

The Legend of Zelda: Majora's Mask Walkthrough

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The Legend of Zelda: Majora's Mask (Nintendo 64)
Guide by Kellye Boyd

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Synopsis

The Legend of Zelda: Majora's Mask is a sequel to The Legend of Zelda: Ocarina of Time. In the previous game, the young hero, Link, had saved the land of Hyrule from the evil King Ganondorf. Afterward, Link left Hyrule to embark on another journey. During his travel, he is attacked and robbed by the Skull Kid. The Skull Kid then places a curse on Link. As Link runs after the Skull Kid, he comes across a strange land called Termina. Link must now save Termina from a moon that will destroy the land in three days.

Overview

You are in control of Link. You must complete four areas in Termina. In each area, you must talk with citizens, solve troubles and access and complete four dungeons. In each dungeon, you must defeat enemies and mini-bosses, solve puzzles, defeat a boss and rescue a Guardian Giant. (In each temple, you may optionally collect Stray Fairies and take them

to their corresponding Fairy Fountains, where you will then receive a gift from each Great Fairy in the fountains.) After you rescue each Giant, you must enter a clock tower, confront the Skull Kid and summon the Giants to stop him. During your adventure, you will learn songs, and you may optionally complete side quests, collect masks and Pieces of Heart and receive upgrades on your items.

Controls

The buttons on your Nintendo 64 controller perform the following actions in this game:

The L button is used to show or hide your map as you play the game.

The R button is used to defend with a shield.

The Control Pad has no function.

The "Start" button is used to pause the game and enter the Start/Pause Menu.

The A button is used to confirm any selection among choices. It is also used for a variety of actions that you can perform while playing the game. (Refer to the "Actions" section for details on this.) It is also used as a note on the Ocarina.

The B button is used to cancel any selection among choices. It is also used to perform attacks. (Refer to the "Actions" section for details on that.)

While playing the game, the top C button is used to look in a first-person view. It is also used to speak to your fairy, Tatl. The left, bottom, and right C buttons are used to equip and use items. All four buttons are also used as notes on the Ocarina.

The Control Stick is used to highlight choices. It is also used to move Link as well as his other forms.

While playing the game, the Z button is used to look directly ahead. It is also used to target objects, people and enemies.

File Menu

Inside this menu, you may choose to use two files called "File 1" and "File 2". When you choose each file, you may choose "Yes" to enter the file or "Quit" to choose not to.

When you choose an empty file, you must choose a name for the file using letters, numbers, symbols and punctuation.

When you choose a used file, you are shown the amount of Rupees that the game in that file has. You are also shown a Heart Container that indicates Pieces of Hearts that have been collected as well as the amount of Recovery Hearts. You will also be shown the number of masks that have been collected as well as the remains of bosses that have been defeated.

When you choose a used file, you may choose to copy that file to an empty file using the option, "Copy." You may also choose to delete a used file using the option, "Erase."

You may choose "Options" to access another menu.

Underneath the "Sound" option, you may choose to adjust the sound to Stereo, Mono, Headset or Surround.

Underneath the "Z-targeting" option, you may choose "Switch" or "Hold". When you Z-target using the "Switch" option, you will switch from one target to the next each time you press Z. When you Z-target using the "Hold" option, you may press and hold Z to continue targeting and release the button to stop.

Underneath the "Check Brightness" option, you will see bars of different shades. You may use those bars to check and adjust the brightness on your TV screen. The bars will become visible depending on how bright you make your TV screen. The bars will become dark depending on how dark you make your screen.

Press the B button in this menu to save your choices.

Status

As you play the game, you may view your status that lies on your screen.

Your Recovery Hearts and Magic Power lie on the top-left corner of the screen.

Your number of Rupees lie on the bottom-left corner of the screen. When you are inside a dungeon, the amount of Small Keys you have collected appears above your Rupees.

The A, B and C buttons lie on the top-right corner of the screen. The A and B buttons show the actions that you can perform with each button, which depends on the form of Link that you are or certain masks that you wear. The left, bottom and right C buttons show the items you have equipped to those buttons. The top C button appears when Tat1 summons you.

