

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

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The Legend of Zelda: Majora's Mask

Game by: Nintendo

Walkthrough by: Invader Hera

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1. STORY

This stuff is copied from the instruction manual, so I don't take any credit for it.

"PROLOGUE

"In the land of Hyrule, there echoes a legend. A legend held dearly by the Royal Family that tells of a boy..

"A boy who, after battling evil and saving Hyrule, crept away from that land that had made him a legend..

"Done with the battles he once waged across time, he embarked on a journey. A secret and personal journey..

"A journey in search of a beloved and invaluable friend..

"A friend with whom he parted ways when he finally fulfilled his heroic destiny and took his place among legends..."

WELCOME TO TERMINA

This is a kind of parallel world that is similar to and yet different from the land of Hyrule, which was the setting for the Legend of Zelda: Ocarina of Time. Termina is a mysterious place, and the people Link meets here may look vaguely familiar at first glance.

Clock Town rests at the heart of this world. Heading any direction from there will take you to the mysterious region beyond. The centerpiece of Clock Town is the clock tower. It is the symbol of the town and the center of activity, as the townsfolk are busy with preparations for the annual carnival, despite rumors that the moon will fall from the heavens in just three days.

2. CONTROLS

BASIC/ NORMAL LINK

Control Stick: Move

Start: Show inventory

A: Talk to people; Check things; Pick things up, etc.; Also hold A to dive in water

B: Use sword

L: Show or hide map

R: Use shield

C-up: Look around in first-person; Get advice from Tatl when it flashes

C-down, left, or right: Use items; Set items from the inventory

Z: Target things; Hold to walk sideways or backwards even when there's nothing to target

Don't forget other combinations of A, B, and the control stick for other types of jumps and sword attacks.

DEKU

A: Spin attack

B: Bubble attack

GORON

B: Punch

A: Hold and use control stick to roll around

A+B: Ground pound

ZORA

B: Attack; Hold and release for boomerangs; Press B in water to go down so you can walk on the bottom

A: hold in the water to swim fast

R: Shield; Use it in the water for an electric shield, which can hurt enemies but uses magic power

R+B: Use your shield on land (or when standing underwater) and press B to use the electric barrier just like when you're swimming

3. ITEMS

I didn't list everything here, but I listed most of it.

Arrow: Arrows are good for shooting things in the air and activating eye switches. You can also use fire, ice, and light arrows later in the game, but those all use magic power.

Blue Potion: This potion recovers health and magic.

Bomb: Buy the Bomb Bag at the Bomb Shop to carry these. As you must have guessed, these are useful for blowing things up.

Bomb Bag: There are three different sizes of bomb bags. You need a bomb bag for carrying bombs.

Bombchu: These special bombs run off in a straight line when you release them, then, blow up when they hit something. They can also go up walls.

Bombers' Notebook: As a human, you can get this from the Bombers, obviously. Use it to keep track of the people you've helped.

Boss Key: This is needed to unlock the door to the temple boss.

Bottle: Bottles are essential for carrying things.

Bug: You can find bugs in holes in the ground and under rocks. Mainly, they're only good for getting Gold Skulltulas out of soft soil.

Chateau Romani: This special milk can be bought for 200 rupees at the milk bar in East Clock Town. It restores your magic power and turns it blue, during which you'll have unlimited magic power.

Compass: Find this in a temple to see where things are, such as chests.

Deku Nut: Deku Nuts can be used to stun or even kill some enemies.

Deku Stick: Deku Sticks are best used for lighting like torches. You can also smack an enemy with it, but then it will break.

Dungeon Map: Find this in a temple to see its map.

Fairy: Sometimes you can find little, pink fairies. Put them in a bottle, and if you run out of health, they will revive you.

Fish: Sometimes, you'll find fish in water. They are only useful occasionally.

Fragrant Mushroom: You can find these mushrooms in the Woods of Mystery using the Mask of Scents and give them to Kotake for making potions.

Gilded Sword: Reforge your Razor Sword with Gold Dust to get this sword, which never dulls.

Gold Dust: Win a race at the Goron Racetrack to get a bottle of Gold Dust. It can be used to reforge your sword and make it stronger.

Gold Skulltula Token: You get these when you defeat a Gold Skulltula. You must collect all of them to finish a Spider House.

Great Fairy's Sword: This is the strongest sword and is obtained once you return all the Stray Fairies from Stone Tower Temple to the Great Fairy Fountain in Ikana Canyon.

Green Potion: This potion recovers your magic power.

Heart: Find these to recover one heart of health each.

Heart Container: Four of these are found in the game, one from each temple boss. They increase your health by a full heart.

Heart Piece: Find four of these to increase your health by one heart.

Hero's Bow: You need this to shoot arrows. You find it in Woodfall Temple.

Hookshot: Use this to bring certain things to you or to bring you to certain things (mainly wooden things). It is found in the Pirates' Fortress.

Hot Spring Water: This hot water can be used to melt ice. Use it fast or it will cool and become ordinary spring water.

Land Title Deed: You get these from certain Deku. It lets you use their Deku Flowers.

Lens of Truth: This lens is found in Goron Village and lets you see invisible things or through things that aren't really there. It drains magic power, though.

Magic Bean: Plant a magic bean in soft soil and water it with spring water to make it grow. Get on, and it will take you somewhere.

Magic Jar: Find these to recover some magic power.

Mask: You can find all kinds of masks in the game that do different things. They can be used for things such as changing your form or talking to enemies.

Milk: Milk can be bought or obtained from cows after playing Epona's Song. Each bottle of it can be used twice, each time restoring five hearts.

Mirror Shield: This shield lets you reflect light. It is found in the Well.

Ocarina: This important item is used to play music.

Pictograph Box: Get this from Koume after helping her. It can only save one picture at a time, though, and the picture will disappear if you return to the first day.

Powder Keg: Once you pass a test, you can use Powder Kegs. They are extra powerful bombs, and you can only carry one at a time and can only use them as a Goron. Shoot it with an arrow to blow it up quicker.

Razor Sword: You get this if you reforge your sword at the Mountain Smithy. It will dull after 100 uses.

Red Potion: This potion recovers your health.

Rupee: These are used as money, obviously, and can be found in chests, weeds, by defeating enemies, and in other places.

Small Key: These are needed for unlocking locked doors in temples.

Spring Water: This water is used to water magic beans. You can't just use any water. This water can be found in places like around the Magic Hags' Potion

Shop.

Stray Fairy: Fifteen of these are found in every temple. Find all of them in a temple and bring them to their Great Fairy Fountain to get something good.

Quiver: You need this to hold arrows, but you get it when you find the Hero's Bow. There are three different sizes.

Wallet: This is for carrying money. They are several different sizes.

4. ENEMIES

I listed normal enemies and mini-bosses here, but not bosses. They're just in the actual walkthrough.

Armos: These statues are found in Stone Tower Temple and will come to life and hop at you if you touch them. Defeat them with a bomb or a Goron punch, then, run away, because they will blow up soon after.

Bad Bat: (They seriously were lazy on enemy names for this game.) Sometimes, you'll find annoying bats. They fly down at you, so either attack them then, or shoot at them.

Beamos: The Beamos is an annoying enemy found in the Stone Tower and its temple. They stand around and shoot lasers at you when you get near them. Blow them up with bombs.

Big Octo: These big Octoroks are found in the Southern Swamp, rudely blocking various passageways. If you get close, they'll suck you towards their mouths then spit you away. With the proper weapons, you can kill them, but until then, you'll have to find another way past them. (You can ride the boat from the tourist center to get past them. Also, they'll go away when the poisonous water is gone.)

Big Poe: These, well, big Poes aren't found very often, but when you do find them, they shouldn't cause you much trouble. Attack it when it's visible and not attacking you, and just defend when it attacks. Easy.

Bio Deku Baba: Sometimes, you'll find Deku Babas attached to the undersides of lily pads. They'll flip the lily pad over and attack if you stand on it. Attack them, and they'll break off the lily pad, but continue to walk around on the bottom of the water. You'll need to attack them again to kill them.

Black Boe: These little, black balls of something are very weak, but they are usually found in groups, so be careful.

Blue Bubble: The Blue Bubble can be found in various places at night and are worse than they were in the last game. Now, touch their blue flames, and you'll be jinxed. You won't be able to use your sword for a little while (but you can attack with other things). Have the enemy fly into your shield to knock them down, then, kill them.

Blue Tektite: These enemies jump out of the snow in the mountains or hop around on water in Great Bay Temple. They're annoying, but not that tough.

Chuchu: The Chuchu is a blob that hops around places like Termina Field. Mainly, you'll find the green and red varieties. The green leaves behind magic, and red leaves behind a heart or a rupee. Sometimes you'll find yellow ones, which

contain arrows. Blue Chuchus are found even less and have nothing inside them.

Death Armos: These floating statues are only found in Stone Tower Temple. They try to smash you if you get close. Just shoot them with a light arrow to flip them upside-down, then, get close so they try to attack. They'll smash their heads into the ground and die. Stupid things.

Deep Python: These sea snakes are only found in Pinnacle Rock. To kill them, attack their necks.

Deku Baba: Some Deku Babas are a little withered and can't move as well. You only get Deku Sticks from them. Other Deku Babas can lunge at you, so be careful. These give you Deku Sticks or Deku Nuts when you kill them.

Desbreko: In the water in some places, you'll find this creepy fish, surrounded by a bunch of smaller fish. Apparently, it doesn't let go when it bites, so be careful. When you kill it, the little fish die, too.

Dexihand: Sometimes you find the creepy Dexihand, a blue arm that can grab you if you get too close. If it does this, it will shake you around and then throw you. Attack quickly or from afar.

Dinolfos: This enemy is found in a few places and is like the Lizolfos in the last game. It is easiest to attack it after it tries to attack you, then, it will breathe fire. It's not as tough as it looks.

Dodongo: These are found in north Termina Field during the day. Their tails are their weak point, but if you hit it, they'll turn towards you and shoot fire. Watch out for their tails, as well. When they die, get away because they will blow up. They are hard to avoid and hard to kill, but you'll get many rupees for defeating them.

Dragonfly: These annoying enemies are found in the Southern Swamp and attack with their tails. You can attack them back directly, by shooting at them, or even by waiting in a Deku Flower and popping up when they're above you.

Eeno: Found in north Termina Field at night and in Snowhead Temple, these strange creatures look like white lumps that move along the ground. Then, when you get close, they throw rocks at you. Watch out! Also, if you attack a big one, it will break into three smaller ones.

Eye Sore: These guys are found in Stone Tower Temple. They can shoot lasers from their big eye. Just shoot its eye with a couple of light arrows to defeat it.

Fire Keese: These are bats with fire on them. They try to swoop down and hurt you, but if they hit your shield, their fire will go out.

Floormaster: This annoying hand tries to ram you, but it is only found in Ikana Castle, luckily. Kill it, and it'll break into three smaller hands. These can grab you and are hard to get off. Just press buttons until they let go. Kill them quickly, or they'll go together to form another big Floormaster.

Freezard: These ice creatures are found in cold areas. Be careful because their breath can freeze you.

Garo: In certain places in Ikana Canyon, Tatl will talk to you. Wear the Garo's Mask here to make the Garo appear. Then, fire will surround you, and it will come at you with two swords. Just defend with your shield, and after it hits your shield, attack it. Once defeated, it will give you some advice before

disappearing.

Garo Master: The Garo Master is fought in several places. To hurt him, you must completely dodge his attacks, then, attack him when he stands still afterward. Be careful, because he will blow up after you defeat him.

Gekko: This creepy frog is found in a couple temples. It is weak, so it uses other things to help it fight, such as Snappers and a Mad Jelly. Once you defeat it, it will turn into a normal frog...

Giant Bee: You'll often find these enemies after knocking down those brown things that hang from ceilings and such, so be careful. They are weak but hard to hit because they're small.

Gibdo: These horrible mummies are found in Ikana Canyon and are pretty much just like ReDeads. If you get near them, they'll scream and paralyze you, then try and grab you and such the life from you. Press buttons like crazy to try and get away. You can talk to them while wearing the Gibdo Mask, though.

Gold Skulltula: These spiders are found in the spider houses. Defeat them for tokens. You can hear when they're in a room, but they are good at hiding, so you'll have to look carefully. Some can be found by dropping a bottle of bugs near soft soil.

Gomess: This guy is only found in Stone Tower Temple as a mini-boss. He wields a big scythe and is protected by bats. Just shoot at him with a light arrow to scare the bats away, then, shoot again to hurt him.

Guay: Some areas have these small birds flying around. They can be annoying when they swoop down on you.

Hiploop: These are big bugs found in Woodfall and Stone Tower Temple. They try to ram into you and can be very annoying. If they're wearing a mask, pull it off with the Hookshot, then, hit it a few more times to kill it.

Ice Keese: Sometimes, you'll find Ice Keese, bats with ice around them. Don't let them fly into you unprotected, or you'll get frozen. (Press buttons until you get free if this happens.) If the Ice Keese runs into your shield, it will become a normal Keese.

Igos du Ikana: You fight the king of Ikana and his two warriors in Ikana Castle. They are all weak to light.

Iron Knuckle: Luckily, you won't have to fight Iron Knuckle very often. Its axe can do a lot of damage, so it's best to stay away and use bombs on it, though, you can damage it with your sword, too. Really, I'm not trying to trick you.

Leever: Leevers come out of the sand in Great Bay and west Termina Field. They are fast and smarter than in the last game. Now, they come at you rather than just moving off in a straight line.

Like Like: These horrible things can be found in Great Bay. They eat items, so you'll need to kill them to get your stuff back.

Mad Jelly: You see this blob once when you fight Gekko in Great Bay Temple. It will shatter if it's frozen and can break into many smaller blobs.

Mad Scrub: These mean Deku Scrubs are found in the Southern Swamp. They shoot Deku Nuts at you. Kill them to use their Deku Flowers.

Mini Baba: These small Deku Babas can't do much. Kill them for a Deku Nut.

Nejiron: Nejirons are ugly, brown things that you find just outside of Ikana Canyon and in Stone Tower Temple. They come out of the round and roll at you. Attack them from afar because they blow up easily.

Octorok: You find these octopuses in the water in certain places. They shoot rocks at you, but if those rocks hit your shield, it'll bounce back and hit the Octorok. Two hits will kill it. You can also freeze them with ice arrows and then use them as platforms in the water.

Peahat: There is only one Peahat in the game, and it is found in a hole in south Termina Field. Watch out for its propellers and attack its root on the bottom to kill it.

Pirate: Pirates are found in the Pirates' Fortress. Most can capture you and throw you out of the building, but they can be knocked unconscious with an arrow for a short time. Sometimes, you'll actually have to fight a pirate. You can usually hurt them just after they attack; arrows are effective, as well.

Poe: A few Poes are found in Stone Tower Temple. Don't target them, or they'll disappear. Attack them when they are visible and not attacking you.

Poe Sisters: In the Ghost House in Ikana Canyon, you can fight the Poe Sisters. The first three are fought just like the Big Poe, except Meg makes copies of herself. Shoot the one that spins shortly after appearing with an arrow or with the Hookshot to hurt her.

Real Bombchu: These ugly things run around east Termina Field during the day (and in a few other, inconvenient places). When one sees you, it will run at you. Have it run into your shield, and it will blow up. Be careful; these things can also run up walls.

Red Bubble: In one room in Snowhead Temple, these things will jump out of lava and hop around. Have them hit your shield to get rid of their fire so you can kill them.

ReDead: ReDeads are found in Ikana and are like Gibdos, since they can paralyze you and try to grab you, so be careful. Luckily, the Gibdo Mask, Garo's Mask, and Captain's Hat causes them to dance, during which they're harmless. They are also weak to light.

Shellblade: Sometimes you'll find Shellblades in the water. They are mean clams that can only be killed if you attack their pink insides when they are open.

Skullfish: In the water, you will sometimes find these annoying fish. It's best to use the Zora's electric barrier to kill them.

Skull Keeta: You'll fight Skull Keeta in Ikana Graveyard in order to get Captain's Hat. It will just walk away at first, so keep slowing it down with ice arrows until you can get close enough to attack it directly. Then, it will fight back, so watch out.

Skulltula: These scary spiders hang from the ceiling, then, come down when you get close. Wait until it turns, then, attack its belly to kill it. It's best to attack from afar, though.

Skullwalltula: I only found one of these in the whole game, in a hole in south Termina Field. They are smaller spiders that are found on walls.

Snapper: These annoying turtles are found in the Woods of Mystery and Woodfall Temple. Normally, they spin around and can't be hurt, but a bomb can flip them over and expose their sensitive bellies. You can also pop out of a Deku Flower while they're above you to flip them over.

Stalchild: These skeletons are mainly found in Ikana Graveyard, but in some other places, too. Talk to them with the Captain's Hat on, and they may help you.

Takkuri: This horrible bird is found in south Termina Field. Don't let it get you because it steals items. I think you can get it back if you kill it, but it's hard to kill.

