guards are gone, exit this little area and drop down to the right (make sure the guard isn't looking this way!) and enter the door. Open the chest that's sitting in the middle of this now empty room to get...the HOOKSHOT. Now you can use this to reach areas you couldn't before. We got what we came for, and we'll be back for the Zora eggs another time. Warp out of here, preferably back in Mountain Village.

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          | /          |
|          HOOKSHOT          |
|          FOUND          |
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Scarecrow's Hearts

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Head towards the lake between the two villages and sink \_\_\_\_\_

down as Zora Link to find a treasure chest. Open it for a | | / |  
 Piece of Heart. Now warp to Clock Town, and head either | HEART PIECE #25 |  
 towards the Observatory or to the Trading Post in West | FOUND |  
 Clock Town to find a scarecrow. Pull out your Ocarina in '\ |  
 front of one and play any eight notes to make it your own ♪♪♪♪♪♪♪♪♪♪  
 SCARECROW'S SONG. When you play this at specific points, the Scarecrow will  
 appear to use as a Hookshot target. This only works in the current cycle you  
 make the song in, and is not stored in your list of songs. Whenever you use the  
 Song of Time, you'll have to make the Scarecrow's Song again. (In the 3DS  
 version, it shows up on your song list once you create it, but it erases when  
 you reset time still.)

Now warp to Mountain Village, and take the path up to Snowhead. Make the first  
 jump, then at the place where the second jump is, look around with the Lens of  
 Truth to find some hidden platforms. Jump across them until you can't anymore,  
 then play your Scarecrow's Song to summon the Scarecrow  
 | | / | onto that pillar over there. Hookshot him to get dragged  
 | HEART PIECE #26 | over there, and collect the Piece of Heart. Now get back  
 | FOUND | to Termina Field and act like you're entering Great Bay  
 '\ | Coast again. This time, stop when you see the rock. Bomb  
 ♪♪♪♪♪♪♪♪♪♪ it to reveal a hole. Enter. Shoot the Bio Deku Babas  
 (they look creepy...) to kill them, then look up to see some beehives. Shoot  
 them down until a Piece of Heart drops down. Get down there as Zora Link and  
 grab it. Deposit your Rupees and play the Song of Time...we're gonna do some  
 stuff before proceeding to the Great Bay Temple.

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| HEART PIECE #27 |
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ITEM SUMMARY:

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EQUIPMENT:

- Swords: Gilded Sword
- Shields: Hero's Shield
- Other: Bombers' Notebook, Wallet (200), Biggest Bomb Bag (40 Bombs & Bombchus),  
 Largest Quiver (50 Arrows)

ITEMS: (shown left to right)

- Ocarina of Time
- Hero's Bow
- | - Fire Arrows
- Bombs
- Bombchus
- Deku Sticks
- Deku Nuts
- Magic Beans
- Powder Keg
- Pictograph Box
- Lens of Truth
- Hookshot

MASKS: (shown left to right after noting transformation masks)

- Deku Mask (Transformation)
- Goron Mask (Transformation)
- Zora Mask (Transformation)
- Blast Mask
- Stone Mask

Great Fairy's Mask  
Bremen Mask  
Bunny Hood  
Don Gero's Mask  
Mask of Scents  
Romani's Mask  
Kamaro's Mask  
Garo's Mask

OCARINA SONGS:  
Song of Time  
Song of Healing  
Epona's Song  
Song of Soaring  
Sonata of Awakening  
Goron's Lullaby  
Oath to Order

EMPTY BOTTLES: 3

HEART PIECES: 26

GREAT FAIRY UPGRADES:  
Magic Meter  
Upgraded Spin Attack  
Double Magic Meter

Total Health: 11 Hearts

Skulltula House Raid \_\_\_\_\_/  
----- \_\_\_\_\_/  
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This section will cover numerous things in Great Bay, including both the Spider Houses. If you just wish to go straight to the Great Bay Temple, skip to the next section.

Slow down time, get about 60 Rupees, buy 30 arrows for 30 Rupees, go get at least 3 Magic Beans from the Business Scrub in Southern Swamp (must be Deku Link), and fill two of your bottles with spring water. (The water surrounding the Potion Shop is a good spring.) Get a Deku Stick from one of the Deku Babas, free Koume, (afterwards, put some bugs in your remaining bottle; they're found under rocks, usually) and take a boat ride to the Deku Palace, but don't enter. Water hop across the lily pads over to the ledge to the north. You'll see what looks like an entrance covered in webbing. This is what I told you to ignore quite a while back, and for good reason, you needed the Hookshot. Light a Deku Stick using the torch, and burn the webbing. Enter.

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#### FEARFUL SPIDER HOUSE (Southern Swamp)

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- Someone is cursed in this skulltula house. You must wander through the house, killing Gold Skulltulas (from Ocarina of Time) and collect their emblems to break the curse. There are 30 total. If you get them all within a day (doable if time is slowed down), you'll get a prize. I will get you to the Skulltulas using a list, for easy reading. If you haven't found any bugs yet, there is a rock in the room with the cursed fellow that has bugs under it.

#1: As soon as you enter, you'll hear a Skulltula nearby. Jump off to the left

and you'll find this in the mess of pots.

#2: Same room, this one is crawling around in the shallow water near the ramp.

#3: In the same room, facing away from the ramp, this Skulltula is crawling on the pillar to the right of the center pillar, on the opposite side.

#4: In the same room, there's a soft soil patch on the right wall (facing away from the ramp). Release some bugs near it and they will crawl inside, releasing this Skulltula.

#5: In the same room, there's a soft soil patch on the left wall. Release some bugs near it and they will crawl inside, releasing this Skulltula. You may have to go back to the entrance room to get more bugs.

#6: Enter the room to the left. Look up at the wall on the opposite end to see a Skulltula crawling along it. Either use the Hookshot to kill it and grab its token, or use the soft soil patch here by planting a Magic Bean in it and using spring water.

#7: In the same room, break the crates by either rolling or Goron punching to find two Skulltulas hiding in them.

#8: See #7.

#9: Head up the ladder from Skulltula #7's room and look towards the center of the room to see this Skulltula on the stone slab. Hookshot it and its token.

#10: As you're heading to the door up here, you'll find this Skulltula hiding behind the torch. Not a very good hiding spot...

#11: Take the door to end up in the upper floor of the main room. Head left from the door and turn around to see a Skulltula hiding on the last pillar.

#12: Look up at the wall near here to see this Skulltula. Hookshot it and its token.

#13: Use the Deku flowers to fly over to the other side, and move right to see a soft soil patch. Release some bugs near it to get this. Enter the door up here next.

#14: As you enter the room, look to your left and straight up to spot beehives. Shoot them down to get two Skulltulas.

#15: See #14.

#16: Drop down to get the above two Skulltulas, then look around for a large patch of pots. Break them to find this Skulltula.

#17: Switch to Goron Link and start punching the giant jars to get two more Skulltulas.

#18: See #17.

#19: By the sleeping Deku Scrub, slash the grass on the wall to reveal a tunnel. Follow it to find this. Play the Sonata of Awakening on the Deku Scrub to wake it up now.

#20: Take the newly-available flower and launch to the ledge here. Hookshot the Skulltula on the wall and do the same for its token.



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| HEART PIECE #28 |
|         FOUND    |
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Conducting a Ballad

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Now wait in Clock Town until it is 10:00 PM, and enter the Milk Bar. Don't forget your Romani's Mask! In this Milk Bar, talk to the big fish guy and he will say that the scheduled performance was canceled. Agree to help with his performance. Follow the guy's instructions and play the notes he wants you to. Talk to him on each form and follow his instructions until all the notes are played with each form's instrument. Ah, it's...the Ballad of the Windfish! Or so the game says...it doesn't sound like that song. Gorman here will be so moved by the performance that he will give you the CIRCUS LEADER'S MASK. This mask's only purpose, is to ward off the thieves while protecting Cremia's milk. You remember that little quest to get Romani's Mask? That one. So what's the point of having this mask when you already did that quest to get this mask? ...I don't know either! But the mask is there, so nyah! (In actuality...the 3DS version actually makes this mask useful! How? Well, check the section after the walkthrough for detailed 3DS version changes.)

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| CIRCUS LEADER MASK |
|         FOUND    |
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Skull Commander, Iron Knucks

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Now let's head out of Clock Town while we're on this side. Call Epona, and start riding towards the Ikana region. Ride until you can't go any further, then take a left to Ikana Graveyard. You'll have to leave your horsie here. In this graveyard, just head to Dampe's shack. Ignore all the walking skeletons. At Dampe's shack, you'll find a giant skeleton sleeping. Play the Sonata of Awakening to awake him and start a mini-boss fight.

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MINI-BOSS: Skull Keeta

He will run around trying to run away from you first. Simply fire arrows at him to stun him, then run up to him and slash him. (The Bunny Hood makes this easy fight even easier.) You must reach him before he reaches the end, or else the fight will forfeit and you'll have to try again on another cycle. So be quick! Once you slash him, the actual fight will start. He will swipe at you for the most part, but after taking a beating, he will try to jump on you. Move away from his shadow when he does this and continue slashing until he's defeated.

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| CAPTAIN'S HAT | Hookshot over to the treasure chest and take it. Put on  
| FOUND | the new mask, and go back to the previous area of the  
'| \ | graveyard with all the Stalchildren. Talk to one of the  
 | ones circling a gravestone and they will open it at your  
 ♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪ command. Enter it. (NOTE: Before entering, it may be wise  
to fill your bottles with health-recovery items, like Fairies, Red Potions, or Milk...you're gonna need it.) Jump across the platforms in this here cave, and take out all the Bad Bats. It seems easiest with Deku Link. Once they're all gone, a treasure chest will appear. Open it for a Purple Rupee. Using the torch before this particular bat room, light a Deku Stick and light all three torches



in the bat room to open the door. Enter it, then in this room, strike the statue.

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MINI-BOSS: Iron Knuckle

Yikes! That isn't a statue, it's an Iron Knuckle! ...You know what I call these? Pain Knuckles, because they seriously HURT. In order to beat this Iron Knuckle, move close, then quickly backflip to avoid its axe. Move forward again and slash it about once or twice, then backflip again. Repeat until a layer of armor falls off of it and it becomes much faster. Be careful! You can also use Bombs against it, but they're not very effective once the Iron Knuckle gets faster. Just be very careful on this fight, because even with how much health you have now, you'll be dead in two or three hits from this guy.

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If you've managed to beat this thing, a ghost will appear. He is a composer named Flat. He will thank you for releasing his prison, as his brother, Sharp, turned evil and sealed him in here. Go read the stone tablet and you will learn the SONG OF STORMS. This is the same one from Ocarina of Time, yes. Playing this lets it rain anywhere, even inside. This can be used to water planted Magic Beans without the use of spring water, and can wash away any curses that may have been inflicted on you. (Such as a Blue Bubble curse.) Now you can exit this cave.

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O/ SONG OF STORMS REMEMBERED   
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Fish Cannibalizing  
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While waiting for night of the second day, let's go get some stuff back at Great Bay Coast. First of all though, go make your Scarecrow's Song again, then warp to Great Bay Coast. Swim over to the north section where the entrance to Gerudo Lagoon is (in the little pools of water in the rocky area), and find some fish. Bottle them, then swim to the Marine Research Lab, the building near the owl statue warp point. Climb up to above the aquarium that has two orange/red fish swimming around, and drop the fish in there. The orange fish will eat the ones you dropped in there. Keep doing this until one of the orange fish eats about four of your bottled fish and eats the other one, making a Piece of Heart appear.

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| HEART PIECE #29 |
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Scarecrow Bay  
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Now head back towards the entrance to Gerudo Lagoon, but don't enter. Instead, look around for a Hookshot structure to Hookshot up to. It's on a pillar near the east wall here. Keep Hookshotting across until you get to a soft soil patch. Assuming you still have a Magic Bean from the Skulltula House preparation, plant one here and water it with either spring water or the Song of Storms. Ride the plant to the next pillar. You'll see Tatl fly to the next pillar and turn green. Play your Scarecrow's Song to summon the scarecrow, Hookshot to him, and grab the Piece of Heart.

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| HEART PIECE #30 |
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Hearts and a Bottle

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Now head to Zora Cape. It's south of the Coast, just enter that large cave that's on the beach. Keep going south until you see a waterfall. Make sure you're Zora Link, and go over to the waterfall. Sink to the bottom and kill the Like Like (it's pretty hard since the water current always pulls you toward it) to get a Piece of Heart. Might have to kill the Skullfish too, those can get in the way.

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| HEART PIECE #31 |
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Now surface, go back north, and find a tree on a high ledge that you can Hookshot up to. Hookshot up southward using the short trees until you reach a cave entrance. Enter. You'll enter the Waterfall Rapids, where the beaver brothers live. Approach one of the beavers and he'll sink to the ocean floor. Follow him down and talk to him. He'll challenge you to a race if you want that empty bottle so badly. You must swim through all the rings he leaves in the correct order in under two minutes. It's not too hard. You'll be challenged to a second race with the supposedly faster beaver brother. Win this one and they will finally hand over that EMPTY BOTTLE you want so much. =D  
If you challenge them to a race again and win both of them, they'll give you a Piece of Heart. Beware, the time limits are stricter, making the races harder.

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| EMPTY BOTTLE #4 | | HEART PIECE #32 |
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More Gravedigging

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That's about enough for now, so head to Ikana Graveyard and wait/skip to night. You'll see some Stalchildren surrounding another grave. Wear the Captain's Hat and command them to open the grave, and head inside. Grab the Rupees and use the Lens of Truth to spot a fake wall. Head through and open the door. Kill the invisible Keese and Skulltulas, and get to the end. Around here is a cracked wall. Bomb it and enter the door to face another Iron Knuckle. Like I said before, be careful. Defeating this one nets you a Piece of Heart. Exit this cave.

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| HEART PIECE #33 |
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Deku in a Dressing Room

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Now that we got that out of the way, we'll spend some more time doing stuff. Work on getting the Mountain Title Deed back, then warp to Great Bay Coast. Head south to Zora Cape, then swim out to sea towards the building there. Get

on its west side, strike the owl statue, talk to Lulu if you want, and enter to arrive at Zora Hall. Get behind stage and look for a Zora peering through a door. Talk to him as Zora Link and he will convince that he wasn't up to anything bad, and leave. Enter the door. As soon as you enter (Lulu's Dressing Room), you'll see a Business Scrub. Why is he here, of all places? Nevermind, talk to him as Goron Link and give him the Mountain Title Deed. He will let you have access to the flower here and give you the OCEAN TITLE DEED in return. Use the flower to fly up to the ledge here and grab the Piece of Heart.

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| HEART  PIECE #34 |  
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#### ----- Nostalgia in Tones

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One more thing to do here. Find Mikau's and Tijo's dressing room. It's the one with three shells above it. Enter it, and Hookshot to the top floor. (Hey, Tijo's playing the cave theme in Link to the Past!) Read the diary as Zora Link to learn the parts to songs. Write them down. The first one is A, Down C, Right C, A; the second one is Down C, Right C, Left C, Down C. Exit, and enter the next room, Japas's room. (Oh awesome, he's playing the original Legend of Zelda's dungeon theme!)

Whip out your fishbone guitar (Ocarina) and he will want to jam with you. He'll play the first part to each song, and you must follow up with the correct part to successfully do it. Just so you know, here's his first part that you must follow up with your first part: Right C, Right C, Down C, A; and here's his second part that you must follow up to: Left C, Left C, Right C, Down C. After doing the neat jam session, exit the room and enter the next, which is Evan's room. (Neat, he's playing the Game Over music from the original Legend of Zelda...it should be very noticeable to you. If not, congrats for being exceptionally good at that game. :P)

Talk to him, then turn into normal Link and play the full song you and Japas jammed to (Right C, Right C, Down C, A, A, Down C, Right C, A, Left C, Left C, Right C, Down C, Down C, Right C, Left C, Down C) and he will steal the song and say that he made it. He'll give you a Piece of Heart to keep quiet.

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| HEART  PIECE #35 |  
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#### ----- Final Gravedigging

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That's all we can do for now, so skip time to the night of the Final Day and return to Ikana Graveyard. Put on your Captain's Hat one last time and find the Stalchilds surrounding another grave. Command them to open the grave and head inside. It's Dampe the Gravekeeper! Talk to him and lead him to all the dirt spots so he can dig them up. It's a pain because he moves so slow, and the fact that a Wallmaster could come down on you and throw you out if you stand still for too long.

If you're having trouble leading him, keep him Z-Targeted. To get the dirt patches up above, you'll have to lead him to the brown elevator platforms which will take him to those dirt patches. There are 6 in all, and 3 of them contain bits of a Poe (indicated by a blue flame when he digs) after all six dirt spots

have been dug into, a Big Poe will appear and battle you. It's big and scary, but it shouldn't be too hard. Just avoid/shield its spin attack, and either attack it with sword strikes or Z-Targeted arrows. For defeating it, you'll get an EMPTY BOTTLE for your troubles. Make sure to bottle the Big Poe's soul. (In the 3DS version, you get a Piece of Heart here instead...so the prizes for this and Koume's shooting game switched.)

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We've done a lot for this three-day cycle...use the remaining time here to deposit your Rupees at Clock Town, then sell the Big Poe at the Curiosity Shop for 200 Rupees. Deposit those, then use the Song of Time. Slow down time, buy some arrows, and head straight to Great Bay Coast. See the two huts on the beach? Facing them, enter the left one.

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 OCEANSIDE SPIDER HOUSE (Great Bay Ocean)

- As you enter, the first thing you'll see is a wall with a small crack in it. Since you didn't buy bombs, shield and use the Blast Mask to blow it open. Tada, the entrance to the Skulltula House. I will detail each Skulltula in a list fashion. If you get all 30 tokens within the 1st day, you'll get a prize. If it takes you longer than a day, you won't get the prize, so be quick! There is also a certain something else you can get here as well...

- #1: Two Skulltulas are on the walls as you go down the ramp. Hookshot them and their tokens.
- #2: See #2.
- #3: At the bottom, Hookshot over the fence and look up towards the ceiling to find some webbing. Burn it down with a fire arrow to reveal this Skulltula. Hookshot it and its token, then head through the door.
- #4: Looks just like a mansion/house, doesn't it? Ignore the webbing surrounding the doors here, as there are a lot of Skulltulas in this one room. First up, there are two Skulltulas hiding in the large jars up here. Roll into or Goron Punch them to make them pop out.
- #5: See #4, but the jar you're looking for is covered in webbing that you must burn first.
- #6: A Skulltula is crawling on the rafters up here. In order to grab it, you must climb on top of the crates up here to get a good view of it.
- #7: Right where the stairs are, a Skulltula is hiding behind the mask on the right wall (facing the stairs), and will occasionally crawl out briefly. Hookshot it at this time.
- #8: Start climbing down the stairs, but stop at the middle of it. Look up at the wall in front of you to see a dark crevice. A Skulltula is climbing around there, so Hookshot it.
- #9: There's a suspicious jar all by itself by a door here. Roll into it to make this Skulltula pop out.
- #10: Close to the door with webbing surrounding it is a hole in the wall close

to the floor. A Skulltula is crawling in there, so use the Hookshot.

#11: There's a Skulltula hiding in the jar atop some crates directly to your right after grabbing #10 down here as well. You'll have to use the Hookshot to break the pot and kill the Skulltula though, since there's not much room to stand on.

#12: By the door covered in webbing, there's a mask on the wall. Another Skulltula is hiding behind it. Now that we've cleared this room, head back upstairs, burn the webbing in front of the door, and head in.

#13: This is the library, where more Skulltulas await. There are also a couple of Stalchildren here. They'll tell you useful information if you wear the Captain's Hat, so don't forget to write it down somewhere. (One of the Stalchildren is sitting on top of a bookcase. Z-Target to talk to him.) Now, from the entrance to this room, go to the left side. There's a bookcase on the far wall here (right of the Stalchild, if you're facing him from behind) so push or pull it to reveal a large hole in the wall with two Skulltulas.

#14: See #13.

#15: On the opposite side of the room are three filing cabinets right next to each other. Pull the left and right ones away, then push or pull the middle one to reveal a small hole in the wall where this Skulltula is crawling about.

#16: On the bookcase where the previous Stalchild was sitting on has quite a few books missing. Climb up these empty shelves like a ladder to get on top of it. This Skulltula is behind the painting in one of the nearby corners. Just Hookshot the painting to make it drop.

#17: On this same side of the room, there's a Skulltula hiding in the dark crevice near the ceiling. Kinda hard to find, but just keep your eyes peeled.

#18: This Skulltula is crawling along the top of a bookcase on the opposite side of the room.

#19: From #18, Hookshot one of the paintings to make it drop and reveal a hole in the wall. This Skulltula is inside. That's about it for the library, so head back, down the stairs, and enter the door that doesn't have webbing in front of it.

SPECIAL PRIZE: There are four Stalchildren sitting around a table here. Talk to them using the Captain's Hat to reveal the last of the clues. Using the information you have, shoot the colored masks (with normal arrows to save magic) in the order the clues tell you, and the gate to the fireplace in here will open. Go in there, up the stairs, and battle the normal Skulltula to get a Piece of Heart! Go back downstairs to continue the Skulltula hunt.

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#20: Under the red mask is a jar. Roll into it to make this one pop out.

#21: Stand on the table and look around in the dark crevice around the ceiling of the room to find this crawling around. Another tough one to spot.

#22: Hookshot the painting nearest the red mask to find this.

#23: Switch to Goron Link and simply do a Goron Smash onto the table (A + B) to make three Skulltulas fall from the ceiling.

#24: See #23.

#25: See #24. After that, exit the room, and enter the door with webbing in front of it after burning the webbing.

#26: As soon as you enter, there's a brown crate next to the right wall. Roll into it to break it and reveal this.

#27: Take care of the Black Boes and the normal Skulltula to get them out of the way, then look for some canoes standing up against a wall. Climb up the crates next to them and look behind the canoes to see a Skulltula crawling in that little space.

#28: Facing away from the door, look left to see another brown crate. Break it with a roll or Goron Punch to reveal a hole. Go through and turn around to spot this Skulltula directly above the hole.

#29: Climb the nearby crates to their highest, then find a Hookshot mark near the ceiling. Use it, then break the pots up here to find a Skulltula.

#30: Drop down and look towards the ceiling to spot some webbing. Burn it down to find this Skulltula.

- Now that you've gotten all of them, return to the entrance room with the ramp. Go up the ramp by rolling up as Goron Link and you'll find a guy standing near the exit. Talk to him and he'll say he heard some noises in here and came to check it out. He'll presume it's an underground shelter and will beg you to let him have it for when the Moon hits. You won't have much choice, but if you finished it within a day, he'll give you the GIANT WALLET in return. You can now carry 500 Rupees! You can exit now.

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|   GIANT WALLET   |  
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Whew. Now that that's done, why don't we resume getting the Zora Eggs? Head back to Gerudo Lagoon, and swim to the Goron switch. Instead of pounding that down and going through all that again just to get to the fortress, look for the Hookshot mark and use it. You're now right at the entrance to the fortress! How convenient is that?

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Egg Retrieval: Part 1  
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Anyway, first, take a pictograph of a Gerudo (don't ask), then climb up the ladder and head through that door like last time to chase away the Gerudo from the room where you got the Hookshot, then enter that room. See the aquarium? Hookshot into it using the wooden panel above it, kill the Shell Blade enemy (best with Zora Link's electric barrier attack) and bottle the egg showcased here. It's a Zora Egg! Exit the room. (In the 3DS version, they removed all Shell Blades from the aquariums...to make it easier.)

Head to the southern side of this main area, and use the Hookshot to get as high as you can. Enter the east entryway to arrive at the armory. Yep, there

are guards here too, so be careful! Maneuver through the mess of steel barrels without getting spotted and continue. You'll get locked inside! Move forward and a Gerudo pirate warrior will appear and fight you. She shouldn't be too hard, just shield her attacks and deliver some of your own when she least expects it, as she will block your attacks from time to time. After the battle, the way forward will be unlocked, so head through.

Another aquarium! Do the same thing as before and bottle the Zora Egg. Exit through the entryway there to return to the main area. Go to the northern end and Hookshot up until you see an entryway. Don't enter it. Instead, look east and up to find another Hookshot structure. Hookshot up there, arrow the guard, and cross the bridge. Enter the door. In this room, there's nothing much you can do. Just don't go to the lower area, as much as that treasure chest is tempting. A Silver Rupee is inside, but it's far too risky. Unless, you can just arrow the guards and grab what's inside quickly. (You can also just use the Stone Mask.) But anyway, continue through this room by Hookshotting across using those wooden plants near the ceiling. Enter the door to get locked inside again! It's another Gerudo Pirate! Just take her down as well and the way forward will be unlocked.

Yet another aquarium! After getting the Zora Egg, exit, and Hookshot back to the northern end. Enter the entryway there. Inside, hide behind one of the steel barrels and wait for the guard to go to the right end of the room. Head left and enter the door. You'll be locked in again, so it's time to fight one last Gerudo Pirate. Afterwards, head through the newly-opened door to find the last aquarium here. This one is a bit harder. It is filled with Skullfish and a much larger one, named a Desbreko. You'll take a lot of damage, but Zora Link's electric barrier attack should be enough to take care of them all. Now that you have all of them, either manually exit the fortress or just warp to Great Bay Coast. Either way, you're heading inside the Marine Research Lab and putting the Zora Eggs into the large, empty aquarium there. Once all are deposited, exit the lab.

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Egg Retrieval: Part 2

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Swim to shore. Remember those two huts on the beach? Enter the other one. This is the Fisherman's Hut, and he's got a Seahorse for you he's willing to trade. (You'll have to Z-Target and "talk" to the Seahorse to trigger this.) Give him that picture of a Gerudo you took and he will put the Seahorse into one of your bottles. Now exit the hut, and swim toward those two giant pillars out in the distance in the ocean. Swim between them to enter the Pinnacle Rock area. Release the Seahorse here and he will guide you to where the remaining Zora Eggs are kept. Don't worry if this place frightens you a bit...I'm scared of deep underwater areas myself.

Down here, some of the sea snakes, called Deep Pythons, are guarding the Zora Eggs. Kill them and get the Zora Eggs they are guarding. To kill them, just  
\_\_\_\_\_ stand on the tiny ledge at their openings and throw your  
| | / | fins at their necks. If you kill all of them, another sea  
| HEART PIECE #37 | horse will appear and the couple will give you a Piece of  
| FOUND | Heart for reuniting them. How sweet... Swim back to the  
'\ | Marine Research Lab and put the remaining eggs in the  
~~~~~ tank, and they will form a song as they hatch. Play along  
to the song they form and you will learn the NEW WAVE BOSSA NOVA. (If you have  
a hard time like I have, you will have to get out your Ocarina near the old man  
in order to trigger it.) Despite the weird name, this song will let you enter  
the Great Bay Temple. How, exactly? We'll find out.

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There's one last thing you can do. Now, if you haven't gotten the Piece of Heart from the bank yet, (it's likely you haven't, given how many times I told you to extract money from the bank) we'll do something. Do this Rupee-making method each cycle:

- Go to the Clock Town sewers that lead to the Observatory, and get the Silver Rupee there using a bomb.
- In East Clock Town, hop across the roofs of the buildings using the Bunny Hood to reach another Silver Rupee.
- Go to northern Termina Field and slay Dodongos for Purple Rupees until night fall (of course, deposit the Rupees when you're full)
- Take down the Takkuri bird near the Milk Road entry using arrows while having the Stone Mask on. (So that it won't get to you and steal any of your stuff.)
- Repeat the previous two steps for each day, except stop when it comes to midnight of the Final Day. At that point, go get the Silver Rupee in that room in the Stock Pot Inn. Deposit the Rupees and reset time. Repeat this whole process.

The reason why I do this for gathering Rupees instead of simply killing the Takkuri bird over and over again (which always drops a Huge Rupee worth 200) is because it will be more boring. Why not mix it up a bit? If you're willing to get it out of the way, is finally yours. Use the Song of Time and prepare for the next temple...

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| HEART PIECE #1 |
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ITEM SUMMARY:

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EQUIPMENT:

Swords: Gilded Sword

Shields: Hero's Shield

Other: Bombers' Notebook, Wallet (500), Biggest Bomb Bag (40 Bombs & Bombchus), Largest Quiver (50 Arrows)

ITEMS: (shown left to right)

Ocarina of Time

Hero's Bow

|- Fire Arrows

Bombs

Bombchus

Deku Sticks

Deku Nuts

Magic Beans

Powder Keg

Pictograph Box

Lens of Truth

Hookshot

MASKS: (shown left to right after noting transformation masks)

Deku Mask (Transformation)

Goron Mask (Transformation)

Zora Mask (Transformation)

Blast Mask



Stone Mask  
Great Fairy's Mask  
Bremen Mask  
Bunny Hood  
Don Gero's Mask  
Mask of Scents  
Romani's Mask  
Circus Leader's Mask  
Mask of Truth  
Kamaro's Mask  
Garo's Mask  
Captain's Hat

OCARINA SONGS:

Song of Time  
Song of Healing  
Epona's Song  
Song of Soaring  
Song of Storms  
Sonata of Awakening  
Goron's Lullaby  
New Wave Bossa Nova  
Oath to Order

EMPTY BOTTLES: 5

HEART PIECES: 37

GREAT FAIRY UPGRADES:

Magic Meter  
Upgraded Spin Attack  
Double Magic Meter

Total Health: 14 Hearts

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Danger at Great Bay \_\_\_\_\_/  
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Warp to Zora Cape. Right there is Lulu. Play the New Wave Bossa Nova in front of her as Zora Link and she will join in by singing. (Her voice is back, yay!) A giant turtle will appear! After the conversation, you will be able to Hookshot onto the turtle's back by aiming at the palm trees on its back. Before doing that, however, make sure to bring a couple bottles of Milk and the rest of them with Fairies. To get Milk easily, head to southern Termina Field and get inside the large hollow log in front of Southern Swamp's entrance. Bomb the center to reveal a hole. Enter to find two cows. Play Epona's Song near them to get a bottle filled with Milk. And again, fairies are found usually near owl statues. Buy some arrows, and get ready for the Temple.

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Great Bay Temple

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Right as you enter the temple, you'll notice there are four unlit torches. To save magic, get out a Deku Stick (some are in the barrels, if none pop out, go ahead and use fire arrows) and the Bunny Hood, light it using one of the lit torches, and go to each of the unlit torches to light them. Done in time, a treasure chest should appear, containing a Stray Fairy. [[FAIRIES: 1]]

Continue into the next room. This is the waterwheel room, where you will change the water flow for the main room. Swim over to the ledge in front of you and turn around to spot a Stray Fairy inside a bubble. Pop it with an arrow and either go there as Zora Link or use the Great Fairy's Mask to lure it to you. [[FAIRIES: 2]]

Also in this room are two platforms going up and down from the water. Take the right one (while facing the door) to find a ledge with Rupees and a Skulltula. Kill the Skulltula to get a Stray Fairy. [[FAIRIES: 3]]

Go down to the bottom now, over to the ledge mentioned earlier. It's the one with the handle-ish thing in the center. Instead of pushing this, find the one underwater and push or pull it using the Zora Mask. This will make the pump nearby spew water at intervals, allowing you to continue.

Facing the door you entered, take the left platform now and jump to the ledge with two Skulltulas. Take care of them, then wait until the yellow pump's water flow is low, hop on it, and jump to the next ledge when the flow rises. Go through the small hall to the next room. Look to the left to find a ladder going up to a ledge with a barrel on it. Go there and break the barrel to find a Stray Fairy. [[FAIRIES: 4]]

Now, look down towards the water, and you should spot a pot in the very center. Arrow it and use the Great Fairy's Mask to lure the newly-revealed Stray Fairy to you. You can also use Zora Link to swim to it, but it's more annoying.

[[FAIRIES: 5]] Now swim down and enter through the upper tunnel that has the  
\_\_\_\_\_ red and green pipes going through it. The tunnel is  
| | / | colored yellow. Go through it, then surface. Get onto the  
| DUNGEON MAP | the ledge here and Hookshot to the treasure chest. Open  
| FOUND | it for the DUNGEON MAP. Sweet, now that we got the map,  
'\ | turn around and look for a ledge with two pots. Break  
~~~~~ them to find a Stray Fairy. Lure it to you with the Great  
Fairy's Mask. [[FAIRIES: 6]] Now sink down to the bottom and continue through  
the tunnel with the Dexihands inside. Just kill them by throwing your fins, or  
swimming and pressing R (for your electric attack) when you reach them. Once  
you get to the end, kill all the Bio Deku Babas to make a treasure chest  
appear. Jump over to it using the lilypads and open it for a Stray Fairy.  
[[FAIRIES: 7]] Enter the door.