The clock lies on the bottom center of the screen. The clock shows the day you are on, the time of the day and the hour.

Your map lies on the bottom-right corner of the screen.

Start/Pause Menu

While you are playing the game, press "Start" to pause the game and enter a menu. The menu contains four screens called Quest Status, Masks, Select Item and Map.

You may press Z or R to change screens. Press Z to move left and R to move right to another screen.

The "Quest Status" screen contains the Bombers' Notebook (if you have obtained it), a Heart Container, the remains of bosses you have defeated, songs that you have learned, and the type of sword, shield, quiver and Bomb Bag you have. Use the Control Stick to highlight any of these items, and press A to view them.

When you highlight the Bombers' Notebook, press A to look inside. Use the Control Stick to highlight any of the people that you have helped. When you have highlighted a person, move the Control Stick to the right and then, move it up and down to view information about that person. You are shown the days as well as the time of each day in which you can and have helped that person. You are also shown the promises you made to that person as well as the rewards and masks you have received for helping him or her.

The Heart Container shows the Pieces of Heart you have collected.

When you highlight a song, press A to be shown how to play the notes of that song. You may then play those notes.

The "Masks" screen contains all of the masks that you have collected. Use the Control

Stick to highlight a mask, and press A to view information about the mask. You may equip any of your masks to the C-Left, C-Down and C-Right buttons.

The "Select Items" screen contains all of your items. Use the Control Stick to highlight an item, and press A to view information about the item. You may equip any of your items to the C-Left, C-Down and C-Right buttons.

The "Map" screen shows the places you have visited on your map. Use the Control Stick to highlight any of those places.

Actions

The following below are descriptions of actions that you can perform as Link as well as those that you can perform as a Deku Scrub, Goron and Zora.

Use the Control Stick to move Link as well as his other forms. The speed at which Link moves depends on the amount of pressure you place on the Control Stick. You may move the Control Stick in any direction to move Link in that direction.

You may use the A button to speak to people or read things. (As you do so, you may press A to quickly skip through each box of text or press the B button to skip through all of the boxes of text at once.)

You may also use the A button to put away objects you are carrying.

You may press the A button to grab an object. If you stand still and press A, you will place the object down. If you run and press A, you will throw the object.

To push an object, press A to grab it and move the Control Stick forward. To pull an object, press A to grab it and move the Control Stick backward. (Note: Whether Link or any of his other forms can move an object depends on the size of that object.)

You may also climb certain objects by approaching any one and pressing A. (Note: Whether Link or his form as a Deku Scrub and Zora can climb an object depends on the size of that object. Link cannot climb any object as a Goron.) Link can also climb ladders in any of his forms. When you approach a ladder, press A to climb it; move the Control Stick forward to climb upward and move the Control Stick backward to climb down. You may also press A to drop from the ladder.

When you move over a group of ledges, you will automatically jump over each ledge provided that you move with enough speed to do so. You may also hang from any ledge and press A to drop from it. (Note: Only Link in his normal form and as a Zora can jump over and hang from ledges. Link cannot do those things as a Deku Scrub or a Goron.)

When you use ranged weapons such as the Hero's Bow, Hookshot or the Zora boomerangs, you will use each weapon in a first-person angle. Press Z or Z-target to use each weapon in a third-person angle. When you simply press Z when using those weapons, move the Control Stick left or right to move sideways, and move it up and down to look in those directions. When you Z-target while using those weapons, you may move around in any direction.

These are the actions that you can perform as Link:

To perform a sideway jump, press and hold Z (or Z-target), move the Control Stick left or right, and press A. You may perform this move both with or without your sword drawn, as well.

While pushing the Control Stick forward, press A to perform a roll. You may do it both with or without your sword drawn. You may also do it while Z-targeting, but only if your

sword is not drawn.

To perform a backflip, press and hold Z (or Z-target), push the Control Stick down, and press A. You may also do this both with or without your sword drawn.

Press B to swing your sword horizontally.

To swing your sword vertically, press and hold Z (or Z-target), and press B.

To thrust your sword, press and hold Z (or Z-target), push the Control Stick forward, and press B.