Wallmaster: Sometimes in the well in Ikana Canyon, you'll hear a weird sound and a shadow will go over you. Avoid that shadow because that's the Wallmaster. It will try to grab you. If you avoid it, it will land on the ground. Kill it during this time.

Wart: Wart is a big ball with an eye, and it is covered with little blobs when you first find it. Its eye is its weak point, but it won't make it easy for you to hit it. The blobs either protect it, or it slides around the room like a weirdo.

White Boe: White Boes are the same as Black Boes, but they're found in snowy places and are...well, white.

White Wolfos: Stronger than an ordinary Wolfos, the White Wolfos can be found in snowy places, even during the day time. It can block your attacks, but you can hit it if you attack after it attacks.

Wizrobe: This guy is found in several temples and other such places. He only appears on squares on the floor, and you must wait for him to spin around to attack, or else he'll disappear. He can shoot ice or fire, depending on which one you're fighting, and can also make copies of himself, though they don't attack. Arrows make fighting him very easy.

Wolfos: The Wolfos can be found mainly at night in the place between Termina Field and the Southern Swamp. It can block your attacks, but you can hit it if you attack after it attacks.

5. WALKTHROUGH

A. THE BEGINNING

After the cut scene, you'll go through a short tunnel through a tree, then, you'll have to cross some stumps. In here is another cut scene, where poor Link gets turned into a Deku. Isn't he cute? One of the fairies, Tat1, gets left behind when Skull Kid leaves. (You can attack with A, by the way.) Go through the door and through the hallway. In here, you have to learn how to use a Deku Flower. Go on one and hold A to go in. Once it makes a sound, let go of A, and you'll fly for a limited time. Fly across the room and go through the next doorway. Now use the Flowers to cross these platforms (the chest contains Deku Nuts). Past the weird "tree", you'll end up inside a building. Go up the ramps and then try to go through the doorway, and the Happy Mask Man will talk to you. He wants you to get back what was stolen from you and get back his mask, then return to him within three days, and he'll help you turn back into your normal self. Now leave, and you'll be outside the Clock Tower in Clock Town.

THE GREAT FAIRY

You're currently in South Clock Town. A Deku owns that Deku Flower nearby, but you'll need it later. Talk to the Deku to find out that he wants a Moon's Tear for his wife. Well, you can't get one yet, and Tatl wants you to see the Great Fairy, so go to North Clock Town (through the doorway behind the tower) and through the doorway to the left. The Fairy Fountain is here, but Skull Kid shattered the Great Fairy. Find the stray fairy to return her to normal. During the day, the Stray Fairy is in the Laundry Pool. (Go to South Clock Town and through the doorway near the gate leading out of town (you can't leave town yet, by the way) to find the Laundry Pool. Hop across the water and get that fairy.) During the night, it is in East Clock Town. Use the nearby Deku Flower to get it. Now return it to the fountain to talk to the Great Fairy of Magic. She'll give you magic power. Now you can shoot bubbles with B. Hold B for bigger bubbles.

THE BOMBERS AND THE ASTRONOMER

Outside the Fairy Fountain, pop the balloon the kid is shooting at with a bubble, then, talk to him. He is Jim and he's the leader of the Bombers.

If you can find all of them by tomorrow morning, he'll give you their secret code. Spinning with A helps, and trapping them in doorways to other parts of town can help, too. There are five in total, two of which are on the North side. One is near the Fairy Fountain, and the other is behind the pillars on the opposite side. On the East side are two more kids. Go up the ramp near the doorway to the North side to find one kid with a chicken. He'll jump down with it, so go after him. The other kid is on the hotel balcony, but you may find him on the ground beneath it, too. The last kid is on the West side. Now, you'll get the code, which is different, depending on the file. The kids will also mention that if you were human, you could have gotten the Bombers' Notebook, which is a pretty useful item.

Now, on the East side of town, give the kid guarding the passageway the code to get past him. Hop across the water in here, then, you'll find a Skulltula. Have it come down near the ground, then, shoot its belly with a bubble when that side faces you. Now continue on, and pop the balloon in front of the ladder. Go up to find the astronomer's place. You can talk to the scarecrow here if you want. You can dance half a day with it if you have extra time to waste. Also, it will tell you that if you play a certain song backwards, time will slow down. If you play the song, but with each note twice, you'll go ahead in time half a day. Good to know. Now go up the stairs and talk to the astronomer. Look through the telescope, at the top of the tower, to see Skull Kid. Zoom in. Then, you'll see something fall from the moon, and then Skull Kid will leave. Go outside and get the Moon's Tear on the ground.

THE WAIT

Bring the Moon's Tear to that Deku and give it to him for the Town Land Title Deed. Now you can use this Deku Flower to get to the Clock Town's door on that higher ledge. You may have some time to spare, though, since it won't open until midnight of the third day. On the West side of town is a man you can deposit money to. You'll get things when you deposit enough. Also, in the North side is Tingle, probably hanging from a balloon. Pop it to bring him down. He sells maps. Here, he sells a Clock Town map for 5 rupees and a Woodfall one for 40. So anyway, when it's almost time, get to that ledge and get the Heart Piece on it. Then, go through the doorway when it opens. Skull Kid is up here, with a very close moon. After the cut scene, shoot Skull Kid with a bubble to make him drop the ocarina. Get it, and you'll have a memory of Princess Zelda. She'll teach you the Song of Time: C-right, A, C-down, C-right, A, C-down. Now, play it to return to the Dawn of the First Day. Now go to the

Happy Mask Man. He'll teach you the Song of Healing: C-left, C-right, C-down, C-left, C-right, C-down. Play it to become human again. You'll also get the Deku Mask, so you can turn into a Deku and back again whenever you want. But, you still haven't brought his mask back yet. Get to it. (Oh, and play the Song of Time backwards as early as possible to slow down time!)

B. SOUTHERN SWAMP

Now, outside the Clock Tower is an owl statue. Hit it with your sword, and it will open its wings. You can now save and quit at it. You can also leave town now, so talk to a soldier at any gate to leave and get to Termina Field. Right now, we need to go south. You'll find a tree with a drawing on it. Here, there will be a cut scene of when the fairies met Skull Kid. Afterward, hit the picture for some rupees, then, continue to the next area. Kill the Bad Bats here, then, climb up the vines on the tree to find a Piece of Heart. Also, in this area is Tingle. He sells a Woodfall map for 20 rupees and Snowhead for 40. Now continue on past here to get to the Southern Swamp.

THE HAGS

There's an owl statue here and a tourist center. You need Koume (sound familiar?) to take you through the swamp on a boat because there are both Big Octos and poisonous water (farther on) to deal with, but she's not there. Cross the lily pads to the left as a Deku (it's easier), then, continue on to find the Magic Hags' Potion Shop. Kotake will probably leave, but if she doesn't, you'll know where to find her. Anyway, go past their shop to find the Woods of Mystery. Go in and talk to the monkey. It will lead you through. Don't go the wrong way, or you'll return to the swamp. Also, watch out for Snappers. Anyway, the monkey will first lead you to Kotake (if she left the shop), then to Koume, who is injured. Return to Kotake and talk to her for a Red Potion (you get to keep the bottle). Give the potion to Koume, and she'll get better and return to the tourist center. Now leave the woods and talk to the monkeys. Another monkey was captured by Deku, and they want your help. For now, return to the tourist center.

DEKU PALACE

Talk to Koume for the Pictograph Box and for a free boat cruise through the swamp. The boat will kill any Big Octos in your way. Be careful when it stops, though. This area has poisonous water that will kill you quickly if you go in. Go through the doorway here to find the Deku Palace. Turn into a Deku and talk to the Deku here. They'll let you pass, but you're supposed to go straight, not like they'll do anything about it. Through the left doorway, you'll be able to get a Heart Piece. You need to go through the right doorway to get something you'll need later. Watch out for the Dekus patrolling the area; you'll get thrown out if they catch you. (This is easiest at night because they have lights shining from their mouths, so it's easier to tell where they're looking.) Anyway, just go around the boulders and such to avoid the guards and you'll end up at a hole. Fall through to find a man that sells magic beans. The first is free; each one after is 10 rupees each. (For some rupees, plant a bean in the soft soil down here, then, water it to make it grow. Ride the plant up to a chest with 20 rupees inside.) So, with a magic bean and a bottle of water, leave and go through the doorway you were supposed to go through. This is the Royal Chamber, and the Deku think that the monkey kidnapped the princess. Talk to the monkey, then, leave. Talk to the monkey out here, and it will mention a secret way into the trapped monkey's cage. So go straight and then left over the lily pads to the Outer Palace Garden. Plant

a bean, water it, then, ride it up. Now you'll be going over the gardens using Deku Flowers. Some platforms move, and there are some Mad Scrubs you'll have to deal with. Shoot bubbles at them to defeat them before flying over to them, or else they may knock you out of the air. At the end, wait on the final platform until it goes up, then, fly over to the ledge and go back into the Royal Chamber here. You're now in the monkey's cage. Talk to it, then, turn back into a human. Talk again. It wants you to get out a loud instrument. The ocarina won't work, but turn back into a Deku and get out your Deku Pipes. Now he'll teach you the Sonata of Awakening: C-up, C-left, C-up, C-left, A, C-right, A. Play it, and you'll be thrown out of the palace while they punish the poor monkey by dunking him in hot water. Well, nothing more to do than to go to the temple. Let's go!

TO WOODFALL TEMPLE

Along the way to the Outer Palace Garden, you passed a ledge to your right. This is the shortcut to Woodfall. Use the Deku Flower to get to the alcove in the wall and go through to the previous area. You're up on the big plants now, which you can cross using the Deku Flowers. Watch out for the Dragonflies, though. You can shoot up into them from a Deku Flower or attack when they come down near you to kill them. Anyway, you'll end up at a ledge with a big owl. Talk to it, then, read the stone it was standing on to learn the Song of Soaring: C-down, C-left, C-up, C-down, C-left, C-up. This lets you warp to any owl statue you've activated. Now use the Deku Flower to fly to the next ledge. Go through the doorway to find Woodfall. To the left is a chest with 20 rupees inside, and to the left are two Hiploops and a Mad Scrub. Hiploops are really annoying and will charge at you. Stay as a Deku the whole time because you will likely die before reaching land if you fall into the water as a human. Just attack the Hiploop to stun it, then, kill the Mad Scrub and use its Deku Flower to fly over to two more Mad Scrubs. Defeat them then, fly over to the structure. It has a Deku Scrub Mark, an owl statue, a fairy in a pot, and a Deku Flower. (There is a chest containing a Heart Piece if you continue past here. Also, the alcove in the wall nearby leads to a Fairy Fountain. They want you to find the fairies trapped in Woodfall Temple and bring them back there, and you'll then get something good.) Anyway, at the Deku Scrub Mark, play the Sonata of Awakening as a Deku, and Woodfall Temple will rise out of the water. Use a Deku Flower to fly over to the entrance and go in.

C. WOODFALL TEMPLE

If you plan on finding all the Stray Fairies, it helps to have the Great Fairy Mask (see the Great Fairy in Clock Town as human Link). I'll explain where they all are in the Stray Fairies section. Anyway, on the ground are Black Boes, and up here are Deku Flowers. Use them to get to the other side of the room, but watch out for the Skulltulas over here. Go through the door here. There are a couple of Deku Babas in this room and some poisonous water. Also, that wooden shrine will be important later... Anyway, down the ramp is a locked door, so cross those flowers in the water as a Deku. You'll get hurt if you cross them as a human. Now go through the door. There is more poisonous water here. Jump across to the Deku Flower, then, use it to fly to the other ledges. One ledge has a chest with a Small Key inside. The other has a door. Go through the door, and bars will go over it. Kill the three Snappers here (you can pop out of the Deku Flowers when you're beneath them to flip them over then kill them). A chest with a Dungeon Map inside will open, and the bars on the door will go away. Now go back to the locked door and go through. Now push the block towards the door you came in by to get it out of the way. Use the lit torch to light a Deku Stick, then, run and light the torch near the door with the bars over it (be fast or the moths following the fire will attack you). The

bars will disappear, so go through the door. Kill the two Dragonflies here, and a chest with the Compass inside will appear.

Now return to the previous room. Light a Deku Stick again and go up the stairs.

Light the torch here, then, cross the platforms to get to the spider web. Light that on fire to get rid of it. Past here are a few Deku Babas and then the next room. In this room, it is dark, and there are Black Boes. Kill all of them, and a chest with a Stray Fairy inside will appear. Now light a Deku Stick and light the three unlit torches to unbar the door. Go through to a room with Dragonflies, Deku Flowers, and holes in the floor. If you fall through any holes, you'll land in the room with the wooden shrine. (If you fall, if you're a Deku, you can just land in the water and not try to make it to land. That way, you'll end up right back in the room and won't have to come all the way back.) Anyway, watch out for the Dragonflies and cross the moving platforms with the Deku Flowers. On the other side, go through the doorway to get to the second floor of the room with the wooden shrine. As normal Link, stand on the switch up here, and ladders will appear, making a shortcut between the two levels. Also up here is a barred door, and near that are an unlit torch and a switch on a ledge at the wall. Now, we'll deal with the unlit torches and the wooden shrine later. For now, go through the unlocked door on the second floor to get to the second level of another room you've been to before.

THE HERO'S BOW AND THE BOSS KEY

Go through the doorway you can currently get to, and bars will go over the door.

You will fight Dinolfos. It has a shield, but you can easily hit it after it tries to attack you. After hurting it, it will breathe fire at you, so get away. Kill it, and a chest will appear. Open it for the Hero's Bow. You already have 30 arrows. Leave the room now and shoot the eye switch across the room with an arrow. The platform with the Deku Flower on it down at the water will now rise and lower. Use it to get to the other side. Go through the door over here, and you'll have to fight Gekko. Attack it a few times as normal Link (Deku Link will just stun it), then, it will call a Snapper to it. It will spin around, so become Deku Link and get into a Deku Flower. Pop up beneath the Snapper when it goes over you to knock it over. Gekko will run off and climb around the ceiling. Shoot it down with an arrow, and it will return to the Snapper. Repeat until you win. Gekko will turn into a normal frog, and you'll be able to get to the chest containing the Boss Key.

FINISHING UP

Now return to the wooden shrine. At that switch, shoot an arrow through the nearby torch and into the torch on the shrine to light it. The water will become normal again, and the shrine will rise up and start to spin. Get onto it, then, shoot an arrow through the torch here and into the unlit one on the ledge on the wall. It will probably take a few tries, but you'll eventually get it. Then, that barred door will unlock. Go through. There are Dragonflies, Skulltulas, and Deku Flowers here. Go to the right alcoves, then, shoot the crystal. The fire on the pillars will go away, so fly to the Deku Flower on the pillar that had fire on it. Continue on to the big door and go through.

BOSS BATTLE: ODOLWA-MASKED JUNGLE WARRIOR

In this room, there are weeds you can get items from near the walls, along with bomb flowers. Go forward, and the boss will come. He has a shield and a big sword, so there are many times he'll block your attacks. Plus, you want to stay away from that sword. At first, Odolwa mainly jumps at you or runs around. Then, he can cause spiders to appear (kill them for hearts) and summon moths. When he does that, shoot him with arrows and attack with your sword while he's stunned. Often, you can shoot him when he's dancing, too. He can also make a ring of fire around you, which will disappear after a little bit, and he may

spin around with his sword out (just shoot him with an arrow to stop him). Defeat him for a Heart Container, then, go into the light for Odolwa's Remains. There will be a cut scene where you'll learn Oath to Order: C-right, C-down A, C-down, C-right, C-up.

THE DEKU PRINCESS

Now the water in the swamp is no longer poisoned, the Big Octo and the enemies in Woodfall are gone, and a new doorway into the temple is revealed. You'll already appear in that room. Tat1 will apologize for her jerkiness from earlier in the game, then, you can cut the vines to find the Deku Princess. Put her in a bottle and return to the Deku Palace. Release her in front of the king, and the monkey will be freed and all that good stuff. You can now get to the Deku Shrine (go right with your back to the palace) and race the butler for the Mask of Scents (I explained this a bit better in the "Mask" section.)

D. THE GORONS

Now go to West Clock Town, and go into the Bomb Shop. Buy the bomb bag for 50 rupees, and it will come with 30 bombs. Hooray! Now go to the north part of Termina Field. From the lower snowy part, go up the ramps to find some ice blocking your path. Shoot the icicle above it with two arrows, and it will fall and break the ice. Now continue to the next area. Watch out for White Boes. You'll have to blow up some big snowballs in your path, then, past here, you'll get to the Mountain Village. Not much of a village, though, since the only building here is the Mountain Smithy (and you can't do anything there because their hearth is frozen). Anyway, the west path leads to Snowhead. Over here is an owl statue. The east path leads to Goron Village, so take that one. Watch out for the Blue Tektite that comes out of the snow and the two White Wolfos later on. Just cross the bridges to get to the Goron Village. On the outer edge of the village, you'll find the owl. Talk to it, and it will fly over to that place across the gap. Its feathers will land on some invisible platforms, so use those to cross over to the owl. Go inside here and open the chest for the Lens of Truth. This lets you see invisible things, but it also slowly drains magic power. (There's an invisible Skulltula in here, by the way, and a chest containing 20 rupees.) Now leave and use the Lens to cross back over the gap. Over here, you'll see a Goron ghost. Talk to him, then, follow him.