As soon as you enter, you'll see a treasure chest on an alcove with a Real  
Bombchu. Slice off the Bio Deku Babas using your fins, \_\_\_\_\_  
then hop across the lilypads. Shield to avoid getting | | / |  
hurt by the Real Bombchu, then open the chest for the | COMPASS |  
COMPASS. Now sink down to the bottom, kill the Dexihand, | FOUND |  
and open the chest for a SMALL KEY. Now head back to the '\ |  
ledge with the door you entered. Face the door and look ~~~~~  
left down into the flowing water to see a pot between two Dexihands. Break it  
with an arrow and use the Great Fairy's Mask to lure the new Stray Fairy to  
you. [[FAIRIES: 8]] Now take the flowing water channel over back to the main  
room.

Next, enter the tunnel with the red pipe. The tunnel itself is colored red, and  
is at the bottom. In this next room, there's Shell Blades and Skullfish. Don't  
bother fighting them, just surface and climb onto the red pipe. Ignore the  
Octoroks and shield the Real Bombchu, and keep following the pipe until you get  
to a locked door. Open it with the Small Key. In this next room, there are just  
pots and Chuchus. Nothing special. Just continue into the next room, which is  
quite spacious actually. Hm...there's nothing here? ...Wait a second. Look up.

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MINI-BOSS: Wart

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HOLY SH--, it's a giant eyeball! It will surround itself in pink eggs. In order to damage Wart, you'll have to hit its eye with an arrow when it opens up. The pink eggs make it hard to do so, however. To take down the pink eggs, throw Deku Nuts or Fire Arrows at them, then slash them. At any rate, you need to get as many pink eggs off of Wart as much as possible before you start damaging him, otherwise the boss will become quickly annoying. Reason why, is because after it's hit enough times, it will drop the pink eggs and fly around the room rapidly in an attempt to squish you against a wall. The pink eggs dropped on the ground can be a real nuisance, but you can slash them to pop them.

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|    ICE ARROWS    |
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For defeating Wart, your prize is...ICE ARROWS. Now you can imbue your arrows with ice, freezing enemies and making ice platforms on water. (The 3DS version changed it so that ice platforms can only be made on shimmering parts of water. Not too happy about that change, personally...allows for less freedom with it.) Head back to the room with the pipes and Octoroks. Get on the southeastern ledge, and use Ice Arrows to freeze the Octoroks. Hop on one, then hop from it to the central pillar. Push the handle there to activate the water flow through the pipes. Swim back to the main room, then swim up and back into the yellow tunnel with the red and green pipes. In the Map room, surface, and Hookshot to the treasure chest. See the door to the south here? Shoot Ice Arrows at the water to create ice platforms so you can jump to it. Enter.

In here, lure the Chuchu to the cylinder there, and freeze him. Push him against the cylinder and use him to climb up. Get rid of the Real Bombchu, and push this handle to get water flowing through another pipe. Return to the previous room. Swim through the tunnel that was guarded by Dexihands, and enter the door at the end to return to the Compass room. Anyway, see the alcove with ice in it? Use Ice Arrows to make ice platforms so you can get across to it, and melt the ice there with a fire arrow. Head through the door.

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MINI-BOSS: Gekko

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It's Gekko again, and this time he has a different strategy. He will immediately summon Mad Jellies to protect him. Simply get to him and slash him and he'll retreat to the ceiling, along with the Mad Jellies. Be careful! It will surround itself in a giant Mad Jelly bubble and slam down onto you. If you get caught inside, he will do an insane amount of damage to you. Aren't you glad you brought bottled fairies with you, though? At any rate, when he's on the ceiling, shoot ice arrows at him to freeze the giant Mad Jelly he's in, and fall to the ground, where it will break back into smaller Mad Jellies. Repeat the process until the Gekko is defeated and turned back into a normal frog.

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|    BOSS KEY    |
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For beating Gekko here, you get the way to the BOSS KEY. Yep, already. However, you've still got a lot to do in order to even get to the boss door. Go back to the Compass room by climbing over this golden gate. Get back to the main room

and swim to the surface. Climb onto one of the high ledges using a ladder, and jump onto one of the blades. Ride it to the middle bridge and jump onto it, preferably on the north side, as there's a waterfall. Freeze it, then use the ladder to climb and go through.

Kill the Blue Tektites and the Desbreko enemies here, then use Ice Arrows to make platforms to the yellow ledge. May have to be Zora Link to make it up there. Anyway, once there, look north and up to see a grating and an opening. Use Ice Arrows to make ice platforms so you're below the opening, and look up to see a Hookshot mark. Hookshot up to it (may have to make more platforms to adjust your angle) and at the top, open the chest for a Stray Fairy.

[[FAIRIES: 9]]

Drop back down, and make ice platforms to the green ledge with the handle. Once up there, push it to create the water flow in the green pipe. Return to the waterwheel room, the room after the entrance room. You'll notice that the red pump is now flowing up and down much like the yellow pump. Hookshot to the flow, then jump to the red handle and push it. This will activate the red pump and make the waterwheel stop. Go to the yellow handle and push that to turn off the yellow pump, making the waterwheel spin in the opposite direction. Go back to the main room.

Head through the green tunnel with the green and red pipes going through it now that the water is switched the opposite way. We'll pass the Compass room, but we need to keep following the current. Be careful of Dexihands! In the following room, surface and find a ledge to climb up to. Find the brown platform that's going up and down, and take it up. Jump to the waterwheel's gear thing, and onto the next brown platform. Look down and to the south to see a hole in the wall with a torch. Hookshot to the torch to find a chest. Open it for a Stray Fairy. [[FAIRIES: 10]] Now get back to that second moving platform, and take it to the east ledge. Follow it to the end and aim at the water source at the far end with an Ice Arrow and freeze it. The waterwheel will stop conveniently so that you can walk on the blades here.

Now that it's stopped, move across it, but stop at the center. Look towards the north to see an alcove with a treasure chest. Hookshot to the chest and open it for another Stray Fairy. [[FAIRIES: 11]] Now take the south alcove up here and through the door. Welcome to the see-saw room. Before doing anything, drop down to the bottom and find a hole. Sink down to it to find a barrel. Swim into it to destroy it and reveal a Stray Fairy. Surface. [[FAIRIES: 12]] Get on the red seesaw down here (the other one touching the floor that's not where you surfaced) and melt the waterfall source up above with a fire arrow. The seesaw will move up. Get on the next one and melt the next waterfall. You'll be high enough to jump to the green platform up here. Push the handle to get water flowing through the green pipe.

Now, before exiting this room back to the main room, get on the green pipe as Zora Link after taking care of the Real Bombchu, and follow it until you can't go forward. Drop into the ledge below and Hookshot to the chest. Open it for a Stray Fairy. [[FAIRIES: 13]] Only two more left! Get on the last seesaw here and melt the waterfall. Go through the tunnel here to end up back in the Dungeon Map room! Swim back to the main room. Finally, we're nearing the boss. Take the bottom tunnel with just a green pipe following it.

In this room, follow the green pipe up. Stay still on the pipe when you surface and look towards the green platform to see a bubble below it. Pop it with an arrow and use the Great Fairy's Mask to lure the Stray Fairy towards you. [[FAIRIES: 14]] Now follow the pipe to the green platform and push the handle to access the boss door. There's one last Stray Fairy here though. Go back into the water and find the exit tunnel to this room. There's a bubbled Stray Fairy

there. To prevent having to backtrack, throw your fins at the bubble to pop it, then go back to the green pipe, surface, and put on the Great Fairy's Mask to lure it to you. [[FAIRIES: 15]] Jump to the boss door, open it, and fall through the hole when you're ready.

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#### BOSS: Gyorg, Gargantuan Masked Fish

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This is easily the hardest boss in the game. It's very difficult especially if you have no healing items to help you with. First of all, you must stand on the platform and shoot it with fire arrows to stun it. If you happen to fall in the water, another way to stun it is to throw your fins as Zora Link at it, or use Zora Link's electrical attack. Once it's stunned, go into the water and deal some punishment. Stay clear of it once it gets up. If you need to, swim back to the platform using a dolphin jump out of the water. After about half the fish's health is depleted, it will summon tons of Skullfish to annoy you whenever you are in the water. Use your electrical attack to kill them easily. Just continue the process until it's dead. It seems easy from my description, but trust me, he's pretty challenging.

The 3DS version, Gyorg can now surface and swim around the platform, allowing you to more easily shoot him with arrows. As with the other two bosses, after a few hits, he gets stunned, allowing you to hit his eye for more damage. Seems mostly the same, right? Well, after a few hits, the second phase starts...he rams the platform you're on and makes it sink, forcing you to fight him as Zora Link the rest of the battle. From there, mines appear chained from the floor, and he tries to keep away from you while summoning fish to annoy you. What you are supposed to do is wait until Gyorg starts his inhale attack. You'll notice it when he opens his mouth and the mines start moving toward him. Break the chains on the mines with your fins while he does this so he will inhale the mines, stunning him and letting his eye open up for damage. What you might have to do is wait until he stops swimming, break the chain off of a mine, and swim toward him. Swimming toward him usually triggers his inhale attack.

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Once beaten, grab the Heart Container and GYORG'S REMAINS. Watch the cutscene and Tat'l will try to get the giant's attention similar to how Navi got your attention in Ocarina of Time. (HEY! LISTEN! ...Oh God.) Anyway, the giant will tell you to "Help our friend." Tat'l will then say that we need to rescue one last giant. Hm. You'll be transported back to Zora Cape, and after exchanging words with the ancient turtle, it's time to embark.

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|       | HEART | CONTAINER |       |    | GYORG'S | REMAINS |  |
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#### Getting the Defense On

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But first, where's the Great Fairy Fountain here, you ask? Well, swim towards shore. See the series of rock platforms out at sea? Jump to the rock ledge using them, then Hookshot along the trees until you get to some large rocks. Bomb them and enter the cave to enter the Great Fairy's Fountain. Your reward is heightened defense. You will now take half the damage you normally take, so essentially your health has been doubled.

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#### Island Hopping

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Anyway, Great Bay hasn't really been changed all that much since you cleared the temple. The water is still murky if you swim too far, and actually, only one new thing is available for clearing it. Lame. Oh well, let's just get the new thing done. Head to Great Bay Coast and swim towards the area where Gerudo Lagoon is. Docked next to the rocky coast is a motorboat.

Get on it and ride it to a series of islands. Hookshot onto one, and talk to the fisherman there and he will challenge you to a mini-game. If you're up to the challenge, jump to the center island there. Basically, see the islands next to you with torches? You'll have to jump to each torch as they're lit to gain a point. If you get 20 or more points within the time limit, you'll win a Piece of Heart! Don't worry about the time limit actually, it gives you plenty of time. Each game costs 20 Rupees, and if you fall off, you have to try again.

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| HEART PIECE #38 |  
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Froggy Choir

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Now, if it's before midnight on the first day, go to northern Clock Town, wait 'til midnight, and save the old lady from the thief again. If it's anytime past that, you can do that after using the Song of Time. At any rate, warp to Snowhead and defeat Goht again. Once you're put back in Mountain Village, put on your Don Gero's Mask and talk to the frog behind you. Now warp to Clock Town, go to the Laundry Pool, and talk to the frog there while having the mask on.

Next, warp to Woodfall, open up the temple, and head inside. Make your way to the Gekko boss again, defeat it, and talk to the normal frog there the same way as before. While you're here, defeat Odolwa again. After Odolwa is defeated, the swamp waters will be cleared, allowing you to swim through them. Warp to Southern Swamp and swim through the waters southeasternly to find a log with a frog on it. Climb onto it, put on the Don Gero's Mask, and talk to the frog.

One last place to go now, and that is Great Bay Temple. Once there, return to the Compass room, and make your way to the Gekko fight. Defeat him, then put on the Don Gero's Mask to talk to the frog. Exit the temple, warp to Mountain Village, keep your mask on, and talk to the frogs there. They will conduct a musical, and in return, a Piece of Heart awaits.

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Staying Up

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Now, considering if you saved the old lady from thievery again, wait until the final day, and enter the Curiosity Shop at 10:00 PM.

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| ALL-NIGHT MASK | You'll find a mask for sale, but it's a hefty 500 Rupees.  
|           FOUND | I think you should have enough in the bank anyway. This  
'\           | is the ALL-NIGHT MASK. This mask lets you stay up 'til  
~~~~~ tired! Now use the Song of Time. Yeep. Afterwards, head  
to Stock Pot Inn. Head into the first door you see on the first floor to find
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Anju's grandmother. Put on the All-Night Mask and talk to her. Ask about the Carnival of Time. After the story, when she asks a question, say "On the eve of the festival" and for paying attention, she gives you a Piece of Heart. Now, ask her about the Four Giants. When she asks a question, say "I dunno" and she will give you another Piece of Heart. Now for one last thing. Get the Ocean Title Deed back.

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Exploring More Ikana

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Let's head to Ikana Canyon. There's not much we can do now. Ride Epona over the fences until you get to a cliff with a Garo sitting on it. Put on the Garo's Mask and talk to him, and he will disappear, spawning a tree. Hookshot up there and follow the path, avoiding rolling boulders and Nejirons until you reach Ikana Canyon. This place is creepy...and Tatl sometimes calls you to tell you that she senses a thirst for blood looming around you...not helping, Tatl. At any rate, see the river? Follow it right until you see a Business Scrub. Talk to it as Zora Link and give him the Ocean Title Deed. In return, he'll give you a Huge Rupee. Nice, but what we were really going after is...use the flower as Deku Link to fly to the ledge there with the Piece of Heart.

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The Poe Sisters Return

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Head back to the start of the river. Freeze the Octoroks, use them to cross to the other side, and Hookshot up to the top using the small trees on the ledges. Right at the top, you'll spot an owl statue. Strike it. Head straight forward now, go up the ramp, and immediately turn left in a U-turn and follow the ledge up here. Look up to see Tingle. Shoot him down and buy the Stone Tower map from him for 20 Rupees. Even though it says Stone Tower, it covers all of Ikana, not the actual temple. At any rate...while up here, head north to see a house. Enter it.

It's the Ghost Hut. Talk to the guy and accept his challenge. Pay 30 Rupees to play. (Although, you can play for cheaper if you play the Song of Healing...) Your objective is to face the four Poe Sisters (from Ocarina of Time's Forest Temple) and defeat them all within the time limit, and make sure your health doesn't fall below three hearts, or the match will automatically end. The first three Poes are really simple and easy. Just avoid their spin attack then slash them with the sword or shoot an arrow at them. Once they're all defeated, the last Poe Sister, Meg, will change things up a little. She retains the same strategy in Ocarina of Time: split up into clones and surround you. Once she splits up, the one that spins once is the real one. Arrow her. For winning this, you get a Piece of Heart.

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MUMMEHS!

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Now that you've gotten that, see the dried-out riverbed up here? Head into the cave to the north. Watch the cutscene and Sharp, the evil composer, will play a song that will hurt you until you die. To prevent this, play the Song of Storms. This will keep him from harming you and revive the spring water cave. The flowing water will activate the Music Box House and make the Gibdos surrounding it fall over, then sink into the ground. Exit the cave and approach the Music Box House. As you get near it, you'll see a little girl run inside. You'll need to get in so that she doesn't see you and lock the door from you. To do so, plant a Bomb beside the house. The sound will make her investigate it. Go around and enter the door without her seeing you. You can also use the Stone Mask.

Inside...nothing seems too suspicious. Yeah, everything seems fine. Let's look downstairs. Yeah, nothing out of the ordinary...WHAT THE HELL? It's a half-

\_\_\_\_\_ mummified person! Don't kill him...! Use the Song of  
| | / | Healing. Watch the scene as the person is cured. He's the  
| GIBDO MASK | little girl's father! After the scene is over, you'll be  
| FOUND | given the GIBDO MASK. Wearing this lets you get away with  
' \ | talking to Gibdos as if you're their friend! They won't  
ㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿㄿ even attack. Anyway, Pamela and her father are having a touching moment, so leave them be and exit the house. At any rate, we're looking for a well around here. First of all, you must acquire these items at least: 5 Magic Beans, Blue Potion, and maybe 10 Deku Nuts and 10 Bombs just to be safe.

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MUMMEHS WANT ITEMS!

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The well is located on the left cliff by climbing up to the top. The well is marked by a giant hole in the ground with a ladder leading downwards. The sign nearby also tells you it's a well. Climb down and enter... Right in front of you, you'll see a Gibdo blocking a door. Talk to it while having the Gibdo Mask on and it will ask for a Blue Potion. Give it to him and he will disappear and open the door for you. In the next room, there are two spike log traps in front of you, and a little alcove with some fish in water. Get a fish in your bottle, pass the traps, and talk to the Gibdo on the left. It will ask for a Fish. Give the Fish to it and enter the door. All that's here is a Hot Spring. For now, go back to the entrance room. There's another Gibdo here. It wants 5 Magic Beans. Give it those then enter the door.

There's an alcove to your left with Spring Water and a Deku Baba for Deku Sticks. Get some Spring Water, and talk to the Gibdo in front of you (not to the north) and give him 10 Deku Nuts. Now go back to that Hot Spring I told you about, and hurry back to the room past the Deku Nut Gibdo. Ignore the alcove to your right and head straight to the Gibdo you see. He wants Hot Spring Water. Give it to him and open the door. It's a cow! Get some milk from it (Epona's Song) and leave. The alcove I mentioned earlier has some bugs, so put some in a bottle.

There's another Gibdo in here to the north. He requires 10 bombs. Give him those and enter, and you will do battle with a Big Poe! Defeat it like before and bottle its soul. Head over to the first room where you found fish. Talk to the other Gibdo. He wants plain Spring Water. Give it to him and enter the door. There are two alcoves here, one with bugs, and another with bombs. Get another bottle of bugs and talk to the Gibdo to the north here. He wants bugs. Give some to him and enter the door. It's a Fairy Fountain! Not a Great Fairy Fountain, just a regular Fairy Fountain. You can get normal Fairies here if you



want.

Back in the previous area, talk to the other Gibdo and give him bugs. Enter the door. Kill the Fire Keese and put on the Lens of Truth to see an invisible chest. Open it for a Purple Rupee! Anyway, go get another fish and some bugs, and head into the room with spring water. Talk to the other Gibdo here. He wants a fish. Give it to him and enter the door. The alcove to the right in this new room holds Deku Babas and Mini Babas for Deku Nuts. Don't need them now though. There are two Gibdos here. Talk to the one on the left and give him some Bugs. Enter the door. In here, take down the Skulltulas, light one of the thicker torches with a fire arrow, then use a Deku Stick to light the others. This will make a treasure chest appear. Open it for another Purple Rupee! Exit this room and talk to the other Gibdo. He wants a Big Poe soul. Give that to him and enter the door.

In this hall, there's only one more Gibdo. The alcove on the left just holds bugs. This Gibdo wants milk. Give it to him and enter the door. In this special room, light one torch with a Fire Arrow, then light the others with a Deku Stick. A chest will appear. Open it for...the MIRROR SHIELD. With this, you can reflect light to other spots. Yeah, pretty much it. At least it looks a bit cooler...and a bit creepy. Anyway! Use your new shield to shine the light on the sun on the wall. This will make a ladder appear. Shine light onto the sun block to make it disappear. Climb up go through the entryway to appear at the bottom of another well. Climb up and you'll arrive inside Ikana Castle! Neat. We needed to be here anyway.

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|       | MIRROR SHIELD |  |
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Storming Ikana Castle

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Can't do much else in here though unless we have a Powder Keg. Buy one at Clock Town inside the Bomb Shop (must be Goron Link) for 50 Rupees. Easily affordable. Now warp back to Ikana Canyon. There's another entrance to the castle, so we don't need to go through the well again. Warp to Ikana Canyon and look right. We're looking for a castle gate colored white and red, surrounded by pillars. Head there. The gate is sealed, but it seems they forgot to patch up the rock wall to the left, as there's a hole leading inside the castle. Go there.

There's a sun block to your right. Turn left to see a crystal switch. Hit it to gain a little light on the subject. Reflect the light onto the sun block and head through. You're back where you started here! Enter the castle itself, as there's nothing to do in the castle garden/moat. Right inside you'll find those threatening ReDeads. Put on the Gibdo Mask to make them significantly less threatening. Go on, try it. I don't want to spoil it. At any rate, once the ReDeads are gone, thaw the left eye switch with a fire arrow and enter the door it opened.

In this hall, hit the crystal switch to make a hot platform rise. Get to the other side quickly, hit the crystal switch there, and use a flower to fly onto the ledge there. Step onto the switch as normal Link to open the door. Head through. First thing to note in this next room...DON'T FALL. Look left to see a switch. Fly or jump over there (there's an invisible platform you can see with the Lens of Truth) and step on it to open the door ahead. Snipe the Skulltulas and jump to the door. To get extra distance for your jumps, you might try to roll just before you reach the edge.

Next room, ignore the Blue Bubbles (sniping them would be good) and go up to the roof. Kill the Guays and walk along the outer railing. Once you see it, jump down to the ledge below with the flower on it. Fly to the switch, press it

as normal Link, and fly back to the outer railing, back where you entered. See the crystal switch? Hit it, roll jump to the first flower down there, and fly over the pillars that had the fires on them taken out briefly. Fly across until you see a Piece of Heart.

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Drop down and enter the castle again. This time, thaw the other frozen eye switch and enter the door that one opened. In this room, kill the Floormaster easily with reflected light. Shine light onto the sun block to find ReDeads. Kill them, and enter the door. You will fight Wizrobe once again. This time he uses fire. He hasn't changed at all. Use the same strategy with Goron Link as before. After he's dead, continue on through the door after putting on the Gibdo Mask.

See why I said to put on that mask before entering? Kill the ReDeads right next to you and continue up to the roof. Ignore the hole you see and try to find a cracked indent in the roof. Bomb it with a Powder Keg and drop down in there. You'll appear back at the "lobby" of the castle, now with light shining through. Use that to get rid of the sun block there and head through the opening. Get some stuff from the pots to be prepared, and head through the door. Step into the center of this main hall...

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MINI-BOSS: Stalfos Knights

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The King of Ikana will send out two Stalfos Knights to deal with you. There are numerous things you can do with them. You can either kill them normally, lead them around with the Bremen Mask then slash them (no seriously) or use fire arrows to burn the curtains covering the window and using reflected light to majorly damage them. They don't have names, and while they aren't exactly Stalfos Knights from Ocarina of Time, they look similar to them, so there. In actuality, they need to be exposed to light in order to kill them, so do something like use the Bremen Mask to make them open so that they won't block the light. They have to be downed as well before light will actually kill them.

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Defeat them and Igos du Ikana will battle you.

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MINI-BOSS: Igos du Ikana (which means King of Ikana)

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Put on the Captain's Hat quickly for more comic relief! Yeah...after that's done, battle him. He's taken down the same way as before, shining light on him when he's downed. However, this is much harder to do because he can cancel any of his attacks to shield yours on the fly. And no, the Bremen Mask trick doesn't work on him. Some of his attacks include: poison breath (which doesn't actually poison you, just hurts you), sword slashes, and decapitation. He will sever his own head to fly around while his body tries to attack while you're distracted. His head can come down to you and nab you so that his body can attack, beware of that. A trick you can do to down him a little easily is spin attack him as Deku Link to stun him, then quickly get behind him and slash him as normal Link. Once he's down, quickly shine light on him to end the battle.

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After Igos explains a few things about what happened, he will teach you the ELEGY OF EMPTINESS. Basically what this does, is when played, will create a

soul-less clone of yourself. Up to four clones can be made (with each of your forms) and let me say, they look nothing like the original. Normal Link's clone is definitely the creepiest by far. But yeah, these clones are supposed to help hold down switches that just won't stay pressed.

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O/ ELEGY OF EMPTINESS LEARNED  
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Opening up Stone Tower

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Alright, now that we have that new song, we can get ready for Stone Tower Temple. Let's head there. Don't worry, I won't let you start it without having a full three days at your disposal. We're just going to activate the owl statue near the entrance. Head back to Ikana Canyon, and take the northeastern entrance to be at the Stone Tower. It should be marked by a rude-looking statue. (A monster with its tongue covering its crotch?) Anyway, once in Stone Tower, your objective is to climb to the top and create clones of yourself using your masks and the new song you learned. So! Jump across the platforms, then roll jump to the end. Any switch you find, create a clone to create a path up. So, clone on this switch here and Hookshot up. Blast the Beamos with a bomb or the Blast Mask, and create a Goron clone on the switch here. The Deku form is too light to press these switches.

Hookshot up, create a Zora clone on the switch here. Jump across the blocks. Hookshot up, clone on the switch, and re-create a Goron clone on the next one you see up on the next ledge. Now, Hookshot up again and re-create a Zora clone on the switch up there. Now jump across the platforms here, Hookshot up ledges until you find the owl statue! Strike it. It's likely a good idea to stop here now and use the Song of Time, so do so. Besides, on my end it was on the last five hours, so yeah.

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ITEM SUMMARY:

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EQUIPMENT:

Swords: Gilded Sword

Shields: Mirror Shield

Other: Bombers' Notebook, Wallet (500), Biggest Bomb Bag (40 Bombs & Bombchus), Largest Quiver (50 Arrows)

ITEMS: (shown left to right)

Ocarina of Time

Hero's Bow

|- Fire Arrows

|- Ice Arrows

Bombs

Bombchus

Deku Sticks

Deku Nuts

Magic Beans

Powder Keg

Pictograph Box

Lens of Truth

Hookshot

MASKS: (shown left to right after noting transformation masks)

Deku Mask (Transformation)

Goron Mask (Transformation)

Zora Mask (Transformation)  
All-Night Mask  
Blast Mask  
Stone Mask  
Great Fairy's Mask  
Bremen Mask  
Bunny Hood  
Don Gero's Mask  
Mask of Scents  
Romani's Mask  
Circus Leader's Mask  
Mask of Truth  
Kamaro's Mask  
Gibdo Mask  
Garo's Mask  
Captain's Hat

OCARINA SONGS:

Song of Time  
Song of Healing  
Epona's Song  
Song of Soaring  
Song of Storms  
Sonata of Awakening  
Goron's Lullaby  
New Wave Bossa Nova  
Elegy of Emptiness  
Oath to Order

EMPTY BOTTLES: 5

HEART PIECES: 44

GREAT FAIRY UPGRADES:

Magic Meter  
Upgraded Spin Attack  
Double Magic Meter  
Double Defense

Total Health: 17 Hearts

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Devilry in Stone Tower \_\_\_\_\_/  
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Buy some arrows before you warp back to Stone Tower. Make sure to slow down time as well. Be sure to bring Fairies in bottles and some Green Potions as well. Warp to Stone Tower. See the switches there? Create three clones on the switches in no particular order. Even though blocks appear to be...well, blocked from moving, once all the switches are pressed, they all move in their appropriate spots. Jump across and head inside the Temple. Prepare for one of the weirdest and most unique temples in all of Zelda history...

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Stone Tower Temple

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As you enter, you'll notice that some things seem upside-down. Look forward to see a stone figure with two giant eyes. There's a gold eye switch in one of them. Shoot it to make a treasure chest appear. Jump over there with the Bunny

Hood and open the chest to get a Stray Fairy already. [[FAIRIES: 1]]

Now, enter the left door in this room. Nothing much in this new room, just four switches, some Real Bombchus, and a cracked wall in front of where you entered. Bomb this wall (again, use Blast Mask if you don't have Bombs) and you'll see a room with large crates and small crates behind them. Break the larger ones, but put the two small crates on two switches, then create clones to hold the other two switches down. The larger one obviously needs a Goron clone. (The 3DS version removes the two small crates and instead puts a movable block next to a switch in a hole that you have to push onto.)

Head through the gate that opened and kill the Dragonfly. Now, bomb the dark patch that doesn't have grass on it, and fall through the hole. Reflect light onto the sun block to get rid of it. Now, put on the Goron Mask and kill all the live Armos to make a chest appear. Open it for a  
| \_\_\_\_\_ | / \_\_\_\_\_ |  
| DUNGEON MAP | | SMALL KEY. There's a ledge where the two Armos used to  
| FOUND | | be, that was behind a sun block. Open the chest there for  
| \ | | the DUNGEON MAP. Now, before leaving this room, check  
'\ | | around for a Hookshot mark and take it. Open the chest  
~~~~~ for a Stray Fairy. [[FAIRIES: 2]] Go upstairs, use your  
key on the door.

First thing you should notice is water. Switch to Zora Link and dive in. Aside from the mines, you should see a Dexihand. Don't kill it. Instead, let it grab you, as it will throw you onto a ledge with a treasure chest. Open it for a SMALL KEY. (3DS version, you can get onto said ledge, but the chest isn't there. To make it appear, you'll have to dolphin jump to the switch nearby. It's on a small platform next to the middle bridge.) Now get back in the water and head through the opening the Dexihand is above. Follow to it until you get to a deep room filled with water. Sink to the bottom, make the mines blow up using your fins, and hit the switch to make a treasure chest appear. We can't reach it yet though. Rise to the top now.