To perform a jump attack, have your sword drawn. Now, press and hold Z (or Z-target), and press A.

Press and hold R to defend yourself with your shield, and you will crouch while doing so; you may do this both with or without your sword drawn. To defend while standing, press and hold Z (or Z-target), and then press and hold R; you may also do this with or without your sword drawn.

These are the actions that you can perform as a Deku Scrub:

Press the A button to perform a spin attack.

Press B to shoot a bubble. Press and hold B to blow a big bubble, and release B to shoot it. This technique requires Magic Power.

When you stand on top of a Deku Flower, press and hold A to dive into the flower. Release A to emerge from the flower, and use the Control Stick to adjust your direction while flying. (While flying, you may press the B button to drop Deku Nuts on enemies.)

As a Deku Scrub, you cannot swim but can only hop five times across water. You must also not come into contact with fire or lava, because if you are burned, you will die instantly.

These are the actions that you can perform as a Goron:

Press B to perform a punch, which is used to attack enemies. Press B repeatedly to unleash continuous punches.

Press and hold A to curl into a ball. Press A again to pound.

When you press and hold A to curl into a ball, move the Control Stick forward to roll. When you roll with enough speed, spikes will emerge (only with the use of Magic Power), and you may use those spikes to defeat enemies as you roll along.

As a Goron, you can safely move across lava. You must not move in water, because you will drown and die instantly.

These are the actions that you can perform as a Zora:

Press B to punch, which you can do to attack enemies. Press B repeatedly to unleash continuous punches.

Press and hold B to draw boomerangs, which you can use to attack enemies, as well. Release B to shoot the boomerangs.

When you are floating in water, press B to dive underneath the water. While you are on solid ground under the water, press A to surface back up.

While you are floating or underneath water, press A to swim and use the Control Stick to move in any direction you want to go. While you are swimming in water, press R to produce electricity that will defeat enemies (which also requires Magic Power). (Note: If you are on land or on solid ground underwater, you may press and hold R to defend while crouching or standing; you may then press B to produce electricity, as well.)

As a Zora, you must not come into contact with fire or ice, because if you are burned or frozen, you will die instantly.

These are the actions that you can perform as you ride Link's horse, Epona:

(Note: You can only ride Epona as Link in his normal form.)

Approach Epona and press A to climb on top of her. When you do so, a row of seven carrots appears. Use the Control Stick to move Epona. You may move the Control Stick in any direction to move Epona in that direction. Press A to make Epona speed up. Each time you do, a carrot depletes.

You may use Epona to ride over fences. (Note: Epona will not jump over a fence if you approach the fence at an angle.)

To dismount Epona, move the Control Stick backward to bring her to a full stop and press A.

The Beginning

In a clearing, Link appears on his horse, Epona. Two sibling fairies named Tatl and Tael appear. They approach Epona and then startle her, causing her to jump and knock Link to the ground, unconscious.

Just then, the Skull Kid appears, wearing a mask. He approaches Link and takes his Ocarina. When Link awakens, the Skull Kid jumps on top of Epona and sends her running. Link grabs the Skull Kid's foot and is dragged along the clearing. Link is then thrown off, and the Skull Kid, Epona and the fairies continue on.

In the clearing, you must begin moving. You may optionally use your sword to hack bushes for Rupees. Next, enter an entryway.

In another area, you may optionally hack bushes in a far right corner for Rupees, but the bushes will scurry as soon as you do. Afterward, move across large tree stumps and enter another entryway.

Inside a cavern, Link loses his footing and falls. When he lands, he is again confronted by the Skull Kid. The Skull Kid informs Link that he had gotten rid of Epona. He then curses Link and changes him into a Deku Scrub. Skull Kid and Tael exit through an entryway, and a door closes, leaving Tatl behind.

When you regain control of Link, you may optionally hack bushes for Rupees. You must then approach the door, and press A to open it. As you walk along a corridor, Tatl appears and offers to join Link until he meets up with the Skull Kid. She also informs that when she needs to speak with you, you must press the C-Up button.