DARMANI THE THIRD

The ghost will lead you to the Mountain Village and to some water. On the wall is an invisible ladder. Study it before you start climbing because it forks off into dead ends at places. You need to go right at the first fork, then left, and then right. Up here are two Gorons, one frozen and one not, and the entrance to the Goron Graveyard. Go in and talk to the Goron, who you find out is Darmani the Third. Play the Song of Healing, and he'll disappear, leaving you with the Goron Mask. This lets you turn into a Goron. As a Goron, you can read Darmani's grave to learn about what you can do as a Goron. Now go behind his grave and pull it to reveal a hot spring. You can put it into a bottle and use it to melt ice as long as it doesn't cool first. (It is best to melt the ice in the area between the Mountain and Goron Villages to reveal a hole that leads to another hot spring. Now you don't have to climb all the way up to the Goron Graveyard.)

GORON LULLABY

Now go to Goron Village and use a ground pound at the Goron Shrine

door to open it. Go through, and you'll hear crying. The Goron Elder's son is crying because he misses his daddy. Talk to him, then, go find the Elder (after getting some hot water). He is found in a snowball bigger than the others (Tatl turns green near it). You may find him in the area between the Mountain and Goron Villages or by the owl statue in the Mountain Village. Break the snowball to find him frozen, then, melt the ice with the hot water. Now, as a Goron, talk to him twice, and he'll teach you the Lullaby Intro because he doesn't remember the whole thing. It is: A, C-right, C-left, A, C-right, C-left. Play it to his son, and the baby will then teach you the rest. It is now: A, C-right, C-left, A, C-right, C-left, C-right, A. Now him and the other Gorons nearby will fall asleep. Now it's time to go to Snowhead Temple. Back at the Mountain Village, take the path near the owl statue to get to the next area. Watch out for the Ice Keese here. Anyway, as a Goron, roll up and go fast to get over those ramps and through many snowballs. Past here, you'll get to Snowhead. There's an owl statue here, and there is also a strong wind blowing from that big place up ahead. The Lens of Truth will show a giant Goron blowing the wind at you. Hmm. As a Goron, play the Goron Lullaby, and he will fall asleep and roll off the path. Now go along the path here to get to the area around the temple (watch out for snowballs). At the base of the temple is a doorway leading to the Fairy Fountain. Up the thin slope is the entrance to the temple.

E. SNOWHEAD TEMPLE

In the first room are White Boes. Break the icicles here, then, push the big block as a Goron until it is out of your way. Past it are three doors (one locked, one frozen, and one normal) and a White Wolfos. Go through the only door you can. There's a bridge with a gap in it up here and lava down below. (You can cross it safely as a Goron.) When the closest Freezard isn't blowing cold air on the bridge, roll across the bridge quickly to cross the gap.

Over here is a door and a doorway. (Through the doorway, you'll find a Real Bombchu and a chest containing the Dungeon Map. You can't get to the second level yet.) Go through the doorway to get to a very tall room.

On this level (1F) are several doors, three frozen ones, one behind some bars, one normal, and a doorway. (The doorway leads to the bottom level, B1, where you'll find Red Bubbles and a doorway to a currently useless room.) Go through the normal doorway (the yellow one). In here, pull the block out of the wall to reveal a chest with a Small Key inside. You can also push the block all the way as far from the door as you can. It will fall into an indent and make a chest on a higher ledge appear. You can't get up there yet, so return to the previous room and go to the red door. Shoot an arrow through one of the torches to melt the ice. Go through, and you'll be back in the first room. Unlock the door nearby and go through. There are three things of ice and two White Wolfos here. Open the chest for the Compass, then, blow up the back wall to reveal a doorway. Go through. Shoot the big icicles on the ceiling with arrows to knock them down so they land on the ice things and break them. Now you can cross the platforms and get to 60 rupees. You can also get to a ledge with a big snowball on it. Break that to reveal a chest with a Small Key inside. Unlock the door now and go through.

In this room, there's ice blocking the narrow path to the next doorway and White Boes in the lower area. Kill them, then, ground pound the yellow switch that is up to raise the yellow switch in the lower area and one in front of the door you need to go through. Jump onto the one in the lower area to get to the other side. Now, ground pound the green switch. For a limited time, a green switch will rise in the lower area. So pound the yellow switch in the lower area to unblock the door, then, get on the green switch down here to climb back onto the ledge over here. Now go through the door to get to 2F of the tall room. Roll quickly forward to jump over the gap, but the doorway here

is blocked by ice. You can go right, though, but you must cross the snowy part (you can't get to the other side if you take the lower path). On this snow, you can roll slowly across, so it's easier than it looks. Just don't let yourself bounce off a wall. Now, this doorway here leads to the upper level of the room with the Dungeon Map. We don't need that room yet, so go fast across the ramp here to get to another door and go through.

THE FIRE ARROWS

Now you'll have to fight Wizrobe. Just stand in the middle of the room and shoot arrows at him (you can use your sword, but it's not as easy). Anyway, Wizrobe appears on one of the four squares. He first just stands there; don't go towards him, or he'll disappear. Once he starts to spin, you can attack. If he attacks, you'll have an ice spell to avoid. Be careful, because it freezes you and leaves behind an icy puddle. After several hits, there will be several of him. The real one is the one that attacks; the others just move around from place to place (also, you can always see the real Wizrobe as the dot on the map). Keep shooting him until you defeat him, then, a chest will appear. Open it for the super useful Fire Arrows! Now you can melt ice!

Return to 1F of the tall room and melt the ice off the last two doors here. Both lead to the same room (the door on the bottom level of the tall room leads to the lower level of this room; there's a frozen Deku Flower down there, by the way). Anyway, kill the three Freezards, and a chest with a Stray Fairy inside will appear. Now light all three torches with fire arrows to unbar the door. Go through to find a switch. Pound it, and the middle pillar in this tall room will rise. (The blue parts of it can be punched and broken, but don't do it yet. On B1, a switch can now be pressed. You can press it to lower the middle pillar back down. If you do this, all the blue parts of it will return if you broke any.) It is now harder to get around, but not impossible. First, return to the earlier room with the bridge on the upper floor. You can now melt that ice in the way and kill all three Freezards to make a chest appear. Open it for a Small Key. Now go to the room that had the Dungeon Map in a chest. Stand on the platform, then, melt the Freezard on the second level, then, shoot the frozen eye switch behind it to raise this platform up once. Jump to the upper level and go through the door on the upper level of this room to return to level 2F. Go right and melt the ice to reveal a doorway. Go through to get to 3F. Carefully cross the snow to the right (you can't go as slowly as before or you'll fall off) to get to a locked door. Unlock and go through. Kill the Eeno, then, melt the ice and go through the doorway. Kill the two Dinolfos here for two Stray Fairies, then, go through the door to get to 4F of the tall room.

THE BOSS KEY

Cross that middle pillar to a door (to the left is a barred door) and go through. Here, you need to defeat Wizrobe again. He's the same except there are more squares for him to go to. After, go through the door to the left and open the chest for the Boss Key. Now go to 2F and punch one blue thing, then, go to 3F and punch both blue things. Return to 2F and punch the last one. Now back on 3F, cross the middle pillar to get to some snowballs. Break them to get to a doorway that takes you to the top level. Roll fast across here to get over to the boss door. Go through.

BOSS BATTLE: GOHT-MASKED MECHANICAL MONSTER

In here are a few pots with arrows in them and a big frozen thing. Melt the ice with a fire arrow to free Goht, who will start running around the room, which is just a big loop. Follow it as a Goron, and run into those big, green pots for magic power. Goht mainly just runs the whole time, but sometimes it will stop and shoot electricity at you. Usually it just does this while running. Make sure you avoid this stuff, or it will really slow you down. It also throws up

rocks behind it, and later in the battle, stalactites and bombs will fall from the ceiling. Anyway, simply run into the boss when you're all spiky to hurt it.

Sometimes when you hurt it enough, it will lie on the ground, so keep attacking it. Once you win, you'll get a Heart Container and Goh't's Remains. After a cut scene, you'll be returned to the Mountain Village, where much of the snow and ice has melted.

F. GREAT BAY

GETTING TO GREAT BAY

We need to go to the ocean next, but there is a wall in the way. You could jump over it if you still had a horse... Well, Epona is in Romani Ranch (you get there from south Termina Field, to the right of the path leading to the Southern Swamp), but a boulder blocks the entrance until the third day (and you can't get the horse then), so we're going to need a Powder Keg to blow it up. You can't buy one yet until you pass a test. Wow, what a predicament! Go to Goron Village and, if it's not spring, melt the ice blocking the doorway over on the left side. Go through here and talk to the big Goron as a Goron to take the test. The big Goron will give you a Powder Keg, and you must blow up the boulder blocking off the Goron Racetrack. It is in the area before the Goron Village, up the ramps. So carry it there. To get up ramps, throw it up there and roll up after it. You should have enough time. Once you blow up the boulder, talk to the big Goron for another powder keg. Now, on the first day, blow up the boulder blocking Romani Ranch. (You can also buy a Powder Keg for 50 rupees in the Bomb Shop in West Clock Town, by the way.) Anyway, go into the Ranch, where you'll find Epona. Talk to the girl, Romani, and she'll tell you about the ghosts that steal the cows. Then, she'll have you shoot all 10 balloons in 2 minutes while riding the horse. Once you do that, you'll learn Epona's Song: C-up, C-left, C-right, C-up, C-left, C-right. You can play this to call Epona to you. (Now Romani wants you to come back at 2:30 that night and help get rid of the ghosts. You don't have to if you don't want to; I explained it in the "Side Quests" section.) Now you can ride Epona and jump over that wall that was in the way and get to Great Bay Coast.

One building here is the Fisherman's Hut. If you talk to the seahorse, the man will tell you he'll give it to you if you give him a picture of a female pirate. Also, when you talk to him, he'll mention a Zora floating offshore. Go outside and go to the seagulls over the water to find the Zora. Go to him and grab him and push him to shore. Then, he'll walk onto the beach and fall down. Talk to him; he is Mikau, and he's the guitarist for the Zora band. Then, play the Song of Healing to get the Zora Mask. Now you can read some stuff on the Zora's grave to find out what you can do as a Zora. Now swim out to the building floating on the raft. There's an owl statue here and Tingle floating from a balloon overhead. The building is the Marine Research Lab. Now return to shore and go right to another area. Swim out to the far side of the big thing out in the water to find an owl statue and that singer who lost her voice, Lulu. The entrance to Zora Hall is also here.

THE PIRATES' FORTRESS

Okay, so now that we've explored this area, return to the first part of Great Bay Coast and swim out across the water towards the Pirates' Fortress. You'll find some wooden walls underwater over here. Swim into the second one from the left to break it and reveal the entrance to the fortress. Go in. (Remember, the fisherman wants a picture of one of the pirates.) Anyway, there are four boats going around. If you are seen, you'll be thrown out. Jump into the water when the boats go by. (In the water are Skullfish, and there are also three easy to find chests under here. Each contains 20 rupees.) Across the water, get onto land once the boats go by, and pound the switch as a Goron. A

gate will open underwater, on the other side of the area. Swim through. Swim into the wooden things here to break them, then, move the blocks to get past them. (Move one inward and one outward.) Also, over on the left side of the room, go up and over to find an enclosed area you couldn't reach before. Open the chest here for 20 rupees. So, past the blocks, let the current take you upward. Up here, watch out for the mines and the other current (which will push you to a previous area). Go through the door.

In this room are more mines and also a Heart Piece in a barred area. (In the water are two chests, one containing 20 rupees and one containing 5.) Go up the steps and break the barrels to the left to find a switch. Step on it to open the gate to the Heart Piece for a limited time. It's best to use the Bunny Hood to run through there. Then, step on the switch in here to get out. Now, back up the steps, break the barrels to the right to get them out of the way, then, hit the crystal to open a gate in the water for a limited time. Swim through and get past more mines and currents. Now go up the ladder and step on the switch to open the gate on the wall a limited time. Stand on the grate on the floor and hit the crystal behind where the gate was, and water will come out of the grate and take you to a higher level. (Jump off before you hit the mines on the ceiling.) Now go up the ladder here. (You can look through the telescope at another part of the Fortress, but you don't need to.) Now, facing back out over the room, hit the mines to blow them up, then, hit the crystal to unbar the door.

Through the door, you'll be back in the room with the boats. Go through the nearby doorway to get to the place you saw through the telescope. There are guards here, and they'll throw you back to the previous room if you're caught. You can shoot them with arrows to knock them down for a short time, though, that's not always the best solution. (By the way, the Bunny Hood can be useful here.) Anyway, across from you are stairs. You need to get into the room up there, but the guards in there will get you every time. So, let's head towards the ladder in the middle of the area. (Shoot the guard near the ladder and then sneak past the guards encircling the area.) Up the ladder, don't go to the top.

Wait until the guard goes away from you on the bridge, then, shoot her and run past. Now go through the door over here. There will be a cut scene with the pirate leader. You'll find out that four of the eggs are here and the other three are in a place with sea snakes. Now shoot the thing the bee went into with an arrow, and it will fall. The bees will scare the pirates out of the room, so now you can get in. So leave this room and drop down to the lower area to the right. Go through the door to find the leader's room.

THE HOOKSHOT AND THE FIRST FOUR EGGS

Open the big chest in here for the Hookshot. This item can bring things to you or bring you to them. It works well on wood and targets. In the tank nearby are a Shellblade and the first egg. Use the Hookshot on the wood on the ceiling above the tank to get on top of it, then, go in the tank as a Zora and put the egg in a bottle. (You'll be needing to drop all these eggs in the big tank in the Marine Research Lab.) Now go back outside and to the side where you originally came in by. Nearby is a thing on a higher ledge with a target on it.

Use the Hookshot to get to it, then, use it on the next target. (You can get to a third target from here, but we'll do that later.) Go through the doorway here and go left when you can get past the guard. Through the doorway, you'll have to fight a pirate. She defends herself with two swords, but you can sometimes attack after she does. Arrows are useful, too. Now, through the next door is a tank with another egg inside. (There's also a Desbreko and some Skullfish in there. Kill the Desbreko with arrows to kill all of them.) You can also open the chest in here for 20 rupees. Now go through the next door to get back outside, back near where you first came in.

Now return to the doorway where I mentioned the third target, and use the Hookshot on that third target. There's a guard on the bridge here. Shoot her, run past, and go through the door. In here, you can safely get to the next door

by crossing the ledges up here (by using the Hookshot on the wood on the ceiling). You can also be more daring and shoot the three guards, open the chest for 100 rupees, then run up the ramp. Then, through the door, you'll have to defeat another pirate. Through the next door are a Shellblade and an egg in a tank. Now, go through the next door to end up on a ledge near that last bridge you crossed. Now jump over to the steps leading to the pirate leader's room, but go straight and jump down to the area over here. (Open the chest nearby for 20 rupees.) Now use your Hookshot on the next target to get to two doorways. (The one on the right leads back to the area with the boats.) Go through the left one. In here, you have to carefully hide behind the barrels to get past the guard. Then, through the door, you have to defeat another pirate. Past here, there are a Shellblade and an egg in the tank. Now you can go through the door here and end up in an alcove in the wall in a previous room. Time to find the last three eggs...

PINNACLE ROCK AND THE LAST OF THE EGGS

From the entrance of the Fortress, you can easily get a picture of a pirate as she passes by on a boat. Then, go to the Fisherman's Hut near the entrance of Great Bay and talk to the seahorse. Give the picture to the man when he asks for it, and you'll get the seahorse in a bottle. It wants to be taken to the waters near Pinnacle Rock, so swim on over to those two tall rocks sticking out of the water. Keep swimming until you kind of end up in another area and it says Pinnacle Rock, then, go to the bottom of the water and release the seahorse. Now follow it to Pinnacle Rock. (Remember which way it goes. If you don't have enough bottles for all the eggs, you'll have to come back on your own. Though, all you really do is start off going right until you get to the second to last sign over here, then, just follow the signs.) Okay, anyway, at Pinnacle Rock are six sea snakes (Deep Pythons) in tunnels underwater. Three are guarding eggs. (Two are guarding chests both containing 20 rupees each.) To kill the snakes, go just inside their tunnels so they come out, then, attack their necks with your Zora boomerangs twice. After you kill them all, the seahorse's friend will be freed. Talk to them for a Heart Piece, then, return these eggs to the Marine Research Lab. Once all the eggs are here, they will hatch and move so they look like musical notes. As a Zora, go to the old man and take out your guitar. Now, you can play: C-left, C-up, C-left, C-right, C-down, C-left, C-right. This is the New Wave Bossa Nova. Play it to Lulu, and the island nearby will turn into a turtle. Use your Hookshot on one of the trees on its back, and it will take you to Great Bay Temple.