Ignore the locked door up here for now and find the place where light is shining through. Shine it at the mirror for a few seconds then shine the light from the mirror onto the sun block. \_\_\_\_\_ | / \_\_\_\_\_ |  
Open the chest that was hidden for the COMPASS. The door | COMPASS |  
here just leads back to the main room, so head back to | FOUND |  
the locked door and enter it. (Hey, take a look at the '\ |  
map in the pause menu. Yeah, look at all those treasure ~~~~~  
chests!) In this room, punch out the sections of the pillar there as Goron Link to reveal a light source. Time to do some heavy stuff with the Mirror Shield. See the six sun faces? Light the left one on the east side to make a treasure chest with a Stray Fairy inside appear. [[FAIRIES: 3]] Next, shine light onto the right mirror on the pillar in the center for a few seconds, then shine it onto the sun block on the right. Kill the Nejiron and open the chest for another Stray Fairy. [[FAIRIES: 4]]

Now, this next part is a doozy, if only because of the constant Black Boes. But the Stone Mask should make it easier. Kill the nearest Black Boe that comes at you, then start shining light onto the left mirror this time. Do it until a Black Boe comes to you, kill it, and get to the mirror. Reflect light onto the next mirror as much as you can, then reflect light onto the sun block. If you made it, enter the door that is revealed.

Now, this is a bit of a difficult room. Switch to Goron Link and drop down below. There's a Goron switch here. Goron Slam it (A + B) to put down the flames on the other side. Quickly run and roll over there and step on the switch before the flames go out. This will make the flames surrounding a treasure chest go down permanently. Go back to the other side and climb the

ladder. Use the Deku Link flower and the air pumps to fly to the other side. But you might catch a ledge with Rupees to your left. Land there, open the chest for a Stray Fairy. [[FAIRIES: 5]] Now fly around to the other side of the room, open the chest there, and get another Stray Fairy. [[FAIRIES: 6]] Enter the door here.

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MINI-BOSS: Garo Master

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It's the Garo Master! He isn't weak like the Garos around Ikana, so that's why he's a mini-boss here. At any rate, first of all, he won't lose his swords if you shield his attacks, so don't rely on that method. Instead, Z-target him, wait until he attacks, and move. If you're close enough, he'll slash. Slash him back. If you're too far away, he will disappear. Shield then, and wait until he slashes. Slash him back. Just repeat this process until he's dead.

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| | / |  
| LIGHT ARROWS |  
| FOUND |  
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For defeating him, your reward is the LIGHT ARROWS! Now you can imbue your arrows with pure light energy, easily defeating ghostly and undead enemies, and shedding light on things when there is no light source to begin with. At any rate, head in through the next door here. Take care here, and take off the Hiploop's mask with the Hookshot before tackling it. Head into the door here. You're back in a water room, but on a bridge. Kill the Eyegore here by waiting by it and backflipping when it stomps the ground. Shoot its green eye to damage it. Killing it will make a treasure chest appear. Open it for a Stray Fairy. [[FAIRIES: 7]] Now continue and you'll end up in the main room. Exit the temple.

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Inverted Stone Tower Temple

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Create clones on the switch to your right and then the one in front, and get onto the blocks. Turn around and shoot a light arrow at the red emblem to flip things upside down. Now jump across the platforms into the temple again. The sky is now below you. It feels unsettling that you could drop into the sky, don't you think? (In the 3DS version, they moved the emblem to shoot to be right above you when you exit and turn around.) Once inside the temple, stand on the gray emblem on the ground, turn around, and look up. Shoot a light arrow at the sun face. This will make a treasure chest appear. Open it for a Stray Fairy. [[FAIRIES: 8]] Go through the door on the right next. Shoot the sun block with a light arrow.

Drop down to the bottom and look up at the ledge where you entered to see a frozen eye switch. Thaw it with a fire arrow to make a chest appear. Fly to the chest by dropping into the air pump as Deku Link. Open it for another Stray Fairy. [[FAIRIES: 9]] Now fly up to the bridge in the middle and take down the masked Hiploop. Now, enter the tunnel on the north side and create a clone on the switch. Head back and open the chest for a SMALL KEY.

Now take the right air pump to find a platform on the right with a switch. This will make the fire around the treasure chest go down. You made this chest appear back when this place had water and was upright. Create a clone on the switch to keep it down, and before flying over there, look around for a sun face. Shoot it with a light arrow to make another treasure chest appear, but we can't get that now. Fly to the chest you can reach for a Stray Fairy.

[[FAIRIES: 10]] 10 of them already... Now fly back up to the high northwest corner of this room to see a ledge with a locked door. Enter it with your key.

In here, there is lava on the ceiling, and bits of it keep falling down. Shoot the red emblem here to flip the room around, switch to Goron Link and walk onto the small center platform, and shoot the emblem again with another light arrow to flip the room. Enter the door. What to do in this room, is to push the stone block into the blue slot on the other side of the room. Flip the room around by shooting the red emblem with a light arrow, then push/pull the block to the center. Flip the room again, push it south until you can't, flip the room again, push it west until you can't, flip the room one last time, and push the block into the slot. This will make the door open. Enter by flipping the room, getting close to it, and flipping the room again.

You'll fight Wizrobe AGAIN. This is the last necessary time you'll fight him thankfully, so go all out. However, since lava is on the ceiling, this fight will be hindered a bit. Plus, he will spawn on ledges sometimes, so you'll have to snipe him with arrows. No Goron Link for this one, sorry. Once he's defeated, a chest will appear on a ledge. Hookshot up there and open the chest for a Stray Fairy. [[FAIRIES: 11]]

Go downstairs. In this room, kill any Poes in the way and fly to the opposite side. Use the flower here to get into the alcove to your right. Remember this room a bit? It's the first one of the temple aside from the entrance room, where you had to keep down those switches. It's filled with Death Armos. In order to kill them, you'll have to fire a light arrow at them to flip them, then have them try to pound you. They will land on their head and kill themselves. Ouch. You can avoid fighting these though by putting on the Stone Mask. They're annoying anyway.

Find a lone switch here and press it. Keep it down with a clone, and the fire around the chest will lower. Go to the chest and open it for a SMALL KEY. Go back to the Deku flowers and enter the door forward. This is the first water room we went into, with the mines scattered everywhere. Shoot the mine here to clear them, then fly to the left inside that alcove. Fly from here to the next platform opposite from where you entered, and open the door. Kill the Blue Bubbles before they curse you, and continue.

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MINI-BOSS: Gomess

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Pretty cool mini-boss, I'd say. This grim reaper-ish boss will surround itself with bats. Don't get too close, or you'll taste his scythe. Get too far, and the bats will taste you. Just stay at mid-range and fire a light arrow at it to make the bats flee. While the bats are away, slash its jewel heart to damage it. Keep doing this and it's defeated. Disappointingly easy for a cool mini-boss, sad to say.

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|           BOSS KEY     |
|           FOUND        |
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Enter the next door to grab the BOSS KEY. Head back to the room with the mines, fly to the alcove, and fly to the other side. Go south from there and enter the door. Avoid the Death Armos here (Stone Mask is good) and roll jump to the ledge there. Step onto the switch to make a treasure chest appear. Can't reach it though, so we'll get it later. However, we can Hookshot to it, so do that. Enter the locked door up here. Fight this Eyegore. It shoots lasers so it's





arrows. Aim at the blue one, as it flies slowly and actually has weakpoints you can aim at. The red one flies too quickly for you, at the moment. So, shoot arrows at the eyes on the underside of the blue Twinmold. Once all are shot, it will crash onto the ground and an eye will pop out. Go over and slash the eye or shoot it from afar.

After defeating the blue Twinmold, a treasure chest appears. Go over to it and the Giant's Mask reveals itself! Restore your magic if you need it and put it on. Funny enough...Link controls entirely different when he's giant. He acts like the Hulk with his arms out trying to act all muscle-y, and he punches instead of using his sword. So take out the Moldbabies that are after you, and focus on the red Twinmold. Punch him as he approaches you, and eventually he will fall to the ground. Head over to the tail, lock-on, and press A to grab. Link will swing Twinmold around and slam him onto the ground, causing a lot of damage! Hell yeah! Repeat until it's dead, just make sure to refill magic every once in a while by smashing the ruins around or taking off the mask and smashing the respawning magic pots in the center. You can also pick up the spheres as a giant and throw them at Twinmold for a ranged attack, and can also pick up Twinmold by the head after stunning him and choke him out.

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|           | /           |           | /           |  
| HEART CONTAINER | | TWINMOLD'S REMAINS |  
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Once he's defeated, grab the Heart Container and TWINMOLD'S REMAINS. All four giants have been gathered! Now you can call them with the Oath to Order on top of Clock Tower on midnight of the Final Day! The four giants will then say to "Forgive your friend." Hm? Who might this "friend" of ours be? At any rate, for defeating Twinmold, the evil spirits inhabiting this land will flee to the skies, purifying this land once again. There's a few things we can do before we head to the final battle. If you don't want to do all of that, just skip to the final section of this walkthrough. If you do want to get everything though, read on.

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Picking Up a Weapon

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If you've gotten all the Stray Fairies, jump down and look to your left to spot an opening. Enter to find the Great Fairy Fountain! Your reward is the GREAT FAIRY'S SWORD. THIS special C item has four times the power your Kokiri Sword had. The only problem is, you can't hold anything else with it, has a weird swing angle, and can't shield with it. Eh...

Anyway, head south to the deep river of Ikana Canyon. Dive in as Zora Link, and swim into the cave to the west and you'll reach an underground waterfall. Behind the waterfall is the entrance to the Secret Shrine. Enter.

-----  
Secret Shrine Bosses

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The objective in the Secret Shrine is to defeat the four mini-bosses held here. You cannot attempt this challenge unless you have at least 16 hearts in your health, no matter how good you are at the game. To enter it first though, shoot the sun face with a light arrow. Enter the door. Talk to the guy, and when he disappears, enter the door to the left to fight three Dinofols. Easy guys. Open the chest that appears for a Silver Rupee. Exit back into the lobby, and take the northwestern door. You'll fight...a Wizrobe. I'm sorry, I said the last one

you would fight was in Stone Tower Temple, but I forgot about this one. Oh well, he shouldn't be harder than the Stone Temple one.

Once he's dead, open the chest for a Silver Rupee. Go back and take the northeastern door. You'll fight Wart again. Look up like in Great Bay Temple to start the fight. Same fight as always. Pick up the Silver Rupee, go back, and take the eastern door. You'll fight Garo Master. Beat him, grab the Silver Rupee, and go back. You will get a Piece of Heart for surviving the trials! Now, why couldn't they have picked a more interesting mini-boss instead of Garo Master? Why not Gomess again? He was easy but way cooler than Garo Master.

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| HEART  PIECE #45 |
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Alright...there's a few things to do and one big thing...covered in the next section.

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#### ITEM SUMMARY:

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#### EQUIPMENT:

Swords: Gilded Sword

Shields: Mirror Shield

Other: Bombers' Notebook, Wallet (500), Biggest Bomb Bag (40 Bombs & Bombchus),  
Largest Quiver (50 Arrows)

#### ITEMS: (shown left to right)

Ocarina of Time

Hero's Bow

|- Fire Arrows

|- Ice Arrows

|- Light Arrows

Bombs

Bombchus

Deku Sticks

Deku Nuts

Magic Beans

Powder Keg

Pictograph Box

Lens of Truth

Hookshot

Great Fairy's Sword

#### MASKS: (shown left to right after noting transformation masks)

Deku Mask (Transformation)

Goron Mask (Transformation)

Zora Mask (Transformation)

All-Night Mask

Blast Mask

Stone Mask

Great Fairy's Mask

Bremen Mask

Bunny Hood

Don Gero's Mask

Mask of Scents

Romani's Mask

Circus Leader's Mask

Mask of Truth

Kamaro's Mask  
Gibdo Mask  
Garo's Mask  
Captain's Hat  
Giant's Mask

OCARINA SONGS:

Song of Time  
Song of Healing  
Epona's Song  
Song of Soaring  
Song of Storms  
Sonata of Awakening  
Goron's Lullaby  
New Wave Bossa Nova  
Elegy of Emptiness  
Oath to Order

EMPTY BOTTLES: 5

HEART PIECES: 45

GREAT FAIRY UPGRADES:

Magic Meter  
Upgraded Spin Attack  
Double Magic Meter  
Double Defense  
Great Fairy's Sword

Total Health: 18 Hearts

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This section will cover the most extensive sidequest in any Zelda game yet, famously called, the Kafei and Anju sidequest. A LOT of steps are required to go through this sidequest in an attempt to bring the two lovebirds back together again. You'll gain many new masks and other various items along the way as well. Let's get started. First, if you haven't done so already, use the Song of Time. We need to start off with the beginning of a new cycle.

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1st Step

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Wait until 10:00 AM. Go to East Clock Town and enter the Mayor's Residence, which is the building on the very north. Once inside, enter the room on the right, and speak to Madame Aroma. Agree to help her find her son, Kafei, and she will give you KAFEI'S MASK. The exact likeness of this mask should help you find Kafei! (Asking around town with this mask on should give you hints where Kafei is hiding.)

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| KAFEI'S MASK |  
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2nd Step

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At 2:00 PM, enter Stock Pot Inn. Talk to Anju at the counter and say that you have a reservation and you'll get a ROOM KEY. (3DS version, you need to be Goron Link to get the key.) If you want to, you can enter your room on the second floor for a Silver Rupee. (This step is actually optional, as far as I can recall.)

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3rd Step

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Wait for the Postman to leave and talk to Anju while wearing Kafei's Mask. She will set up an appointment at 11:30 tonight. Well, all you can do is wait now. Unless you want to do something, just use the Song of Double Time and wait.

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4th Step

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Once 11:00 PM rolls around, enter Stock Pot Inn, go around the stairs, and enter the kitchen, the last room at the end of the hall. Wait for Anju and talk to her. She will give you A LETTER TO KAFEI if you agree to help her. Before ending the 1st day, go ahead and put the letter into one of the mailboxes around town. Wait or skip to the 2nd day.

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5th Step

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If you've been asking around town with the Kafei's Mask on, you'll learn that Kafei seems to be hiding somewhere in the Laundry Pool. Go there at 2:00 PM when the letter will be delivered. Wait behind the tree, and when the Postman rings the bell, Kafei will come out of a door. Get into that door before Kafei gets his mail, goes in, and locks the door back up. Wait for him. Talk to him and agree that you'll keep a secret. He'll give you the PENDANT OF MEMORIES for Anju.

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6th Step

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A very short step, but head back to Clock Town Inn and give that pendant to Anju. She seems really happy now! Alright, that's it for the second day. Wait or skip to the final day. For pretty much nothing to do on the second day, the final day will be pretty busy...

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7th Step

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Wait 'til 1:00 PM and enter the door in the Laundry Pool. Instead of Kafei being there, the person who owns the Curiosity Shop will be there. Well, of course, this is the Curiosity Shop's back room and all. He will tell you where Kafei went off to, and will give you the KEATON MASK and Express Mail (SPECIAL DELIVERY TO MAMA). The Keaton Mask, when worn, can summon the mystical fox, Keaton. I'll detail more about that later.

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| KEATON'S MASK |
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8th Step

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We can deliver the letter later, doing so will just make us strapped for time. Warp to Ikana Canyon now. Drop down to the river, surface, and follow it eastward. You will find Kafei hiding behind rocks. Wait with him there for Sakon (he should be arriving around 6 to 7 p.m.), and follow Kafei inside Sakon's hideout. Kafei will attempt to get back the mask Sakon stole, but a security system will activate.

This is now a tag team between Link and Kafei! Link will handle the battles, while Kafei will handle the puzzles. Link's sections are straightforward, but Kafei's sections will have you push blocks to the blue switches to open the way forward. Don't step on the red switches, they make the conveyor belt go faster. Stepping on the yellow ones however, makes it go slower for a brief moment. Also, blocks can only move the direction the marks on top of them point to. Assuming you were fast enough, Kafei will grab the Sun's Mask just in time and run back to Anju, who is waiting for him in Clock Town.

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9th Step

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You will now be on the final hours of this cycle, no matter how long it took you to get the previous step done. While waiting for Kafei to return to Clock Town, let's warp there and deliver that Express Mail. This can be done one of two ways.

1. Wait at the Postoffice 'til 6:00 PM and enter the Postoffice. Give the mail to the Postman and he will deliver right then and there. Follow him to the Milk Bar and Wait outside for him to finish delivering it. When he walks back out and stops, talk to him to get the POSTMAN'S HAT.

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| POSTMAN'S HAT |  
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2. Hand-deliver it to the recipient, who will be in the Milk Bar at night. Talk to her with Kafei's Mask on to deliver it, and she will give you a BOTTLE of CHATEAU ROMANI. Pick either method...either way you'll have to do this quest twice to get both prizes. On the second method for you, you can simply ignore the 8th step and deliver the letter the other way as soon as it becomes night of the final day.

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| EMPTY BOTTLE #6 |  
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10th Step

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With the letter delivered, enter Stock Pot Inn. Go upstairs and into the first room you see and wait with Anju. As tempting as it is, do not use the Song of Time, no matter how late Kafei may seem. When a little more than an hour remains, Kafei will show up. After a touching scene, they will give you the COUPLE'S MASK. Use the Song of Time.

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| COUPLE'S MASK |  
|           FOUND           |  
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Leftovers

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Phew, that was a lot of work, huh? At any rate, now that you got the Couple's Mask, enter the Mayor's Residence when it opens, and

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|----|-----------------|--|--|
|    | /               |  | enter the left door while having the Couple's Mask on.   |
|    | HEART PIECE #46 |  | Talk to the Mayor and you will get a Piece of Heart. Now |
|    | FOUND           |  | put on the Keaton's Mask and enter North Clock Town.     |
| '\ |                 |  | Either slash all the bushes here or simply pick up the   |

ㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗㄗ middle one to summon Keaton. He will give you a quiz consisting of five randomly-chosen questions. Here's a list of questions he has for you.

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

A: Carnival of Time

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

A: Four stories

Q: Who is the leader of the Bombers gang?

A: Jim

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

A: Dotour

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

A: Stock Pot Inn

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

A: Tortus

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

A: Cooking

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

A: She's quick to apologize

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

A: Chateau Romani

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

A: Mommy

Q: How many mailboxes are there in Clock Town?

A: Five

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

A: Epona's Song

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

A: Six

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

A: Eight

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

A: Bow

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

A: One

Q: How many cows are there in Romani Ranch?

A: Three

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

A: One

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

A: Milk Bar

Q: Darmani is of which race?

A: Goron

Q: Mikau is of which race?

A: Zora

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

A: Five

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

A: Lulu

Q: How old is Tingle, the map salesman?

A: 35

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

A: Kooloo-Limpah!

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

A: Right-handed

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

A: Red

Q: What instrument does the Skull Kid play?

A: Flute

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| HEART  PIECE #47 |
|           FOUND           |
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| HEART  PIECE #48 |

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For successfully getting five questions in a row right, he will reward you with a Piece of Heart. Alright...not much to do now, so try to go back and get the Postman's Hat. Once you do, wear it and check any of the mailboxes around town to find another Piece of Heart. There's nothing to do now except go straight for the Moon now... (Again, in the 3DS version, there's a new sidequest that gives you a seventh bottle...if you want to get 100% in that version, check the MM3D section.)

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| HEART  PIECE #48 |

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ITEM SUMMARY:

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EQUIPMENT:

Swords: Gilded Sword

Shields: Mirror Shield

Other: Bombers' Notebook, Wallet (500), Biggest Bomb Bag (40 Bombs & Bombchus),  
Largest Quiver (50 Arrows)

ITEMS: (shown left to right)

Ocarina of Time

Hero's Bow

|- Fire Arrows

|- Ice Arrows

|- Light Arrows

Bombs

Bombchus

Deku Sticks

Deku Nuts

Magic Beans

Powder Keg

Pictograph Box

Lens of Truth

Hookshot

Great Fairy's Sword

MASKS: (shown left to right after noting transformation masks)

Deku Mask (Transformation)

Goron Mask (Transformation)

Zora Mask (Transformation)

Postman's Hat

All-Night Mask

Blast Mask

Stone Mask

Great Fairy's Mask

Keaton Mask

Bremen Mask

Bunny Hood

Don Gero's Mask

Mask of Scents

Romani's Mask

Circus Leader's Mask

Kafei's Mask

Couple's Mask

Mask of Truth

Kamaro's Mask

Gibdo Mask

Garro's Mask

Captain's Hat

Giant's Mask

OCARINA SONGS:

Song of Time

Song of Healing

Epona's Song

Song of Soaring

Song of Storms



Sonata of Awakening  
Goron's Lullaby  
New Wave Bossa Nova  
Elegy of Emptiness  
Oath to Order

EMPTY BOTTLES: 6

HEART PIECES: 48

GREAT FAIRY UPGRADES:

Magic Meter  
Upgraded Spin Attack  
Double Magic Meter  
Double Defense  
Great Fairy's Sword

Total Health: 19 Hearts

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Majora's "Mask"erade /  
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Wait 'til the final five hours and enter Clock Town tower. Deja-vu will begin as the same cutscene as when you started the game will play. Play the Oath to Order and the four giants will come to stop the moon in its tracks, but they can't hold it forever. Watch the creepy scene as Majora's Mask comes to life, and says that he no longer needs the "vessel" he's occupying. Apparently Majora's Mask was really a demon that possessed Skull Kid! He will leave for inside the Moon as its mouth gapes open, leaving Skull Kid unconscious. Time to go after that demon!

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Out-of-Place Peacefulness

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...Whuh? Where are we? Huh? I...thought we were in the middle of stopping the Moon...we're in a grassy plain? There's a tree in the middle...head towards it. Huh? There are some children around the tree. The one with Majora's Mask on is just sitting all lonely like. Before talking to him, talk to the kid that has Odolwa's Mask on him. Give him one of your normal masks. Don't worry, you won't need all those masks anymore...except for your transformation masks. Keep those.

You'll be warped to a dungeon similar to Woodfall Temple. You'll have to fly to the end. Find a yellow launcher flower on a spinning platform along the way and head there. Dig into it and look around to find a Piece of Heart on a ledge. Fly there and pick it up. Now head to the end. Enter the door. Talk to the kid and give him another mask. You'll be transported back to the grassy plain. Go back towards the tree and find the kid with Goht's mask on him. Give him two masks to be transported to a dungeon similar to Snowhead Temple.

This is the hardest bit of the game yet, and the Piece of Heart is harder still. Line yourself up perfectly, and roll forward until the spikes come out. AVOID PRESSING FORWARD NOW and keep going (you'll bounce off open chests that will lead you where you need to go, don't worry) until you pass by some pots. Turn sharply to the right to avoid falling off and cross the gap, and move through some turns until you reach three pots, where you should stop to get

your bearings. Move forward until you see a long straight  
 and line yourself up. Start rolling and you will reach a  
 Piece of Heart showcased very brilliantly. The way ahead  
 takes you back to the beginning. So where's the end of  
 this? Well, go down the path again until you first see  
 pots and stop. See the little gazebo-ish structure? Get  
 there, but don't stand in that colorful panel there. It's a portal back to the  
 beginning. See the small bridge that leads to an icy ledge on the far end?  
 Goron roll over there and open the door to find the kid. Give him two more  
 masks to be transported back to the grassy plain.

Return to the tree and talk to the kid with Gyorg's mask on him. Give him three  
 masks to be transported to a Great Bay-ish dungeon. When you enter, you'll see  
 some water leading to a circuitry of pipes. This is a  
 kind of maze that you have to navigate. One end leads to  
 a Piece of Heart, the other end leads to the kid. Other  
 paths you take lead nowhere. The easiest path to the  
 Piece of Heart is right, left, left, left. The easiest  
 path to the kid is left, left, right, right. Give the kid  
 three masks to get transported back to the grassy plain. Return to the tree and  
 talk to the kid with Twinmold's mask on him. Give him four masks to be  
 transported to a Stone Tower-ish dungeon.

In the 3DS version, this Zora dungeon has been re-worked. To start off with,  
 you have to go down into the water, and hit a crystal switch. This will open a  
 gate to a door. Next, you choose a direction from a number of tunnels. The one  
 with the fish swimming in front is always the correct choice to proceed, but  
 again...there's the Piece of Heart in some other pathway...once you choose the  
 correct path, you have to time a dolphin jump with your fastest swim (A + R) to  
 reach the door. There's a current that flows up that helps you with making a  
 bigger jump, but if you're not good at it to begin with, this will prove to be  
 a bit frustrating. Once reaching the door, go through, and the process repeats  
 again and again until you reach the end. As I said, the fish always lead you to  
 the correct path (the kid), but to get the Heart Piece, take left, right,  
 center.

Anyway, back to the Twinmold dungeon. This one is nothing but mini-bosses. Not  
 all of them are featured here though. Enter the door to fight a Dinofols. Once  
 defeated, enter the next door. This small room is just a rest room. The next  
 room is the Garo Master. Defeat him to make a treasure chest appear. Use the  
 Hookshot on it and open it for some arrows. Head through until you reach an  
 Iron Knuckle. Yes, these dreaded things. Thankfully, light arrows can take him  
 down easily. Defeating him will make a chest containing Bombchus appear. Grab  
 them, then look around the wall for a cracked wall. Stand in the middle of the  
 room, take one out, and wait for the light on the Bombchu to blink three times,  
 wait half a second, then send it. It should blow up on the wall, revealing an  
 eye switch. Shoot it with an arrow to make a ladder appear. Climb it and enter  
 the door. Stop in this small room.

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|           |/           |
| HEART  PIECE #52 |
|           FOUND           |
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Grab the last Piece of Heart in the game and bring out a Bombchu while standing  
 in the middle. Wait until right after the light blinks a third time before  
 sending it to blow up the cracked ceiling. Look up and thaw the frozen eye  
 switch to be able to move forward to the kid. Give him your last four masks to  
 be transported to the grassy plain. Only one last thing  
 to do...go to the kid with Majora's Mask on and talk to

| FIERCE DEITY MASK| him. Since you "played" with the other kids and have no  
| FOUND | more masks, he'll give you the FIERCE DEITY'S MASK. This  
'\ | mask, only available during bosses, will transform you  
 into the form of a god, resembling Link in his teenage  
years, only he's eight feet tall. Fierce Deity Link (or Oni Link, like most  
people like to call him) has a special sword that can fire energy beams when  
Z-Targeting someone. He also has the most powerful sword in-game. You'll also  
be transported to a trippy arena where you finally get to fight Majora.

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FINAL BOSS, FIRST PHASE: Majora's Mask

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Odolwa's Remains, Goht's Remains, Gyorg's Remains, and Twinmold's Remains will  
all flee from you and stick to the walls. Then Majora's Mask comes flying in  
and grows tentacles!

Don't bother trying to damage him while it's facing you, it's completely  
invulnerable on that side. Its attacks are spinning around and using its  
tentacles to chop you, and shooting fire beams at you (that can be reflected  
using your shield). The only way to harm it is to stun it first. To do that,  
either throw a bomb at it, arrow its back, or do a spin attack when it starts  
spinning. I recommend the last method. After it's stunned, go pummel it with  
your sword.

After a while through the battle, all the Boss Remains will go and attack you,  
firing laser beams at you, diving at you, all kinds of stuff. To get rid of  
them easily, snipe them with light arrows. Once they're gone, put your focus on  
Majora's Mask again. Once it's dead, it'll move onto its next form.

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FINAL BOSS, SECOND PHASE: Majora's Incarnation

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It will grow arms and legs and start running around like crazy. This is easy  
compared to its first form. Its only attack is stopping occasionally to fire a  
laser beam at you. During this time, dodge quickly and fire a light arrow at  
it to stun it, then go in for the kill. Nothing changes in the battle midway  
through. After you've dealt enough damage, it will go through one last  
transformation...

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FINAL BOSS, FINAL PHASE: Majora's Wrath

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Now this is hard. It has a number of attacks, that mostly include its whip. It  
will also kick you away if you're too close, and will send explosive tops that  
will come after you. The strategy to defeat it hasn't changed however. Shoot  
light arrows at it to stun it, then go in to kill it. The whole battle is  
pretty difficult, but it is stupidly easy if you use the Fierce Deity's Mask.  
If you want a challenge, avoid using that overpowered mask.

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You've won the game! Enjoy the ending and the credits.

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ITEM SUMMARY:

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EQUIPMENT:

Swords: Gilded Sword

Shields: Mirror Shield

Other: Bombers' Notebook, Wallet (500), Biggest Bomb Bag (40 Bombs & Bombchus),  
Largest Quiver (50 Arrows)



/ Three-Day Turmoil \ \_\_\_\_\_ - - - -

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- [ ] - Get magic power from Great Fairy.
  
- [ ] - Get Heart Piece #2 and #3 through a visit to the Observatory and Inn.
  
- [ ] - Save up enough money in the bank for the Adult's Wallet.
  
- [ ] - Get Ocarina of Time back from Skull Kid.

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/ Exploring Termina \ \_\_\_\_\_ - - - -

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- [ ] - Get Great Fairy's Mask from Great Fairy.
  
- [ ] - Work on getting Heart Piece #15 from the Deku minigame in northern Clock Town.
  
- [ ] - Get Heart Piece #4 in northern Clock Town.
  
- [ ] - Get Heart Piece #5 from the Swordsman's School.
  
- [ ] - Get Bombers' Notebook and Heart Piece #6. (Use the Observatory's telescope for the Heart Piece.)
  
- [ ] - Grab Heart Piece #7 and #8 from a Pea Hat and Dodongos hidden in holes in Termina Field.
  
- [ ] - Get Kamaro's Mask in northern Termina Field at midnight, then get Heart Piece #9 with it in West Clock Town.
  
- [ ] - Grab Heart Piece #10 in the path to Southern Swamp.
  
- [ ] - Get a new bottle by helping Koume in Southern Swamp, then take the boat ride to Deku Palace.
  
- [ ] - Along the way to finding the monkey so you can learn the Sonata of Awakening, grab Heart Piece #11 and some Magic Beans.
  
- [ ] - Get Heart Piece #12 in Woodfall, and open up Woodfall Temple.
  
- [ ] - Go back to the boat tour hut and acquire Heart Piece #13 with a rare pictograph (Tingle or Deku King), then get Heart Piece #14 by giving the Business Scrub in Southern Swamp the Land Title Deed.
  
- [ ] - Get Bremen Mask from Guru-Guru at midnight in Clock Town, then get Bunny Hood from the guy in the Cucco Shack in Romani Ranch.

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/ Trouble in Woodfall \ \_\_\_\_\_ - - - -

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- [ ] - Clear Woodfall Temple, getting all Stray Fairies in the process.
  
- [ ] - Take the Deku Princess back to Deku Palace, then get Mask of Scents from the Deku butler.