When you approach a nearby Deku Flower, Tatli informs that you must press and hold A while on top of the flower to dive into it. You must then release A to emerge from the flower, and you must use the Control Stick to navigate while flying. Press A again to drop to the ground. Tatli also informs that as a Deku Scrub, you can press A while on the ground to perform a spin attack.

You may optionally move to a bottom area and cut more bushes for more Rupees. Use Deku Flowers to return to the ledge near the entrance of this area. Use the Deku Flower there to fly to a door on the opposite side and enter.

In another room, you must use a Deku Flower to move to a ledge and use the Deku Flower on that ledge to move to another ledge and so on. (On the third ledge, open a chest for Deku Nuts.) The fourth ledge is behind a tree in front of the third ledge. As you move along, Tatli flies near a Deku Scrub and informs you that when she flies near people or objects, you must press Z to target them. She also informs that when you have nothing to target to use the Z button to look forward. Approach the nearby ledge, and after you have examined the Deku Scrub, enter an entryway.

You appear in a twisted corridor and approach a doorway. As soon as you enter, double doors close behind you, and you cannot go back at this point. You are inside the bottom area of a clock tower. Move across a couple of ramps, and as soon as you reach the top, approach a set of double doors.

The owner of the Happy Mask Shop from the previous game then appears. He informs Link that the Skull Kid had stolen his mask and asks Link to retrieve it. He also informs Link that if Link can retrieve his Ocarina, he will change Link to normal. Exit the double doors, and you will enter an area called Clock Town and a world called Termina.

Clock Town

When you enter Clock Town, words appear that say "Dawn of The First Day - 72 Hours Remain". In 72 hours (three days), a moon with a terrifying face that lies in the sky will destroy Termina.

Clock Town is a town that is made up of four areas, and each of them are described below. You may explore this town and speak with its citizens.

South Clock Town

South Clock Town is the central area of Clock Town that connects to the other three areas. From the bottom entrance to the clock tower, turn right and move around the clock tower to an Owl Statue. (You will find Owl Statues throughout the four areas of Termina, and you must activate them using the sword. You may use Owl Statues to save your game progress. You will also use them to quickly teleport to their locations using the Song of Soaring, which you will learn later.) The entrance to West Clock Town lies in front of that Owl Statue.

The entrance to North Clock Town lies behind the clock tower. On the opposite side of the tower is an entrance to East Clock Town, which lies near a mailbox and the top of the clock tower.

From the entrance to the clock tower, move forward and beware of a dog that will attack you as a Deku Scrub. If you approach a nearby Deku Flower, a Business Scrub will appear and inform you that the flower belongs to him. He will give you his flower, though, if you give him a Moon's Tear, which you will obtain soon. Another entrance to West Clock Town lies near that Deku Flower.

A set of stairs lie near that entrance to West Clock Town, and those stairs lead to a small area called the Laundry Pool.

A gate near the set of stairs and opposite of the clock tower leads to an area called Termina Field. Each of the four areas in Clock Town contain exit gates, and the guards posted at each gate will not allow you to leave as a Deku Scrub.

Near that gate and on the opposite side of the stairs lies another entrance to East Clock Town.

(On the third day, a chest lies on top of the tower that is being built by the carnival construction workers. When you obtain the Hookshot item a lot later in the game, use the Deku Flower to fly to a straw roof against a wall directly opposite from the flower. You must then use the Hookshot to latch onto and reach the chest. Open it to receive a Purple Rupee. Next, you will see a chest sitting on top of a ledge in a far left corner. Use the Hookshot to reach the chest, and open it for a Red Rupee.)

Inside the Laundry Pool, you may cut bushes near a tree for items. A crate in a corner next to a bench contains a Blue Rupee. (Three Red Rupees lie inside the pool of water on the night of the second day.) If you ring a nearby bell, a boy appears, but you are unable to speak to him.

North Clock Town

Enter North Clock Town from the entrance behind the clock tower. From the entrance, a Fairy Fountain lies on the left as well as a Deku Scrub Playground. (You may use the nearby Deku Flower to move over a fence and enter a hole to the playground. The playground is open from 6:00 a.m. to 11:30 p.m. on all three days, and you need 10 Rupees to play. If you achieve a perfect score on all three days, you receive a Piece of Heart.)