G. GREAT BAY TEMPLE

In the first room, go through the door. This room has a waterwheel, which turns something in the second half of the room. There are two switches that you can reach here so far. The one above the water turns the waterwheel on and off. If it's off, the platforms that take you to the upper level will stop, so you should leave that alone for now. Underwater is another switch. As a Zora, you can turn it, and some water will start shooting out of something nearby. Now ride the left platform (if you're facing the entrance) up to a higher place. Watch out for the two Skulltulas here. Use the water to cross over to the next part of the room and go through the doorway to the second half.

This machine is turning in the water, creating a current. (If you go straight across the room, you'll find a ladder. You can't go up it yet because of the water going over it.)

So now, go into the water. There are only two paths you can take under here right now because of the turning water. Go through the upper, yellow tunnel. In here are Skullfish. Go onto the lower ledge at the top of the water, and use the Hookshot on the chest to get over to it. Open it for the

Dungeon Map. Now, underwater, kill the Dexihands blocking the tunnel, then, swim through. In here, kill all the Bio Deku Babas, and a chest containing a Stray Fairy will appear. Now go through the door. There are Bio Deku Babas and a Dexihand in the water and a Real Bombchu in the alcove with the chest. Cross the lily pads to get to that chest and open it for the Compass. Then, go to the bottom of the water and open the chest for a Small Key. Now go to the current near the door you came in by. Swim along this current to get back to the room with the spinning water.

WART AND THE ICE ARROWS

Now go through the lower, red tunnel. There are Shellblades and Skullfish in the water and two Octoroks at the top. There's also a pipe sticking out of the water with a Real Bombchu on it. Cross the pipe to get to a locked door. Go through. In here are pots, a Green Chuchu, and a Yellow one. Stock up on arrows and hearts before going through the next door. In here, look up, and Wart will fall from the ceiling and get covered by a bunch of pink things. You need to get those things off so you can shoot Wart's eye. It's best to just be normal Link and use the Hookshot. That way the pink things come right to you, and his sword kills them quickly. Once you manage to shoot Wart's eye a couple of times, the pink things will fall off and Wart will slide around the room. Kill the pink things, then, stand in the corner. You'll be safe here. Now just wait until you can shoot Wart's eye and repeat until you win. A chest containing the Ice Arrows will appear. These can freeze water.

Now return to the Octoroks in an earlier room. Freeze one and use it as a platform to get to the switch. Turn it to turn on the water in the red pipe (but not through all the red pipes). Now swim lower into the room and swim through the tunnel to get back to the spinning water room. Go to that ladder with the water pouring over it and freeze the water. Go up the ladder and through the door. There are two Blue Tektites and one Desboko in here. Use your Hookshot on the barrels to get to that ledge. (Don't break them because you may need them again later.) Shoot ice arrows at the water to make frozen platforms. Cross them (don't go too slow or they'll melt), then, jump to the next platform (preferably as a Zora, since he's taller). Push the switch to turn on the water in the green pipe.

Now return to the room that had the Dungeon Map. Use the ice arrows to make platforms in the water to get to the door (the lower one). Go through. In here is a Blue Chuchu, a switch, and a Real Bombchu. Have the Chuchu follow you over to the switch, then, freeze it. Move the ice block if you need to, then, climb up to the switch. Turn it to turn on water in the red pipe. Now go to the room with the Compass and get over to that alcove in the wall, once again with the help of the ice arrows. Melt the ice in front of the door, then, go through.

GEKKO AND THE BOSS KEY

You have to fight Gekko again, and now he's even more annoying. There are a bunch of these blobs in the room, and Gekko will run from you and sometimes throw the blobs at you. (The Bunny Hood is useful for this fight.) Go attack Gekko, then, he'll go up to the ceiling inside of the big blob (a Mad Jelly, by the way). It will try to fall on you (if it does, you'll get pulled in and Gekko will beat you up a bit), and it spreads out when it lands, so run. When it's on the ceiling, shoot it with an ice arrow. It will freeze, then, fall to the ground and shatter. Now you can go after Gekko again. Just repeat until you win, and Gekko will turn into a frog. Go through the unbarred door and open the chest for the Boss Key.

Now, head back to the room with the waterwheel, but stay up on that upper floor. Over to one side of the room is a red switch. Nearby, water should be spraying out of that thing. Above that is a target, so use the Hookshot on it to land on the water and get to the switch. Like the yellow

switch in this room, this is the kind you can turn on and off. Turn it to turn on the water at the waterwheel. It can't spin, though, while both water things are on, so turn the yellow one off. Now the spinning water is reversed. Go to the spinning water and swim through the green tunnel around the middle. You'll be swimming through the current that went through the Compass room. In here are mines and Skullfish, and there's also another waterwheel. It controls two platforms just like the one in the earlier room, but one goes vertically and the other horizontally. (The horizontal is higher up and can't be reached from ground level. It's mostly useless, though, because it takes you to a ledge with nothing on it.) Ride the vertical ledge up, and at the top, shoot the water coming out of the ceiling with an ice arrow to freeze it and stop the waterwheel. (I always shoot the water as close to the ceiling as I can, but I don't know if you have to.) Jump down onto the waterwheel, cross it, then head on through the door up here.

There are seesaw-ish things in here (and Green and Yellow Chuchus). The one nearby will help you return to the spinning water room, but we don't need to do that yet. Go to a different seesaw that's low to the ground. Stand on the low side and melt the ice above the high side with a fire arrow. The water that pours out will push down the high side, so your side is high enough to cross to the next seesaw. Do the same thing to reach a green switch. Push it, then, kill the Real Bombchu on the pipe. Now repeat what you did on the last seesaw (near the entrance) to reach a ledge. Go through the door to get back to the room with the Dungeon Map. Return to the spinning water from here.

Now swim through the yellow tunnel near the bottom. Go up the pipe and turn the switch. Cross the water that came on to get to the boss door. Go through and jump down the hole.

BOSS BATTLE: GYORG-GARGANTUAN MASKED FISH

You have one middle area to stand on, surrounded by water. Gyorg will either ram into it (stay near the middle so you don't get knocked into the water) or jump over it (in which case you run out of the way). Look out for bubbles to know where it is, then, shoot the fish with an arrow to stun it. Then, jump into the water as a Zora and attack it with your electrical barrier. Hopefully, you're good at jumping back onto land because Gyorg will likely eat you if you're too slow. Then, he'll chew on you a bit then spit you out. It's annoying. Repeat what you're doing, and after a few hits, you'll have some small, mean fish to deal with. They can easily be killed with your electrical barrier, though, and they leave behind hearts. Once you kill Gyorg, you get a Heart Container and Gyorg's Remains, followed by a cut scene.

H. IKANA CANYON

All right, time for the last area! Ride Epona along the path in east Termina Field. In the area you end up at, you'll need to jump over a few fences. Then, you'll find a headless guy on some taller ledge. You can't get up there until you get a certain mask. (By the way, the path to the Ikana Graveyard is nearby. You'll need to go there sometime, too.) To get the mask, go to Milk Road and go talk to the Gorman Brothers on horseback. Pay 10 rupees to race them. This race can be a bit annoying, but you'll get it eventually. Jump over the first set of fences you find (on the right side), but avoid the fences at the end because the last one is taller and Epona may not jump over it.

Also, avoid those dirt things. Sometimes you can jump over them and be fine, and other times, you'll land in the dirt and get slowed down. When you win, you'll get the Garo's Mask. Now go to that headless guy with this mask, and a dead tree will appear nearby. Use your Hookshot to get up to it. Now, you can go along this path to get to Ikana Canyon. Watch out for the rolling boulders and the Nejiron. Those enemies blow up if you attack them and are very

annoying.

In Ikana Canyon, you'll find the thief, Sakon, prancing around during the day time. Also, there are some spots where Tatl talks to you. Wear the Garo's Mask in these spots to make them appear. Defeat them, and they'll give you some advice. Anyway, freeze the two Octoroks in the water with ice arrows and use them to cross to the other side. Then, use your Hookshot on the dead trees to get up to the high side of the canyon. An owl statue is nearby. You need to get water flowing up here again so that the music box house can work again. Gibdos are going around it, and they'll freeze you and try to grab you if you get close. If they freeze you, press a bunch of buttons to try and get away. (The Stone Mask does not work on Gibdos, by the way.) In the back of this area is the Spring Water Cave, but we need a certain song before we can do anything in there.

THE SONG OF STORMS

Now go to Ikana Graveyard, and you'll find a big skeleton. Wake it up with Sonata of Awakening, and it will start walking away. You need to get to it and attack it with your sword to make it fight back. Otherwise, it will keep going, while fire pops up in your path. Kill the two Stalchildren that appear to make the fire go away, all the while shooting the big skeleton with ice arrows to slow him down. Once you get close enough to hit him, he'll start attacking and the fire won't appear anymore. The big skeleton can claw at you and try to land on you. Keep fighting it until you win. Then, it will talk to you and tell you it was Skull Keeta, commander of an army. The fire will go away from the chest nearby. Use your Hookshot to get over there (climb up to the higher part of the path if you need to). Open the chest for the Captain's Hat. You can now talk to Stalchildren. On the first night, talk to the Stalchildren in the graveyard encircling a gravestone. Tell them to open the grave. Drop into the revealed hole. Down here, you'll find many Bad Bats. Kill them, and a chest containing 50 rupees will appear. Now light the three torches to unbar the door. Go through to find Iron Knuckle. Attack it to wake it up. Watch out for that axe.

It can hurt you a lot, so stay away and keep using bombs on it (you can damage it with your sword if you need to, though). When it loses some armor, it will come after you faster. Keep fighting it until you win. Then, the curtains will go up, and the ghost of Flat the composer will appear. After he disappears, go to his gravestone and target it to learn the Song of Storms: A, C-down, C-up, A, C-down, C-up. This song causes it to rain.

Now let's go to the Spring Water Cave. Inside, Sharp the composer will appear. After talking, he'll play a song that will slowly hurt you. Play the Song of Storms to heal him, and the water in here will rise. The water will turn on the music box house and make the Gibdos go away. Now the girl, Pamela, will come outside every two minutes. You need her away from the door so you can run inside the house. The best way to get her away is to explode a bomb outside. Once inside, go downstairs and forward. The big cabinet will open, and a creepy, mummy-like man will come out. Play the Song of Healing to heal him and get the Gibdo Mask. Now you can talk to Gibdos.

THE WELL

Now it's time to go into the well at the upper part of the village. In here, there are Gibdos guarding barred doors. Give them the items they want to open those doors. In the first room, the Gibdo on the left wants a blue potion, and the Gibdo on the right wants 5 magic beans. These are the only two that want something that can't be found in the well. If you explore enough, every other item is in here. But, I'm just going to explain where you need to go. First, go through the right door, the one guarded by the Gibdo wanting 5 magic beans. In this room, there are Deku Babas, a Freezard, an Ice Keese, and a Wallmaster. (The Wallmaster will try to land on you, so avoid its shadow so it doesn't grab you. Then, kill it when it lands on the ground.) Anyway, the left Gibdo wants

a fish, and the right one wants 10 Deku Nuts. We need to go through the left one, but first we need to go through the right door to get an item for a later Gibdo. Through that door, you'll find Fire Keese and bugs past the silver eyes that shoot fire. The left Gibdo wants 10 bombs and the right one wants hot spring water. Through the left door, avoid the spikes and go towards the middle of the room to fight a Big Poe. It will spin at you, during which you can't hurt it. Then, after it stops spinning, shoot it with an arrow. It will disappear and then appear somewhere else. Repeat until you beat it. Then, put its remains into a bottle. Now go to several rooms before here and give the Gibdo a fish. Through that door, you'll find Deku Babas and Mini Babas and also Black Boes in the pots. The left Gibdo wants a bug, and the right one wants the big ghost. Give the Gibdo the ghost and go through. Watch out for the Wallmaster here, and get past the spikes. This final Gibdo wants milk. Give that to it, then, go through. In here, light the torches, and a chest will appear. Open it for the Mirror Shield. Use it to reflect light onto things. Reflect the light coming down onto the sun on the wall to make a ladder appear, then, shine light onto the block to make that go away. Then, you can go up the ladder and into the Ancient Castle of Ikana.

IKANA CASTLE

Okay then, climb up the long ladder to find yourself in the castle's courtyard. (Now, you can also get into the courtyard without going through the entire well again. Out in the village, there's a hole in the wall near the gate. Go through and hit the crystal. Light will shine down. Reflect it onto the sun block, and there ya go.) There is a Garo or two out here. Do what you will with them, then, go inside. There are ReDeads in here. They are like Gibdos, but they dance if you wear the Garo's Mask, Gibdo Mask, or Captain's Hat and won't attack. On the pillars are two frozen eye switches. The left one unbars the left door and the right one the right door. Shoot the left one with a fire arrow and go through the left door. Hit the crystal, and the big thing will rise up. Run over to the Deku Flower nearest the thing with a switch on it and go into the flower. The big ceiling thingy should lower by now. Get out of the flower and the ceiling will go back up, then, you'll now have time to fly to the switch. Press it as not-a-Deku to unbar the next door. Jump on over and go through. In here are Skulltulas and mines hanging from the ceiling. The Skulltulas are the only things that should give you any trouble. Use the Deku Flower to fly to the switch to the left. Press it to unbar the door. (If you fall into the big gap, the door will get barred again.) Then, use the Lens of Truth to see an invisible platform. Cross it (kill the Skulltulas in your way first), and continue on to the door. Go through. Go up the stairs past the Blue Bubbles to get onto the roof. There's a Garo up here. Also, watch out for those stupid Guay. Above the castle entrance, use the flower to fly to the switch. Press it to move a big block covering a hole on the roof. (You can also get a Heart Piece, if you want. On the right side, hit the crystal on the pillar. The fire on the other pillars will go away. Jump to one and use the Deku Flower to fly to the next, then, fly to the pillar with the Heart Piece on it. Be very careful of Guay, though. They may knock you down, and if you kill them, they'll still come back.)

Back in the first room, go through the right door. Kill the Floormaster in here (light is now shining from the ceiling, so you can use that to kill it). (It will break into three smaller hands, which can grab you and can also go together to form a big Floormaster again. Annoying things!) Okay, now shine light on the sun block to make it disappear. Past it are ReDeads and a door. Go through that, and you'll have to fight Wizrobe. This one shoots fire but is still pretty much the same. Kill him, then, go through the door (wear a mask to protect yourself from the ReDeads on the other side, though). Go up the stairs here and through the door to get onto the roof. Blow up the big cracked area with a powder keg. Now in the first room, shine the light on the sun block. Past it, go through the door and go forward for a cut scene.

IGOS DU IKANA AND HIS WARRIORS

You have to fight the two skeletons now. Quickly, shoot one of the curtains with a fire arrow. It will burn away to let in light. The skeletons are weak to light, so stand in the light and shoot the other curtain. Now you can shine light on them and, of course, attack with your sword when you can. There's not much else to it. Just keep it up, and eventually, one of them will fall down. Shine light on it to kill it, then, do the same with the other when you can. Now, it's time to fight the king. You'll be fighting pretty much the same as before, except the king has a few of his own attacks. One is just a breath attack, and the other is very annoying. He takes off his head, which flies around, while the body still attacks (and can't be hurt). The head also can't be hurt, and it will eventually fly down and grab you. Press buttons and try to get away, or else you'll get attacked by the king's body. After his head returns to his body, and you can get back to fighting him. Once he falls down, shine light on him. Now, there will be a cut scene where you learn the Elegy of Emptiness: C-right, C-left, C-right, C-down, C-right, C-up, C-left. Play it to make a statue type thing of yourself (you can make four total, one for each of Link's four forms. Does Link's copy creep you out, too?).

STONE TOWER

Time to climb the Stone Tower. Its entrance is up a ramp near the Spring Water Cave. Just roll up as a Goron and go in. Watch out for the Fire Keese, Beamos, and rolling boulders here. Anyway, cross the platforms at the beginning and leave a copy of yourself on the switch using the Elegy of Emptiness to move the platforms you just crossed a bit. (You can't use the Deku to hold the switches down, though, because you're not heavy enough.) Now use your Hookshot on the target on the higher ledge. Kill the Beamos, and leave a copy on the switch here, then, use your Hookshot on the target on the next higher ledge. Leave a copy on this switch, then, cross the platforms. Over here are three switches that don't do anything. Just continue to do what you've been doing, and you'll eventually get to the top. There are three switches and an owl statue up here. To get in, you need to leave copies on the three switches in the correct order: right, left, middle. Then, you can cross the platforms and go inside.

I. STONE TOWER TEMPLE

In this dungeon, you'll notice chests, switches, and doors on the ceiling and other places you can't reach. Don't waste your time trying to get them; it will all make sense later... In this first room are Dragonflies, a Real Bombchu, a barred door, and two normal doors. Go through the left door (you can't do much through the right door). In here are several Real Bombchus. There's also a cracked wall to blow up. Behind it are big crates and small crates you can carry. Also, there are three normal switches and a big one. Leave the small crates and your creepy Elegy of Emptiness clones on the switches (the Goron must go on the big switch, obviously) to open a gate. Go through. Out here are Guays, a Dragonfly, a locked door, a doorway, and some squares on the ground. They don't look special or anything, but I'll save you time and tell you to blow up the one without plants on it. Then, go through the doorway.