- [ ] - Get Blast Mask from old lady in north Clock Town at midnight on the first day.
- [ ] - Deposit Stray Fairies at Woodfall's Great Fairy.
- [ ] - Get Heart Pieces #16 and #17, and both Quivers in the Shooting Galleries.
- [ ] - Earn Heart Piece #18 from Koume's shooting game in Southern Swamp.
- [ ] - Get Big Bomb Bag in Clock Town if you got the Blast Mask in the same three days.
- [ ] - Head to Snowhead and get the Goron Mask, then learn the Goron's Lullaby.
- [ ] - Earn Don Gero's Mask from the masked Goron in Mountain Village by feeding him. The clue rests in the Goron Shrine.
- [ ] - Get the Biggest Bomb Bag from the Business Scrub, and Heart Piece #19 from the same Scrub by giving him the Swamp Title Deed.
- [ ] - Get Heart Piece #20 from the Treasure Chest Game in East Clock Town as Goron Link.
- [ ] - Get Heart Piece #21 from the Honey & Darling's games in East Clock Town.
- [ ] - Get Heart Piece #22 from the Postman while he's inside the Postoffice. Bunny Hood helps.
- [ ] - Grab Heart Piece #23 from the various Gossip Stones hidden in caves below Termina Field and playing the Goron Lullaby for them.

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- [ ] - Clear Snowhead Temple, getting all Stray Fairies in the process. Deposit them at Snowhead's Great Fairy afterwards.
- [ ] - Make it so you can carry Powder Kegs, then win the Goron Racetrack for a free bottle with some Gold Dust in it.
- [ ] - Get the Gilded Sword from the sword-maker in Mountain Village.
- [ ] - Enter Romani Ranch early with the help of a Powder Keg, learn Epona's Song from Romani at first day.
- [ ] - Get Garo's Mask from the Gorman brothers, and Stone Mask from the invisible soldier in the path to Ikana.
- [ ] - Protect Romani Ranch from "them" (you'll know the time, since Romani tells you when you get Epona's Song) to get a free bottle.
- [ ] - Get Romani's Mask by protecting Cremia from thieves around 6:00 PM, second day.
- [ ] - Head to Great Bay Ocean and get the Zora Mask by helping Mikau.
- [ ] - Get Heart Piece #24 and the Hookshot from the Gerudo Pirates' Fortress.

- [ ] - Make your Scarecrow's Song, go to Snowhead, clear Goht if you need to, and get Heart Piece #25 from the bottom of the lake inside a treasure chest, then get Heart Piece #26 in the path between Mountain Village and the Snowhead warp with the help of the Lens of Truth and Scarecrow's Song.
  