A man in a green outfit named Tingle sells maps. You may purchase a map of Clock Town for 5 Rupees, and although not necessary, a map of an area called Woodfall for 40 Rupees. (Woodfall is an area that you will visit later, and you can purchase the map to that area at a cheaper price.)

Move near a tree and a slide and optionally cut bushes for Rupees. (When you return to Clock Town as Link in his normal form, move near those bushes, and then move across stumps to a slide. From that slide, jump across another stump and to a tree, where you will find a Piece of Heart.)

An entrance to East Clock Town lies near the slide.

West Clock Town

West Clock Town contains two roads and a square. One road contains places called the Curiosity Shop, Trading Post and Bomb Shop. The other road contains the Clock Town Bank.

The square contains places called the Lottery Shop, Swordsman's School and the Post Office. Each of these places are described below.

(You are currently unable to use the Curiosity Shop, Trading Shop and Swordsman's School as a Deku Scrub, but you may return to those places as Link in his normal form.)

The Curiosity Shop is open from 10:00 p.m. to 5:00 a.m. on all three days. Inside the shop, you may only sell items that are carried in bottles.

Inside the Curiosity Shop, you may sell the following items for the following prices:
Red Potion = 20 Rupees
Green Potion = 20 Rupees
Blue Potion = 20 Rupees
Fairy = 20 Rupees
Milk = 20 Rupees

Chateau Romani = 200 Rupees
Bug = 20 Rupees
Fish = 20 Rupees
Spring Water = 20 Rupees
Hot Water = 20 Rupees
Mushroom = 5 Rupees
Gold Dust = 200 Rupees
Zora Egg = 20 Rupees
Poe = 50 Rupees
Big Poe = 200 Rupees

The Trading Post is open during all hours on the first two days, except from 9:00 p.m. to 10:00 p.m., when the cashier takes a break. It is open throughout the daytime of the third day but becomes empty throughout the night beginning at 10:00 p.m.

Inside the Trading Post shop, you may purchase the following items for the following prices:

Red Potion = 30 Rupees
Green Potion = 30 Rupees
Hero's Shield = 80 Rupees
Fairy = 50 Rupees
1 Deku Stick = 10 Rupees
10 Deku Nuts = 30 Rupees
30 Arrows = 30 Rupees
50 Arrows = 40 Rupees

(Inside the Trading Post shop, you may speak to a scarecrow. He offers you to dance with him, and if you choose to do so, time will advance quickly to nighttime or the dawn of the next day depending on your current time of day. The scarecrow also offers to teach you to play alternate versions of the Song of Time.)

[When you obtain your Ocarina, you may create a song with eight notes to play for the scarecrow. The scarecrow appears in various places throughout Termina. If you play the song and make the scarecrow appear, you may reach the scarecrow using an item called the Hookshot.]

The Bomb Shop is open 24 hours on all three days, and you may purchase explosives. A Goron inside the shop also sells Powder Kegs for 50 Rupees, but only to Gorons.

You may purchase the following items for these prices:

10 Bombs = 30 Rupees
10 Bombchu = 40 Rupees
Bomb Bag = 50 Rupees

At the Clock Town Bank, you may deposit or withdraw Rupees. (If you deposit 200 Rupees, you receive an Adult Wallet that holds 200 Rupees. If you deposit 5,000 Rupees, you receive a Piece of Heart.)

Inside the Lottery Shop, tickets are sold from 6:00 a.m. to 5:59 p.m., and the winning numbers are announced from 6:00 p.m. to 11:00 p.m. This occurs on all three days. Inside the shop, you must pay 10 Rupees and enter a three-digit number. If your number is announced, you win 50 Rupees. (Note: The winning numbers are different in every new game file that you create, but they stay the same in each game file.)

The Swordsman's School is open 24 hours on the first two days. It is open throughout the daytime on the third day, but the owner takes a break from 11:00 p.m. to 12:00 a.m. You can enter the school after, but it will be empty throughout the night.