Because you blew up that square, light is shining down into this room. Shine light onto the sun block to make it disappear and reveal an alcove in the wall. Open the chest here for the Dungeon Map. There are also two Armos in this alcove and two in the lava. Touch them to make them come to life, then, defeat them with a bomb or Goron punch. Run away because they'll then hop around and then blow up. After defeating all four, a chest with a Small Key inside will appear.

Now return to the previous room and go through the locked door. To the left is a sun block keeping you from getting to a Beamos, and in the water are mines. Swim to the other side and get onto the ledge over here. (It's a

higher ledge, so as human Link, turn into a Zora while you're in the water. You'll then be high enough to quickly grab onto the ledge.) Open the chest for a Small Key. Now kill the Dexihand in the water and swim through the tunnel. This room is the one through the right door in the first room. Go onto land and reflect light onto the mirror for a little bit. Then, run to it and reflect the light that comes from it onto the sun block. Do it fast or the mirror will stop reflecting light. The sun block will disappear, revealing the door to the first room and an alcove with a Real Bombchu and a chest inside. Open the chest for a Compass. Now go through the locked door.

In here are Black Boes, and they'll keep coming back even if you kill them, so wear the Stone Mask so they'll leave you alone. Then, Goron punch the thing near the door to make it lower. Do this so you can reach the light shining down above it. (If you don't have the Stone Mask, leave one piece behind so you can stand on it and be safe from the Boes.) Shine light on the left mirror. Go from mirror to mirror until you can shine light on the next sun block. Past it are some Nejiron and the door. (For some Stray Fairies, you can shine light on the suns and also get rid of the other sun block.) Anyway, through the door is a room with lava in the lower part. Use the Deku Flower to fly from air current to current. Watch out for the Real Bombchu along the way, and on the other side, go through the door.

THE LIGHT ARROWS

In here, you'll fight the Garo Master, who has two flaming swords. Unlike other Garo, you don't want him to hit you at all, not even your shield. Avoid him completely, and he'll either stop and stand there (attack him now) or disappear. If he disappears, run to avoid him when he appears again. Then, attack him. After attacking him, always put your shield up to avoid a spin attack. Once you defeat him, he'll give you some very important advice then blow up. Then, you can open the chest that appears for Light Arrows. They can be used on suns, sun blocks, and apparently a certain red stone outside...

Now go through the next door and cross the upper ledge. (Watch out for the Hiploop, though. Use your Hookshot to pull off its mask, then, use it again to hurt it.) Go through the door on the other side to get to a previous room. Go forward to wake up the Eyesore. Shoot its eye with light arrows to kill it. (It can shoot lasers at you, but you can kill it before it does.) A chest containing a Stray Fairy will appear. Go through the next door to get to the first room.

UPSIDE-DOWN

Now leave the temple, and from the closest of the platforms (after moving them with the switches), you can see a red jewel if you look at the temple and down. Shoot it with a light arrow to flip everything upside-down. Now go back into the temple. Go right and through the door. Shoot the sun block with a light arrow to get rid of it. Past it, you can use the Deku Flower to fly to the air currents. Some take you higher than others. Watch out for mines around higher ledges. There's also a Hiploop on one ledge. On a higher ledge is a locked door. Near the Hiploop is a tunnel. In it is a switch. Step on it, and a chest will appear in the previous room. There's a Small Key inside. (You don't need to go past the switch. There's just a Dexihand and rupees over there.) Now you can go through the locked door. Fire is falling from the lava on the ceiling here. Shoot the red jewel with a light arrow to flip the room. Cross the room as a Goron, then, flip the room again and go through the door. In here, there are a Green Chuchu, Yellow Chuchu, and a barred door. There's also a block you need to push into a square indent to unbar the door and also red jewels to flip the room. You need to flip the room, since you can't just push the block over the indents in the floor. So, push the block a little bit, then, flip the room. Now push it as far towards the middle area as you can, then flip again. Now push it into the low area on the other side. Flip again and push it

towards where that indent will be. Then, flip again and push it into the indent. Now you can go through the next door. In here, you have to defeat Wizrobe. He uses fire spells. (Also, watch out for the fire falling from the ceiling on one side and the hole in the floor.) After he's beaten, use your Hookshot on the chest that appears. Open it for a Stray Fairy, then, go through the nearby doorway.

Out here are some Poes. Don't target them, or they'll disappear. Attack them when they are visible and not attacking you. Then, fly to the other side of the room using the Deku Flower. There's a door here, but don't go through yet. Instead, fly to the right. In here are Death Armos. They try to crush you beneath them. Shoot them with light arrows to flip them upside, then, have them try to attack. They'll hit their heads on the ground and blow up. Now, leave an Elegy of Emptiness clone on the switch here to get rid of the fire around the chest. Open it for a Small Key. Now go through that door. Go through the door to the right to get to the first room. Kill the Death Armos here and step on the switch to make a chest appear on the ceiling. That will be useful later. Now, return to the previous room. Destroy the mines so you can use the Deku Flower to fly over to that ledge. Defend against the pots here; they'll fly at you if you get close. Then, fly to the next ledge and go through the door.

GOMESS AND THE BOSS KEY

Past the Blue Bubbles, go through another door. In here, you'll fight Gomess. He can't be hurt while those bats are around him, so you'll have to shoot at him with the light arrow to scare them off, then, use light arrows to damage him. Watch out for his scythe; he can swing it at you and spin it. Plus, he can make the bats fly around the room, though some stay behind and protect him. Just keep fighting him and get magic power or arrows from the bats if you need them. Then, when you win, you can go through the door and open the chest for the Boss Key. Now go to the first room and Hookshot to the chest on the ceiling to get to a higher ledge with a locked door. Go through and defeat the Eyesore. A chest will appear. Open it for the Giant's Mask. You can only use this in the boss battle for this dungeon. Go through the next door and watch out for the spiky log. Hit the crystal to make a chest appear on the ceiling, then, use your Hookshot on it to get to a higher ledge. Use your Hookshot on the target on the ceiling to get over the other spiky log. Now drop down and watch out for the Beamos and the flying pots. Unlock the door here with the Boss Key and go through. Drop down the hole to get to the boss.

BOSS BATTLE: TWINMOLD-GIANT MASKED INSECT

You'll now be fighting two huge worm-type things. I hope you brought some green or blue potions because you'll be needing a lot of magic power here if you're not careful. The bosses' weak points are their tails and heads. Use the Giant's Mask to get big, then whack away at them as they jump out of the sand. When they break pillars (you can break them, too, actually), magic jars may fall out, so watch out for these. To get them, you must be normal sized, though. (You can roll around as a Goron to get around faster.) The actual battle isn't that hard, but making sure you have enough magic power is what makes it more difficult. Once you defeat them both, you'll get a Heart Container. Step into the light for Twinmold's remains and a cut scene. Okay, now you can call all four giants! Let's go to the Clock Tower (when you're all stocked up on potions, of course).

J. THE MOON

It is time to prepare for the final boss battle. You can stock up on Blue Potions (100 rupees from the Deku in Ikana Canyon) and Chateau Romani

(200 rupees at the milk bar), but I also highly recommend finding all the Stray Fairies in Snowhead and Great Bay Temples to double your magic power and hearts.

Also, if you have all the masks (except for one, I'm getting to that), you can get the very last mask right before the final fight (I told you I'd get to it). So anyway, get onto the Clock Tower on midnight of the third night and play Oath to Order. The four giants will come, try to hold the moon up, blahby blah. You'll see. Then, you'll end up on the moon. Huh, doesn't look like what you expected, does it? I'll explain how to get the final mask now, but if you don't care, skip ahead to the final boss. (Also, my Heart Piece list will have the four Heart Pieces you can find on the moon.)

FIERCE DEITY MASK

To get the Fierce Deity Mask, you just get rid of all your masks (other than the Deku, Goron, and Zora masks). To do this, you'll be giving them all away to the creepy kids running around. First, you'll give one mask to the kid with the Odolwa mask. Then, you'll end up another area. You need to use the Deku flowers to get from ledge to ledge and to get across those moving platforms. On the second set of spinning platforms, long things will go over the platforms and push you off if you're not in the flower. Go into the orange flower to fly better. (Oh, the gossip stones will tell you who has what masks. That can be helpful if you're missing any.) On the other side is a Heart Piece over to the right and a door over to the left. Through the door, give the kid one mask. Now you're back outside, and that kid is gone.

The Goht kid will take two masks. Then, you have a really annoying area. As a Goron, roll quickly forward (there's magic power in those pots) to get over the gap, then, keep going. You'll bounce off some empty chests, then, bounce off more. (Move the control stick in the new direction after bouncing to control it better.) Over some gaps, you'll bounce off a third set of chests and find two pots. Stop here. (You can actually continue here and eventually end up at a Heart Piece, but I'll explain that in the Heart Piece section.) Now, go across the bridge (by the way, the yellow things on the ground return you to the entrance) to some gossip stones, and to the left is the door. From near the gossip stones, roll quickly that way to jump over the gap and get to the door. Go through and give the kid two masks.

Now give three masks to the Gyorg kid. In this area, there is water going through some tunnels. If you go the wrong way, you can swim through the next tunnel in the room to return to the entrance. (Go left, right, left, left for a Heart Piece.) Go right, left, left, right to find the kid. Give him three masks.

Now give the Twinmold kid four masks. In here, go through the door and defeat the Dinolfos. Through the next two doors is a Garo Master. Defeat it and a chest will appear on a higher ledge. Use your Hookshot to get to it. Open the chest for 30 arrows, then, go through the next two doors. Defeat Iron Knuckle, and a chest containing 10 Bombchus will appear. The door is too high to reach, but to the right is a cracked wall. Blow it up with a Bombchu. (If you need to, hold it for a few seconds before releasing it so it doesn't pass the crack.) It will blow up the wall to reveal an eye switch. Shoot it with an arrow to make a ladder appear. Climb up and go through the door. Get the Heart Piece here, then, blow up the crack in the wall with another Bombchu. Shoot the revealed frozen eye switch with a fire arrow to unbar the door. Go through the door and give the kid your last four masks.

Now talk to the kid wearing Majora's Mask and say you'll play with him. He'll give you the Fierce Deity Mask. (Do not return to the first day, or you'll lose the mask and have to do this all over again.)

MAJORA'S MASK

After talking to the kid wearing Majora's Mask, you'll get to another area. Go forward and all the boss masks will go forward and onto the

walls. Majora's Mask will come to fight you. (Fierce Deity can defeat the final boss very easily, but if you don't have it, I'll explain how to fight it normally.) You have to shoot the mask in the backside with an arrow to hurt it and make it come towards the ground. Then, you can attack with your sword. It can be kind of difficult to get behind it, especially when it spins around (at least it doesn't seem to aim for you when it does this). Once you hurt it enough, the boss remains will float around and shoot balls of energy at you, while Majora will shoot a beam of fire at you, which lasts a long time. Get rid of the boss masks using some arrows, then, fight the boss some more until you defeat it.

MAJORA'S INCARNATION

This stupid thing runs around and occasionally shoots many balls of energy without warning. Just shoot arrows at it to knock it down then attack it. That's all.

MAJORA'S WRATH

Now Majora has whips and an even more annoying scream than every before. So, obviously, the boss will whip at you a lot and spin sometimes, too. It is very good at dodging your attacks, so have an arrow ready, and when it's about to attack, shoot it to stun it. Keep shooting it until you can get close and attack with your sword. Later, it will also swing its whips very quickly at you (just use your shield) or it may swing one whip out straight at your feet. Try to avoid that, because that can wrap around you. Then, it will swing you around and throw you. And near the end, these spiky tops will spin around. Just avoid them, and they'll eventually blow up on their own. Keep shooting arrows at the stupid boss, and you'll eventually beat it and see the ending. Hooray!

6. PIECE OF HEART LOCATIONS

I'm not listing the Heart Containers you get from defeating the four temple bosses.

CLOCK TOWN

#1: At the beginning of the game, you'll give that Deku a Moon's Tear for the Town Land Title Deed. Use the Deku Flower here to fly to the Heart Piece on the ledge on the Clock Tower.

#2: In North Clock Town, climb up those pillars to get to a Heart Piece.

#3: In the Stock Pot Inn, every night after midnight, and a hand will come out of the toilet. Whoever it is wants paper, so give them a title deed for a Heart Piece.

#4: At night 1 or 2, you'll find the Rosa Sisters dancing in West Clock Town. Wear Kamaro's Mask and dance in front of them for a Heart Piece.

#5: The Mayor is in his residence in East Clock Town. On any day, talk to him (from across the desk) with the Couple's Mask on, and the people at the meeting will go away. He'll then give you a Heart Piece.

#6: Go to North Clock Town and wear the Keaton Mask. Attack the bushes that move around and Keaton will appear. Talk to him and answer his questions correctly for a Heart Piece. (Actually, I don't know if it matters which place you go to, but this is the easiest to find.)

#7: In West Clock Town is the Swordsman's School. Pay 10 rupees for the Expert

Course. All you need to do is cut every one of the 10 logs with a jump attack to get 30 points. Then, you'll get a Heart Piece.

#8: On day 1 or 2, go to the Stock Pot Inn and talk to Anju's grandmother with the All-Night Mask on. Listen to her first story, the Carnival of Time. When she asks a question at the end, answer it correctly (it's easy, since the only other option is "I dunno") for a Heart Piece.

#9: On day 1 or 2, go to the Stock Pot Inn and talk to Anju's grandmother with the All-Night Mask on. Listen to her second story, the Four Giants. When she asks a question at the end, answer as "I dunno" for a Heart Piece.

#10: On day 1 or 2, go into the Post Office in West Clock Town. Talk to the Postman. Try to stop the clock at exactly 10 seconds. The first try is free and the later ones are 2 rupees each. Do this for a Heart Piece.

#11: Wear the Postman's Hat and go to a mailbox for a Heart Piece.

#12: Deposit 5,000 rupees to the bank in West Clock Town for a Heart Piece. You can get many rupees from the Dodongos and the Takkuri in Termina Field.

#13: In East Clock Town, there's a Town Shooting Gallery. It costs 20 rupees each time you play, and you must shoot only red Octoroks. You'll lose time if you shoot blue ones. Shoot all 50 red Octoroks for a Heart Piece. This may take a while, but you should be able to do it if you keep trying and remember where the red Octoroks are.

#14: In East Clock Town, go into the Treasure Chest Shop as a Goron. Play the game here. It costs 30 rupees. You have 45 seconds to get to and open the chest. Certain squares will rise up, though, and get in your way, so it can be pretty annoying. Open the chest for a Heart Piece.

#15: In East Clock Town is the Honey and Darling's Shop. There is a new game each day, and if you win all three, you'll get a Heart Piece. All games cost 10 rupees and last 1 minute, and the center platform moves. You lose if you fall off. Day 1 is Bombchu Gallery. You have 8 targets on walls to knock down with Bombchus. It may take some practice, but if you stand straight and not at an angle and keep trying, you'll get it. Day 2 is Basket Bomb. Throw bombs into the 8 baskets. Day 3 is Target Shooting. You have 16 targets to shoot with arrows. Both them and the platform you're on is moving, but it's not that hard.

#16: In North Clock Town, use the Deku flower to fly to the fenced off area. Drop into the hole to find the Deku Scrub Playground. Beat the game on all three days for a Heart Piece. You have to use the Deku flowers to fly from platform to platform and get the rupees. If you fall off, you'll lose. On day 1, the platforms move vertically, so it's easy. The time to beat is 1:15. That is the same time to beat as on day 2, but the platforms move horizontally, so it's harder. On day 3, some platforms move vertically and others move horizontally, and the time to beat is 1:16.

TERMINA FIELD

#17: Go to the observatory and look through the telescope. Watch the Deku fly around until it goes into a hole nearby. Drop into that hole to find it. Talk to it, and refuse its offer of selling you a Heart Piece for 150 rupees. It will then offer it to you for 100 rupees, so buy it.

#18: In south Termina Field, there is a bunch of tall grass. There's some tall grass not too far from the Takkuri and some butterflies flying over it. Around the butterflies, you'll fall into a hidden hole. Down here is a Peahat. Attack

the root on its underside until you kill it, then, a chest containing a Heart Piece will appear.

#19: Between Termina Field and the Southern Swamp, kill the Bad Bats, then, climb up the vines on the tree to find a Heart Piece.

#20: Between Termina Field and the Southern Swamp is a Swamp Shooting Gallery. Win twice for a Heart Piece. It costs 20 rupees, and you have to hit all the targets in 1:40. There are Deku, Guays, Wolfos. You have as many chances as you need in the time limit to hit these things, because they'll come back. Also, don't forget the small Deku far away on the tree to the right and the one on the hill to the left (but, it seems best to shoot the one on the hill last. When I hit it earlier on, I kept losing for some reason.).