  - [ ] - Get Heart Piece #27 in a cave below a rock in Termina Field's beach area.
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- / Skulltula House Raid \ \_\_\_\_\_ - - - -
- ~~~~~
- [ ] - Get all 30 Gold Skulltula tokens in Southern Swamp's Skulltula House to get the Mask of Truth. Gonna need Magic Beans.
  
  - [ ] - Heart Piece #28 by winning more than 150 Rupees from the Doggy Racetrack in Romani Ranch. Pick the dog that has the most confidence! (Use the Mask of Truth and pick up a dog.)
  
  - [ ] - Get the Circus Leader's Mask in Clock Town's Milk Bar by helping to play the Ballad of the Windfish there with all your Ocarina instruments.
  
  - [ ] - Defeat Skull Keeta in Ikana Graveyard to get the Captain's Hat.
  
  - [ ] - Defeat Iron Knuckle below Ikana Graveyard (use the Captain's Hat to open a grave) to learn the Song of Storms.
  
  - [ ] - Feed the orange fish in Great Bay's Marine Research Lab some bottled fish to get Heart Piece #29.
  
  - [ ] - Have the Hookshot, a Magic Bean, and the Scarecrow's Song, and use them to get Heart Piece #30 on the northern side of Great Bay Ocean.
  
  - [ ] - Get Heart Piece #31 from the bottom of the waterfall in Zora Cape.
  
  - [ ] - Get a bottle and Heart Piece #32 by winning the races against the beavers. (The beavers are in a cave high up in Zora Cape.)
  
  - [ ] - Get Heart Piece #33 under Ikana Graveyard on day two (use the Captain's Hat to open another grave) by defeating another Iron Knuckle.
  
  - [ ] - Get Heart Piece #34 from the Business Scrub in Zora Hall by giving him the Mountain Title Deed.
  
  - [ ] - Get Heart Piece #35 by "learning" the full song Mikau and Japas wrote together and play it while beside the band leader.
  
  - [ ] - Get another free bottle under Ikana Graveyard on the final day (use the Captain's Hat to open another grave) by digging up the dirt spots and defeating the Big Poe.
  
  - [ ] - Get all 30 Gold Skulltula tokens in Great Bay Ocean's Skulltula House on the first day to get the Giant Wallet. Also get Heart Piece #36 by gathering clues the Stalchildren leave by using the Captain's Hat.
  
  - [ ] - Collect all the Zora Eggs into bottles and dropping them off at the Marine Research Lab, while getting Heart Piece #37 by defeating all the Deep Pythons in Pinnacle Rock, and learn the New Wave Bossa Nova. (There are four eggs in the Gerudo Pirates' Fortress, and three in Pinnacle

Rock. To get there, you must get the Sea Horse from the fisherman and release him at the Pinnacle Rock area.)

- [ ] - Finish up getting Heart Piece #1 by depositing 5000 Rupees into Clock Town's bank. Arrow the Takkuri while wearing the Stone Mask until it's dead for easy money. (Always drops Huge Rupees, worth 200 normal ones!)

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/ Danger at Great Bay \ \_\_\_\_\_ - - - -

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- [ ] - Clear Great Bay Temple, getting all the Stray Fairies in the process. Deposit them at Zora Cape's Great Fairy.
- [ ] - Get Heart Piece #38 from the fisherman on the islands near the Gerudo Lagoon entrance by winning his little jumping game.
- [ ] - Get Heart Piece #39 by gathering all the frogs seen throughout the world by using the Don Gero's Mask. Must beat Goht again first.
- [ ] - Help out the old lady the same way you got the Blast Mask, then buy the All-Night Mask at the Curiosity Shop for 500 Rupees on the final day.
- [ ] - Get Heart Piece #40 and #41 by listening to Anju's grandmother's two stories while wearing the All-Night Mask. (She's in Stock Pot Inn.) Answer her questions correctly to get them.
- [ ] - Grab Heart Piece #42 by giving the Business Scrub in Ikana Canyon the Ocean Title Deed.
- [ ] - Get Heart Piece #43 by clearing the Ghost Hut in Ikana Canyon.
- [ ] - Restore the river by "defeating" Sharp with the Song of Storms, then enter the Music Box House very sneakily with the Stone Mask. Get the Gibdo Mask from the mummy by "healing" him.
- [ ] - Get the Mirror Shield from Beneath the Well. You need at least 5 Magic Beans and a Blue Potion.
- [ ] - Clear Ikana Castle, getting Heart Piece #44 on a high ledge in the process, and defeat Igos du Ikana and his minions to get the Elegy of Emptiness.

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/ Devilry in Stone Tower \ \_\_\_\_\_ - - - -

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- [ ] - Clear Stone Tower Temple, getting all the Stray Fairies in the process. Deposit them at Ikana Canyon's Great Fairy.
- [ ] - Grab Heart Piece #45 from the Secret Shrine hidden in a cave on the deep river of Ikana Canyon.

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/ The Marriage of a Lifetime \ \_\_\_\_\_ - - - -

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changes and additions, but also very minor ones), let's get to what have been changed from first glance.

So! As an obvious aside, the graphics have been updated noticeably. Controls have been changed, and if you play the game with a Circle Pad Pro or a New 3DS, the second circle pad can be used as a free camera! Kinda cool feature. The bottom screen lets you see the map at all times, and you can put items on four slots instead of three: X, Y, and two buttons that have to be touched. The Ocarina is assigned its own permanent slot, same as the Pictograph Box...for some reason. The music hasn't been changed except for a new credits track (it doesn't replace the original, don't worry). At any rate, time for an extensive list of changes! Afterwards, I'll have a detailed fishing section. Yes...they have added fishing as just a fun little thing to do for this game. Oh yeah, there's also gonna be a list of Bomber's Notebook events.

- Can have three save files instead of two.
- A special Sheikah Stone is now inside the Clock Tower, and this lets you view hints and videos that tell you how to do certain things. This is the only one in the game so you'd have to go out of your way to view these hints.
- Deku form has a crosshair for blowing bubbles now, and bubble trajectory is less random.
- Two of the Bombers have their locations changed. One is in South Clock Town, inside a box in front of the Clock Tower. Another is in the Laundry Pool, inside a box next to the bench. These two previously used to be next to the tree in North Clock Town and above the Milk Bar in East Clock Town.
- The prize for winning in the Deku Playground minigame has changed to a Fishing Hole Pass: a consumable Gear item that you can get multiples of, and can keep them even after playing the Song of Time. You still get the Piece of Heart for winning the mini-game three days in a row.
- The Honey & Darling gaming Shop also gives you Fishing Hole Passes instead of Rupees as prizes...except of course the Heart Piece for winning three days in a row. In fact, a lot of minigames have had their prizes changed from Rupees to these Passes, including being the prize if you already got the major prize, like Heart Pieces, bottles, or upgrade items.
- The Clock Town Bank has been moved to behind the Clock Tower in South Clock Town. Actually makes things a lot more convenient, since if you need quick cash, a quick warp to Clock Town will take you right there!
- Choosing how much to deposit at the bank automatically defaults to the max amount you're currently holding. Another convenience!
- Owl statues now hard save, and can be activated for transport by just approaching them, instead of striking them with normal Link's sword. As an aside, playing the Song of Time does not hard save anymore.
- As an addition, feather statues have been added in various locations. They act as additional places to save your game much like owl statues, but can't be warped to.
- Getting the Moon's Tear the first time starts a short little cutscene of Tat1 acknowledging the foreboding nature of the Moon.
- The Ocarina is now designated as its own button. No need to equip it. When playing the Ocarina you can quickly look at the songs you've learned.

- You get the Bomber's Notebook automatically from the Happy Mask Salesman after the first cycle has passed.
- The Bomber's Notebook has been improved dramatically. Not only can you view the schedules of NPCs as before, it documents events in detail: such as whether the event was completed or is still ongoing, shows the steps you've taken in said events, hints for the next steps if you're on the right track but unsure, the exact location of the event (by showing a flag on your map), and what prize you've gotten for completed events.
- The Inverted Song of Time has been changed. When time is slowed down, you now only have twice the normal amount of time. Originally, the Inverted Song of Time gave you three times the normal amount. So you have overall less time to do things.
- The Song of Double Time has also been changed. You can now warp to any hour of the day you're currently on, or skip straight to the next day. Extremely helpful this time around!
- Two Fishing Holes have been added! One is beside the Swamp Shooting Gallery, and another is at the Zora Cape, near the Great Fairy Fountain. Both require passes won from various minigames, or a 50 Rupee fee each session. More details in its own section.
- More of a convenience change: the cave where you can get Magic Beans in the Deku Palace now has an alternate entrance/exit that links from inside the gardens to the area east of the palace where you need to use a Magic Bean in order to get the Sonata of Awakening.
- As another convenience change, the moving platforms in the Deku Palace (and by extension, Woodfall Temple) don't start moving until you land on them. Makes Deku Link platforming easier.
- Much like the Ocarina, the Pictograph Box is now its own button and doesn't need to be equipped like other items. Not entirely sure why since it's not used much at all...
- In Woodfall Temple, two Stray Fairies got moved to new locations. The one in the room east of the big flower got moved to the upper level, in a beehive right next to a door. The other Stray Fairy is the third one in the room west of the big flower room. Instead of it being under the water hidden below the walkway, it is now in the giant room after the dark place filled with Black Boes. It is tucked away in the northern corner below the door there.
- The boss of Woodfall, Odolwa, has an eye added to the back of its head. Use the Deku Flowers and fly over Odolwa to drop Deku Nuts on the eye to stun him and make him fall down, making his eye exposed to attack. Greatly lengthens the fight, whether you like or dislike the change. You can still damage him normally, but he has added movements and attacks to make it harder to approach him on the ground.
- The Great Fairy of Woodfall now gives you double magic meter instead of the Advanced Spin Attack.
- The boat shooting game with Koume gives you an Empty Bottle instead of a Piece of Heart. Where does that leave the Heart Piece...?
- The Goron Mask has a couple of minor changes. The attack combo is quickened a little bit, most notably the first two hits being jabs rather than similar to

haymakers. Also, the roll is now a "mode switch." Press A to change into rolling mode instead of having to hold A the entire time, press A again to get out of the mode. Rolling also has more momentum, so you have more control over your speed.

- Touching ice no longer damages and freezes you.
- Goht's had a couple changes. The ramps are changed so that they jump you up higher to make it easier to trip Goht from above. Also, whenever Goht is tripped, an eye opens up on its back, revealing the spot to hit it. If you trip Goht by hitting him on the legs, you can just go up and punch the eye. But if you land on Goht using the ramps, you'll have to use the Bow to damage the eye.
- The Great Fairy of Snowhead gives you the Advanced Spin Attack instead of the Double Magic Meter. So indeed, Woodfall and Snowhead switched.
- The Garo's Mask got changed...but only aesthetically.
- The Zora form got a few changes. His attack combo got quickened a bit, with his third attack now being a back roundhouse kick allowing for better surrounding range. The swimming has also been changed. Instead, there are three swimming speeds instead of two. One is the normal speed. Another is a faster swim by holding A, and lets you move more freely underwater. Finally, by holding A and then R, you do the original game's fast swimming (which is faster than just holding A), but you also constantly use up magic due to it activating your electric attack. You can also now quickly surface or descend by tapping A or B respectively when not moving. Most fans seemed bugged about this change to swimming but I don't mind it, personally. Magic's pretty abundant so there's no threat of running out, really.
- The location for getting the Stone Mask has been completely changed. Instead of being at the entrance to Ikana Canyon, the soldier is now at Gerudo Fortress, next to the central tower where you have to climb the ladder in order to gain access to the Hookshot. Considering you have to get past guards normally before getting here...if you're having trouble, remember that shooting arrows at them will knock them out for a little while.
- The Hookshot now has a complete laser sight instead of just a red dot as your targeting system. Makes it a little easier to aim.
- The Ikana Graveyard Empty Bottle. Remember that? The one where you have to help Dampe on the night of the final day? Well, you get a Heart Piece for it instead. So Koume's shooting game and this have had their prizes switched.
- To make getting the eggs in Gerudo Fortress easier, they removed the Shell Blades from the aquariums. They were only slightly annoying, dunno why they removed them.
- The Ice Arrows. They no longer make ice platforms on just any body of water you use it on, anywhere. You have to aim specifically at small, shimmering parts of water for it to make the platform. Meh.
- The Gyorg fight had some major changes. At first it doesn't seem that much different. Just the only changes are that Gyorg will swim on the surface so you can hit it more easily with arrows without having to fight the camera, and that after a few arrow hits it'll get stunned, revealing a giant eye for you to hit...with arrows. So, nothing to it, right? Well, after enough damage done, Gyorg rams the platform you're on and sinks it, forcing you to play as Zora Link. From here, Gyorg swims around away from you, if you get close he

does his inhale attack to try to chew you up. During all this he constantly spawns schools of fish to annoy you, and there are mines chained to the floor. What you have to do is wait until he stops swimming, start swimming towards him, and attack the chains on the mines to disconnect them. That way he will inhale a mine during his attack, making it blow up and reveal his eye for you to attack. Repeat until he's dead.

- In the Bottom of the Well in Ikana Canyon, the Gibdo want the same items as in the original, but the wording for some of them is changed...why, I have no idea.
- Minor change to Stone Tower, the room left of the entrance removed the two small crates and instead put in a movable block for you to move onto one of the switches. I guess it's so you can't screw yourself by accidentally destroying the small crates.
- The jewel that inverts Stone Tower has now been moved to right above you when you exit the temple and turn around.
- The Eyegore you defeat in the Inverted Stone Tower will normally get you the Giant's Mask...it doesn't appear here at all.
- The Twinmold boss got changed completely. To start off, the red Twinmold is fast and is the one that tries to attack you up front, and the blue Twinmold flies slowly and has eyes on its underside. Well, shoot arrows at the eyes and it will crash down and reveal that all-too-familiar eye you've been seeing on the other bosses. Shoot the eye to damage it. Rinse and repeat until it's dead, and a chest will appear in the center of the arena, containing the Giant's Mask! Put it on, and Link will fight with punches this time and an exaggerated muscle-man walk. Punch the red Twinmold as it approaches while dodging its fire and the Moldbabies it spawns, and/or throw the spheres at it for damage at a distance. Once it's down, grab either its head (to choke it out) or its tail (to swing it around and slam it down) to damage it. Rinse and repeat until it's dead.
- Getting the Room Key at the Clock Town hotel requires you to be in Goron form now. Which makes sense...a Goron with the same name as you has a room in reserve, so you're...Goron Link.

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- A brand new sidequest has been added. To get this one, get the Troupe Leader's Mask (from doing the Ballad of the Windfish thing at the Milk Bar), then visit the Stock Pot Inn in another cycle on the morning of the 2nd day. Visit the guest room in the far end of the second floor and talk to Gorman while wearing the Troupe Leader's Mask. He has a hangover and doesn't have the heart to tell his brothers that their performance is cancelled for the Carnival of Time. He says to give him that special milk after noon to cure his upset stomach. So, warp to Milk Road, skip to any time after noon, and speak to the Gorman brothers with the Troupe Leader's Mask on. They'll give you a bottle of special milk, and it will go bad in two minutes. You cannot use the Song of Soaring, so use any other method of quick travel (Epona, Bunny Hood, it won't let you use the Goron Mask) and deliver it to Gorman. For helping to cure his upset stomach, you get a 7th Empty Bottle!

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- Within the Moon...the sub-dungeon you enter by giving the kid with the Gyorg mask three of your masks, has been changed. It starts off by having you hit a switch as Zora Link and opens a gate to a door. Swim on and you'll get your branching path. Now, here, the correct path is always the one with fish swimming in front of it. So, when you take the correct path, prepare yourself.

Use your fast swim (A + R, there's magic pots to help you keep your magic filled) and, at the right moment, swim up towards the surface and dolphin jump up to the door. The current that blows you upward is a good indicator of when you should move up, but if you haven't mastered dolphin jumping, this can be rather difficult...as if you mess up at any point, it takes you back to the beginning. Anyway, once you enter the door, you have to do the process over again. Following the fish always gets you to the end (which is left, right, and top), but after the second part, going through the center tunnel instead of the top one will get you the Piece of Heart hidden here.

- After beating the game, you will be able to save your game and start the file up back on the Dawn of the First Day with any progress you've made...well, saved. This means if you got the Fierce Deity's Mask, you'll have that as well as all your other masks.

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## Fishing Hole Fun!

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Majora's Mask 3D also added two new Fishing Holes! There's no real purpose to them, it's just a fun little distraction. But there's some bit of depth to it. Each Fishing Hole has a host of different fishes you can catch, with your choice of a regular or sinking lure. Once you enter a Fishing Hole, you can rent a rod for 50 Rupees or a Fishing Hole Pass that you can win from various minigames. The best thing? After that, you can stay in the Fishing Hole for as long as you want with no extra charge.

Controls are simple. B to cast your lure, use the Circle Pad to tug the lure in order to attract fish. Hold A to reel it in, and R to reel it in faster (can cause the line to break more easily if you have hooked a fish). At any rate, as mentioned before, there's two Fishing Holes. One is in the Southern Swamp and is located next to the Shooting Gallery, the other is in Great Bay and is located near the Great Fairy Fountain close to Zora Cape. I'll cover the fish that can be fished up in each Hole. Info thanks to Dark\_Samus33 on the GameFAQs board. To see a log of the fish you've caught, it should be on a poster next to the counter. As one last note, you can use many masks to actually help you with certain fish. Like, if a fish is too strong, you can turn into Goron Link. If you have it, the Fierce Deity Mask can also be used! A sound will play if conditions are met for these special fish.

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## Swamp Fishing Hole

- Termina Bass is a common fish and is pretty much everywhere in the fishing hole. It's a yellow-green color and resembles an actual Bass. Either lure can be used.
- Termina Loach is uncommon and can be found around the base of the stone pillar. Use the Sinking Lure and look for a sandy yellow fish that looks very much like an actual Loach.
- Groovy Carp is a common, tiny fish found around the northeast edge of the pond, underneath foliage. Use the Sinking Lure to get these guys.
- Sweet Ranchfish is a rare fish, only found from morning 'til 3 PM. It looks like an actual Sweetfish and has a yellow-brown coloration. Play Epona's Song and, if it's around, a sound will play. Look for the splashing and cast your normal lure!
- Fragrant Reekfish is rare. It looks a bit like it has "pebbled" brown skin. Use the Mask of Scents and you'll be able to spot it thanks to its stench,

also making it vulnerable for catching. Use the normal lure.

- The Mooranha is a common fish that can be caught using the normal lure. It's found around the stone pillar, but you can only catch it if you wear Romani's Mask.
- The Postal Salmon is a bright pink salmon, commonly found from morning 'til 9 PM only on the first two days. Use the Sinking Lure and wear your Postman's Hat to make this available for catching.
- The Cuccofish is an interesting specimen. It is rare and can only be found on the first and final days, and looks like a Goldfish, only with white coloring and a red crest...much like a chicken. Wear the Bremen Mask and call it to attention before attempting to use your normal lure to catch it.
- The Ancient Fish is a rare gray fish that resembles a Coelacanth. It's at the northeast side at the bottom of the pond, a bit near the cave. Wear the Gibdo Mask when nearby to make it available for catching. This guy's a big one!
- BOSS FISH WARNING: Ferocious Pirarucu. After having spent a few in-game hours catching fish without leaving the Fishing Hole (catch as many as you can, you can actually empty it out since fish don't respawn until you re-enter), come back and you may find this giant fish that resembles an Arapaima on the east side. Use the Sinking Lure to hook a fish nearby and attract it before you can catch it. Good luck!
- BOSS FISH WARNING: Colossal Catfish. After having spent a few in-game hours catching fish without leaving the Fishing Hole (catch as many as you can, you can actually empty it out since fish don't respawn until you re-enter), come back on the third day and Goron pound the stone pillar down. If a chime sounds, this fish has appeared. It's...well, a giant catfish, as the name says. Get your Sinking Lure and snatch it up!
- BOSS FISH WARNING: Lord Chapu-Chapu. After having spent a few in-game hours catching fish without leaving the Fishing Hole (catch as many as you can, you can actually empty it out since fish don't respawn until you re-enter), come back and you may find this scary fish hiding out in the cave I mentioned with the Ancient Fish. It's got big eyes and looks just like Lord Jabu-Jabu...hook a fish nearby to make it come out of hiding much like the Ferocious Pirarucu. Good luck!

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Ocean Fishing Hole

- Termina Seabass can be found along the beach. It's a common fish and is colored gray-blue, resembles an actual Seabass. Can be caught with the normal lure.
- Goodta Goby are also found along the beach, or a bit further north underwater. Another common fish, colored yellow-brown and resembles an actual goby. Can be caught with either lure.
- Ambrosial Amberjack is an uncommon fish and is found at the far north of the hole. It's blue/white with a yellow stripe, and resembles an actual Amberjack. You need the Sinking Lure.
- Bashful Angler is an uncommon fish and spawns near the shipwrecks on the west side. It's dark brown and resembles an angler, but as the name implies, it's bashful. Get the Sinking Lure and put on the Stone Mask near it to make it vulnerable to catching!

- Dancing Sea Bream is found only during the daytime. Resembles an actual Sea Bream, but is colored orange-red. It spawns in the area among the platforms and is toward the center of the Fishing Hole. Use the Sinking Lure and start dancing with the Kamaro's Mask if it's near to make it vulnerable to catching. Once you hear the confirmation sound, look and listen for the splashing and cast quickly.
- Fairy Fish an uncommon fish and is colored pink with white polka dots. Gathers around the center of the Hole. Put on the Great Fairy's Mask and use the Sinking Lure to make them vulnerable for catching. As a hint, the mask reacts just like it would if a Stray Fairy is nearby but out of range...so if the hair flows and it sparkles, just keep it on and move around until you hear the jingle.
- Ninja Flounder is a rare fish. It's brown and resembles an actual flounder, and spawns in the west over by the ship wreck. As the name implies, it can only be seen if you have the Garo Mask on, so put it on and use the Sinking Lure to find it near the bottom.
- Skullfish is found only during the night. It's pretty much a smaller version of the enemy with the same name, and you can even hear it too if you're underwater. Put on the Captain's Hat and use the Sinking Lure to make them vulnerable to catching.
- Nuptuna is a rare fish only found during the first and final day. It's a tuna with blue/white coloration and yellow fins. Don't confuse it with the Ambrosial Amberjack. It spawns around the center of the area, use the Couple's Mask and the Sinking Lure to make it vulnerable for catching.
- BOSS FISH WARNING: Grand Swordfish. After having spent a few in-game hours catching fish without leaving the Fishing Hole (catch as many as you can, you can actually empty it out since fish don't respawn until you re-enter), come back and you may find this big swordfish swimming around. It's hard to miss, as it swims at the surface leaving its top fin exposed. In order to catch this, use the Normal Lure and you must be Goron Link or Fierce Deity Link to have the strength to even pull this in. Good luck!
- BOSS FISH WARNING: Savage Shark. After having spent a few in-game hours catching fish without leaving the Fishing Hole (catch as many as you can, you can actually empty it out since fish don't respawn until you re-enter), come back and you may find this scary shark swimming around close to the sea floor. You can always check as Zora Link to see if he's there before spending the money. Grab the Sinking Lure, and try to attract and snag a fish nearby it. It may then try to eat the fish you hooked, in which case you reel this big sucker in! He's massive so it may prove difficult to reel in, but being Goron Link or Fierce Deity Link can make it easier for you.
- BOSS FISH WARNING: Great Fairy Fish. After having spent a few in-game hours catching fish without leaving the Fishing Hole (catch as many as you can, you can actually empty it out since fish don't respawn until you re-enter), come back on the final day and you may find this freakish fish over by the cave surrounded by crystals. It has long fins that look like the Great Fairy's hair and is flesh-colored. It can't be hooked directly, so hook a Fairy Fish the same way you would before in order to attract it. This fish is possibly the hardest to catch in the game, because you need to be normal Link and you can't cheese it by having extra strength with the Goron/Fierce Deity Masks. Good luck!

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## Bomber's Notebook Events

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As mentioned above in the changes list, the Bomber's Notebook has gotten greatly improved. It not only has character schedules, but also lists events in full and tells you if you completed them or not! If you're interested in completing the Notebook in full, this might be useful to you. I'll show each event name and the steps to go through them. This will be listed in the order the game lists them in.

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### A STAY AT STOCK POT INN

NPC: Anju, speak to her as Goron Link

#### 1. Check-in at the Stock Pot Inn

You were mistaken for a guest with the same name as you. Shhh! Your room is the Knife Chamber. Best of all, you got a Room Key!

(Location: Stock Pot Inn - lobby) (Time: 1st Day, 01:50~04:10)

-----

### ANJU'S ANGUISH

NPC: Anju, speak to her with Kafei's Mask

#### 1. Appointment with Anju

Anju wants to talk about Kafei. She requests a meeting in the kitchen at 11:30 p.m.

(Location: Stock Pot Inn - lobby) (Time: 1st Day, 02:18pm~07:50pm)

#### 2. A midnight request

Anju gave you a letter to Kafei. Make sure you mail it before the postman makes his daily collection!

(Location: Stock Pot Inn - kitchen) (Time: 1st Day, 11:30pm~06:00am)

#### 3. Deliver the love letter

You mailed the letter to Kafei in Clock Town. Now it's up to the postman to do the rest.

(Location: Clock Town Mailbox) (Time: 1st Day, 12:00am~2nd Day, 12:00pm)

#### 4. Precious pendant

You gave the Pendant of Memories to Anju. Kafei's strong feelings have been successfully passed along to his lovely fiancée!

(Location: Stock Pot Inn) (Time: 2nd Day, 04:10pm~09:00pm)

#### 5. The couple's vow

You witnessed Anju and Kafei's touching vow of love! You got the Couple's Mask as a memento for this special occasion.

(Location: Stock Pot Inn - staff room) (Time: 05:00am~06:00am)

-----

### A TESTAMENT OF LOVE

NPC: Kafei, do step 3 of Anju's Anguish, wait for his letter to be mailed the next day at Laundry Pool

#### 1. The letter's recipient

The mysterious boy turned out to be Kafei! He gave you the Pendant of Memories to give to Anju, who's waiting for him.

(Location: Curiosity Shop Back Room) (Time: 2nd Day, 04:10pm~10:00pm)

2. The thief's hideout

You raided Sakon's hideout with Kafei and retrieved the stolen Sun's Mask!  
(Location: Sakon's Hideout) (Time: 3rd Day, 06:00pm~07:00pm)

3. The couple's vow

You witnessed Anju and Kafei's touching vow of love! You got the Couple's Mask as a memento for this special occasion.  
(Location: Stock Pot Inn - staff room) (Time: 05:00am~06:00am)

-----  
THE NEVER-ENDING MEETING

NPC: Mayor Dotour

1. A mature decision

The adults calmed down when they saw the Couple's Mask. Mayor Dotour was quite grateful!  
(Location: Mayor's Residence - office) (Time: 1st/2nd Days, 10:00am~08:00pm | 3rd Day, 10:00am~06:00pm)

-----  
MADAME AROMA'S SEARCH

NPCs: Madame Aroma, Man from Curiosity Shop

1. Find my son!

Madame Aroma asked you to find her missing son. Kafei's Mask could be the key to this mystery.  
(Location: Mayor's Residence - drawing room) (Time: 1st/2nd Days, 10:00am~08:00pm)

2. Kafei's leftovers

Kafei left behind a Keaton Mask and a Special Deliver to Mama. He's on his way to Ikana Canyon.  
(Location: Curiosity Shop Back Room) (Time: 3rd Day, 06:00am~10:00pm)

3. Make a special delivery

Kafei's Special Deliver to Mama found its way to Madame Aroma, and you got a gift fit for a pro--some luxurious Chateau Romani!  
(Location: Milk Bar) (Time: 3rd Day, 10:00am~06:00am)

-----  
A CHALLENGE TO COUNT ON

NPC: Postman

1. Count to 10 in your head

You trained with the postman and managed to precisely count to 10 in your head! Your reward was a nice Piece of Heart.  
(Location: Post Office) (Time: 1st Day, 03:00pm~12:00am | 2nd Day, 05:00pm~12:00am)

-----  
THE POSTMAN'S PERIL

NPC: Postman

1. The final delivery

The postman made the Special Delivery to Mama and is now free to flee! He was so relieved, he gave you the Postman's Hat.

(Location: Post Office) (Time: 3rd Day, 12:00pm~06:00pm)

-----  
CURIOSITY SHOP RARITY

NPC: Man from Curiosity Shop, save bomb lady

1. A rare mask

You bought the All-Night Mask at the Curiosity Shop on the final day. It was a tad pricey, but it's still a great find!

(Location: Curiosity Shop) (Time: 3rd Day, 10:00pm~06:00am)

-----  
THE BOMB BUSINESS

NPCs: Bomb lady, Snowhead Business Scrub

1. Thief, begone!

Some thug tried to rob the old lady from the Bomb Shop! As thanks for coming to her rescue, she gave you the Blast Mask.

(Location: North Clock Town) (Time: 1st Day, 12:00am~01:00am)

2. Got the Big Bomb Bag

You bought the Big Bomb Bag that was on sale in Clock Town. Now you can carry more bombs!

(Location: West Clock Town) (Time: N/A)

3. The Biggest Bomb Bag

A Business Scrub who specializes in bomb bags is having a trade-in special. You scored the Biggest Bomb Bag for a low, low price!

(Location: The Goron-friendly Business Scrub) (Time: N/A)

-----  
HISTORY OF THE CARNIVAL

NPC: Anju's Grandmother, use All-Night Mask

1. Granny's long story

Anju's grandmother read you a story about the Carnival of Time. Your knowledge of Clock Town history is growing!

(Location: Stock Pot Inn - Granny's room) (Time: 1st/2nd Days, 06:00am~06:00pm)

-----  
TERMINA MYTHOLOGY

NPC: Anju's Grandmother, use All-Night Mask

1. Granny's very long story

Anju's grandmother read you a story about the four giants. You're becoming more worldly by the second!

(Location: Stock Pot Inn - Granny's room) (Time: 1st/2nd Days, 06:00am~06:00pm)

-----  
THE GHOST OF THE INN

NPC: ???

1. Crisis in the toilet!

You helped the mysterious hand in the restroom. It's no good to be out of paper in the toilet!

(Location: Stock Pit Inn - restroom) (Time: All Days, 12:00am~06:00am)

-----  
A MELANCHOLY MELODY

NPC: Guru-Guru

1. Melody of confession

You listened to Guru-Guru's bitter tale. In return, you got the Bremen Mask!  
(Location: Clock Town Laundry Pool) (Time: 1st/2nd Days, 06:00pm~06:00am)

-----  
A DANCE WITH MEANING

NPCs: Kamaro, Rosa Sisters

1. Dancing with a ghost

You learned a new dance routine from the ever-regretful Kamaro. Use Kamaro's Mask to get grooving!  
(Location: Termina Field - south side) (Time: All Days, 12:00am~06:00am)

2. The Rosa Sisters' new groove

You used Kamaro's Mask to teach the struggling Rosa Sisters a dance. Now they're happy, Kamaro's happy, and you're happy too.  
(Location: West Clock Town) (Time: 1st/2nd Days, 06:00pm~06:00am)

-----  
MUSIC MOVES THE HEART

NPCs: Toto, Gorman the Troupe Leader

1. Sound check at the Milk Bar

You helped Toto with his sound check at the Milk Bar. You might as well sound check some other instruments while you're at it.  
(Location: Milk Bar) (Time: 1st/2nd Day, 10:00pm~05:00am)

2. The troupe leader's memories

The song you played at the sound check deeply affected the troupe leader. You even saw a tear rolling down the Troupe Leader's Mask.  
(Location: Milk Bar) (Time: 1st/2nd Days, 10:00pm~05:00am)

-----  
A RACE NEAR MILK ROAD

NPCs: Gorman brothers

1. Beat the Gorman Brothers!

You and Epona raced the Gorman Brothers and won! You got Garo's Mask as a prize.  
(Location: Gorman Track) (Time: All Days, 06:00am~06:00pm)

-----  
PROTECT ROMANI'S COWS!

NPC: Romani

1. Assistant ghost stopper

Ranch girl Romani asked you to help her fend off some ghosts! The operation starts at 2 a.m.  
(Location: Romani Ranch) (Time: 1st Day, 06:00am~06:00pm)

2. Busting the ghosts

You got rid of all the ghosts! Romani couldn't be more grateful. As thanks, she gave you a nice bottle of milk.

(Location: Romani Ranch) (Time: 1st Day, 02:30am~05:15am)

-----  
PROTECT THE MILK!

NPC: Cremia, Protect Romani's Cows must be finished on same cycle

1. Keep the milk thieves at bay!

You protected Cremia and her milk cargo from the thieves and got Romani's Mask as a reward! It's a symbol of maturity.

(Location: Romani Ranch) (Time: 2nd Day, 06:00pm~09:00pm)

-----  
CUCCO SHACK'S CUTE CHICKS

NPC: Grog

1. Using the Bremen Mask, you coaxed the baby chicks into becoming full-fledged Cuccos! You got the Bunny Hood as thanks.

(Location: Cucco Shack) (Time: All Days, 06:00am~08:00pm)

-----  
FIND THE STONE-FACED SOLDIER

NPC: Shiro, use Lens of Truth and a Red Potion

1. You made Shiro, who was too often overlooked, feel all better. In return, you got the Stone Mask!

(Location: Pirates' Fortress) (Time: N/A)

-----  
GREAT FAIRY OF CLOCK TOWN

NPC: N/A

1. Reviving Magic

You found the Stray Fairy in Clock Town and revived the Great Fairy of Magic, who gave you the Great Fairy's Mask!

(Location: Fairy's Fountain - Clock Town) (Time: N/A)

-----  
GREAT FAIRY OF THE SWAMP

NPC: N/A

1. Reviving Wisdom

You found all the Stray Fairies in Woodfall Temple and revived the Great Fairy of Wisdom. As thanks, she doubles your magic power!

(Location: Fairy's Fountain - swamp) (Time: N/A)

-----  
GREAT FAIRY OF THE MOUNTAINS

NPC: N/A

1. Reviving Power

You found all the Stray Fairies in Snowhead Temple and revived the Great Fairy of Power. As thanks, she powered up your Spin Attack!  
(Location: Fairy's Fountain - mountains) (Time: N/A)

-----  
GREAT FAIRY OF THE OCEAN

NPC: N/A

1. Reviving Courage

You found all the Stray Fairies in Great Bay Temple and revived the Great Fairy of Courage. As thanks, she doubled your defense!  
(Location: Fairy's Fountain - ocean) (Time: N/A)

-----  
GREAT FAIRY OF THE CANYON

NPC: N/A

1. Reviving Kindness

You found all the Stray Fairies in Stone Tower Temple and revived the Great Fairy of Kindness, who gave you the Great Fairy's Sword!  
(Location: Fairy's Fountain - canyon) (Time: N/A)

-----  
BUSINESS SCRUB SCRAMBLE

NPCs: Business Scrubs

1. Grab the Moon's Tear

You were gazing at the moon's scary face through the Astral Observatory telescope when a Moon's Tear fell from its eye!  
(Location: Astral Observatory) (Time: N/A)

2. The town Deku Flower

You gave the Moon's Tear to the Business Scrub in South Clock Town. In return, you got the Town Title Deed!  
(Location: South Clock Town) (Time: N/A)

3. The swamp Deku Flower

You gave the Town Title Deed to the Business Scrub in the Southern Swamp. In return, you got the Swamp Title Deed!  
(Location: Southern Swamp) (Time: N/A)

4. The mountain Deku Flower

You gave the Swamp Title Deed to the Business Scrub in Goron Village. In return, you got the Mountain Title Deed!  
(Location: Goron Village) (Time: N/A)

5. The ocean Deku Flower

You gave the Mountain Title Deed to the Business Scrub in Zora Hall. In return, you got the Ocean Title Deed!  
(Location: Zora Hall) (Time: N/A)

6. The canyon Deku Flower

You gave the Ocean Title Deed to the Business Scrub in Ikana Canyon. In return, you got 200 Rupees!  
(Location: Ikana Canyon) (Time: N/A)

-----

BANK LOYALTY PROGRAM

NPC: N/A

1. A special gift from the bank

You deposited 200 Rupees! As part of a special promotion, you were given a bigger wallet to commemorate the occasion.

(Location: South Clock Town) (Time: N/A)

2. Breaking the bank

You reached the bank's limit for Rupee deposits. Wow! As a special gift, you got a Piece of Heart.

(Location: South Clock Town) (Time: N/A)

-----  
THE SUSPICIOUS OCEAN HOUSE

NPC: Unnamed

1. The Oceanside Spider House

You cleared all the creepy crawlies out of the Oceanside Spider House. A grateful man came along and gave you a bigger wallet as thanks!

(Location: Oceanside Spider House) (Time: 1st Day)

-----  
TARGET-SHOOTING CHAMP

NPC: Unnamed

1. Clear the Town Shooting Gallery

You scored 40+ points at the Town Shooting Gallery! Your prize was a bigger quiver.

(Location: Town Shooting Gallery) (Time: N/A)

2. Master the Town Shooting Gallery

You got the perfect score of 50 at the Town Shooting Gallery! Your prize was a Piece of Heart.

(Location: Town Shooting Gallery) (Time: N/A)

-----  
SWAMP SHOOTING CHAMP

NPC: Unnamed

1. Clear the Swamp Shooting Gallery

You got a perfect score at the Swamp Shooting Gallery! Your prize was a bigger quiver.

(Location: Swamp Shooting Gallery) (Time: N/A)

2. Master the Swamp Shooting Gallery

You scored 2,180+ points at the Swamp Shooting Gallery! Your prize was a Piece of Heart.

(Location: Swamp Shooting Gallery) (Time: N/A)

-----  
THREE DAYS OF GAMING

NPC: Honey & Darling

1. Bombchu Gallery

On the 1st day, you got a perfect score at the Bombchu Gallery in Honey & Darling's Shop!

(Location: Honey & Darling's Shop) (Time: 1st Day, 06:00am~10:00pm)

## 2. Basket Bomb

On the 2nd day, you got a perfect score at Basket Bomb in Honey & Darling's Shop!

(Location: Honey & Darling's Shop) (Time: 2nd Day, 06:00am~10:00pm)

## 3. Target Shooting

On the final day, you got a perfect score at Target Shooting in Honey & Darling's Shop!

(Location: Honey & Darling's Shop) (Time: 3rd Day, 06:00am~06:00pm)

## 4. Clear all three games

You got a perfect score at Honey & Darling's Shop three days in a row! Your prize was a Piece of Heart.

(Location: Honey & Darling's Shop) (Time: N/A)

-----  
LUCKY NUMBERS

NPC: N/A

### 1. Win the lotto on the 1st day!

You guessed the 1st day's lucky numbers! The winning combination was \*\*\*. Your prize was a cool 50 Rupees!

(Location: Lottery Shop [West Clock Town]) (Time: 1st Day, 06:00pm~11:00pm)

### 2. Win the lotto on the 2nd day!

You guessed the 2nd day's lucky numbers! The winning combination was \*\*\*. Your prize was a cool 50 Rupees!

(Location: Lottery Shop [West Clock Town]) (Time: 2nd Day, 06:00pm~11:00pm)

### 3. Win the lotto on the 3rd day!

You guessed the 3rd day's lucky numbers! The winning combination was \*\*\*. Your prize was a cool 50 Rupees!

(Location: Lottery Shop [West Clock Town]) (Time: 3rd Day, 06:00pm~11:00pm)

-----  
MASTER SWORDSMAN

NPC: Unnamed

### 1. Sword training

You cleared the expert course at the Swordsman's School! To commemorate your mastery, you got a Piece of Heart.

(Location: Swordsman's School) (Time: N/A)

-----  
A TREASURE-CHEST PRIZE

NPC: Treasure Chest Shop Gal

### 1. The girl who likes macho men

You took on the Treasure Chest Shop game as a Goron! Your prize was a shiny Piece of Heart!

(Location: Treasure Chest Shop) (Time: 1st/2nd Days, 06:00am~11:00pm | 3rd Day, 06:00am~06:00pm)



-----  
DEKU FLOWER POWER

NPC: Deku Scrubs from Playground

1. Break the 1st day's record!

You broke the 1st day's jumping record at the Deku Scrub Playground!  
(Location: Deku Scrub Playground) (Time: 1st Day, 06:00am~11:30pm)

2. Break the 2nd day's record!

You broke the 2nd day's jumping record at the Deku Scrub Playground!  
(Location: Deku Scrub Playground) (Time: 2nd Day, 06:00am~11:30pm)

3. Break the final day's record!

You broke the final day's jumping record at the Deku Scrub Playground!  
(Location: Deku Scrub Playground) (Time: 3rd Day, 06:00am~11:30pm)

4. Master Deku Flower Jumping

You broke the record three days straight! They suspect you're a pro, and shoved a Piece of Heart in your face so you'd leave.  
(Location: Deku Scrub Playground) (Time: N/A)

-----  
FIND A KEATON!

NPC: Keaton

1. Keaton's quiz

You found a Keaton while wearing the Keaton Mask! What's more, you passed his quiz and earned a nice Piece of Heart as a prize.  
(Location: Where the grass scurries) (Time: N/A)

-----  
SECRET GOSSIP

NPC: N/A

1. Northern Gossip Stone

You played a song for the large Gossip Stone you found in a hole in north Termina Field. Now it's a different color!  
(Location: Termina Field - hole) (Time: N/A)

2. Western Gossip Stone

You played a song for the large Gossip Stone you found in a hole in west Termina Field. Now it's a different color!  
(Location: Termina Field - hole) (Time: N/A)

3. Southern Gossip Stone

You played a song for the large Gossip Stone you found in a hole in south Termina Field. Now it's a different color!  
(Location: Termina Field - hole) (Time: N/A)

4. Eastern Gossip Stone

You played a song for the large Gossip Stone you found in a hole in east Termina Field. Now it's a different color!  
(Location: Termina Field - hole) (Time: N/A)

5. Match the stones' colors

You made all four of the large Gossip Stones the same color! This earned you a Piece of Heart.

(Location: Termina Field - hole) (Time: N/A)

-----  
FOLLOW THAT SCRUB!

NPC: Unnamed

1. Unidentified Flying Scrub

You gazed through the telescope at the Astral Observatory and saw Clock Town's Business Scrub. Find out where he's flying off to!

(Location: Astral Observatory) (Time: N/A)

2. Spot the Business Scrub

You found a Business Scrub in the hole near the Astral Observatory! He sold you a Piece of Heart.

(Location: Termina Field - hole) (Time: N/A)

-----  
PICTOGRAPH CONTEST

NPC: Unnamed

1. Find a photogenic friend

You showed the man from the Swamp Tourist Center a pictograph of someone photogenic. In return, he gave you a Piece of Heart!

(Location: Swamp Tourist Center) (Time: N/A)

-----  
THE TERRIFYING SPIDER HOUSE

NPC: Unnamed

1. The Swamp Spider House

You cleared all the creepy crawlies out of the Swamp Spider House and got the Mask of Truth as a gift!

(Location: Swamp Spider House) (Time: N/A)

-----  
A POTION HAG'S NEW BUSINESS

NPC: Koume

1. Koume's Target Shooting

You hit 20+ targets on Koume's Targeting Shooting cruise! Your prize was an empty bottle.

(Location: Swamp Tourist Center) (Time: N/A)

-----  
A ROYAL RUSH

NPCs: Deku Princess, Deku Butler

1. Rescue the Deku Princess

You rescued the Deku Princess, who was trapped in Woodfall Temple! Take her to the king in the Deku Palace pronto!

(Location: Woodfall Temple) (Time: N/A)

2. The Deku Princess returns!

You returned the Deku Princess to her family! It seems the butler has a special thank-you gift for you at the shrine near the palace.

(Location: Royal Chamber) (Time: N/A)

3. Chase the Deku butler

You managed to keep up with the speedy Deku butler! He gave you the Mask of Scents.

(Location: Deku Shrine) (Time: N/A)

-----  
A GORON'S GRIEF

NPCs: Elder's son, Hungry Goron

1. The Elder's son is sleepy

You played the Goron Lullaby at the Goron Shrine and helped the Elder's son fall asleep. This also lit up two torches!

(Location: Goron Shrine) (Time: N/A)

2. Light the torches

You lit up the Goron Shrine! Now the chandelier is rotating like mad!

(Location: Goron Shrine) (Time: N/A)

3. Find the rock sirloin

You found the rock sirloin that a food-loving Goron hid in the chandelier!

(Location: Goron Shrine) (Time: N/A)

4. Feed the hungry Goron

You gave the rock sirloin to the hungry Goron on the Mountain Village cliff! In return, he gave you Don Gero's Mask.

(Location: Mountain Village) (Time: N/A)

-----  
AN EXPLOSIVE EXAM (Ew)

NPC: Unnamed

1. Powder Keg permission

You blew up the boulder blocking the Goron Racetrack's entrance. Now you've been deemed worthy to use Powder Kegs!

(Location: Goron Village) (Time: N/A)

-----  
GORON RACES! ROCK 'N' ROLL!

NPC: N/A

1. Win the race

You won the Goron Races! That's how you roll! Your prize was a bottle of Gold Dust.

(Location: Goron Racetrack) (Time: N/A)

-----  
A SHARPER SWORD

NPC: Mountain Smithy

1. The famous Razor Sword

You fixed the Mountain Smithy's health, and your Kokiri Sword was sharpened into a Razor Sword!

(Location: Mountain Smithy) (Time: N/A)

2. A glorious golden sword

You gave Gold Dust to the Mountain Smithy, and your Razor Sword was reforged into a Gilded Sword!

(Location: Mountain Smithy) (Time: N/A)

-----  
REUNITE THE FROG CHOIR

NPCs: Choir frogs (must be spring at Snowhead first)

1. The Laundry Pool frog

You used Don Gero's Mask to recruit the frog at the Clock Town Laundry Pool into the choir!

(Location: Clock Town Laundry Pool) (Time: N/A)

2. The swamp temple frog

You used Don Gero's Mask to recruit the frog in Woodfall Temple into the choir!

(Location: Woodfall Temple) (Time: N/A)

3. The Southern Swamp frog

You used Don Gero's Mask to recruit the frog in the Southern Swamp into the choir!

(Location: Southern Swamp) (Time: N/A)

4. The ocean temple frog

You used Don Gero's Mask to recruit the frog in Great Bay Temple into the choir!

(Location: Great Bay Temple) (Time: N/A)

5. The frog choir reunited

You conducted the frog choir wearing Don Gero's Mask! In exchange, you got your very own Piece of Heart.

(Location: Mountain Village) (Time: N/A)

-----  
WIN BIG AT THE DOGGY RACE

NPC: Mamamu Yan

1. An extra special gift

You won big at Mamamu Yan's Doggy Racetrack! You got a Piece of Heart as a bonus prize.

(Location: Doggy Racetrack) (Time: All Days, 06:00am~08:00pm)

-----  
FISHY FRIENDS

NPC: N/A

1. Feed the fish

You fed small fish to the big fish at the Marine Research Lab, and one grew even bigger! It spat out a Piece of Heart... Gross, yet great!

(Location: Marine Research Lab) (Time: N/A)

-----  
SPIDER HOUSE MYSTERY

NPC: N/A

1. Eerie masks at the Spider House

You found the eerie masks' hidden treasure at the Oceanside Spider House...and it was a Piece of Heart!

(Location: Oceanside Spider House) (Time: N/A)

-----  
A FISH WISH

NPCs: Unnamed

1. Seahorse rescue mission

You gave the fisherman a pictograph of a female pirate. You don't quite get it, but he gave you a rare Seahorse in return!

(Location: Fisherman's Hut) (Time: N/A)

2. Defeat the sea snakes!

You defeated the sea snakes at Pinnacle Rock and saved the Seahorse's friend! As thanks, you were given a Piece of Heart.

(Location: Pinnacle Rock) (Time: N/A)

-----  
GIMME A BREAK

NPC: Unnamed

1. Become a pot-breaking pro

You broke all the pots in the Zora pot-breaking game! Your prize was 90 Rupees.

(Location: Zora Cape) (Time: All Days, 06:00am~06:00pm)

-----  
RACE THE BEAVER BROS.!

NPCs: Beaver Brothers

1. Pro swimmer!

You beat the beaver brothers in a race at Waterfall Rapids! To commemorate your victory, you were given an empty bottle.

(Location: Waterfall Rapids) (Time: N/A)

2. Master swimmer!

You beat the beaver brothers in an even harder race! To commemorate your victory, you were given a Piece of Heart.

(Location: Waterfall Rapids) (Time: N/A)

-----  
LIGHT IT TO RIGHT IT

NPC: Unnamed

1. Help with the lights

You helped out with the lights on the Zora Hall stage! This earned you 5 Rupees.

(Location: Zora Hall) (Time: N/A)

-----  
PLAYING PAPARAZZI

NPC: Unnamed

1. A pictograph of Lulu

You sold the pictograph of Lulu to a Zora who's a huge fan! In exchange, you

got some Rupees.

(Location: Zora Hall) (Time: N/A)

-----  
A ZORA SWAN SONG

NPCs: The Indigo-Gos

1. A forgotten hint, a new song

You learned part of a new song from Mikau's diary!

It starts out: L R Y L.

Then it goes: R Y X R.

(Location: Zora Hall) (Time: N/A)

2. Session with Japas

You completed the new song with Japas!

It starts out: Y Y R L L R Y L.

Then it goes: X X Y R R Y X R.

(Location: Zora Hall) (Time: N/A)

3. Session with Evan

You tactfully taught Evan a part from the new song. You got a Piece of Heart in return!

(Location: Zora Hall) (Time: N/A)

-----  
THE SEAFARER'S CHALLENGE

NPC: Fisherman

1. The fisherman's jumping game

You played the fisherman's new jumping game and scored 20 points within two minutes! Your prize was a Piece of Heart.

(Location: Great Bay Coast) (Time: All Days, 07:00am~04:00am)

-----  
BURIED TREASURE

NPC: N/A

1. Explore the graveyard on the 1st day

You explored the Ikana Graveyard underground on the 1st day and Flat's Song of Storms!

(Location: Ikana Graveyard) (Time: 1st Day, 06:00pm~06:00am)

2. Explore the graveyard on the 2nd day

You explored the Ikana Graveyard underground on the 2nd day. You defeated an Iron Knuckle and got a Piece of Heart!

(Location: Ikana Graveyard) (Time: 2nd Day, 06:00pm~06:00am)

3. Explore the graveyard on the final day

You explored the Ikana Graveyard underground on the final day. You defeated a Big Poe and got a Piece of Heart!

(Location: Ikana Graveyard) (Time: 3rd Day, 06:00pm~06:00am)

-----  
FREE THE CANYON GHOSTS

NPC: Unnamed

1. Defeat the four Poe Sisters!

You helped calm the spirits of the mystery man and four Poe Sisters at the Ikana Canyon Spirit House. You got a Piece of Heart!

(Location: Ikana Canyon) (Time: N/A)

-----  
VANQUISHED FOES RETURN

NPC: Unnamed

1. Battle at the Secret Shrine!

You defeated the powerful foes at the Ikana Canyon river's upper course! Your prize was a Piece of Heart.

(Location: Ikana Canyon) (Time: N/A)

-----  
CHILD'S PLAY

NPCs: Moon children

1. Child with an Odolwa mask

You played hide-and-peek with and gave two of your masks to the child with the Odolwa mask on the moon.

(Location: Moon) (Time: N/A)

2. Child with a Goht mask