Inside the Swordsman's School, you may pay 1 Rupee for the Novice Course or 10 Rupees for the Expert Course. The Novice Course teaches you simple battle moves. (On the Expert

Course, you must perform a Jump Attack on 10 logs, each worth 3 points. If you obtain a perfect score of 30 Points, you receive a Piece of Heart.)

The Post Office is open from 9:00 a.m. to 3:00 p.m. on all three days. (Between 3:00 p.m. and 12:00 a.m. on the first day, you are able to play the postman's game. [Refer to the Postman in the Bombers' Notebook or the Pieces of Heart section in this guide.] If you win his game, you receive a Piece of Heart.)

East Clock Town

East Clock Town contains three game centers called the Town Shooting Gallery, Honey and Darling's Shop and the Treasure Chest Shop, all of which are open from 6:00 a.m. to 10:00 p.m.

East Clock Town also contains an inn called the Stock Pot Inn and a bar called the Milk Bar Latte. A set of stairs leads to the Mayor's Residence.

Inside the Town Shooting Gallery, you must have the Hero's Bow, and you must pay 20 Rupees to play a shooting game.

In this game, fifteen groups of Octoroks will appear. In each group, you must only shoot the red Octoroks in under one minute and fifteen seconds. You must not shoot the blue Octoroks, or you will lose time. If you score more than the high score, you receive a quiver upgrade. (If you obtain a perfect score of 50, you receive a Piece of Heart.)

Honey and Darling's Shop is a place that has different games on each day, each that costs 10 Rupees.

The first day is Bombchu Gallery Day, in which you must use Bombchus to destroy eight targets in under one minute.

The second day is Basket Bomb Day, in which you must throw Bombs in eight baskets in under one minute.

The third day is Target Shooting Day, in which you must fire arrows at 16 moving targets in under one minute.

(If you achieve a perfect score on all three games in the three days, you receive a Piece of Heart.)

Inside the Treasure Chest Shop, the price to play and the prize that you receive varies depending on what species you are. A treasure chest appears on the opposite side of the game area. You must move across the area and move your way around pillars that rise from the floor and serve as obstacles.

If you play as Link, you must pay 20 Rupees and the prize is a Purple Rupee. If you play as a Deku Scrub, the price is 10 Rupees and the prize is Deku Nuts. If you play as a Goron, the price is 30 Rupees, and the prize that you receive when you play the game the first time is a Piece of Heart. Afterward, the prize is a Purple Rupee. If you play as a Zora, the price is 5 Rupees and the prize is a Red Rupee.

The Stock Pot Inn is open from 8:00 a.m. to 8:30 p.m. on the first two days. It is open throughout the third day but becomes empty throughout the night beginning at 6:00 p.m.

When you enter the Stock Pot Inn, you appear in the lobby. You may speak to the innkeeper named Anju, who informs you that the inn has no vacancies. You may also speak with guests.

The inn contains two floors.

Move through the lobby, past a set of stairs and turn a corner to get to the first floor. The left side of the hallway on the first floor contains the inn restroom and the innkeeper's desk. The right side of the hallway contains the room of the innkeeper's grandmother and the kitchen.

(On any of the three days beginning at midnight, a hand appears from the toilet of the restroom. If you give the hand a Title Deed or a letter, it rewards you with a Piece of Heart.)

(When you obtain the All-Night Mask [refer to the Masks section in this guide], you may enter the grandmother's room and listen to her stories while wearing the mask to receive Pieces of Heart. Refer to her in the Bombers' Notebook in this guide.)

Move across stairs to reach the second floor. When you reach the top, a door on the left leads to the roof of the inn. Three doors lie on the second floor. The first door contains the innkeeper's room, and the other two doors are guest rooms.

(Even though the Stock Pot Inn closes after 8:30 p.m., you may use a Deku Flower between the Treasure Chest Shop and the inn to reach the roof and enter the unlocked door.)

(On the night of the third day after 6:00 p.m., you may optionally enter the innkeeper's room and open a chest for a Silver Rupee.)