#21: In the north part of Termina Field, in the lower snowy part, is a hole. Drop down to find two Dodongos. Use arrows to kill them safely, then, a chest will appear containing a Heart Piece.

#22: In west Termina Field, go to sandy part and blow up the rock. Drop down hole to find some water and two Bio Deku Babas. Break the stuff on the ceiling and a Heart Piece will fall out of one. Now you can get it as a Zora.

#23: There are four holes in Termina Field that lead to four gossip stones. Near the big stone, either play Sonata of Awakening as a Deku, the Goron Lullaby as a Goron, or the New Wave Bossa Nova as a Zora to change its color. Play the same song to all four big gossip stones, and they'll all be the same color. You'll then get a Heart Piece. The four holes are: 1) near the observatory, 2) near the north Clock Town gate, 3) under a rock near the west Clock Town gate, and 4) in south Termina Field, near the back wall, not far from the Takkuri and some tall grass.

ROMANI RANCH

#24: Go to the doggy racetrack and bet on a race. First place will triple your winnings, second place will double it, and third through fifth, you'll get your money back. Any worse and you don't get any money. So use the Mask of Truth to find out how the dogs are feeling. I won with one that said its feet feel light, so find that one and bring it to the woman to race. Bet at least 50 rupees and win first place for a Heart Piece (and at least 150 rupees).

SOUTHERN SWAMP

#25: Get the Town Land Title Deed from the Deku in South Clock Town, then, give it to the Deku (as a human) outside the tourist center in the Southern Swamp to get the Swamp Title Deed and use its Deku Flower. Use that to fly to the Heart Piece on top of the tourist center.

#26: Go into the Deku Palace's left Inner Palace Garden, then, get to the end for a Heart Piece. I go left at the beginning and along the walls to the next doorway. Then, wait until the first Deku here is over to the right, then, run past. Then, go behind that tree in the corner and carefully make your way to the Heart.

#27: In Woodfall, just keep going along the path, and you'll end up at a chest with a Heart Piece inside.

#28: Take a picture of the Deku king, then, show it to the man in the Tourist Center. If it's good enough, you'll get a Heart Piece. (I think you have to do this on the first day because he wouldn't let me later on.)

#29: Defeat Odolwa, then, talk to Koume at the Tourist Center to play a game. It's free the first time and costs 10 rupees the other times. You'll be on the boat, and she'll fly on her broom with a target. Shoot the target as many times as you can. If you hit it enough times, you'll get a Heart Piece, but I don't know how many times you need to hit it.

THE MOUNTAINS

#30: There's a Deku in the Goron Village. You need its flower to get to the Heart Piece on the ledge above. Get the Town Land Title Deed from the Deku in Clock Town, then, give that to the one in the Southern Swamp for the Swamp Title Deed. Talk to the one in Goron Village as a Deku, and give it the Swamp Title Deed for the Mountain Title Deed. Now you can use this flower.

#31: During the spring, go to the place between the Goron and Mountain Villages. As a Zora, go into the water and open the chest for a Heart Piece.

#32: During the spring, there is a frog near the waterfall in the Mountain Village. You can talk to it if you have Don Gero's Mask. There are four other frogs you need to talk to with this mask to make them come here. One is in the Laundry Pool in Clock Town. Another is in Southern Swamp, if you follow the lily pads past the hags' place. The last two are found when you defeat Gekko in Woodfall Temple and in Great Bay Temple. When they are all together, wear the mask and talk to them. They'll have a little frog concert, then, you'll get a Heart Piece.

#33: Go to the area between the Mountain Village and Snowhead. Around the middle of here, use the Lens of Truth to see platforms heading out towards that pillar out there. Cross them, then, play the Scarecrow's Song to make the scarecrow appear on the pillar. Use your Hookshot on it to get over there. Get the Heart Piece here.

GREAT BAY

#34: In the second part of Great Bay Coast (the part with Zora Hall), go inland to a waterfall. There is a pool here with a Like Like at the bottom and Skullfish swimming around. As a Zora, go to the bottom of the water and kill the Like Like for a Heart Piece. (The electric barrier is the best for killing it.)

#35: In the Marine Research Lab, drop four fish into the fish tank near the door. One fish will eat them, then, eat the other fish swimming around with it. Then, you'll get a Heart Piece.

#36: In Zora Hall, go into Lulu's room to find a Deku. You need its flower to get to the Heart Piece on the ledge. Get the Town Land Title Deed from the Deku in Clock Town, then, give that to the one in the Southern Swamp for the Swamp Title Deed. Talk to the one in Goron Village as a Deku, and give it the Swamp Title Deed for the Mountain Title Deed. Now talk to the Deku in Zora Hall as a Goron. Give it the Mountain Title Deed for the Ocean Title Deed. Now you can use its flower.

#37: In Zora Hall, go into the drummer's room and use your Hookshot on the tree on the higher ledge to get up there. Read Mikau's diary as a Zora to find these two sets of notes: A, C-down, C-right, A; then, C-down, C-right, C-left, C-down. Now go to Japas and take out your guitar. He'll play: C-right, C-right, C-down, A. Play the first set of notes. Then, he'll play: C-left, C-left, C-right, C-down. Play the second set of notes. You've made a song. Go to Evan and play this song as human Link for a Heart Piece.

#38: In one of the earlier rooms of the Pirates' Fortress is a Heart Piece in a cell. Go up the steps and break the barrels to the left, then, step on the switch to open the gate to the cell for a limited time. It's best to use the Bunny Hood to get to the Heart Piece.

#39: Kill all six sea snakes in Pinnacle Rock to free the seahorse's friend. Talk to them for a Heart Piece.

#40: Not far from the Pirates' Fortress entrance is some land and some tall ledges. Near that small pool of water, use your Hookshot on a target to the left to get onto the ledge. Plant a magic bean in the soft soil here and ride it to a ledge. To get to the next ledge, you need to play the Scarecrow's Song (go to a scarecrow and play it a made-up song), and a scarecrow will appear at that ledge. Use your Hookshot on it to get over there. Now get the Heart Piece.

#41: After getting an empty bottle from the beavers in Waterfall Rapids, you'll now find them across from the entrance. Talk to them again. Race the little one and swim through 20 rings in 1:50 minutes, then the big one in the same time, but through 25 rings, for a Heart Piece.

#42: After beating Gyorg, go to the first part of Great Bay Coast. Facing the ocean, go right to the outcropping in the water to find a boat. Jump on and ride it over to the Fisherman's Jumping Game at those islands (the boat won't stop, though, so use your Hookshot on the tree to get over there). As a human, go to the middle island, and the fisherman will explain the rules. Jump to the island that has the lit torch for 1 point. You have 2 minutes to get 20 points. It's easy; just don't fall into the water. Once you win, you'll get a Heart Piece.

#43: Go into the Oceanside Spider House and talk to all six Stalchildren while wearing the Captain's Hat. (Two are in the library and four are in a room on the lower floor.) They'll tell you how to hit the masks on the wall in the room with the four Stalchildren. Shoot the masks with arrows in the correct order, and the grate in the fireplace will open. Go through to find a Skulltula and a chest containing a Heart Piece.

IKANA

#44: Go to Ikana Graveyard on night two, and talk to the Stalchildren circling the grave. Have them open it, then, drop in. Use the Lens of Truth to see a door. Go through it. In here are invisible Bad Bats and Skulltulas, and part of the path is invisible. Get past all that, then, blow up the cracked wall to the left (in that hallway type area). Go through the door and defeat the Iron Knuckle. Open the chest that appears for a Heart Piece.

#45: On the lower part of Ikana Canyon is a Deku. You need its flower to get to that Heart Piece on the ledge. Get the Town Land Title Deed from the Deku in Clock Town, then, give that to the one in the Southern Swamp for the Swamp Title Deed. Talk to the one in Goron Village as a Deku, and give it the Swamp Title Deed for the Mountain Title Deed. Now talk to the Deku in Zora Hall as a Goron. Give it the Mountain Title Deed for the Ocean Title Deed. Now talk to the Deku in Ikana as a Zora and give it the Ocean Title Deed. You'll get 200 rupees and can now use the flower.

#46: On the roof of Ikana Castle, on the right side, hit the crystal on the pillar. The fire on the other pillars will go away. Jump to one and use the Deku Flower to fly to the next, then, fly to the pillar with the Heart Piece on it. Be very careful of Guay, though. They may knock you down, and if you kill them, they'll still come back.

#47: In Ikana Village, there's a building called the Ghost House. In here, you can pay 30 rupees to fight the four ghost sisters. You must defeat them within 3 minutes, and if you're health drops below three hearts, you'll lose. First, you'll fight Amy. She attacks and disappears, and when she appears, use jump attacks on her to defeat her faster. Next, you fight Beth and Jo together. They fight the same way. Attack one, then, go to the other. Don't focus on only one, or you'll waste time. (So attack one while the other is invisible, then switch.) Last of all is Meg. She makes many copies of herself. The one that spins is the real one. Shoot her with an arrow or the Hookshot to hurt her. Repeat until you win, and you'll get a Heart Piece.

#48: Swim upstream and behind the waterfall and go into the Secret Shrine. Shoot the sun with a light arrow to unbar the door and go through. The headless guy will talk to you (He's just everywhere, isn't he?), then, you can go to four doors. The first requires you to have 4 hearts, the second requires 8 hearts, the third 12, and the fourth 16. In each, you'll fight something, then, a chest with 100 rupees inside will appear. In the first room is Dinolfos, the second has Wizrobe (ice spells), the third has Wart, and the fourth has the Garo Master. Defeat them all, then, in the main room is the headless guy again. Talk to him, and a chest will appear. Open it for a Heart Piece.

MOON

#49: In the Odolwa area, there's a Heart Piece on the other end of the area. Just fly over with the orange Deku Flower.

#50: In the Goht area, after bouncing off three sets of chests, you'll get to some green jars. Keep going through them and right. Continue along the path and the over some jumps, and you'll get to more green jars. Stop and get ready at this long area, then, roll along there. You can bounce at the chests, but it's easier to stop. Then, from the chests, you should be able to roll fast enough to get over the next jump and find the Heart Piece.

#51: In the Gyorg area, go left, right, left, left to find the Heart Piece.

#52: In the Twinmold area, there's a Heart Piece in plain sight near the end.

7. MASKS

All-Night Mask: Help the old lady from the bomb shop on night 1, and on night 3, you can buy this mask from the Curiosity Shop for 500 rupees. It keeps you from sleeping.

Blast Mask: On night 1, help the old lady (from the Bomb Shop) in North Clock Town for this mask. Wear it and press B for an explosion, though, it hurts you and then can't be used for a while.

Bremen Mask: On night 1 or 2, talk to Guru-Guru in the Laundry Pool in Clock Town for this mask. Wear it and hold B to march, and you can turn baby animals into adults.

Bunny Hood: Use the Bremen Mask to turn all the chicks in the Cuckoo Shack (in Romani Ranch) into chickens, and Grog will give you this mask. Wear it to run fast.

Captain's Hat: Defeat Skull Keeta in Ikana Graveyard for this mask. Wear it to

talk to Stalchildren. Also, ReDead will dance if you wear this.

Circus Leader's Mask: You get this mask after helping Toto and Gorman in the milk bar in East Clock Town. Apparently it has some effect on people related to Gorman.

Couple's Mask: Get this mask after helping out Kafei and Anju. It's supposed to "soften people's hearts", but it doesn't usually do much of anything.

Deku Mask: Early on, you'll get this mask when you learn the Song of Healing. You can now turn into a Deku and back again.

Don Gero's Mask: In the Mountain Village during the winter, you'll find a cold Goron on a ledge. You need to bring him some food. Go to Goron Shrine, and quickly light all the torches in here. (There are two on the upper floor, several along the ramp leading between floors, and three on the ground floor.) The thing on the ceiling will start to turn. Now, go to the top floor, and as a Goron, roll quickly off the ramp to jump into the pots on the spinning thing. Break them until a piece of rock sirloin falls out. Now carry it to the hungry Goron and throw it up to him. He'll come down and give you Don Gero's Mask. You can talk to the frogs with this.

Fierce Deity Mask: Play hide-and-peek with all four kids on the moon, and you'll end up running out of masks. Now talk to the kid wearing Majora's Mask and say you'll play with him. He'll give you this mask. Fight the final boss now so you can keep the mask. It can only be used in boss rooms. You will be much stronger and can shoot things from your sword (which uses magic power).

Garo's Mask: Beat the Gorman Brothers in a horserace to get the Garo's Mask. You need this mask to get to Ikana Canyon, and in Ikana, if you wear it in certain places where Tatla talks to you, a Garo will appear and fight you. Beat them, and they'll give you some advice. Also, ReDead will dance if you wear it.

Giant's Mask: You get this mask near the end of Stone Tower Temple. Use it to become big, but it can only be used in the fight against Twinmold. While wearing it, it will drain your magic power.

Gibdo Mask: Heal Pamela's father in the music box house for the Gibdo Mask. Wear it to talk to Gibdos. Also, ReDeads will dance if you wear this.

Goron Mask: You get this mask after playing the Song of Healing to the ghost of Darmani the Third. Wear it to become a Goron.

Great Fairy Mask: As normal Link, get the Stray Fairy in Clock Town and return it to the Fairy Fountain for this mask. Wear it to make Stray Fairies come to you. The hair shimmers when fairies are nearby.

Kafei's Mask: On day 1 or 2, go into the Mayor's Residence in East Clock Town and into the right room. Talk to Madame Aroma who wants you to find her son, Kafei, and will give you this mask. Wear it and talk to people to try to get information on him.

Kamaro's Mask: In north Termina Field, late at night (after midnight, I believe), you'll hear music. Kamaro is dancing on one of those big, snowy things. Jump onto it and talk to him. Play the Song of Healing, and he'll disappear, leaving you this mask. Wear it and hold B to dance.

Keaton Mask: Do everything you can in the Kafei and Anju quest up to 1 PM of the third day, then, you can go into the Laundry Pool place and talk to the Curiosity Shop man for this mask. If you wear this mask and attack the bushes

that move around, such as the ones in North Clock Town, Keaton will appear. You can talk to him and he'll ask you questions.

Mask of Scents: After saving the Deku Princess and returning her to the palace, the butler will go to the Deku Shrine, so go there (it's to the right if your back is to the palace) and talk to him inside. You need to follow him quickly through the shrine. Be careful, later on is amaze where walls of fire pop up. Don't touch these as a Deku, or you'll have to start all over again. Later on, you have to hit a crystal to make some fire go away. (As you can probably tell, normal Link does better here than Deku Link). At the end, talk to the butler for the Mask of Scents. Wear it to heighten your sense of smell. Well, that makes scents..get it, terrible pun! Actually, its only use is to find Fragrant Mushrooms in the Woods of Mystery.

Mask of Truth: After completing the Swamp Spider House, talk to the previously-cursed man for this mask. While wearing it, you can pick up animals (well, just dogs, not chickens) to hear their thoughts and get information from gossip stones.

Postman's Hat: You get this from the Postman on the third night if you gave him priority mail to deliver. Use it to look into mailboxes.

Romani's Mask: After helping Romani defend the cows from ghosts, you can help Cremia safely deliver milk. Afterward, she'll give you this mask. Wear it to show you're a member of the milk bar, Latte. This bar is in East Clock Town and is open at 10 PM.

Stone Mask: You get this mask when you help out the invisible soldier, Shiro, found outside of Ikana (by giving him a red potion). Wear it to not be seen by most enemies. (It doesn't seem to work on people, and it doesn't work on enemies such as Gibdos, though.)

Zora Mask: You get this after playing the Song of Healing to the dying Zora, Mikau. Now you can turn into a Zora.

8. STRAY FAIRIES

WOODFALL TEMPLE

This Fairy Fountain is in the alcove in the wall not far from the Deku Scrub Mark in Woodfall. Bring all the Stray Fairies here to learn the Spin Attack (hold B to charge, then release to spin; or spin the control stick once and press B). It uses a little bit of magic power.

#1: This first Stray Fairy is in the first room. Use the Great Fairy Mask to bring it to you.

#2: Open the chest in the first room to find the next Stray Fairy.

#3: In the room with the wooden shrine, kill the Deku Baba near the locked door for a Stray Fairy.

#4: In the room with the wooden shrine, in one corner of the water is a ledge with pots. A Stray Fairy is in one.

#5: In the room with the wooden shrine, there's a Stray Fairy in a bubble on the second floor.

#6: In the room with the wooden shrine, there's a ledge on the wall with an unlit torch and a switch. Fly to them using the Deku Flower, then, step on the switch as normal Link. A chest with a Stray Fairy inside will appear.

#7: In the room between the Dinolfos and Gekko battles, shoot the brown thing on the wall with an arrow to knock it down and release a Stray Fairy.

#8: In the room with the block you had to move, kill the Skulltula in the corner

for a Stray Fairy.

#9: In the room with the block you had to move, knock down the brown things on the underside of the platforms above you. One has a Giant Bee inside and the other has a Stray Fairy.

#10: In the room with the block you had to move, go under the walkway when the poison is gone to find a Stray Fairy in a bubble. Just swim over it to get it.