You played hide-and-peek with and gave four of your masks to the child with the Goht mask on the moon.

(Location: Moon) (Time: N/A)

3. Child with a Gyorg mask

You played hide-and-peek with and gave six of your masks to the child with the Gyorg mask on the moon.

(Location: Moon) (Time: N/A)

4. Child with a Twinmold mask

You played hide-and-peek with and gave eight of your masks to the child with the Twinmold mask on the moon.

(Location: Moon) (Time: N/A)

5. The final mask

You played with all four of the children on the moon! The kid with Majora's Mask gave you the Fierce Deity's Mask as thanks.

(Location: Moon) (Time: N/A)

-----  
THE BOMBERS' CODE

NPCs: The Bombers

1. The secret code

You've been granted access to the Bombers' hideout, which you can access from East Clock Town. The secret code is \*\*\*\*\*.

(Location: North Clock Town) (Time: N/A)

-----  
FRATERNAL MILK

NPCs: Gorman, Gorman Brothers

1. The troupe leader's request

The troupe leader wants some special milk to settle his stomach. Visit his brothers in the afternoon, and they may be able to help!

(Location: Stock Pot Inn - large suite) (Time: 2nd Day, 06:00am~12:00pm)

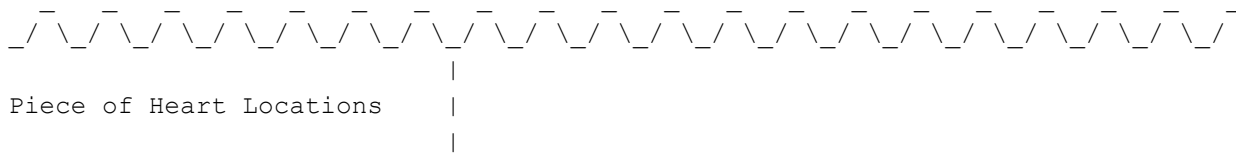
2. Got Mystery Milk

You got some Mystery Milk from the Gorman Brothers to give to the sickly troupe leader. It's probably best not to drink it...

(Location: Gorman Track) (Time: 2nd Day, 12:00pm~06:00pm)

3. The troupe leader's revival

The troupe leader drank the Mystery Milk and feels all better! As thanks, he handed over an empty bottle.



This will list all Heart Pieces to get in the game, in chronological order. Each Heart Piece will also have check-mark boxes, for marking off ones you've gotten if you print out this section.

-----  
 Piece of Heart #1: [ ]  
 yyyyy  
 Location: West Clock Town  
 Equipment Needed: None

How to get: You'll get this piece eventually during your course through the game, but I figured I'd list this first thing. At Clock Town bank, you must deposit a total of 5,000 Rupees to get this. Yeah, you heard right. Start collecting Rupees every chance you get!

-----  
 Piece of Heart #2: [ ]  
 yyyyy  
 Location: South Clock Town  
 Equipment Needed: Deku Link, Moon's Tear

How to get: Grab a Moon's Tear by heading into the observatory, and looking through the telescope towards the Skull Kid on top of the Clock Tower. Once you get it, go to South Clock Town and give the Business Scrub the Moon's Tear to get the Land Title Deed. Now use the flower to fly to the Piece of Heart on the platform connected to the Clock Tower.

-----  
 Piece of Heart #3: [ ]  
 yyyyy  
 Location: East Clock Town  
 Equipment Needed: Any Title Deed

How to get: At the evening of any day, enter the Stock Pot Inn. When midnight rolls around, find the toilet room on the lower floor and a hand will appear. He wants paper, so give him your Land Title Deed, Swamp Title Deed...anything. He'll reward you with this.

-----  
 Piece of Heart #4: [ ]



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Location: North Clock Town

Equipment Needed: None

How to get: At the playground with a slide is a tree with a Heart Piece on top. To get up there, climb up the pillars to the top of the slide, then jump across to the pillar's edge, climb up, then jump to the tree.

-----  
Piece of Heart #5: [ ]

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Location: West Clock Town

Equipment Needed: None, just a sword

How to get: Enter the Swordsman's School and pay 10 Rupees for the Expert Course. Get a perfect 30 by Z-Targeting the logs and jump striking them all. If successful, you'll have this.

-----  
Piece of Heart #6: [ ]

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Location: Termina Field

Equipment Needed: 100 Rupees

How to get: In the Observatory, look through the telescope and search around towards Clock Town to find a Business Scrub flying out of town. Make sure you follow him until he stops at a hole. If you need to, once the Scrub starts flying out of town, look for a nearby hole and just keep the telescope on it. Eventually he'll fly in there. Now, exit Clock Town and go towards the Observatory, and fall down that hole. Talk to the scrub and he'll offer this Piece of Heart for 150 Rupees. Refuse and he'll lower the price to 100. Take it.

-----  
Piece of Heart #7: [ ]

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Location: Termina Field

Equipment Needed: Just a sword.

How to get: From the southern entrance of Clock Town, head towards the entrance to Milk Road. Along the way is a field of tall grass. Find the Deku Baba. Near it are some butterflies flying around. Walk towards them to fall into a hole. Fight the Pea Hat to get this Piece. The Pea Hat is the same as in Ocarina of Time, and is really easy to kill. It does take a lot of hits with the Kokiri Sword though.

-----  
Piece of Heart #8: [ ]

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Location: Termina Field

Equipment Needed: Nothing, but bombs are recommended

How to get: Exit Clock Town through the northern exit. Drop down to the snowy area and find a hole to drop down. It's under one of the snow mounds shaped like mushrooms. Inside are two giant Dodongos. You can strike their tails to damage them, but the safer way to do it is to throw bombs at them. You'll get 50 Rupees for each one you kill, plus this Piece once they're both gone.

-----  
Piece of Heart #9: [ ]

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Location: West Clock Town  
Equipment Needed: Kamaro's Mask

How to get: At night, you can see the Rosa sisters dancing (or at least trying to) in West Clock Town. If you put on this mask and dance in front of them, they will give you this.

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Piece of Heart #10: [ ]

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Location: Path to Southern Swamp  
Equipment Needed: Nothing

How to get: This is the area where the Swamp Shooting Gallery is, find the somewhat large tree here. Take down the Bad Bats surrounding it, and climb up the tree using the vines to find this.

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Piece of Heart #11: [ ]

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Location: Deku Palace  
Equipment Needed: Deku Mask

How to get: Talk to the guards as Deku Link and they'll let you in. Take the left passage instead of heading straight ahead to the throne room. Be sneaky and pass the guards here until you reach this Piece at the end.

-----  
Piece of Heart #12: [ ]

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Location: Woodfall  
Equipment Needed: Deku Mask

How to get: On the platform with a pedestal, owl statue, flower, and some pots, use the flower to fly across various Mad Scrub spots until you reach a platform with a large brown and gold treasure chest. Open it for this Piece.

-----  
Piece of Heart #13: [ ]

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Location: Southern Swamp  
Equipment Needed: Pictograph Box, Deku Mask

How to get: Take a pic of the Deku King while as Deku Link, then return to the guy in the boat tour hut. Show the pic to him and he'll reward you with this. Alternatively, give him a picture of Tingle...his son.

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Piece of Heart #14: [ ]

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Location: Southern Swamp  
Equipment Needed: Land Title Deed, Deku Mask

How to get: Talk to the Business Scrub just outside of the boat tour hut, and he will tell you he wishes to move to another area. Give him the Land Title Deed and he will give you the Swamp Title Deed. Use the flower as Deku Link to launch to the top of the hut, where this Piece lies.

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Piece of Heart #15: [ ]

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Location: North Clock Town

Equipment Needed: Rupees

How to get: In North Clock Town is a fenced-in area. Enter it by climbing it with regular Link or by using the nearby flower as Deku Link. Win this Rupee-collecting game for three days straight to get this.

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Piece of Heart #16: [ ]

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Location: East Clock Town

Equipment Needed: Hero's Bow & Arrows, lots of Rupees

How to get: In the Shooting Gallery, get a perfect 50 score by shooting all the red Octoroks and avoiding the blue ones, and you'll get this for all your hard work. Each game costs 20 Rupees, so bring at least 100. Business hours for the Shooting Gallery are 6:00 AM to 10:00 PM.

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Piece of Heart #17: [ ]

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Location: Path to Southern Swamp

Equipment Needed: Hero's Bow & Arrows, lots of Rupees

How to get: This Shooting Gallery is in the path between Termina Field and Southern Swamp. This Shooting Gallery works differently than the one in Clock Town. Here, you'll have to shoot down waves of enemies, such as Guays (birds), Wolfos, and Deku Scrubs. Guays are worth 60 points, Deku Scrubs are worth 30 (except for the two in the distance; they give 100), and Wolfos give 100. You must get a perfect in order to get this Piece. You win it on your second run after winning the Largest Quiver. You need a lot of Rupees for this one, again.

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Piece of Heart #18: [ ]

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Location: Southern Swamp

Equipment Needed: Hero's Bow & Arrows, lots of Rupees (maybe), Odolwa Defeated

How to get: After beating Odolwa and ridding the swamp waters of poisons, go to the boat tour hut and talk to Koume (if she's freed from the Woods of Mystery) and she will offer a free chance to do her target shooting game. While riding the boat, you will have to shoot 20 targets while not shooting Koume 10 times. If successful, Piece of Heart for the win! (The prize is Empty Bottle #5 in the 3DS version, so conversely, you get this Heart Piece for doing Bottle #5's quest.)

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Piece of Heart #19: [ ]

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Location: Goron Village

Equipment Needed: Swamp Title Deed, Deku Mask

How to get: In Goron Village of the Snowhead region, talk to the Business Scrub on the southern side as Deku Link and trade the Swamp Title Deed for the Mountain Title Deed. Use the flower you now have access to and launch up to the nearby alcove with this Piece.

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Piece of Heart #20: [ ]

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Location: East Clock Town

Equipment Needed: Goron Mask, lots of Rupees

How to get: Enter the Treasure Chest Game Shop during business hours and play the game for 30 Rupees a game as Goron Link. Get to the end of the maze where the treasure chest is to get this Piece. If you do this on any other form, you won't get the Piece.

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Piece of Heart #21: [ ]

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Location: East Clock Town

Equipment Needed: Bombs, Bombchus, Hero's Bow, Rupees

How to get: Enter the Honey & Darling's Shop on every day and win there to get this. First day is Bombchu Targeting. You'll have to plant Bombchus at just the right time so that they'll run into the targets on the wall. It's pretty hard, actually. You have unlimited Bombchus though. Second day is Basket Bomb. You'll have to throw bombs at the baskets on the wall. Hard still, but a bit easier. Just don't fall off while trying to throw them. (After all, you need to be moving in order to throw bombs.) Third day is Target Practice. Use your Bow to fire arrows at the targets. This game is ironically the easiest one. I believe you fail the game if you accidentally shoot Honey & Darling though.

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Piece of Heart #22: [ ]

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Location: West Clock Town

Equipment Needed: Rupees, Bunny Hood (optional, but recommended)

How to get: Enter the Post Office between 3:00 PM 'til 12:00 AM on the 1st or 2nd day, and talk to the Postman there. He will ask you to play a game of timing. He'll tell you to count to 10 seconds and stop the timer with A right on the dot. Very hard to do, so bring some Rupees. If you have the Bunny Hood on during this, it will be significantly easier, as you can see the timer on the screen.

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Piece of Heart #23: [ ]

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Location: Termina Field

Equipment Needed: Deku/Goron/Zora Mask, Sonata of Awakening/Goron's Lullaby/  
New Wave Bossa Nova

How to get: There are four caves that have three Gossip Stones and a large one in each. You must play the Sonata of Awakening, Goron's Lullaby, or New Wave Bossa Nova in front of the large stones in each cave to get this Piece. The caves are in specific holes located at: northern end of Termina Field, close to where the snow and grass intersect; west of the first one, under a bombable rock; by the very southern end, between the entrances to Milk Road and Southern Swamp; just north of the Observatory in the east. Keep in mind, you have to be Deku form to play the Sonata, Goron form to play the Lullaby, and Zora form to play the Bossa Nova. Whichever song you choose, you have to play the same song for the rest of the stones.

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Piece of Heart #24: [ ]

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Location: Gerudo Pirates' Fortress

Equipment Needed: Zora Mask, Goron Mask, Bunny Hood

How to get: While infiltrating the fortress through the water channel (i.e.: You need the Zora Mask to infiltrate the fortress), you'll come to a room with a bunch of barrels and a jail cell. Break the barrels as Goron Link until you find a large switch. Step on it as Goron Link to open the jail cell briefly. Quickly switch back to normal Link and run inside the jail cell using the Bunny Hood to grab this.

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Piece of Heart #25: [ ]

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Location: Lake between Mountain Village and Goron Village

Equipment Needed: Zora Mask, Goht defeated

How to get: Sink down to the bottom of the thawed lake as Zora Link and open the brown and gold treasure chest down here to get this piece.

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Piece of Heart #26: [ ]

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Location: Path to Snowhead

Equipment Needed: Goron Mask, Lens of Truth, Hookshot, Scarecrow's Song

How to get: Make your Scarecrow's song, then get to the path to Snowhead from Mountain Village. (Obviously need Goron Link) At the second jump, stop to look around with the Lens of Truth to see invisible platforms. Jump across them to the end, then play your Scarecrow's Song to make the Scarecrow appear on the far pillar. Z-Target him and Hookshot him to get dragged to the pillar, where you'll find this Piece.

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Piece of Heart #27: [ ]

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Location: Termina Field

Equipment Needed: Bombs/Blast Mask, Hero's Bow & Arrows, Zora Mask

How to get: Near the entrance to Great Bay Coast is a rock. Bomb it to reveal a hole. Drop down into it, kill the enemies in the water with arrows, then use arrows to shoot down the beehives until you see one of them drop this Piece. Sink down into the bottom as Zora Link to grab this piece.

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Piece of Heart #28: [ ]

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Location: Romani Ranch

Equipment Needed: A lot of Rupees, Mask of Truth (optional, but recommended)

How to get: At any time, enter the Doggy Racetrack and agree to bet on a race. Go in and pick a dog that is all enthusiastic (you can hear its thoughts as you pick it up if you have the Mask of Truth on) and take it to the gal. Bet as high as you can on it, and hope for the best. If you win 150 Rupees or more, you'll get this as a bonus prize.

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Piece of Heart #29: [ ]

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Location: Great Bay Coast

Equipment Needed: At least one Empty Bottle

How to get: In Great Bay Coast, there's a building out at sea. This is the Marine Research Lab. Inside is are two aquarium tanks: one for the Zora Eggs, another with two large orange/red fish. You must feed these fish with other fish that you've bottled. A good place to find them, and in the same area, is near the entrance to Gerudo Lagoon, in the small pools of water in the rocky area. Once one of the fish has eaten four of yours, it will eat the other fish and spit out this Piece for you.

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Piece of Heart #30: [ ]

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Location: Great Bay Coast

Equipment Needed: Hookshot, Magic Bean, Bottle of Spring Water/Song of Storms, Scarecrow's Song

How to get: After you've got all of that, swim over to the north side of Great Bay Coast, near the entrance to Gerudo Lagoon. On the rocky piece of land at the east side, look for a Hookshot structure you can...well, Hookshot to. It should be up above on the pillar-like ledges connected to the east wall. Hookshot along them until you get to a soft soil patch. Plant a Magic Bean and water it with either spring water or the Song of Storms, and ride the plant to the next ledge. Play your Scarecrow's Song and Hookshot across to this.

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Piece of Heart #31: [ ]

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Location: Zora Cape

Equipment Needed: Zora Mask

How to get: Zora Cape is the area south of Great Bay Coast, connected by that cave-ish area. Anyway, go south in Zora Cape, along the beach, until you see a waterfall. Go over to it and sink down below it to see Skullfish and a Like Like. Kill the Like Like to get this.

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Piece of Heart #32: [ ]

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Location: Waterfall Rapids

Equipment Needed: Zora Mask, Hookshot

How to get: To get to Waterfall Rapids, you'll need to Hookshot up small trees on ledges in Zora Cape. Doing so will get you to a cave entrance leading to this place. Talk to the beaver and win two races to get an Empty Bottle. Talk to them again and win two races once more (but are harder this time around) to get this Piece.

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Piece of Heart #33: [ ]

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Location: Ikana Graveyard

Equipment Needed: Captain's Hat, Lens of Truth, Bombs/Blast Mask

How to get: On the night of the second day, Stalchildren will be surrounding a grave. Talk to them with the Captain's Hat and order them to open the grave. Head inside, use the Lens of Truth to continue, kill the invisible enemies, and at the end, bomb the cracked wall to see another door. Open it and kill the Iron Knuckle for this Piece.

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Piece of Heart #34: [ ]

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Location: Zora Hall

Equipment Needed: Zora Mask, Goron Mask, Deku Mask, Mountain Title Deed

How to get: In Zora Hall, (accessed through Zora Cape) find Lulu's dressing room. It's easy to find, it's the one with the Zora trying to peer inside. Heh...Talk to him as Zora Link, and he'll try to convince you that he wasn't doing anything suspicious, and flee. Enter the dressing room to find a Business Scrub. Talk to him as Goron Link, and trade the Mountain Title Deed for the Ocean Title Deed, and use the flower as Deku Link to reach this Piece.

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Piece of Heart #35: [ ]

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Location: Zora Hall

Equipment Needed: Zora Mask, Ocarina of Time, Hookshot

How to get: Enter Mikau's and Jiro's dressing room (the one with the three shells above it) as Zora Link, then Hookshot to the upper floor. Read the diary to learn the notes of a song. Write them down, then exit. Enter Japas's dressing room next door, bring out your fishbone guitar (Zora Link's Ocarina instrument) and Japas will want to do a jam session with you. After he plays his first part, play your first part from the diary. Then, play your second part after his. Write down the notes to this full song, then enter Evan's dressing room. Play the full song near him as normal Link and he will steal the song and give you this Piece in return.

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Piece of Heart #36: [ ]

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Location: Oceanside Spider House (Great Bay Ocean)

Equipment Needed: Hookshot, Hero's Bow w/ Fire Arrows, Captain's Hat

How to get: Enter the Skulltula House on the beach, bomb the wall, slide down the ramp, Hookshot over the fence, and enter. Look to your left to spot a door covered in webbing. Burn it down with a fire arrow and head through. In here are two Stalchildren, one sitting in front of a desk, the other sitting on top of a bookcase. Talk to them with the Captain's Hat and write down their info. Go back to the staircase room, go downstairs, and enter the door down there that isn't covered in webbing. Talk to the four Stalchildren with the Captain's Hat and write down their information. Using that info, shoot the colored masks in the order their information told you and the gate to the fireplace will open. Head through, defeat the normal Skulltula, and open the chest for this Piece.

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Piece of Heart #37: [ ]

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Location: Pinnacle Rock

Equipment Needed: Stone Mask, Zora Mask, Pictograph Box, empty bottle

How to get: Go to the Gerudo Pirates' Fortress and take a close-up pictograph of one of the Gerudos. You'll need the Stone Mask in order to pull this off. Once done, head to the Fisherman's Hut in Great Bay Ocean, Z-Target the sea horse in the tank and "talk" to it, and the fisherman will give you the sea horse for the pictograph you took. Do so and the sea horse will be put in one of your bottles. Swim to Pinnacle Rock (marked by the two giant spires out at sea) and release the sea horse. Follow him to the lair of the Deep Pythons,

and kill all of them to re-unite that sea horse with its lover, giving you this as a result.

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Piece of Heart #38: [ ]

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Location: Great Bay Coast

Equipment Needed: Some Rupees, Gyorg Defeated, Hookshot

How to get: After Gyorg is defeated, go to the north of Great Bay Coast's Marine Research Lab to find a motorboat docked by a rocky coast. Ride it to a series of small islands. Hookshot onto it using the tree, and speak to the fisherman to learn of a little mini-game he's hosting. The objective is to jump to the islands with lit torches before they go out to gain a point each. Get 20 points within 2 minutes (very easy time) and without falling off to get this Piece.

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Piece of Heart #39: [ ]

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Location: Mountain Village

Equipment Needed: Don Gero's Mask, Goht Defeated

How to get: Defeat Goht again to clear the Snowhead region, and you will see a frog in the lake. Keep that frog in mind, he's a member of the Frog choir. Your objective is to bring the frog members back together so that they will create a musical, and give you this Piece in return. To do this, you must talk to the frogs while having the Don Gero's Mask on. The frogs' locations are:  
#1: In the Laundry Pool in Clock Town.  
#2: In Southern Swamp. It's on a log. You can see it if you take the boat ride. You can either defeat Odolwa to swim there, or use Deku Link's water hops across the lily pads.  
#3: Inside Woodfall Temple. Defeat Gekko there.  
#4: Inside Great Bay Temple. Defeat Gekko there.

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Piece of Heart #40: [ ]

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Location: East Clock Town

Equipment Needed: All-Night Mask

How to get: Get into Stock Pot Inn, then enter the first door you see on the first floor to find Anju's grandmother. Put the All-Night Mask on and talk to her. Ask about the Carnival of Time, then answer "On the eve of the festival" to get this.

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Piece of Heart #41: [ ]

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Location: East Clock Town

Equipment Needed: All-Night Mask

How to get: Get into Stock Pot Inn, then enter the first door you see on the first floor to find Anju's grandmother. Put the All-Night Mask on and talk to her. Ask about the Four Giants, then answer "I dunno" to get this.

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Piece of Heart #42: [ ]

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Location: Ikana Canyon



Equipment Needed: Zora Mask, Deku Mask, Ocean Title Deed

How to get: Follow the southern river to the east to find a Business Scrub. Talk to him as Zora Link and give him the Ocean Title Deed and he will give you a Huge Rupee in return. Use the flower as Deku Link to fly to the ledge with this Piece on it.

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Piece of Heart #43: [ ]

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Location: Ikana Canyon

Equipment Needed: Arrows, Rupees

How to get: In the northwestern corner of the Canyon, up on a cliff, is the Ghost Hut. Enter and pay 30 Rupees to do a ghost-killing game. You must kill the four Poe sisters within 3 minutes and not allowing your health to drop below three hearts. The first three are easy. Dodge their attacks, when they appear, slash them or arrow them. To save time, jump slash them and, if you have the Gilded/Razor Sword, will kill them instantly. The fourth one creates clones of herself to surround you. You can figure out easily which one is the real one by finding which one spun around briefly as they appeared. This Piece is your reward for clearing the challenge.

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Piece of Heart #44: [ ]

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Location: Ikana Castle

Equipment Needed: Deku Mask, Arrows

How to get: On the roof of the castle, there is a crystal switch you can see. Take down the nearby Guay first so it won't annoy you, and shoot the crystal switch to bring down the fires on the pillars. Roll at the edge to jump farther and reach the nearest one, then use the flowers to fly across to the northeastern corner where this Piece awaits.

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Piece of Heart #45: [ ]

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Location: Ikana Canyon

Equipment Needed: Light Arrows, 16 hearts of health

How to get: In the south side of Ikana Canyon is a river. Swim up it to the west towards the cave to find a waterfall. Go behind it to find the Secret Shrine. Inside, shoot the sun face with a light arrow to head inside. Defeat the four minibosses here (Dinofols, Wizrobe, Wart, Garo Master) to get this Piece.

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Piece of Heart #46: [ ]

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Location: East Clock Town

Equipment Needed: Couple's Mask

How to get: Complete the Kafei and Anju sidequest (see walkthrough for details) to get the Couple's Mask, then enter the Mayor's Residence on another cycle. Enter the left door and talk to the Mayor while wearing the new mask. He will give you this.

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Piece of Heart #47: [ ]

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Location: North Clock Town, Milk Road, Mountain Village (after Goht is defeated)

Equipment Needed: Keaton Mask

How to get: Get the Keaton Mask first during the Kafei and Anju sidequest. Next, go to a circle of bushes in either of the three areas and slash them all or pick up and throw the middle bush while having the Keaton's Mask on for either method and Keaton, the mystical three-tailed fox, will appear. He will ask you five randomly-picked questions about your surroundings. If you're successful in getting them all right, he will give you this. For information on how to get the mask and the list of questions, see the walkthrough section, "The Marriage of a Lifetime."

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Piece of Heart #48: [ ]

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Location: Clock Town

Equipment Needed: Postman's Hat

How to get: Acquire the Postman's Hat (see walkthrough section "The Marriage of a Lifetime") and check any mailbox while wearing the mask to get this Piece.

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Piece of Heart #49: [ ]

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Location: The Moon

Equipment Needed: Deku Mask, one normal mask

How to get: Give the kid with Odolwa's mask a mask of yours to get transported to a dungeon similar to Woodfall Temple. As you continue, you should see a yellow Deku flower on the second spinning platform. Take it and look around for a ledge with this Piece on it. Fly over there.

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Piece of Heart #50: [ ]

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Location: The Moon

Equipment Needed: Goron Mask, two normal masks

How to get: Give the kid with Goht's mask two masks of yours to get transported to a dungeon similar to Snowhead Temple. Use your Goron roll (without pressing forward) to go through the path, bouncing off of treasure chests. When you reach magic pots, you'll have to make turns manually. When you get to three pots, stop to get your bearings, and line yourself up with the straightaway ahead. Take it to a ledge where this Piece is presented brilliantly.

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Piece of Heart #51: [ ]

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Location: The Moon

Equipment Needed: Zora Mask, three normal masks

How to get: Give the kid with Gyorg's mask three masks of yours to get transported to a dungeon similar to the Great Bay Temple. Swim through the pipes as Zora Link to get to the end. To get the Heart Piece, go right, left, left, left.

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Piece of Heart #52: [ ]

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Location: The Moon

Equipment Needed: Hero's Bow & Arrows, Hookshot, Bombchus, four normal masks

How to get: Give the kid with Twinmold's mask four masks of yours to get transported to a dungeon based on Stone Tower Temple. You'll fight minibosses here. After Iron Knuckle, open the chest for some Bombchus and use one to blow open the cracked wall. Shoot an arrow at the eye switch to continue into the next room where this Piece awaits.

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Stray Fairy/Fairy Fountain Locations

In each dungeon, there are a number of Stray Fairies to collect. If you collect them all, then get to the nearby Fairy Fountain without resetting time, you'll permanently gain an upgrade. This can be either double health, double magic meter, or even a new sword. This section will list all Stray Fairies by dungeon, the nearby Fairy Fountains, and the upgrades you get. Since Stray Fairies reset whenever you reset time, I feel there's no need for check-boxes.

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Clock Town

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Clock Town itself has a Fairy Fountain. As such, there's a Stray Fairy to collect.

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Stray Fairy

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Can be found in the Laundry Pool during the day, East Clock Town during the night.

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Fairy Fountain

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Location: In a cave in North Clock Town.

Reward: The ability to use magic/Great Fairy's Mask (as normal Link)

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Woodfall Temple

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Woodfall Temple is the first temple of the game. As such, the Stray Fairies aren't too hard to find.

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Stray Fairies

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1: In the entrance room, right in front of the gray panel that leads to the boss if the temple is already cleared. Use the Great Fairy's Mask to lure it to you.

2: In the same entrance room, use the flower where you start to fly to the platform on the right that has a treasure chest. Open the chest for this.

3: In the room after the entrance, there is a Deku Baba guarding a locked door. Defeat it to get this.

- 4: Same room as the one before, water hop across to the other side of the locked door as Deku Link, then look right to see a ledge with pots. Water hop over there and break them for this.
- 5: The next room is a room with four venus flytrap-type plants with a launcher flower in the middle. Use the flower to fly to the ledge with the treasure chest and shoot down the beehive to the left with either an arrow or bubble. Put on the Great Fairy's Mask to lure the Fairy to you. (Got moved to the upper level in the 3DS version, can't get it until you're up there.)
- 6: In the room with the stone block (the one that has the mark of Majora on it) there's a corner in the lower part of the room that has a torch and a Skulltula on it. Defeat the Skulltula to get this.
- 7: In the same room are some brown beehives above, if you're on the lower floor. Shoot these down with arrows or bubbles until you find this Stray Fairy.
- 8: In the very dark room on the second floor, kill all the Black Boes to make a chest appear which contains this Fairy.
- 9: On the upper level of the giant flower room, there is a bubble containing this Stray Fairy near the northern door. Pop the bubble with an arrow then use the Great Fairy's Mask.
- 10: In the same giant flower room, there is an upper ledge with an unlit torch and a switch. Fly over there using the launcher flower by the north door and press the switch as regular Link to make a treasure chest appear by the south door. Head over there and open the chest to get this.
- 11: In the stone block room, enter from the giant flower room, and push the block forward. Make a left turn and get beside the bridge. Aim your bow just under the bridge and fire at the bubble to pop it. Use the Great Fairy's Mask to lure the Fairy to you. (In the 3DS version, this got moved to a bottom corner in the Dragonfly room right after the dark room with Black Boes. Keep an eye for it.)
- 12: In the room before the boss room, the one with all the launcher flowers, this one is inside a bubble (pop it with an arrow) on the first ledge to the right.
- 13: Same room as above, it's on the third ledge to the right.
- 14: Same room as above, it's on the third ledge to the left.
- 15: Same room as above, it's in the fire on the left side. Pop the bubble with an arrow, and use the Great Fairy's Mask to lure it towards you.

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Fairy Fountain

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Location: There's a giant hole in the wall beside Woodfall Temple. Use one of the launcher flowers to reach it.

Reward: Upgraded Spin Attack. Press and hold B to store up power, and release the button to unleash a powerful wave of energy surrounding you. In the 3DS version, you get an extended magic meter instead.

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Snowhead Temple

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Snowhead Temple is the second dungeon in the game, and seems to be a slightly confusing one. It's not that hard, it's just that the large circular room with a bunch of doors kinda confuses people.

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Stray Fairies

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1: In the room with the bridge and the Freezards, drop to the bottom, cross the lava as Goron Link, and look up at the stone pillar to see a bubble. Pop it with an arrow and use the Great Fairy's Mask to lure this Stray Fairy to you.

2: In the same room, across the bridge where there's a ledge leading to upstairs and a door, aim at the bubble that's just below the ledge and pop it with an arrow. Use the Great Fairy's Mask to get this.

3: As mentioned earlier, the upstairs way leads to a room with the Dungeon Map and this Fairy.

4: At the main giant room, at the very bottom floor, there is a giant switch on a pool of lava. Use Goron Link to step on it to reveal a treasure chest. Go over and open it for this.

5: In the room with a lot of frozen stuff and White Wolfos, there's a crate on top of a pillar near the bombable wall leading upstairs. Hold a bomb until it is about ready to explode, and throw it at the crate to break it. Use the Great Fairy's Mask to get the Stray Fairy.

6: In the room with icy pillars, just upstairs of the previous room, break the ice on the pillars by shooting down the stalactites. On one of the walls is a sudden ice mark. Using the Lens of Truth reveals a hidden alcove. Jump in there and open the chest for this.

7: In the room with Goron Switches and a pit full of White Boes, the room after the previous one, look up at the ceiling with the Lens of Truth to spot a fake ceiling with a bubble inside, but you can't see it. Shoot the center of the dark spot with an arrow to pop the bubble, and use the Great Fairy's Mask to lure this Stray Fairy to you.

8: In the same room as #3, only on the upper level, use the Lens of Truth to find very small invisible platforms to climb up. At the top is an alcove with a treasure chest. Open it for this Fairy.

9: In the same room as #5, melt all the ice to find a large switch and a stone block. Step on the large switch to make a treasure chest appear on the southeastern ledge. Push the stone block north, east, then south, then use it to climb to the top of the ledge. Open the chest for this.

10: In the double stone block room, the one where you got your first Small Key, push the double stone block to the end. This will make a "bridge" across the high ledges and create a treasure chest. Inside the treasure chest is this Fairy. To get up there, enter this room from #5 and #9's room through the northern door.

11: In the two-story room with dozens of tall but small pillars, three Freezards, and three torches, kill all the Freezards to make a treasure chest containing this Fairy appear.

12: In the third floor of the main circular room, look down towards the north-west wall to see an icy mark similar to what was in #6's room. Put the Bunny Hood on and drop down there to find it's a hidden alcove. Open the chest for this.

13: In the room with Eenos, there's another peculiar ice mark. Put on the Great Fairy's Mask, turn on the Lens of Truth, and fire an arrow at the center of the alcove to pop the bubble and have the Stray Fairy immediately come to you.

14: In the room with two Dinofols, kill one of them to get this.

15: In the same room, kill the other.

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#### Fairy Fountain

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Location: The Fairy Fountain is found on the same mountain the entrance to Snowhead Temple is in, on the lowest floor.

Reward: Doubled Magic Meter. You now have twice the magic capacity you did before. This will be very very useful for a lot of things. In the 3DS version, this and Woodfall's prizes got switched, so you get the advanced spin attack here.

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#### Great Bay Temple

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The third temple in the game, and easily the most annoying. How is it that water temples in Zelda games are always the most annoying? I don't get it. Because of this fact, water temples are my least favorite temples in the Zelda games. Anyway...

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#### Stray Fairies

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1: The first one is right at the entrance room. Light the unlit torches with a Deku Stick or fire arrows (if you don't have any, there are some in the barrels). If you lit all four in time, a chest will appear containing this. Bunny Hood makes it easier if you're doing the Deku Stick method.

2: In the next room, the one with the waterwheel where you change the direction of the water flow in the main room, look under the door you entered from to see a Stray Fairy bubble. Pop it with an arrow and either use Zora Link to get to it or the Great Fairy's Mask.

3: In the same room, there are two brown platforms moving up and down through the water right beside the door you entered. Take the left one (facing away from the door) and aim up towards the ledge with the Rupees to find a Skulltula lying in wait. Snipe it with an arrow to release a Stray Fairy, and use the Great Fairy's Mask to retrieve it.

4: In the next adjacent room, which is the main room, look for an above-water ledge with a barrel on top. Get up there and break the barrel to find this.

5: Same room as above, at the very bottom is a lone pot. Break it with an arrow from above and use the Great Fairy's Mask to lure it to you.

6: In the room where you get the Dungeon Map, look directly across to the east to see a ledge with two pots. Break them to find a Stray Fairy. Use the Great

Fairy's Mask to lure it to you.

7: There's an underwater hall after getting the Dungeon Map. At one end are a bunch of Bio Deku Babas. Kill them all to make a treasure chest appear on a dry ledge. Hop over there using the lily pads, and open the chest to get this.

8: In the next room where you get the Compass, check the flowing water channel. On one side, you can see two Dexihands, a couple of Red Rupees, and a pot. Break the pot with an arrow to reveal a Stray Fairy. Lure it to you with the Great Fairy's Mask.

9: In the room just north of the main room on the first floor, create ice platforms so you'll move to either the northwest or northeast end of the room, where openings in the grated ceiling are. Position yourself so that you can Hookshot up there, and open the chest to claim this.

10: After switching the water flow, head through the green tunnel with the green and red pipes in the main room and swim to the end to find a room with a small waterwheel and two moving platforms. Find the ledge here, take the first platform, jump to the waterwheel's gear thing, jump to the next platform, and look down southward. You'll spot an alcove with a torch inside. Hookshot to the torch to find a chest containing this Fairy inside.

11: Same room, freeze the water flow here to stop the waterwheel. Get on the waterwheel and look up to the north to see a treasure chest in an alcove. Hookshot to the chest and open it for this.

12: In the see-saw room, look around at the floor to see a hole. Dive down in there to find a little room with a barrel. Swim into it to break it, revealing this Stray Fairy.

13: In the same room, after pushing the fan switch to get water flowing through the pipes, get rid of the Real Bombchu and follow the green pipe as Zora Link until you can't go anymore. Drop into the alcove below, and Hookshot to the chest there. Open it for this.

14: In the room with the boss door, there's a bubbled Stray Fairy under the center platform. Stand on the green pipe just above the water's surface, and pop the bubble with an arrow. Use the Great Fairy's Mask to lure it to you.

15: Same room, there's another bubbled Stray Fairy in the exit tunnel. Use Zora Link's fins to pop it, then either swim to it, or surface and use the Great Fairy's Mask.

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Fairy Fountain

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Location: Close to Zora Hall in Zora Cape are a series of rock ledges with trees on them. Hookshot across them to reach some boulders. Bomb them and enter the cave to find the Fairy Fountain.

Reward: Double defense. Your hearts now have a white outline around them, signifying that you will now take half the damage you used to take. Quite useful!

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Stone Tower Temple

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The Stone Tower Temple is my favorite Temple in this game, because of how weird

and unique it is. Unfortunately, getting all the Stray Fairies means constantly exiting and re-entering the temple to switch things around, making it a slight bit annoying. For each Stray Fairy, I'll tell you what the temple has to be switched into in order to get the Stray Fairy.

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## Stray Fairies

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- 1: (RIGHT-SIDE UP) In the entrance room, there is a gold eye switch on the "eye" of the stone figure here. Shoot it to make a treasure chest appear. Jump over there with the Bunny Hood or a roll jump as Zora Link, and open the chest for this.
- 2: (RIGHT-SIDE UP) In the dark room with Armos, (or the dungeon map room) find a Hookshot mark and take it to a hidden alcove. Open the chest for this.
- 3: (RIGHT-SIDE UP) In the room with a bunch of sun blocks, sun faces, and Black Boes, light the left-most sun face on the eastern wall to make a chest with this Fairy appear.
- 4: (RIGHT-SIDE UP) In the same room as #3, reflect light at the right mirror on the pillar for a few seconds, then reflect the mirror's light onto the sun block to make it disappear. Head in, kill the Nejiron, and open the chest for this Stray Fairy.
- 5: (RIGHT-SIDE UP) In the U-shaped lava room, (it's the next one after #3 and #4) go to the bottom with the lava. Switch to Goron Link and Goron Slam (A+B) the large switch there to bring the fire down on the switch on the opposite side. Run and roll over there quickly and press the switch. This will make the fire around the chest above you on the west side of the room go down permanently. Fly over there as Deku Link and get the Stray Fairy inside the chest.
- 6: (RIGHT-SIDE UP) Same room as above, there is a ledge on the eastern side of the room with Rupees and a treasure chest. Fly there and open the chest for this Fairy.
- 7: (RIGHT-SIDE UP) From the Light Arrow room and the next room afterwards, you will find an Eyegore. Kill it by avoiding its attacks and hitting it with arrows when its eye is green. A chest will appear. Open it for this.
- 8: (UPSIDE DOWN) In the entrance room, stand on the gray emblem on the floor and look up. Fire a light arrow at the sun face to make a treasure chest appear. Open it to get this.
- 9: (UPSIDE DOWN) Right from the entrance room, shoot the sun block with a light arrow, then follow the hall to a flower. Drop down, turn around and look up to find a frozen eye switch. Thaw it with a fire arrow to make a treasure chest appear in the alcove on the opposite side. Run into the air pump as Deku Link and fly to the chest. Open it for this.
- 10: (UPSIDE DOWN) First of all, when the temple is right-side up, head to the room that has really deep water. At the bottom of this water is a switch. Step on it to make a treasure chest appear. Now return to this room when the temple is upside down. The water will be drained and the "ceiling" will have air pumps flowing upwards. Fly to a platform in the east and step on the switch to make the fire around the treasure chest you spawned drop, and create a clone on it with the Elegy of Emptiness to keep the switch down. Fly over there as Deku Link and grab the Stray Fairy.



11: (UPSIDE DOWN) After defeating Wizrobe, a chest will appear on the ledge you need to get to. Use the chest to Hookshot up, and open the chest for this.

12: (RIGHT-SIDE UP) First, get to the platform with the Death Armos and a switch in the entrance room after getting the Boss Key. A treasure chest should appear. Return to the entrance room when the temple is flipped right-side up and head into the hole in the floor to find the chest. Open it for a Stray Fairy.

13: (RIGHT-SIDE UP) In the water room with mines and a Dexihand, have the Dexihand throw you to the ledge, then shoot the sun block with a light arrow to get rid of it. Dolphin jump over there as Zora Link, kill the Beamos, and hit the crystal switch to make a treasure chest appear on the other side. Dolphin jump there, shoot the sun block (light arrow), kill the Beamos, and open the chest for this.

14: (RIGHT-SIDE UP) First thing, while getting #10 and the temple is upside down, shoot the sun block there with a light arrow to make a chest appear. Return to this deep water room, swim to the chest, and open it for this.

15: (RIGHT-SIDE UP) First thing, as soon as you get the Giant's Mask, continue. Hit the crystal switch there to make a treasure chest spawn. Go back to this room (it's the one with the masked Hiploop after getting the light arrows) when the temple is flipped right-side up and drop to the floor. Open the chest for this.

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Fairy Fountain

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Location: The Great Fairy Fountain is located just east of the Music Box House. It's the little hut there.

Reward: The Great Fairy's Sword! It is the most powerful sword in the game bar transformation mask attacks, but has to be held with two hands. It is also a C item. This means that you can't use any other items with it out, has a weird swing angle, and you can't shield. Can't say I've used it much.

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Ocarina Songs

This will list all the songs you can get for Link's Ocarina of Time. It serves quite a bit of use in this game, much like the game that introduced the item. So yeah, I'll list where to get each song, the notes you need to play it in, and the effects it can do.

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Song of Time  
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When to get: As soon as you pick up the Ocarina of Time, you'll learn this.

How to play: Right C, A, Down C, Right C, A, Down C

How to use: Play it to reset time back to the morning of First Day.

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Inverted Song of Time  
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When to get: As soon as you pick up the Ocarina of Time, you'll be able to play

this. This is a Hidden Song that's not displayed on your song list.

How to play: Down C, A, Right C, Down C, A, Right C

How to use: Play it to slow down time. Your available time will be doubled with this! Play it again to return time to normal.

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Song of Double Time

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When to get: As soon as you pick up the Ocarina of Time, you'll be able to play this. This is a Hidden Song that's not displayed on your song list.

How to play: Right C, Right C, A, A, Down C, Down C

How to use: Play it to skip ahead half a day. Can be used to skip to a time you want more quickly.

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Scarecrow's Song

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When to get: Just play your Ocarina in front of a scarecrow. One is found in the Observatory.

How to play: You make your own song consisting of eight notes.

How to use: There are certain points around the world where you need to use the Hookshot, but nothing is around to Hookshot with. Playing the Scarecrow's Song after you made it will make the scarecrow pop out and allow himself to be a Hookshot target. This song isn't stored in your Inventory screen, and you will have to make the song again when you use the Song of Time.

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Song of Healing

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When to get: After you get the Ocarina of Time, return to the Mask Salesman to learn this song.

How to play: Left C, Right C, Down C, Left C, Right C, Down C

How to use: Play it near cursed people to cure them and usually get a mask from them.

-----/

Epona's Song

~~~~~

When to get: After defeating Goht, get a Powder Keg (see the Powder Keg entry in the items to figure out how) and place on at the road block in Milk Road. It will blow up the way to Romani Ranch. Enter it, and on day one, talk to Romani. She will talk about when "they" come down to steal the cows here, and will try to fend "them" off. She will assign you the task of fending "them" off, and will have you arrow down 10 balloons around the ranch while riding on Epona. The time done doesn't matter. After doing this, she'll give you the song.

How to play: Up C, Left C, Right C, Up C, Left C, Right C

How to use: Whenever you play this, Epona will come right to you, no matter if you reset time after you got the song.

-----/

### Song of Soaring

~~~~~

When to get: On the way to Woodfall, you'll encounter Kaepora Gaebora, the owl from Ocarina of Time. He'll teach you about owl statues and this song.

How to play: Down C, Left C, Up C, Down C, Left C, Up C

How to use: Play it at any time and you will be given a world map with any owl statues you've struck with your sword available to you. Pick one and you will warp there.

-----/

### Song of Storms

~~~~~

When to get: At the night of the 1st day, go to Ikana Graveyard. Put on the Captain's Hat and command the Stalchids surrounding the grave to open it. Drop in, jump across to the bat room, kill them all, then light all the torches here with a Deku Stick or fire arrows to open the door. Go through to fight the Iron Knuckle. Good Lord, this guy hurts. Wanna know how much? Okay, say you have 10 hearts. Two hits from him and you're dead. Yep. Be VERY careful with this guy, and if you defeat him, watch the scene, then go to the stone tablet to "remember" this song.

How to play: A, Down C, Up C, A, Down C, Up C

How to use: Play it, and it will rain, no matter where you are. Even indoors, though it wouldn't make much sense anyway. This can be used to water Magic Beans without needing bottled Spring Water, and can also wash away any curses inflicted on you. (aka, Blue Bubbles)

-----/

### Sonata of Awakening

~~~~~

When to get: The captured monkey in the Deku Palace will teach you this. Get into its cage using the secret route on the outer eastern side of the Deku Palace, and using a Magic Bean.

How to play: Up C, Left C, Up C, Left C, A, Right C, A

How to use: Mainly used to open up Woodfall Temple, but can also be used to wake drowsy people or people in a trance.

-----/

### Goron Lullaby

~~~~~

When to get: After getting the Goron Mask, pull Darmani's gravestone from behind in the Goron Graveyard to reveal a hot spring. Bottle some of the water and go to the Path to Goron Village where the frozen lake is and thaw the ice over the hole. Enter Goron Shrine (use A + B) and talk to the Gorons and the crying baby to learn that the Goron Elder is missing. Go back to the frozen lake and punch away the snow mounds until you see a frozen Goron. Thaw him with Hot Spring Water, and talk to him twice to learn the beginning of the song. Go back to the child and play the Lullaby Intro to learn the full song.

How to play: A, Right C, Left C, A, Right C, Left C, Right C, A

How to use: Mainly used to open up Snowhead Temple, but can also be used to put people to sleep and for a few Heart Pieces.



-----  
Ocarina of Time

????????????????

Description: The magical Ocarina bestowed to you by Zelda before you left Hyrule. Can play many mystical songs.

Gotten: From Skull Kid on the game's first three-day cycle. (Midnight on Final Day)

-----  
Hero's Bow

????????????

Description: An archer's bow. Press the C Button it's equipped at to ready it, and hold that button to nock an arrow. After aiming with the Control Stick, release that button to fire.

Gotten: From a Dinofols guardian in Woodfall Temple.

-----  
Fire Arrows

????????????

Description: You can cover the tips of your arrows with fiery magic with this. Can burn stuff with this and is a substitute for Deku Sticks. Requires a bit of magic power to use.

Gotten: From defeating Wizrobe in Snowhead Temple.

-----  
Ice Arrows

????????????

Description: You can cover the tips of your arrows with icy magic with this. Freezes foes into blocks of ice, and creates ice platforms when shot at water. Requires a bit of magic power to use.

Gotten: From defeating Wart in Great Bay Temple.

-----  
Light Arrows

????????????

Description: You can cover the tips of your arrows with pure light with this. Kills ghostly and undead enemies with ease, and can be used on objects that require light when no light source is available. Requires a significant bit of magic power to use.

Gotten: From defeating the Garo Master in Stone Tower Temple.

-----  
Bombs

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Description: Crude explosive that allows you to blow open weak walls and objects. Often your most-used tool outside of your Bow.

Gotten: Buy a Bomb Bag at the Bomb Shop in West Clock Town.

-----  
Bombchus

????????

Description: An advanced mouse-like bomb that wanders a straight path before it blows up. Can be used to blow up objects that are up walls.

Gotten: Buy the Bombchus at the Bomb Shop in West Clock Town. (Must have a Bomb Bag first.) Can also be found in some treasure chests.

-----  
Deku Sticks

????????????

Description: Deku Sticks can be used as battering weapons, and are actually more powerful than the Kokiri Sword. However, after a few uses or a jump strike, they break. They can also be lit up using torches.

Gotten: Enemies sometimes drop them, but Deku Babas have a high tendency to drop them.

-----  
Deku Nuts

????????????

Description: Deku Nuts are nuts filled with gunpowder. When used, they're thrown onto the ground, causing a flash that stuns nearby enemies.

Gotten: Usually dropped by fallen enemies.

-----  
Magic Beans

????????????

Description: Magic Beans can be used to plant into soft soil. To make them grow, empty a Bottle of Spring Water onto it. These Magic Beans usually help you reach exclusive areas that you can't normally reach.

Gotten: From the Magic Bean salesman in Deku Palace, or from Business Scrubs.

-----  
Powder Keg

????????????

Description: A large barrel filled with gunpowder. Can only be carried around and planted as Goron Link, there are a select few places you can use these on. Firing an arrow at these Powder Kegs makes them explode prematurely.

Gotten: After beating Goht, head to Goron Village's Powder Keg Shop and prove your worth by passing the test (hand-carry an active Powder Keg to the rock blocking the Goron Racetrack at the lake to blow it up) and you will be able to carry these. Whenever you want a Powder Keg, just go to that shop and you will get one.

-----  
Pictograph Box

????????????

Description: The newest invention! This device lets you take a single black-and-white pictograph. Not many uses for this thing, though you can take valuable pictographs to the guy in the boat tour hut in Southern Swamp for certain rewards.

Gotten: From Koume for free after rescuing her in the Woods of Mystery nearby.

-----  
Lens of Truth

????????????

Description: With this, allows you to see invisible objects, characters, and enemies. It also lets you see through fake walls. You need magic in order to make this work, though.

Gotten: In the small shrine east of Goron Village in the Snowhead region. Jump across invisible platforms to the shrine using the owl's dropped feathers as a guide.

-----  
Hookshot

??????????

Description: With this, you can Hookshot to special markings to get dragged over to that spot! You can also drag small enemies toward you with this.

Gotten: In the Gerudo Pirates' Fortress. From the entrance in the Lagoon, take the center ladder, cross the bridge, and enter the door. Watch the scene, shoot the beehive, exit, drop to the right and enter the door, take the item.

-----  
Great Fairy's Sword

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Description: The most powerful sword in the game! It has four times the power of your Kokiri Sword, but has to be held with both hands. As such, you cannot shield or use any other items.

Gotten: Get all the Stray Fairies in Stone Tower Temple and bring them to the Great Fairy Fountain in Ikana Canyon.

-----  
Moon's Tear

??????????????

Description: A crystal shed from The Moon. It's very beautiful. Maybe you can give it to a certain Deku Scrub?

Gotten: Zoom towards the Skull Kid on top of Clock Tower using the telescope in the observatory of Clock Town.

-----  
Land Title Deed

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Description: The deed to the land the Business Scrub in Clock Town held. With this, you can use the yellow Deku Flower!

Gotten: Give the Business Scrub a Moon's Tear.

-----  
Swamp Title Deed

????????????????????

Description: The deed to the land the Business Scrub at Southern Swamp held. With this, you can use the flower next to the boat tour hut for a Heart Piece!

Gotten: Give the Business Scrub the Land Title Deed.

-----  
Mountain Title Deed

????????????????????

Description: The deed to the land the Business Scrub at Snowhead held. With this, you can use the flower in Goron Village for a Heart Piece!

Gotten: Give the Business Scrub the Swamp Title Deed as Deku Link.

-----  
Ocean Title Deed

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Description: The deed to the land the Business Scrub at Great Bay held. With this, you can use the flower in Zora Hall for a Heart Piece!

Gotten: Give the Business Scrub the Mountain Title Deed as Goron Link.

-----  
Room Key

????????

Description: Allows you access to the Stock Pot Inn at any time! Plus unlocks a room with a Silver Rupee for you in the Inn.

Gotten: From Anju. Talk to her across the counter at 1:45 P.M. at Day 1 to get this temporary item.

-----  
Letter to Kafei

????????????????

Description: Put the letter in a mailbox in Clock Town and wait in the Laundry Pool until the letter is delivered to Kafei! Enter the house sneakily before Kafei enters back in.

Gotten: Get the Room Key from Anju, then talk to her with the Kafei's Mask on. Return to Stock Pot Inn, go to the kitchen, and wait for her at 11:00 PM. Agree to help her to get this.

-----  
Special Delivery to Mama

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Description: Express Mail to Mama in Clock Town. Can be delivered one of two ways; either hand-deliver it to her or hand it to the Postman so he will deliver it. You'll get a different prize depending on your method.

Gotten: From the Curiosity Shop's owner. Mail the Letter to Kafei, get the Pendant of Memories below and bring it to Anju, and enter the Laundry Pool's building at 1 PM on the final day to get this.

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Pendant of Memories

????????????????????

Description: A pendant for Anju. You must give this to her immediately!

Gotten: After delivering the Letter to Kafei, wait in the Laundry Pool for the letter to arrive. When Kafei comes outside, run inside and wait for him. Talk to him and agree to keep a secret, and he'll give you this.

-----  
Empty Bottle #1

????????????????

Description: A bottle that can hold almost anything.

Gotten: In the Southern Swamp, head into the Woods of Mystery nearby the Magic Hags' Potion Shop. Follow the monkey to find Koume injured. Talk to Koume, then return to Kotake, whether you saw her in the Woods of Mystery looking for her sister, or in the Potion Shop, and talk to her. She'll give you this bottle with red potion in it. Give the red potion to Koume and she'll be cured, plus allow you to keep the now empty bottle.

-----  
Empty Bottle #2

????????????????



Description: A bottle that can hold almost anything.

Gotten: After defeating Goht, blast open the entrance to the Goron Racetrack in Snowhead's lake (between Mountain Village and Goron Village) with a Powder Keg from Goron Village's Powder Keg Shop and enter. Enter the races. This is basically a race to the end, beating every Goron to the finish line. You must Goron roll to the end, using your spikes to ram any Gorons that try to pass you, and run over the green pots to get magic refills. Getting 1st place nets you this bottle with Gold Dust already inside it.

-----  
Empty Bottle #3

~~~~~

Description: A bottle that can hold almost anything.

Gotten: Learn Epona's Song or talk to Romani at Romani Ranch during daylight on the first day, then return to the ranch at 2:00 AM on the same day to ward "them" off from the barn. If successful, you'll get this bottle filled with either Chateau Romani or just plain Milk.

-----  
Empty Bottle #4

~~~~~

Description: A bottle that can hold almost anything.

Gotten: Go to the Waterfall Rapids area by Hookshotting up trees on ledges in Zora Cape (the area directly south of Great Bay Coast). In here, talk to the beaver there and accept his challenge. You must swim through 20 rings in order in under two minutes to win. After winning, you'll be challenged again, this time with 25 rings in under two minutes. The second challenge is harder, but both challenges are pretty much easy. Win them both to get this.

-----  
Empty Bottle #5

~~~~~

Description: A bottle that can hold almost anything.

Gotten: On the night of the final day, go to Ikana Graveyard. Put on the Captain's Hat and tell the Stalchildren surrounding the gravestone to open it, and follow them inside. Down here, lead Dampe to each of the six dirt spots by Z-Targeting him, and have him dig each spot. To have him reach the two dirt spots high above, you'll have to lead him to those brown platforms that act as elevators when he steps on them. Once the last dirt patch is dug up, a Big Poe will come out to fight. Defeat him with arrows to get this as a reward. As an added bonus, bottle the Big Poe's soul and sell it at Clock Town's Curiosity Shop for 200 Rupees!

-----  
Empty Bottle #6

~~~~~

Description: A bottle that can hold almost anything.

Gotten: Hand-deliver the express mail from Kafei to the Mayor's wife on the final day. On 6 PM, enter the Milk Bar and talk to her with Kafei's Mask on in order to give the mail to her and she will reward you with a new bottle filled with some of that delicious Chateau Romani. For more details, see the walkthrough section, "The Marriage of a Lifetime."

-----  
Empty Bottle #7

????????????????

Description: A bottle that can hold almost anything.

Gotten: **\*\*ONLY IN THE 3DS VERSION.\*\*** After getting the Troupe Leader's/Gorman's Mask, visit the Stock Pot Inn's guest room on the morning of the 2nd day. Gorman should be lying in bed, seemingly having a hangover (if he's not there, try a new cycle). Talk to him with said mask, and he eventually says that his brothers can brew a special milk that can soothe his stomach. Head over to the Gorman brothers in the afternoon on the same day and talk to them with the mask, and you'll be given a bottle of special milk that will expire in two minutes. Hurry back to Gorman (cannot warp or use the Goron Mask) and give it to him, and as thanks, he'll let you keep the bottle.

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#### Equipment

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These are various things you can acquire in the game, such as swords, shields, and physical upgrades. (Which means, this doesn't list most Fairy Fountain upgrades.) Things will be sorted by type. Swords will be first, then shields, then the different upgrade types.

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#### Bombers' Notebook

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Description: This allows you to keep track of various peoples' schedules, in case you want to do their sidequests. Also records the Bombers' code for you.

Gotten: Either do the Bombers' hide-and-seek test again, or enter the sewers using the code, then exit back to Clock Town. In the 3DS version, the Happy Mask Salesman gives you this automatically after the first cycle.

-----

#### Kokiri Sword

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Description: A small sword (seems more like a dagger to me...) that Link supposedly borrowed during Ocarina of Time. It's a rather small sword and deals minimal damage. It gets the job done, though.

Gotten: Start of game.

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#### Razor Sword

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Description: Your Kokiri Sword has been forged into a stronger blade! Has twice the power, but loses its sharpness and returns as the Kokiri Sword after 100 slashes.

Gotten: Enter the shack in Mountain Village and melt the ice by either defeating Goht, pouring Hot Spring Water on it, or with a fire arrow. Either way, talk to the man and for 100 Rupees, he will forge your Kokiri Sword into this.

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#### Gilded Sword

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Description: The Razor Sword has been forged into a sturdier blade with the help of some Gold Dust. Has the same power of the Razor Sword, but is unbreakable and will never dull.

Gotten: Give the forger in Mountain Village the Razor Sword along with some

Gold Dust (won in the Goron Racetrack) on the 2nd day, and this sword will be ready on the final day.

-----  
Hero's Shield

??????????????

Description: A metal shield adorned similarly to the Hylian Shield, but smaller for smaller warriors. Quite durable.

Gotten: Start of game.

-----  
Mirror Shield

??????????????

Description: A highly-reflective shield that can reflect light sources to other areas, and absorb magical attacks for later usage.

Gotten: Beneath the Well in Ikana Canyon. Keep the Gibdo mask on, and from the entrance, give the Gibdo to the right five Magic Beans, go east and give the next Gibdo 10 Deku Nuts, in the next room, give the north Gibdo 10 Bombs. Kill the Big Poe and bottle it, then return to the Deku Nut Gibdo room. Give the other one a fish in a bottle, go north and give the Gibdo the Big Poe, go north some more and give the Gibdo some milk. In this next room, light all the torches to get this.

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Quiver

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Description: A quiver that holds 30 arrows for the Hero's Bow.

Gotten: At Woodfall Temple. Comes with the Hero's Bow.

-----  
Large Quiver

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Description: A quiver that holds 40 arrows for the Hero's Bow.

Gotten: Clock Town/Swamp Shooting Galleries. Beat the high score (Clock Town)/ get a perfect (Swamp) to get this.

-----  
Largest Quiver

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Description: A quiver that holds 50 arrows for the Hero's Bow.

Gotten: Clock Town/Swamp Shooting Galleries. Whichever Shooting Gallery you won the Large Quiver in, win at the other Shooting Gallery to get this.

-----  
Bomb Bag

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Description: A sturdy bag made for carrying Bombs and Bombchus. Holds 20 of each.

Gotten: From West Clock Town's Bomb Shop for 50 Rupees. Can't buy until you have the Ocarina of Time.

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Big Bomb Bag

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Description: An even larger bag made for carrying Bombs and Bombchus. Holds 30 of each.

Gotten: From West Clock Town's Bomb Shop for 90 Rupees. It will become available on the 2nd/3rd day if you save the old lady from getting robbed in North Clock Town at midnight on the 1st day.

-----  
Biggest Bomb Bag

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Description: What? An even larger bag! This carries 40 Bombs and Bombchus.

Gotten: From the Deku Scrub in Goron Village in the Snowhead mountains. Talk to it as Goron Link and get this by trading in your Big Bomb Bag along with 200 Rupees.

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Fishing Hole Pass

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Description: Lets you borrow a fishing rod for free. Can be redeemed at either the Swamp or Ocean Fishing Hole.

Gotten: **\*\*ONLY IN THE 3DS VERSION.\*\*** Certain minigame prizes have been changed to give you these passes instead of just Rupees, including what would be the prizes if you already got the important prizes like Heart Pieces, quivers, or other such one-time prizes. You can get multiples of these.

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Normal Wallet

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Description: A rather dinky wallet that can only carry 99 Rupees. Need to get a bigger one, forest boy!

Gotten: Start of game.

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Adult's Wallet

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Description: A bigger wallet that allows you to carry 200 Rupees. Ah, so nice to have a little freedom.

Gotten: Deposit 200 Rupees into Clock Town bank.

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Giant Wallet

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Description: An even bigger wallet that allows you to carry 500 Rupees. So awesome.

Gotten: Get all 30 Skulltula tokens from the Oceanside Spider House on the first day.

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Masks

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There are a total of 20 masks in the game. Four of them are transformation masks, the rest serve a purpose somewhere in the game and give you different abilities.

### Deku Mask

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Description: Link used to be stuck in his Deku form. Now it's a mask. Just put it on and Link will turn back into a Deku! Take it off and he'll be back to normal. Check the controls section on how to manuever with Deku Link.

Gotten: After learning the Song of Healing.

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### Goron Mask

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Description: Putting this mask on turns Link into the form of Darmani the Third. Check the controls section on how to manuever with Goron Link.

Gotten: After getting the Lens of Truth, follow Darmani's ghost to the Goron Graveyard. Play the Song of Healing for him and he'll give you this.

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### Zora Mask

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Description: Putting this mask on turns Link into the form of Mikau the guitarist from the Indigo-Go's. Check the controls section on how to manuever with Zora Link.

Gotten: Swim out to Great Bay Ocean's sea. Near the Marine Research Lab, there's a Zora in need. Get behind him, hold A, and push him to shore. Play the Song of Healing for him to get this.

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### Fierce Deity's Mask

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Description: Putting this mask on turns Link into the form of a god. Its dark powers make Link extremely powerful, and beams shoot out of his sword whenever he's Z-Targeted. Because of the Fierce Deity's Mask's power, it can only be used in boss battles.

Gotten: Give all the kids inside the Moon all your masks, then talk to the Majora kid to get this before the final battle. To save it, simply reset time (yes, it can be done while inside the Moon or at the final boss room before activating the boss). This can be used for all bosses, not just Majora. Can't be used anywhere else though. (In the 3DS version, the game saves after beating it and sends you back to the Dawn of the 1st Day, which means you'll save whatever progress you made in the Moon. The mask can also be used in the new Fishing Holes...just as an added strength bonus for Link.)

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### Postman's Hat

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Description: Wear this and you will be allowed to look inside mailboxes! You might find something special hidden in them...

Gotten: Give the express mail (mentioned above as Special Delivery to Mama) to the Postman in the Post Office at 6 PM on the final day and he will deliver it. Follow him to the Milk Bar and wait outside. When he gets back outside, talk to him to receive this.

-----

### All-Night Mask

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Description: Wearing this mask keeps you awake at all times! Only used for

listening to Anju's grandmother's stories without falling asleep.

Gotten: Save the old lady from theft in North Clock Town at midnight on the 1st day, then head into the Curiosity Shop on the third day when it's open to see this mask for sale for 500 Rupees. You obviously need the Giant Wallet.

-----  
Blast Mask

??????????

Description: A mask that causes explosions when put on! Press B to initiate an explosion, but you lose half a heart in the process. However, you can remedy this by having your shield up before you detonate it!

Gotten: Save the old lady in North Clock Town from being robbed at midnight on the 1st day to get this.

-----  
Stone Mask

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Description: A mask that lets you blend into surroundings, keeping guards and enemies from seeing you!

Gotten: Get Epona's Song, then buy some Red Potion at either Clock Town or Southern Swamp. Enter the path to Ikana Canyon, jump over the first two fences while on Epona, and stop to get off. Look at the circle of rocks around here with the Lens of Truth to find an invisible soldier. Talk to him and give him the Red Potion to cure his ailment. In return, he'll give you this. (In the 3DS version, this soldier got moved to the Pirate Fortress. He's beside the central watchtower, but the steps to get the mask from him are the same. Just don't get caught by the Gerudo!)

-----  
Great Fairy's Mask

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Description: Mask that helps you find Stray Fairies. The mask's hair shimmers and flows when a Stray Fairy is nearby, and will also attract Stray Fairies toward you.

Gotten: From the Great Fairy in Clock Town by restoring her again as normal Link.

-----  
Keaton Mask

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Description: A mask that, when worn, can summon the mystical fox, Keaton. Answer his questions correctly to gain a Heart Piece!

Gotten: From the Curiosity Shop's owner. Mail the Letter to Kafei, get the Pendant of Memories below and bring it to Anju, and enter the Laundry Pool's building at 1 PM on the final day to get this.

-----  
Bremen Mask

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Description: When worn, holding B will make Link march around while playing a tune on his Ocarina. This can lead young animals into believing you're their leader.

Gotten: From Guru-Guru in Clock Town's Laundry Pool at night (6:00 AM to 6:00 PM) on the 1st or 2nd day.

-----  
Bunny Hood

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Description: Wear this, and your speed and jumping length will increase considerably!

Gotten: From Grog at Romani Ranch's Cucco Shack. Use the Bremen Mask to gather all 10 small chicks and they will grow to roosters. Done during 6:00 AM to 8:00 PM on any day. However, until you beat Snowhead Temple and get the Powder Keg to open up Romani Ranch, Romani Ranch will only be available at the night of the 3rd day.

-----  
Don Gero's Mask

????????????????

Description: Wear this and talk to the various blue frogs around the world to gather the Frog Choir members. Used for a sidequest for a Piece of Heart, obviously.

Gotten: After getting the Goron's Lullaby, light a Deku Stick on one of the lit torches in the Goron Shrine and sprint around with the Bunny Hood to light all the torches. This will make the chandelier spin around. Use Goron Link's fully powered roll upstairs to make the ramp jump and break those pots until a Rock Sirloin drops. Pick it up and hand-carry it over to the Mountain Village. Throw it up to the Goron on the ledge who is shivering and hungry, and you'll get this.

-----  
Mask of Scents

????????????????

Description: Wear this, and your sense of smell is heightened. What is this used for, exactly?

Gotten: From the Deku butler. After clearing Woodfall Temple and freeing the monkey, exit the throne room and swim to the west side of the Deku Palace to find a cave. Enter it and talk to the butler. Follow him through the whole lengthy race, and at the end, he'll give you this.

-----  
Romani's Mask

????????????????

Description: Wear this to be allowed inside the Milk Bar in Clock Town.

Gotten: First, talk to Romani at Romani Ranch on the 1st day (use a Powder Keg to open up the ranch), and guard her from "them" at night, then go back to the ranch at 6:00 PM on the 2nd day and guard Cremia from the thieves successfully to get this.

-----  
Circus Leader's Mask

????????????????

Description: People related to Gorman will react to this. Keeps them away from you during the chase with Cremia to protect the milk. See the above mask for details.

Gotten: Must have Romani's Mask, and the Deku, Goron, and Zora Masks. Enter Clock Town's Milk Bar at 10:00 PM on either the first or second day, and talk to the fish guy. Agree to help him and follow his instructions. Talk to him as Deku Link and follow his instructions. Do the same with Goron Link, then

finally do the same with Zora Link. Gorman in the bar will be so moved by the song that he will give you this.

-----  
Kafei's Mask

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Description: This is an exact likeness of Kafei! Wear this and ask around Clock Town to find out where Kafei might be hiding.

Gotten: Go to the Mayor's Residence at 10:00 AM on the 1st day and speak to Madame Aroma, the Mayor's wife. Agree to help her find Kafei and she will give you this.

-----  
Couple's Mask

??????????????

Description: Proof that you witnessed a marriage. Show this to the Mayor for a surprise.

Gotten: Complete the Kafei and Anju sidequest. See the walkthrough section, "The Marriage of a Lifetime" for details.

-----  
Mask of Truth

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Description: A mystical mask spoken of in Sheikah legend. Allows you to hear the wisdom of the Gossip Stones, and also lets you speak to animals...

Gotten: Get all 30 Skulltula Tokens in the Southern Swamp Skulltula House to get this as a reward. (See the specific walkthrough section for how to beat it.)

-----  
Kamaro's Mask

??????????????

Description: Wear it and hold B to perform a mystical dance.

Gotten: From Kamaro. At the northern entrance to Clock Town in Termina Field, get onto the fence on the left and follow it to find Kamaro dancing on a large rock to your right. He appears starting at midnight every day. Talk to him and play the Song of Healing to get this.

-----  
Gibdo Mask

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Description: A mummy mask so convincing, actual Gibdos and ReDeads will think you're one of them!

Gotten: After returning water to the riverbank in Ikana Canyon, (must use Song of Storms against Sharp) enter the Music Box House using the Stone Mask, go downstairs, and find a half-mummified person. Play the Song of Healing to get this mask.

-----  
Garo's Mask

??????????????

Description: Wear it and mystical ghost warriors called Garos will sometimes appear. Mainly used to enter Ikana Canyon.

Gotten: From the Gorman Brothers. Go to the Gorman Track in Milk Road, and



take up their challenge to race them on your horse Epona (yep, you must have Epona's Song before you can do this) with a fee of 10 Rupees. If you win, you get this mask. A tip to winning: jump fences to save time, and don't use up all your carrots at one time.

-----  
Captain's Hat

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Description: Wear it and you will be able to talk to/command the Stalchild army in Ikana.

Gotten: In the Ikana Graveyard, awaken Skull Keeta with the Sonata of Awakening and catch up to him using the Bunny's Hood and arrows. Slash him when you're up to him and defeat him in battle to win this.

-----  
Giant's Mask

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Description: Wear this to turn into a giant! This eats away at your magic power considerably though, so bring Green Potions or drink a Chateau Romani... Plus, this can only be used against Twinmold, the boss of Stone Tower Temple.

Gotten: Defeat the laser-shooting Eyegore in Stone Tower Temple. In the 3DS version, you get this after killing the blue Twinmold in the Twinmold fight.