#11: In the dark room with all the Black Boes, kill all of them, and a chest with a Stray Fairy inside will appear.

#12-14: In the last room of the temple, there are three Stray Fairies in bubbles in the alcoves on one wall.

#15: In the last room of the temple, go into the left alcoves and use the Flowers to fly over to the top of the structure over here. Stay near the edge, though, or the Skulltula will come down. Across the room is a crystal. Shoot it with an arrow, and the fire will go away from the tops of the pillars for a limited time. Now you can get the Stray Fairy on the nearby pillar (or you can just shoot its bubble with an arrow then bring it to you with the Great Fairy Mask).

SNOWHEAD TEMPLE

This Fairy Fountain is found outside, at the base of the temple.

You'll double your magic power here.

#1: In an early room are Freezards and a bridge on the upper level and lava on the lower. Below the bridge is a Stray Fairy in a bubble in a gap in the rock. Most of those open areas around it are actually invisible walls, though. Go down to the lower level, cross the lava, and use the Lens of Truth to see which area is open. Then, shoot the bubble with an arrow and use the Great Fairy Mask to get the fairy.

#2: In an early room are Freezards and a bridge on the upper level and lava on the lower. Go to the lower level and cross the lava, then, go to the back wall and look up to see a Stray Fairy in a bubble. Pop it with an arrow, then, bring it to you with the Great Fairy Mask.

#3: There's an easy Stray Fairy in the room with the Dungeon Map.

#4: In the room with the Dungeon Map, on the second level, use the Lens of Truth to see many small ledges. Cross them to get to an alcove in the wall. Open the chest for a Stray Fairy.

#5: In the very tall room, go to the bottom floor and step on the switch in the lava as a Goron. A chest containing a Stray Fairy will appear.

#6: In the very tall room, on level 1F, the green doors both lead to the same room. Kill all three Freezards to make a chest appear containing a Stray Fairy.

#7: In the room after the one with the Compass is a small room with platforms (and ice on them, if you haven't broken them yet). One wall has a white mark on it, and the Lens of Truth will show an alcove above it with a chest inside. Go into the alcove and open the chest for a Stray Fairy.

#8: In the room after Stray Fairy #7, the one with the switch puzzle, use the Lens of Truth to see a Stray Fairy in a bubble in an alcove in the ceiling.

#9: In the room with the Compass in a chest, melt the ice here to find a switch and a block. Press the switch, and a chest will appear on a higher ledge. Move the block to get to these higher ledges. (The floor is icy, so it will slide forward when you push it.) Use it to get to the ledge with the chest and open it for a Stray Fairy.

#10: Also in the room with the Compass in a chest, there's a crate on a pillar near the doorway you blew open. From higher up, like on the block you find in the ice, hold a bomb until it's close to blowing up, then throw it to blow up the crate and find a Stray Fairy.

#11: On 1F of the tall room, go through the yellow door. Push the tall block as far from the door as you can, and it will sink into the snow a little, and a chest will appear on a higher ledge. You can't reach it from here, so go to the room with the Compass in a chest and melt the ice to find a block. Push it to the ledge with the door on it to get to that ledge. Through the door is the

room you need. Cross the block to get to the chest and open it for a Stray Fairy.

#12: In the room with the Eeno, there's a white mark on the wall. Use the Lens of Truth to see an alcove above it with a Stray Fairy in a bubble.

#13-14: In the room after Stray Fairy #12, there are two Dinolfos. Kill them for two Stray Fairies.

#15: On 2F, there's a chest down on the map in the upper left corner. Over here is a white mark on the wall. Using the Lens of Truth, you'll see an alcove above it. (You're supposed to use the Scarecrow's Song and the Hookshot to get there, but you may not have the Hookshot yet.) So anyway, outside the boss door is a Deku Flower. Use this to fly there. At first, you'll fly higher, but after a short time, you'll fly weaker and slowly get lower and lower, but won't use the Deku Flower completely. Fly into that alcove and open the chest here for the last Stray Fairy.

GREAT BAY TEMPLE

In the same part of Great Bay as Zora Hall, there are platforms near the shore. To cross them, you'll need to be able to use the Hookshot on the trees to get to those platforms. You'll end up at a boulder. Blow it up and go through the revealed hole to find the fountain. Return all the Stray Fairies here, and your defense will be doubled. Now enemies do half the damage as they used to.

#1: In the first room, light the four torches and a chest containing this Stray Fairy will appear.

#2: In the second room, there's a Stray Fairy in a bubble underwater, under where you first come in.

#3: In the second room, ride the platform to the right of the door up to find a Skulltula over a small ledge. Kill it for a Stray Fairy.

#4: In the second half of the second room (with that thing turning the water), break the barrel for a Stray Fairy.

#5: In the second half of the second room, go to the bottom of the water to find a pot containing a Stray Fairy. It may take a few tries to break it.

Afterward, it's easiest to just use the Great Fairy Mask to get it.

#6: In the room with the Dungeon Map is a low ledge with two pots on it, but it's not one that's low enough to climb onto. Just break the pots for a Stray Fairy, and use the Great Fairy Mask to make it come to you.

#7: From the room with the Dungeon Map, go along the tunnel with the Dexihands in it to find some Bio Deku Babas. Kill them all and a chest containing a Stray Fairy will appear.

#8: In the room with the Compass, go to the current near the door you came in by. In it is a pot near some Dexihands. Break it from outside the water for a Stray Fairy, then, get it with the Great Fairy Mask.

#9: In the room with the turning water is a ladder with water going over it. Freeze that water and go up the ladder. Go through the door and kill the Blue Tektites and Desbreko so they won't get in your way. Now, we need to get over to the northwest corner of the room because there is a hole in the mesh floor above that. To get over there, shoot the water with ice arrows (preferably from the platform with the barrels) to make ice platforms. Once over there, use your Hookshot on the target on the ceiling to get up to that upper floor. (The other targets will just drop you right back into the water.) Open the chest up here for a Stray Fairy.

#10: Now go to the second waterwheel room. Ride the vertical ledge up, and at the top, shoot the water coming out of the ceiling with an ice arrow to freeze it and stop the waterwheel. Now jump down onto the waterwheel and climb up as high as you can on one of the waterwheel paddles that stick up at an angle and face the wall that had the moving platforms. Use your Hookshot in the chest in the alcove to get to it, then, open it for a Stray Fairy.

#11: From the last Stray Fairy, face the room again and look out and to the left. See that chest in the alcove down there (there's a torch with it, too)?

Yeah, that's another Stray Fairy. Jump down to the platform that usually moves horizontally and use your Hookshot on the chest (or torch, whatever) from here. Open the chest for the fairy.

#12: In the room with the seesaws, there's a hole beneath the seesaw near where you came in by filled with water. Go in and break the barrel under here for a Stray Fairy.

#13: In the seesaw room, from the green switch, cross the pipe to get to a ledge below you. From it, use your Hookshot to get to the chest. Open it for a Stray Fairy.

#14: In the room with the boss door, underwater is a tunnel leading back to the previous room. At the beginning of that tunnel is a Stray Fairy in a bubble. Pop the bubble with your Zora boomerangs, then, get it with the Great Fairy Mask.

#15: In the room with the boss door, go onto the green pipe coming out of the water. Before going up, you can see another Stray Fairy in a bubble from here. It is floating above the water, under the platform with the green switch.

STONE TOWER TEMPLE

This Great Fairy Fountain is in Ikana Village, near the entrance to the Stone Tower. Return all the Stray Fairies here, and you will get the Great Fairy's Sword, the most powerful sword. It is a C-item and can be used with C and A. It is also a 2-handed sword, and while you can still defend yourself, it isn't very effective at that.

#1: In the first room, shoot the eye switch on the wall straight ahead from the entrance with an arrow to make a chest appear. Open it for a Stray Fairy.

#2: In the first room, you'll find a sun if you go to where the Real Bombchu is, look towards the entrance and down. Shoot the sun with a light arrow, and a chest will appear on the ceiling. You can get to it when the temple is upside-down.

#3: In the room to the right of the first room, you'll find a frozen eye switch on one wall. Shoot it with a fire arrow to make a chest appear on the ceiling near a door nearby. Then, return here when the temple is upside down. You can get to the chest with a Deku Flower, but you can't simply fly straight to it because you aren't high enough. Use an air current to get higher, then, wait until you get low enough to get to the chest. Open it for a Stray Fairy.

#4: In the room to the right of the first room, go underwater (watch out for Skullfish and Bio Deku Babas) and destroy the mines. Then, step on the switch to make a chest appear on the underside of the ledge above you. Now return to this room when the temple is upside down. This chest is on a higher ledge, but you can fly to it using the Deku Flower and air currents. It is surrounded by fire, though, so you first must step on a switch on another ledge and leave a copy of yourself using Elegy of Emptiness to make the fire go away. Then, open the chest for a Stray Fairy.

#5: On the same ledge as the previous Stray Fairy is a sun. Shoot it with a light arrow to make a chest appear on the underside of this ledge. You can open it when the temple is right-side up (it is underwater) for a Stray Fairy.

#6: Early on is a room (with Amros in it) where you blast a hole in the ceiling from the courtyard above. Use your Hookshot on the target on the ceiling to get to a ledge. Open the chest for a Stray Fairy.

#7: In one room, there is water and mines, and on one side are two sun blocks and Beamos. Hit the crystal past one sun block to make a chest appear past the other. (Just throw a bomb over the fence at the crystal. It's easier.) Then, open the chest for a Stray Fairy.

#8: In the room with the Black Boes and mirrors, shine light onto the suns, and one will make a chest appear. Open it for a Stray Fairy.

#9: In the same room as the previous fairy, shine light on the right mirror. Then, shine light from that onto the sun block. Past it are a Nejiron and a chest with a Stray Fairy inside.

#10: In the room before the one where you get the light arrows, use the Deku

Flower to fly to a ledge with rupees and a chest on it. Open the chest for a Stray Fairy.

#11: In the same room as the previous fairy, go into the lava as a Goron and ground pound the switch. At the other end of the lava, the fire around another switch will go away. Roll over and stand on that switch, and the fire around the chest on the ledge above you will go away. Open that chest for a Stray Fairy.

#12: After defeating the Garo Master and getting the light arrows, you'll end up having to fight an Eyesore. Kill it to make a chest appear. Open that for a Stray Fairy.

#13: Defeat Wizrobe, and a chest containing a Stray Fairy will appear.

#14: In the first room, when the temple is upside down, you'll need to use your Hookshot on the chest on the ceiling in order to get to the boss. Well, when the temple is right-side up, you can open that chest and get a Stray Fairy.

#15: In the upside-down temple, you'll hit a crystal in the room with the Boss door in it and make a chest appear on the ceiling. Go here when the temple is right-side up and open it for a Stray Fairy.

9. SIDE QUESTS AND UPGRADES

A. BOMBERS' NOTEBOOK

This section lists all the people in the same order as in the notebook. Some of it is new and some just repeats information in other sections.

#1: BOMBERS

As you know, if you pop the balloon in North Clock Town, then, talk to the boy, you then have to find all five kids before the morning of the next day. You do this originally for their secret code as a Deku, and if you do it again as a human, you'll get the Bombers Notebook. You can do this on any day.

#2: ANJU

A few things aren't necessary for this, but I'll mention it anyway. Around 2 PM on the first day, the Postman will bring Anju a letter. Then, around 3 PM that same day, a Goron will soon start heading towards the Stock Pot Inn. If you want a room in the inn, talk to Anju before the Goron does, but wait until closer to 4. If you talk to her before this time, you won't be able to get a room. You'll then get a key to a room. Whether you get the room or not, though, now talk to Anju with Kafei's Mask on, and she'll want you to meet her in the kitchen at 11:30 that night. (You can now get into the middle room upstairs. There's a chest with 100 rupees inside.) So meet her at that time. (Use the Deku Flower outside to get onto the balcony and go in through that door when the Inn is closed.) Eventually, she'll get there (late, though, so no hurry). Talk to her for a letter to Kafei. She wants you to deliver it in the morning and meet him when he gets it. So in the morning, put it in a mailbox. Around 3 that afternoon, you'll see the Postman heading over to the Laundry Pool to deliver the latter. Then, early that night, go into the building in the Laundry Pool and talk to Kafei. He'll give you the Pendant of Memories. Give it to Anju, and she'll say she's going to wait for Kafei. Anyway, Kafei will also tell you that his wedding ceremony mask was stolen and will likely end up in the Curiosity Shop. If you look through the small mask on his wall, you'll be able to look in on the shop, but you don't need to. Now, see Kafei's section. Help him get the Sun's Mask, then, go to the Inn and through the first door upstairs to find Anju waiting. Around 4 AM or so, Kafei will arrive. They'll give you the Couple's Mask.

#3: KAFEI

After delivering Anju's letter, you can go into Kafei's place in the Laundry Pool early the second night. He'll give you the Pendant of Memories. Give it to Anju, and she'll say she's going to wait for him. Kafei will also tell you that his wedding ceremony mask was stolen and will likely end up in the Curiosity Shop. If you look through the small mask on his wall, you'll be able to look in on the shop, but you don't need to. Now go to Ikana Canyon. In the lower part is Sakon the thief's hideout. On the third day, Kafei will be hiding behind those stones, waiting for him to open the door. The thief will come early the third night, so wait with Kafei slightly before then. When the thief comes (around 7 PM), he'll go inside and Kafei will run in after him. Follow them in, then, go through the door. In here, Kafei will find the Sun's Mask, which was stolen from him. But, he'll step on a switch which makes it start going along a conveyor belt. You need to get it before it gets to the other end. You'll take turns controlling Link and Kafei. First, have Link stand on the blue switch to open the door. Have Kafei go through and push the block onto the blue switch here. Now the door near Link will open. Have Link go through and kill the Deku Baba to open the door for Kafei. Now Kafei can go through and step on the next blue switch. (Red switches make the conveyor belt go faster for a short time and yellow makes the conveyor belt go slower for a short time. Avoid those red switches!) Now Link can go through the door and kill two Deku Babas. Now Kafei has some blocks to move. Push the block above the yellow switch right, then, pull the block to the yellow switch's left upwards (away from the screen, I mean). Now step on that blue switch. Have Link go through the door and kill the Wolfos. Now Kafei's door will open. Move the block out of the way and go through. In here, step on one blue switch, then have Link come in and step on the other. Now Kafei gets the Sun's Mask. He'll leave to meet Anju. So now go to the Inn and through the door on the far right to find Anju waiting. Around 4 AM or so, Kafei will arrive. They'll give you the Couple's Mask.

#4: CURIOSITY SHOP MAN

Do what you need to do in the Kafei and Anju quests, and on the third day, starting around 1 PM, you can go into the place in the Landry Pool to find the Curiosity Shop man here. Talk to him for the Keaton Mask and for some priority mail which you need to deliver to Kafei's mom. Also, if you helped the old lady from the bomb shop on night 1, the Curiosity Shop will sell the All-Night Mask on night 3 for 500 rupees.

#5: OLD LADY AT BOMB SHOP

Around 12:30 or so on the first night, wait in North Clock Town, and Sakon the thief will rob the old lady. Attack him so he drops it. Stay there as he runs off. The old lady will then give you the Blast Mask. Now you can buy the Big Bomb Bag at the Bomb Shop for 90 rupees. It holds 30 bombs.

#6: ROMANI

On the first day, blow up the boulder blocking the entrance to Romani Ranch using a Powder Keg. Go in and talk to the girl, Romani, and she'll tell you about the ghosts that steal the cows. Then, she'll have you shoot all 10 balloons in 2 minutes while riding the horse. Once you do that, Romani will say that she wants you to come back at 2:30 that night and meet her at the barn. So come here at that time, and she'll go into the barn, and the ghosts will come. Shoot them with arrows to keep them away from the barn. Don't forget the one that comes from behind. It helps to stand on the crate to see them better. (In the crate and in the grass are arrows. The ghosts drop arrows when they're shot, too.) At about 5 AM, they'll go away and Romani will give you a bottle of

milk. Now you can help Cremia.

#7: CREMIA

After helping Romani defend the cows, you can talk to Cremia in the barn on the second day. She's going to deliver milk that afternoon. If you want to come, you should go see her around 6 that evening. Then, she'll be on a wagon. Talk to her to come with her. On Milk Road, you'll find that it's blocked off, so you'll have to go through the Gormans' land. The two brothers will come after you on horseback and try to break the milk bottles. Shoot them with arrows to keep them away. Afterward, Cremia will give you Romani's Mask. Wear this to show you're a member of the milk bar, Latte.

#8: MAYOR DOTOUR

The Mayor is in his residence in East Clock Town. On any day, talk to him (from across the desk) with the Couple's Mask on, and the people at the meeting will go away. He'll then give you a Heart Piece.