-----/  
Common Pick-Ups

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These are items that drop from pots, crates, or fallen enemies. Simple enough.

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Heart

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Description: A heart restores one full heart for your health bar. Very useful.

-----  
Magic Pot

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Description: Restores some magic on your meter. The amount restores depends on the size of the pot.

-----  
Rupees

????

Description: There are multiple kinds of Rupees. Each kind will yield a different amount. The more expensive Rupees are usually found in treasure chests.

- Green Rupee: 1 Rupee
- Blue Rupee: 5 Rupees
- Red Rupee: 20 Rupees
- Purple Rupee: 50 Rupees
- Silver Rupee: 100 Rupees

-----  
Deku Nuts

????????

Description: Pick-ups for Deku Nuts! Usually Deku Babas drop them.

-----

## Deku Sticks

????????????

Description: Pick-ups for Deku Sticks! Usually withered Deku Babas drop them. They hold more power than your Kokiri Sword, so until you get the Gilded/Razor Sword, better use 'em!

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## Bombs

?????

Description: Pick-ups for Bombs! Picking one up usually gives you 5 Bombs back in your inventory.

-----

## Arrows

?????

Description: Pick-ups for the Hero's Bow! Picking one of these up gives you a certain amount of arrows back depending on how many are shown.

-----/

## Dungeon Items

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Common items only found in dungeons. This does not include the big prizes, like arrows or new equipment.

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## Boss Key

????????

Description: A large key only used for opening the boss's lair in the dungeon you got it from. Your prime item to search for whenever you're in dungeons.

-----

## Compass

????????

Description: A device that lets you see where you're going in the dungeon you got it in, and points out unopened treasure chests.

-----

## Dungeon Map

????????

Description: A map for the dungeon you got it in. Lets you see the layout of the whole temple, so it's pretty useful.

-----

## Small Key

????????

Description: A key that can open one locked door for the temple it's found in. There are a lot of these in the game, but you lose any that you have if you use the Song of Time.

-----

## Stray Fairy

????????

Description: A piece of the Great Fairy guarding the temple. Collect all of them in the temple and return them to the Great Fairy without using the Song of Time for a reward.

-----/

## Bottle Items

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You can carry a lot of stuff inside Empty Bottles. This little section will

tell you those items and what they can be used for. These are listed in alphabetical order.

-----  
Blue Potion

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Description: A very valuable potion that restores all health and magic when drunk. You can buy this when you give Kotake the Magical Mushroom in Southern Swamp's Potion Shop.

-----  
Bug

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Description: A bug. That's it. If you release near a patch of soft soil for Magic Beans, they will dig into the small hole. Doing this usually gives you a Rupee prize.

-----  
Chateau Romani

????????????

Description: A special kind of milk that not only fills your magic bar and your health, but keeps your magic filled until you play the Song of Time. That's some pretty powerful milk! What do they put in that?

-----  
Deku Princess

????????????

Description: What the...? How can she fit in there? ...Oh well. You need to take her to the Deku Palace's throne room after clearing Woodfall Temple. But still, what the hell?

-----  
Fairy

????

Description: A health-restoring fairy! Works the same as a Red Potion except, whenever you die, it revives you. Pretty useful little thing. These things are usually found near owl statues.

-----  
Fish

????

Description: A freshly-caught fish with some water inside. A prowess of your skills, or food for larger fish...?

-----  
Gold Dust

????????

Description: The finest gold dust available. Used to help get you the Gilded Sword. Gold Dust is gotten by winning the race at the Goron Racetrack. If you won the race first time, you also get a new bottle to put it in.

-----  
Green Potion

????????

Description: A potion with a sort-of sickly green color. Drinking it will restore some of your magic meter.

-----  
Hot Spring Water

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Description: Piping hot spring water! Take it to a place that needs thawing quickly, otherwise it will cool and turn to regular Spring Water.

-----  
Magical Mushroom

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Description: A very aromatic mushroom. Give it to Kotake the witch at Southern Swamp's Potion Shop and you'll be able to buy Blue Potion from her. Finding these mushrooms are easy with the Mask of Scents. They are prominent in the Southern Swamp.

-----  
Milk

~~~~~

Description: A nutritious drink that has two helpings, filling up five hearts each. That makes for up to 10 hearts total! You get some of this by winning the race at the Gorman Track but already won the Garo's Mask from them, or playing Epona's Song by a cow. The easiest place to find a cow is under the large hollow log in front of the entrance to Southern Swamp in Termina Field. Bomb the center to reveal a hole. Inside are two cows.

-----  
Poe

~~~~~

Description: A defeated Poe's soul has been captured! You can sell them for 50 Rupees each or drink them for health loss. The latter method...isn't exactly recommended.

-----  
Red Potion

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Description: Life-restoring potion. Restores up to eight(?) Hearts. You can also give Red Potion to other people to heal them and usually get rewards. You can usually get Red Potion at the Potion Shop in the Southern Swamp.

-----  
Sea Horse

~~~~~

Description: A sea horse from Pinnacle Rock. To get it, trade a close-up pictograph of one of the Gerudo Pirates (obviously need the Stone Mask to pull this off) with the fisherman in the Fisherman's Hut in Great Bay Coast. Release this at the Pinnacle Rock area and it will lead you to the Zora Eggs.

-----  
Spring Water

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Description: Pure water from a spring. You can't drink it yourself, but you can use it to water things such as planted Magic Beans.

-----  
Zora Egg

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Description: A Zora Egg from Lulu. You must get all seven Zora Eggs and bring them to the Marine Research Lab in Great Bay Ocean! Four are in the Gerudo Pirates' Fortress, and three are in Pinnacle Rock.

-----  
Enemies

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It's a dangerous world out there, but it will be considerably less dangerous if you knew what the enemies in the game could do to you and what you need to do to prevent them. This will do just that. Names are taken from Link's fairy descriptions when Z-Targeting. Enemies are listed in alphabetical order.

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Amy

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Description: The youngest of the four Poe sisters in Ikana. Target her when she appears and is not attacking to damage her!

-----

Armos

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Description: A monster disguised as a statue. Touch it and it will awaken. Bomb it or Goron Punch it when it's alive to damage it, and it will hop toward you to try to blow up in your face. Stay away!

-----

Bad Bat

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Description: An evil bat that resembles Keese... Usually in packs, they'll come flying at you in an attempt to harm you. They're usually congregated around trees that you have to climb.

-----

Beamos

γγγγγγγγ

Description: A statue with an all-seeing eye. If it spots you, it will fire a beam at you, as its name implies. To kill it, break it apart with a bomb.

-----

Beth

γγγγ

Description: One of the four Poe sisters in Ikana. Target her when she appears and is not attacking to damage her! She fights with Jo to make it harder on you.

-----

Big Octo

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Description: A giant Octorok that lives in the Southern Swamp. It will suck you in if you get too close, so just take the boat tour ride to get rid of them.

-----

Big Poe

γγγγγγγγγγ

Description: The leader of the ghosts has been awakened! Defeat it much like other Poes, just avoid its one attack, then pick it off with arrows or slash it with sword strikes.

-----

Bio Deku Baba

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Description: Usually found underwater, these genetically engineered Deku Babas thrive in water, and seem to have grown arms....creepy. Just stay away from these or shoot them with either arrows or Zora Link's fins.

-----

Black Boe

??????????

Description: A shadow creature that likes to prowl in the dark. Be careful of these, as they come in packs.

Blue Bubble

??????????

Description: A flaming skull that flies around in Termina Field during the night. Run away from it! If it touches you, it'll curse you and you won't be able to use your sword for quite some time. However, if you have Light Arrows, you can get quite some change while you're at it.

Blue Chuchu

??????????

Description: A rare species of Chuchu! What do you get for beating them? NOTHING. =D No seriously. This is actually a rare species of Chuchu, but they sadly don't carry anything inside them.

Blue Tektite

??????????

Description: A large quadruped insect that bounces around. Their usual home is in mountain ranges.

Death Armos

??????????

Description: A floating statue that guards the ceilings of halls. It will try to smash down on you. To kill it, shoot a light arrow at it to flip it, then make it smash down to the ground. Move quickly and it will hit its head, killing it.

Deep Python

??????????

Description: A giant "sea snake" that lives only in Pinnacle Rock out at Great Bay. They'll attempt to lunge out and bite you. To kill them, stand on the ledge near where they lunge out and throw your Zora Link fins at its neck.

Deku Baba

??????????

Description: These man-eating plants sprout from the ground to try to eat you up! Just slash them to kill them. These usually drop Deku Sticks or Deku Nuts. Some Deku Babas are too withered to attack, and instead just stay upright.

Desbreko

??????????

Description: A larger and scarier version of the Skullfish, once this thing bites you, it doesn't want to let go! Be careful with this thing. One can be found in one of the Zora Egg aquariums in Gerudo Pirates' Fortress.

Dexihand

??????????

Description: A creepy hand extending from the wall. Kill it before it gropes you! I mean...wait, no I didn't mean it that way. Just...uh...throw Zora

Link's fins at them to kill them.

-----  
Dinofols

????????

Description: A lizard warrior that walks like a human. It attacks with its dagger, so shield and attack back to make it taste its own medicine. Just be careful of its fire breath!

-----  
Dodongo

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Description: A large lizard creature that can breathe fire. It has a weak point: its tail. To strike its tail, wait until it's about to breathe fire, then strafe jump to its tail and strike it. Another way to damage it is to throw Bombs at it. Until you have a stronger weapon, Bombs are the way to go. These lizards always drop hefty Rupee amounts.

-----  
Dragonfly

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Description: A large fly that resides in the Southern Swamp on the way to Woodfall. They'll prevent you from flying from platform to platform and try to sting you, so it would probably be best to shoot them down first!

-----  
Eeno

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Description: A creature made out of snow. Only seems to come out at night, it emerges from the snow and throws giant snowballs at you. It's best to just stay away from them.

-----  
Eyegore

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Description: A one-eyed guardian of the Stone Tower Temple. These things are scattered throughout the temple, and usually guard important things. To kill it, get close to it, then backflip when it attacks. Shoot its eye when it's green to damage it.

-----  
Fire Keese

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Description: A Keese covered in fire! Its fire is indeed hot! It turns into a normal Keese when it hits you. Best thing to do is to snipe it with an arrow. Since there are no such thing as wooden shields in this game, you don't have to worry about them burning one.

-----  
Floormaster

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Description: A relative to the Wallmaster, this creepy hand crawls along the ground and tries to punch you when it spots you. Defeating it makes it split into three smaller Floormasters. Kill them before they join back together!

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Freezard

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Description: A monster made of ice. Chop it down through sword strikes until it's completely destroyed. Is sometimes a blockade that fires icy breath in

your way.

-----  
Garo Master

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Description: The leader of the Garos. He isn't as weak as the other Garos, and his duty is to protect the Light Arrows in the Stone Tower Temple. Shield his attacks and slash him when he's open.

-----  
Garo Warrior

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Description: A ghost warrior that only appears in Ikana if you wear the Garo's Mask. Defeating them will earn you clues about Ikana and how to access the Stone Tower Temple.

-----  
Gekko

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Description: The miniboss of two temples in the game, they usually guard important items. They're easy by themselves, but they might call on other creatures to help them. See the bosses section for how to beat both Gekkos.

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Gerudo Pirate

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Description: A Gerudo Pirate has discovered you in the fortress and will battle you! Shield her attacks and deliver some of your own when she's open.

-----  
Giant Bee

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Description: Uuuugh...I hate bees. Giant ones are even worse! They fly around Snowhead after Goht is defeated, but they'll leave you alone if you do the same for them...

-----  
Gibdo

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Description: A mummy, simply put! Be careful, its stare can freeze you in place! Don't let it choke you to death! Maybe if you had a certain mask, they would leave you alone.

-----  
Gold Skulltula

????????????

Description: A spider (smaller than the Skulltulas in this game) with a gold-plated skull back. These Skulltulas have an evil power that can curse people that are near them for an extended period of time. Unlike Ocarina of Time, they are inside special Skulltula houses. Killing one releases its magic into the form of a token. Collect all 30 from one Skulltula house to receive a prize.

-----  
Green Chuchu

????????

Description: A creature made of goo. Found around Termina Field, they usually contain magic pots.

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Guay

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Description: An enemy bird. A lot of them usually fly around in wooded areas, but they can also be flying around in mountains. As soon as they spot you, they will dive headfirst towards you.

-----

Hiploop

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Description: A large bug in Woodfall. Guards thin walkways and will charge at you if you even look at them. Their weak spot is their backside. Shoot at them there, or attack them there to kill them.

-----

Ice Keese

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Description: A Keese covered in blue fire that's so cold, it will freeze you! Stay away from it and snipe it from a distance.

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Igos du Ikana

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Description: The leader of the undead army in Ikana. You must fight him after dealing with his Stalfos Knight minions. He is dealt with the same way as the Stalfos Knights, but is harder to down. Beating him gets you the Elegy of Emptiness song.

-----

Iron Knuckle

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Description: A mini-boss that guards many precious things. Usually found in the caves below the Ikana Graveyard. These move slow, but they HURT.

-----

Jo

γγ

Description: One of the four Poe sisters in Ikana. Target her when she appears and is not attacking to damage her! She fights with Beth to make it harder on you.

-----

Keese

γγγγγγ

Description: Surprisingly, there are two types of bats in the game. The traditional Keese, and the Bad Bats. The only difference between the two is that the Bad Bats always fly around, while the Keese sit waiting until you approach them. They also look slightly different. But yep, the traditional Keese are in this game, usually hidden in caves.

-----

Leever

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Description: A weird creature that lives in the sands. It will come up and speed towards you in an attempt to harm you. They don't ever stop coming, so find some refuge! If you stay on Epona, you'll be safe from them.

-----

Like Like

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Description: A creature that's made of...I don't even know WHAT this creature

is. All I know, is that it...crawls around and can suck you in and steal your stuff. The safest thing to do is to take it down from afar with arrows. Light Arrows can kill them instantly. If you get some of your stuff stolen, kill it quickly and you might get it back before it digests your stuff.

-----  
Mad Scrub

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Description: A Deku Scrub that is not your friend. Take them down from afar with bubbles or deflect their own Deku Nuts back at them with your shield.

-----  
Meg

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Description: The eldest of the four Poe sisters in Ikana. She'll create clones to surround you. As soon as she clones herself, find the one that spins around briefly and arrow her.

-----  
Mini Baba

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Description: A Deku Baba that hasn't formed its stalk yet. Very harmless, and almost always drops Deku Nuts.

-----  
Nejiron

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Description: A rock creature with eyes that lives in the ground of Ikana. It's filled with gunpowder, so be careful when killing it!

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Octorok

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Description: These can be found inside the Great Bay Temple. You don't want to eat these Octoroks, I assure you. To kill them, either arrow them or deflect the rocks they throw back at them with your shield.

-----  
Pea Hat

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Description: A giant plant with sharp leaves that cut like a razor. Avoid its sharp leaves as it flies toward you and slash at its root area to damage it. Very rare in Termina Field, defeating one usually gives you a great prize.

-----  
Poe

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Description: A ghost with a lantern. Defeat it and you'll be able to bottle its soul and sell it for 50 Rupees. Poes fight by doing a spin attack, only. Just avoid its attacks and slash it or arrow it.

-----  
Real Bombchu

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Description: It ain't those mechanical bombs you are using, it's an actual mouse with a bomb attached to its tail! These are large and it's a good idea to stay away from them.

-----  
Red Bubble

??????????

Description: Usually in fiery areas, these flaming skulls sometimes bounce around to try to hit you. All they'll do is put you on fire, they don't have the ability to curse you.

-----

Red Chuchu

??????????

Description: A creature made of some kind of goo. Found around Termina Field, they usually contain a heart inside.

-----

ReDead

??????

Description: An undead being that just stands around. If it spots you, it will freeze you in your tracks and attempt to choke you! If only you had a certain mask to keep them away from you.

-----

Shell Blade

??????????

Description: An enemy clam that will swim towards you and try to bite you or pierce you with its spikes. Hookshotting its heart in the center can kill it.

-----

Skullfish

??????????

Description: An animated skeleton of a fish. It's mad and will try to bite you. Seems to be found in the waters of the Gerudo Pirates' Fortress.

-----

Skull Keena

??????????

Description: The Captain of the Stalchild army in Ikana. Defeat him in the Ikana Graveyard to gain his mask.

-----

Skulltula

??????????

Description: These hang from webs and come down to strike when you're near. Don't let them startle you! Their weak spot is their belly: when they show it, strike there to kill them. It may take multiple strikes. Note that if you get too close, they spin around, knocking you back.

-----

Skullwalltula

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Description: Found in either Skulltula House, these are smaller Skulltulas that crawl along the ground. Don't confuse them with Gold Skulltulas!

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Snapper

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Description: A giant turtle with spikes. It'll get into its shell and try to ram you. Be careful of it! Its only weak spot is its belly...try to launch out from something while it's above you!

-----

Stalchild

??????????

Description: An undead soldier from the Ikana Kingdom. I'm pretty sure they'll leave you alone if you stay away from them...They seem to congregate in Ikana Graveyard at night.

-----  
Stalfos Knight

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Description: Only two in the game, and they serve Igos du Ikana. They are basically the preliminary fight to Igos. They attack in unison at times, and are easily tricked with the Bremen Mask. Your objective is to shine light onto them when they are fallen from enough sword strikes.

-----  
Takkuri

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Description: A vulture-ish bird you should definitely stay away from. It'll steal your items! And not just menial stuff, it can actually steal bottles, shields, or even swords! If you lose any of your stuff, you can buy it back at the Curiosity Shop in West Clock Town. It will drop a Huge Rupee if killed. (Use arrows and the Stone Mask on to make it easy!)

-----  
Wallmaster

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Description: A large undead hand that hides in the shadows of the ceiling, ready to pounce on anything that stands still. If you get caught by it, be prepared to get kicked out!

-----  
Wart

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Description: A giant eye that protects itself using pink eggs. Originally a boss in Link to the Past for the SNES, he returns in this game as a mini-boss in the Great Bay Temple, guarding the Ice Arrows.

-----  
White Boe

??????????

Description: A white shadow creature that dwells in snowy areas. They come in packs to bring the hurt to Link. Just stay away from them and you'll be fine.

-----  
White Wolfos

????????????

Description: A more powerful Wolfos that only lives in snowy regions. Be careful of its swipes!

-----  
Wizrobe

???????

Description: A being that has the power of magic at his side. He can fire various spells with his staff, and can duplicate himself to try to swarm you. Only the real one can be damaged. He's a miniboss of a few temples.

-----  
Wolfos

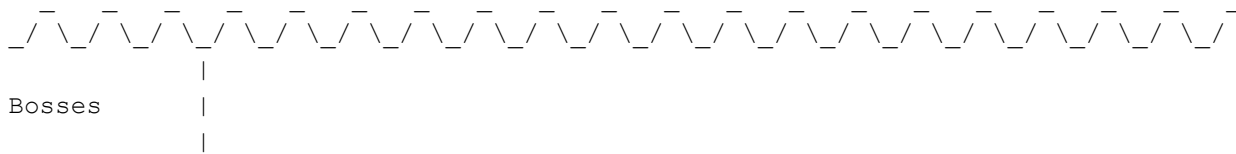
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Description: A wolf that comes out at night. It strikes with its claws, and its weak point is its back end. Shield its swipes and deliver with a blow of your own!

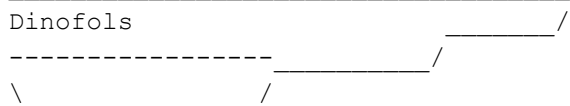
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Yellow Chuchu

????????????????

Description: A creature made of icky goo. This type of Chuchu usually contains item drops like arrows or bombs.

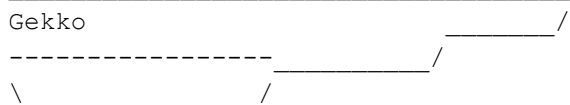


Bosses...if you're unfamiliar with the term, they are basically oversized (usually) enemies with much more health than usual. In Zelda, they are the main ending features for each dungeon you clear, and most often, each boss requires a different strategy to defeat. I will detail the bosses here.



Found in: Woodfall Temple, Snowhead Temple, Secret Shrine (Ikana), The Moon

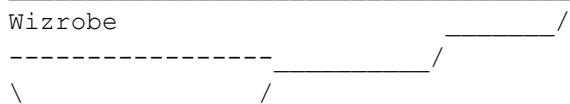
- This miniboss is very easy to kill. It's like the Lizalfos enemies in Ocarina of Time, except more threatening. It will attack with its dagger and use fire breath when struck. Back away from it when it uses the fire breath and shield its blows. You can strike when he's open, like during one of his attacks.



Found in: Woodfall Temple, Great Bay Temple

- This miniboss appears twice in the game, and each time, his method of fighting you is different. The first time is in Woodfall Temple, and at first, he will just start hopping towards you. Slash him a few times and he will call a Snapper to help. At this point, dig into one of the various Deku flowers here as Deku Link and right when he passes by, launch out. The Snapper will flip over and Gekko will then climb the walls and ceilings. Snipe him with an arrow, and he will get back on the Snapper. Repeat until he's defeated.

- The second time he appears is in Great Bay Temple, and he fights with the help of Mad Jellies. They bounce around the room and Gekko will hop around trying to avoid you, and occasionally throw one of the Mad Jellies at you. Once he's hit, he jumps to the ceiling, taking all the Mad Jellies with him and forming a big blob. Avoid the shadow at all costs, as he will plummet down and try to catch you inside, where you will get the crap kicked out of you. Fire an Ice Arrow at the blob the Gekko is in when he's on the ceiling to make it crash and shatter. Repeat the process until dead.



Found in: Snowhead Temple (twice), Ikana Castle, Stone Tower Temple, Secret Shrine (Ikana)

- The most recurring miniboss fight in the game, bar none! As such, he's pretty annoying to keep fighting again and again. The first fight is pretty simple. He appears in random spots around the room, then fires an icy spell at you after a while. Goron Link is best to use here, as you can just roll to him and punch him. After a while, he will split up. The real Wizrobe is the red dot on the minimap, while the clone Wizrobes just fly around. Not much harder.

- Second fight, not much difference, just a few ledges he might appear on. Arrow him then.

- Third fight, again not much difference, except he fires fiery spells at you.

- Fourth fight, major difference in the arena, but not his fighting method. He fires fiery spells at you. There are lots of high ledges here where you absolutely need to arrow him, plus the ceiling has lava that constantly drips down to harm you.

- Fifth (optional) fight, he reverts back to using icy spells, but like the fourth fight, there are lots of high ledges where you'll have to use arrows at points if he appears on them.

---

Wart

Found in: Great Bay Temple, Secret Shrine (Ikana)

- Nintendo vets, this isn't Wart the frog from Super Mario Bros. 2. In fact, it more closely resembles the eyeball boss in Link to the Past. It's a giant floating eyeball that surrounds itself in pink eggs. It occasionally opens its eye to stare at you. In order to reach that eye, you'll have to knock off the pink eggs with either fire arrows or bombs. Once they're knocked off, pursue them and slash them to destroy them so they won't latch back on. Once enough are gone, fire an arrow at Wart's eye to damage it. After some damage, Wart will drop the rest of the eggs and resort to only using a ramming attack everywhere in the hope of crushing you. A few more hits to the eye will do it in. You can fight it again in Secret Shrine, but it's optional.

---

Skull Keeta

Found in: Ikana Graveyard

- To begin the fight, you'll have to play the Sonata of Awakening for it. To fight it, you'll first have to chase it down. Arrows make the job easy. Stalchildren will also come up to try to hinder you. Don't let Skull Keeta reach the end, or you won't be able to fight him until another cycle. Once you reach Skull Keeta, slash him to start the fight. He will just swipe with his bony hands. Shield and slash. Eventually he'll start jumping on you. Just move out of the way when you see his shadow, then slash when he lands. Repeat until defeated.

---

Iron Knuckle

Found: Ikana Graveyard, The Moon

- A well-armored being that wields an axe. That axe is very, very painful! It will move slowly towards you and swing it horizontally twice, or just smack it down onto the ground in front of it. Backflip when it does, then go in for a quick slash. Once enough of its health is gone, part of its armor will fall off and it will be faster overall. Try to avoid it!

Stalfos Knights

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Found: Ikana Castle

- The Stalfos that are guards to the King of Ikana. They have swords and shields and will block any attacks you do. You'll have to catch them by surprise to slash them. Once they're down, burn down one of the curtains on the wall using fire arrows and shine light at them to defeat them.

Igos du Ikana

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Found: Ikana Castle

- You'll fight him right after the Stalfos Knights. He has poison breath, sword swipes, and a decapitation attack where he makes his head float around to distract you, and eventually hold you down so his body can get a clear shot. Otherwise, he's not that different from the Stalfos Knights. Down him and shine light onto him.

Garos Master

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Found: Stone Tower Temple, Secret Shrine (Ikana), The Moon

- Unlike other Garos, he's pretty difficult. He uses flaming daggers to attack and moves rapidly. He has three kinds of attacks. He either slashes toward you after rushing to you, or jumps and attacks from above, and slashes back when you slash him. When he does his first attack, stand just in range but not too close that you'll get hit and slash. If you're too far away, he does the second attack. Not too hard, but he can be unpredictable at times. Just keep your distance and you'll do fine.

Gomess

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Found: Stone Tower Temple

- The coolest-looking miniboss in the game by far, this guy is basically the Grim Reaper. He's completely black with a torn cloak except for his eyes, mouth, and chest, and floats around with a big scythe. On top of that, Bad Bats keep surrounding him, making him invisible. Avoid his scythe strikes and shoot

a light arrow at him to make the bats flee for a brief moment. Slash Gomess's heart to damage him. Quite easy for an impressive-looking boss, actually.

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Odolwa

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- The boss of Woodfall Temple. He has many attacks, though most consist of his sword. As the fight drags on, he might summon bugs, a horde of locusts, or make rocks drop from the ceiling to hit you. Just poke him with arrows when he's dancing to stun him and quickly go in for some slashes, and a few quick spin attacks. The swarm of locusts that surround you, they can easily be distracted if you leave a bomb behind. Not only will the light from the bomb distract them, but it will also kill them when it explodes. They'll come back though. Overall though, he can easily be taken down with a careful approach and spamming the quick spin attack, however.

- In the 3DS version, he has added mobility and attacks to prevent you from approaching him. It's still possible, but harder to do. To fight this, use the Deku Flowers to fly above him and drop Deku Nuts on the eye placed on the back of his head. This will stun him, allowing you to strike the eye directly for more damage as normal Link.

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Goht

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- The boss of Snowhead Temple. Quite an easy boss, and for good reason, as if you wish to get everything in the game, he needs to be beaten multiple times. At any rate, when the battle starts, you'll see that Goht is actually frozen. Thaw him down with a fire arrow to really start it. You'll basically have to chase Goht around with the Goron roll and either hit its feet to damage it or jump from one of the ramps onto its back so it will fall over, allowing you to damage it some more with a punch punch back-hit combo from Goron Link. Goht's attacks consist of throwing out electrical spheres that home in on you (whenever you hit its feet), electrical streams when you're too far, rocks kicked up from behind it, rocks falling from the ceiling, and stalactites falling to block your way. After some of Goht's health is depleted, it will also start dropping bombs behind it. Careful.

- In the 3DS version, a giant eye pops out from its back whenever it's stunned, which you have to hit to actually damage it. If you hit it on its legs, it will trip to the side, letting you hit the eye at ground level. If you land on it from above by using the ramps (easier to do in this version compared to the original), it will fall on its stomach, which means you'll need to use arrows to damage the eye.

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Gyorg

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- The boss of Great Bay Temple, and easily the most frustrating boss in the game. You'll likely need some bottled fairies and green potions to take care of it. It can attack by eating you if you're in the water, and ramming the platform if you're on that. In order to damage it, you'll have to stand at the edge and shoot a fire arrow at it to stun it. Then you switch to Zora Link and go down to damage it with either your normal attack or the electrical barrier



attack. The electrical attack does more damage. Afterwards, quickly swim back up onto the platform before it eats you. After about half its health is gone, it will summon dozens of Skullfish-ish enemies to torment you. They can easily be taken down with the electrical barrier attack though.

- In the 3DS version, it's imperative to stay on the platform at first, as it's been changed to let you hit it with arrows as it swims on the surface. Hit it with enough arrows and a giant eye will pop out of its mouth. You can then snipe it with arrows, or create ice platforms with Ice Arrows toward it for a more direct (and possibly more damaging) approach. It actually reminds me a lot of Chykka's 1st phase from Metroid Prime 2, with how Gyorg acts now. Speaking of phases, after you damage him enough, he rams the platform, making it sink to the bottom. Now you're forced to fight underwater as Zora Link. From here, approach him, and when he starts his inhale attack, quickly attack the chains of the mines so he sucks one up, making it blow up in his mouth and reveal the eye. Attack it! Attack it!!!

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Twinmold

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- Twinmold is a twin worm deity. They are really giant and fly around in a desertscape. They don't have much of an attack pattern per-se, they just fly around and if they hit you, well, that's that. You can make it hard on yourself and use magic arrows to hit either their head or their tail, where they're not protected by armor, but you can't Z-Target them and will have to aim ahead to get a reliable shot since they move so fast. The proper way to do this is to put on the Giant's Mask and wail on them with sword strikes. Even with this, you'll need lots of green potions, or be vigilant with your magic and slash some of the pillars there to refill some magic before it runs out. The boss is much easier when you have double the magic meter, even moreso if you used Chateau Romani. (Infinite magic!)

- In the 3DS version, this got completely changed! You don't have the Giant's Mask when you start off the fight, and only the blue Twinmold is vulnerable. Shoot arrows at the eyes on the underside of Blue to make an eye appear from its head and surf the sand in a circle so you can hit it. Repeat until it's dead, in which case a chest appears with the Giant's Mask inside. Put it on and...well, Link becomes a brute. He walks around like the Hulk and attacks with punches. Simply punch the red Twinmold around before it sinks into the sand (as it seems to reset the amount it's stunned) to stun it. From there, you can grab either its head for a choke hold, or its tail to swing it around and slam it to the ground. Repeat until dead, and the magic situation is the same as the original, so if you have Chateau Romani you won't have anything to worry about. If you don't, the red Twinmold constantly spawns magic pots if you destroyed all the pillars and other surroundings.

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Majora's Mask

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- The villian of this game. The mask ended up being a demon that controlled Skull Kid! Basically, Majora's Mask floats around now and has tentacles. It will attack by spinning around and shoot a constant fire beam at you. Not much, actually. Since it's pretty much invulnerable from the front, you will have to stun it one of three ways: using bombs at just the right time, arrowing its back, or spin attacking it as it does its own spin attack. Obviously the last method is preferable. Once it's stunned, go at it. You'll also notice that the



(I will put any more credits for those that give me tips and suggestions for this guide.)

\*\*\*---Until next time, fellow readers!---\*\*\*

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