#9: MADAME AROMA

In East Clock Town on days 1 or 2, go into the Mayor's Residence and into the right room to find Madame Aroma, the mayor's wife. She wants you to find her son, Kafei, and will give you Kafei's Mask. Wear it to try to get information on him from people. So, do what you need to do in the Kafei and Anju quests, and on the third day, starting around 1 PM, you can go into the place in the Laundry Pool to find the Curiosity Shop man here. Talk to him for the Keaton Mask and for some priority mail which you need to deliver to Kafei's mom, Madame Aroma, of course. So, on the third night, you'll find her in the milk bar. Go in and talk to her with Kafei's Mask on and give her the latter. She'll give you a bottle of Chateau Romani.

#10: TOTO

After helping Cremia, you'll get Romani's Mask. Go to the milk bar in East Clock Town on night 1 or 2 (it opens at 10:30 PM). In here is Toto (and Gorman, this will help out both of them at the same time). Go on stage and talk to Toto and say you'll help him. Talk to him as normal Link, Deku Link, Goron Link, and Zora Link and play the notes you're told to play. Once all four are playing together, Gorman will give you the Circus Leader's Mask.

#11: GORMAN

After helping Cremia, you'll get Romani's Mask. Go to the milk bar in East Clock Town on night 1 or 2 (it opens at 10:30 PM). In here is Toto (and Gorman, this will help out both of them at the same time). Go on stage and talk to Toto and say you'll help him. Talk to him as normal Link, Deku Link, Goron Link, and Zora Link and play the notes you're told to play. Once all four are playing together, Gorman will give you the Circus Leader's Mask.

#12: POSTMAN

On day 1 or 2, go into the Post Office in West Clock Town. Talk to the Postman. Try to stop the clock at exactly 10 seconds. The first try is free and the later ones are 2 rupees each. Do this for a Heart Piece. Also, on the afternoon of the third day, if you've been working on the Kafei and Anju quest, you can go into the place in the Laundry Pool and get Priority Mail from the Curiosity Shop Man. On the third night, give it to the Postman, and he'll deliver it to Madame Aroma in the milk bar. Once he leaves and stands outside, talk to him for the Postman's Hat, and he'll leave the town. (You can't get

anything from Madame Aroma if you do it this way, though.)

#13: THE ROSA SISTERS

These sisters are found on days 1 and 2, in the Stock Pot Inn during the day and in West Clock Town at night. At night, dance in front of them wearing Kamaro's Mask for a Heart Piece.

#14: ???

Um...this guy is found in the toilet in the Stock Pot Inn, every night after midnight. He needs some paper, so bring him a Title Deed, and he'll give you a Heart Piece.

#15: ANJU'S GRANDMOTHER

On day 1 or 2, go to the Stock Pot Inn and talk to Anju's grandmother with the All-Night Mask on. Listen to her first story, the Carnival of Time. When she asks a question at the end, answer it correctly (it's easy, since the only other option is I don't know) for a Heart Piece. Then, listen to her second story, the Four Giants, and answer "I dunno" for another Heart Piece.

#16: KAMARO

On every night, after midnight, you'll find Kamaro dancing on one of those weird things in the snowy part of Termina Field. Talk to him, then, play the Song of Healing for Kamaro's Mask.

#17: GROG

Grog is in the Cuckoo Shack in Romani Ranch. Go here and wear the Bremen Mask, and hold B to march. Go to all 10 chicks so they follow you, then, they'll turn into chickens. Grog will then give you the Bunny Hood.

#18: GORMAN BROTHERS

Go to Milk Road and go to the Gorman Brothers. Talk to them on horseback to race them (but you have to pay 10 rupees each time). This race can be a bit annoying, but you'll get it eventually. Jump over the first set of fences you find (on the right side), but avoid the fences at the end because the last one is taller and Epona may not jump over it. Also, avoid those dirt things. Sometimes you can jump over them and be fine, and other times, you'll land in the dirt and get slowed down. When you win, you'll get the Garo's Mask.

#19: SHIRO

Take the path in east Termina Field, and in this area (not far from the headless guy on the high ledge) is a circle of stones. Use the Lens of Truth to see the soldier, Shiro. He's injured, so bring him a red potion. (It costs 30 rupees at the Trading Post in West Clock Town.) He'll give you the Stone Mask. Wear it so you can't be seen.

#20: GURU-GURU

At night 1 or 2, go to the Laundry Pool and talk to Guru-Guru for the Bremen Mask.

B. SPIDER HOUSES

SWAMP SPIDER HOUSE

In the Southern Swamp, outside Deku Palace, is a doorway blocked by a spider web. Use the nearby torch to light a Deku Stick then burn down the web to get into the Swamp Spider House. The man here is cursed, so you must kill and collect the tokens of all 30 Gold Skulltulas. Remember, you'll be needing two magic beans here. Anyway, through the door here, and you'll be in the main part of the place. When there are spiders left in the room, you'll hear them, so use that to your advantage when trying to figure out what rooms are not yet finished. Anyway, let's get started. In here is water that you can use to water the magic beans. (In the very first room, there are bugs under the rocks.

You need them, too.) So, first of all, spider ONE is in the water. Spider TWO is in the pots. Spiders THREE and FOUR are found by releasing bugs near the two soft soil spots on the walls. The bugs will go into the soil and a Skulltula will come out. Spider FIVE is going up and down a pillar (on, I think, the right side of the room).

Now go through the door on the left wall. Spiders SIX and SEVEN are in the crates (roll into them to break them). Spider EIGHT is on the wall. Blow up the rock to reveal soft soil, then, plant a magic bean in the soil and ride it to that spider's token. Now, climb up the ladder. Spider NINE is on top of that stone thing, and spider TEN is behind the torch.

Go through the doorway up here to get to the second floor of the main room. To the left is spider ELEVEN behind a pillar and spider TWELVE on the wall. Fly to its token with the Deku Flower. On the other side of the room, use bugs on the soil on the wall to get spider THIRTEEN.

Now go through the door up here to get to a Deku Flower on a higher ledge in the right room. Spider FOURTEEN is going up and down a wall. On the ground level of the room is a sleeping Deku. Wake it up with Sonata of Awakening, and it will run off. You can now use its Deku Flower. Now cut the vines on the nearby wall to find spider FIFTEEN at the end of a short tunnel. Now roll into the big pots to find spiders SIXTEEN and SEVENTEEN, then, break the normal pots to find spider EIGHTEEN. Now knock down the brown things on the ceiling. One has two Giant Bees inside and two have spiders NINETEEN and TWENTY. Now go through the door on the middle level of this room to get to the last room. Hit the crystal to make a ladder appear connecting the upper and lower levels of the room.

Spider TWENTY-ONE is on it. On the other side of the room, plant a magic bean and ride it to spider TWENTY-TWO, which is on the wall above the hallway in the wall. Spider TWENTY-THREE is near the ground behind a pillar, and spider TWENTY-FOUR is in one of the brown things on the ceiling. Now ride the magic bean to get to the hallway in the wall. Go through the doorway here. Spiders TWENTY-FIVE and TWENTY-SIX are crawling through the tall grass. (It's easiest to kill them as Deku Link.) Then, roll into the tree to knock out spiders TWENTY-SEVEN, TWENTY-EIGHT, and TWENTY-NINE. In the brown things, you'll find a Giant Bee in one and spider THIRTY in another.

Now return to the man, who is normal again, and talk to him for the Mask of Truth. It lets you hear the thoughts of animals and get information from gossip stones.

OCEANSIDE SPIDER HOUSE

This Spider House is in plain view in Great Bay Coast, but don't go in until you have the Hookshot. It will help you kill the spiders and get their tokens easily. Anyway, go in and blow up the cracked wall to reveal a steep slope. In here are spiders ONE and TWO. Go down the slope (you can roll back up as a Goron), and burn the web on the ceiling with a fire arrow to find spider THREE. Now use your Hookshot on the target over the door to get over the fence.

(You can get back over using the target on the ceiling.) Go through the door.

There's a door up here and two downstairs, but we'll get to them later. Upstairs, there are spiders FOUR and FIVE in those large pots. (Roll

into the pot to make a spider come out. Spiders are in the ones with holes on top.) Spider SIX is going up and down on the wall above the stairs, while spider SEVEN is on top of one of the rafters on the ceiling. Now, as you're going down the steps, you'll see a gap between the wall and the ceiling. Spider EIGHT is scooting along there. In one pot is a Black Boe, and spider NINE is in another. Burn a web down here to find a hole in the wall. Look through to find spider TEN. Spider ELEVEN is going up and down on a wall nearby, and spider TWELVE is hiding in one of those big pots. Now go upstairs and through the door you haven't gone through yet.

There are two Stalchildren in here, but these don't attack you, so you can leave them alone. Anyway, on the wall to the right, move the furniture here to find a hole in the wall with spider THIRTEEN hiding inside. Also, near the Stalchild at the desk, there's a bookcase where you can see a torch through one of the gaps. Move it aside to find spiders FOURTEEN and FIFTEEN. Now knock down the pictures on the walls with your Hookshot. You'll find spider SIXTEEN and, in a hole in the wall, spider SEVENTEEN. Now go to the bookcase with a Stalchild sitting on top. Climb up at the gap in the bookcase like a ladder. From here, get spider EIGHTEEN, who is in the gap between the walls and ceiling, and spider NINETEEN, which is on top of a bookcase. Now return to the previous room.

On the lower level, go through the door without a web on it. There are four Stalchildren at the table, but they also won't attack. Spider TWENTY is behind a picture, spider TWENTY-ONE is in a big pot, and spider TWENTY-TWO is in the gap between the walls and ceiling. Spiders TWENTY-THREE, TWENTY-FOUR, and TWENTY-FIVE are in the thing on the ceiling. Roll into the table to knock them out.

Now return to the previous room and go through the last door. A Skulltula and a Black Boe are in here. Spider TWENTY-SIX is behind the web on the ceiling, and spider TWENTY-SEVEN is hiding behind the wooden stuff propped up against the back wall. At the left wall and the right wall are two crates you can break by rolling into them. Spider TWENTY-EIGHT is in one, and a hole is behind another. Go through that hole, then, turn around to find spider TWENTY-NINE, above where you came in by. Now, back in the actual room, climb up the boxes to the left of the door (if your back is to it) and use your Hookshot on the target up here to get to this higher area. Spider THIRTY is in a pot up here.

Now return to the first room. Talk to the man for the Giant's Wallet, a bigger wallet that holds 500 rupees.

C. UPGRADES

This section includes bottle locations and upgrades to your sword, bomb bag, arrow quivers, and wallets.

BOMB BAG

Big Bomb Bag: When you help the old lady from the Bomb Shop on night 1, you can then buy the Big Bomb Bag at the Bomb Shop for 90 rupees. It holds 30 bombs.

Biggest Bomb Bag: In Goron Village, talk to the Deku as a Goron. If you have the Big Bomb Bag, can buy the Biggest Bomb Bag for 200 rupees. It holds 40 bombs.

BOTTLES

#1: When you find Koume injured in the Woods of Mystery, talk to Kotake for a bottle of Red Potion.

#2: In the spring, you can race at the Goron Racetrack. There's not much I can

say to help, except don't hit walls or other Gorons, and break the green jars for magic. When you win, you'll get a bottle of Gold Dust.

#3: Help Romani protect the cows to get a bottle of milk.

#4: In the second part of Great Bay Coast, the part with Zora Hall, go inland to a weird log sticking out of the water. From here, use your Hookshot on the tree on the ledge on the wall to get to it. Repeat this to get from ledge to ledge. These ledges lead to the Waterfall Rapids. In here, become a Zora and target the small beaver swimming around. It will go to the bottom of the water. Go down and talk to it. You can follow it and swim through 20 rings in 2 minutes (In the correct order, of course. Go through the ring that is flashing.). When you do this, you'll race the big beaver, but go through 25 rings. You'll get an empty bottle.

#5: Go to the Ikana Graveyard on the third night, and have the Stalchildren break the grave they're going around. Drop in. In here, talk to Dampe and have him follow you. You have to stay close and target him because he's dumb like that. Lead him to the spots of soil down here and have him dig. There are two spots of soil higher up. To get Dampe up there, have him step onto one of those big, brown squares, and it will take him up there. Once you dig up three blue things, they will form a Big Poe, and Dampe will run away. Fight it; defend when it attacks, then shoot it with an arrow afterward. Repeat until you win. A chest will appear with an Empty Bottle inside. Now go up the stairs on the other side of the room. (In a pot are 50 rupees.) Up more stairs, you'll be inside Dampe's place. He's hiding under the bed.

#6: When you give the priority mail from Kafei to his mother (who is in the milk bar), you'll get a bottle of Chataeu Romani.

QUIVER

Large Quiver: In East Clock Town is the Town Shooting Gallery. Pay 20 rupees to play. You have 1:15 to get 40 points. Shoot the red Octoroks with arrows for points, but don't shoot the blue ones, or you'll lose time. Win for the Large Quiver, which holds 40 arrows.

Largest Quiver: In the area between the Swamp and Termina Field is the Swamp Shooting Gallery. It costs 20 rupees to play. You must hit all the targets in 1:40. There are Deku, Wolfos, and Guays. You have to hit them all in the time limit, but if you miss them, they'll come back, so don't worry. Also, don't forget the small Deku far away on the tree to the right and on the hill to the left. (For some reason, it seems like you should hit the Deku on the hill last. Whenever I hit it earlier on, I always lost.) If you win, you'll get the Largest Quiver, which holds 50 arrows.

SWORD

Razor Sword: Go to the Mountain Smithy, and when the forge is working, they can reforge your sword for 100 rupees. It will then be stronger and you can use it 100 times before it gets dull again.

Gilded Sword: Win a race at the Goron Racetrack for a bottle of Gold Dust. Then, while you have the Razor Sword, have your sword reforged again, using the Gold Dust. This time it is free, and your sword will now never get dull.

Great Fairy's Sword: Find all the Stray Fairies in Stone Tower Temple and bring them to the Great Fairy Fountain in Ikana Canyon for this sword. It is a C-item and can be used with C and A. It is the strongest sword, but it is two-handed, so you can't use your shield when you have it out.

WALLET

Adult Wallet: In West Clock Town, save up 200 rupees to get the Adult Wallet. Now you can carry 200 rupees.

Giant's Wallet: Finish the Oceanside Spider House, and as you are leaving, you'll see a man in the first room. Talk to him for the Giant's Wallet, which lets you carry 500 rupees.

10. SONGS

These songs are in the order you get them (except for the Scarecrow's song, which I just put at the end).

Song of Time

Song: C-right, A, C-down, C-right, A, C-down

Description: You learn this song at the beginning. Use it to return to the Dawn of the First Day.

Inverted Song of Time

Song: C-down, A, C-right, C-down, A, C-right

Description: If you talk to a scarecrow, it will mention this song. Play the Song of Time backwards to slow time down. Play it again to return it to normal.

Song of Double Time

Song: C-right, C-right, A, A, C-down, C-down

Description: If you talk to a scarecrow, it will mention this song. Play the notes of the Song of Time twice each to go ahead half a day.

Song of Healing

Song: C-left, C-right, C-down, C-left, C-right, C-down

Description: You learn this song at the beginning. Play it to heal certain things, which results in a mask.

Sonata of Awakening

Song: C-up, C-left, C-up, C-left, A, C-right, A

Description: You learn this song from the trapped monkey in Deku Palace. It can wake up things that are sleeping.

Song of Soaring

Song: C-down, C-left, C-up, C-down, C-left, C-up

Description: You learn this song from the stone the owl is perched on on your way to Woodfall. Play it to warp to any owl statue you've previously activated.

(Play it inside a dungeon to warp to the entrance.)

Oath to Order

Song: C-right, C-down A, C-down, C-right, C-up

Description: This important song is only used once at the end of the game.

Goron Lullaby

Song: A, C-right, C-left, A, C-right, C-left, C-right, A

Description: You learn the first part of this song from the Goron Elder and the rest from his son. This song can make Gorons fall asleep.

Epona's Song

Song: C-up, C-left, C-right, C-up, C-left, C-right

Description: You get this song when you get Epona. Play it and she'll come to

you. (Also, play it near cows for a bottle of milk.)

New Wave Bossa Nova

Song: C-left, C-up, C-left, C-right, C-down, C-left, C-right

Description: You learn this song when you save all of Lulu's seven eggs. Play it to her, and the island nearby will turn into the turtle that takes you to Great Bay Temple.

Song of Storms

Song: A, C-down, C-up, A, C-down, C-up

Description: You get this song from Flat the composer under a grave in Ikana Graveyard on the first night. Play it to make it rain, which can be used to make the music box house work if played in the right place..

Elegy of Emptiness

Song: C-right, C-left, C-right, C-down, C-right, C-up, C-left

Description: Defeat the king of Ikana for this song. Play it to make a creepy, but useful copy of yourself (more like a statue; it just stands there). You can have four copies at once, one of each of Link's forms.

Scarecrow's Song

Song: Your own song

Description: In the Observatory and in the Trading Post in West Clock Town is a scarecrow. Play it a made-up song, and it will disappear. Now, in certain places, like where Tatl seems to turn blue for no reason, play the song and the scarecrow should appear. You can use the Hookshot on it to get where it is. If you return to the first day, you must play the song to the scarecrow again for it to work.

11. COPYRIGHT STUFF

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