The Milk Bar Latte is open from 10:00 p.m. to 5:00 a.m. on all three days. (On any of the days from 10:00 a.m. to 9:00 p.m., you may enter to speak with the manager for information about the bar.)

You must be a member and wear the Romani's Mask as proof of membership to enter the bar. (Refer to the Masks section in this guide for details.) Inside the bar, you may purchase Milk for 20 Rupees or Chateau Romani milk for 200 Rupees. (When you obtain the ability to transform into a Deku Scrub, Goron and Zora, you may help a Zora named Toto and a man named Gorman inside the bar. Refer to them in the Bombers' Notebook in this guide.)

(When you exit the Milk Bar, move across a set of stairs and move right behind the bar. Move across another set of stairs and onto the Milk Bar roof, where you may read a sign that talks about a group called the Bombers'.)

The Mayor's Residence is open from 10:00 a.m. to 8:00 p.m. on the first two days. It is open throughout the third day, though not in business.

When you enter the Mayor's Residence, you appear in a lobby. Speak to a girl behind a desk, who informs you that Mayor Dotour's office is on your left and that Madame Aroma's office is on your right.

You may enter Madame Aroma's office and speak with her. (If you speak to her as Link, she will ask you to find her son named Kafei and give you Kafei's Mask.) You may also speak to a Zora named Toto, who informs you of a Zora band called the Indigo-Go's.

You may enter Mayor Dotour's office to listen to a heated meeting between soldiers and carnival workers. (When you obtain the Couple's Mask [refer to the Masks section in this guide], you may wear it inside the mayor's office and speak to the mayor. Doing so will end the meeting, and the mayor rewards you with a Piece of Heart.)

An entrance to an underground tunnel lies next to the Mayor's Residence. You must give a young boy a five-digit code to enter the tunnel.

Tatl informs you that you must visit a Great Fairy in a Fairy's Fountain in North Clock Town. When you get to the fountain, the Great Fairy informs you that the Skull Kid had shattered her body into many Stray Fairies. She then asks you to find and return a Stray Fairy wandering in town.

The Stray Fairy you must find is in the Laundry Pool during the day and East Clock Town at night (Use the Deku Flower between the Stock Pot Inn and the Treasure Chest Shop to reach

her.). When you collect the Stray Fairy, return her to the fountain. The Great Fairy appears, and she gives you Magic Power as a reward. As a Deku Scrub, you can now use the Magic Power to perform the Bubble Blast. To do so, press B to shoot a bubble. Press and hold B to blow a big bubble, and release B to shoot the bubble.

Back in North Clock Town, a boy with a red bandana named Jim tries to burst a balloon. Use the Bubble Blast to burst the balloon, and Jim then challenges you to a game, in which you must find him and four other boys.

In North Clock Town, a boy hides behind the tree near the Fairy's Fountain. Jim hides near the slide. In West Clock Town, another boy is hiding in the square. In East Clock Town, another boy hides on the roof of the Stock Pot Inn, and the last boy hides on the roof of the Milk Bar Latte.

When you have found all of the boys, you are taught a five-digit code, which is different in every new game file that you create. (If you forget the code, then ask any of the four other boys.)

In East Clock Town, move near the Mayor's Residence, and go to the entrance to the underground tunnel. Give the five-digit code to a boy to enter.

Inside the tunnel, move near some water. (You are unable to do so as a Deku Scrub, but if you swim to the left, you will come across an alcove. Place a Bomb next to a cracked wall to reveal a chest containing a Silver Rupee.)

As a Deku Scrub, you are unable to swim but can only hop across water. Hop across ledges in the water until you reach the other side. Now, move left and defeat a Skulltula using the Bubble Blast. Next, turn right and move to another area. You may smash jars for items. Use the Bubble Blast to destroy a balloon. Afterward, climb a ladder and continue forward to the observatory.

Inside the observatory, you may smash more pots for items. You may also optionally speak to a scarecrow, who like the one in the Trading Post shop, offers to dance with you to pass the time and teaches you alternate versions of the Song of Time, a song that you will learn soon.

Next, move across some multi-colored stairs and speak to a gentleman that you meet at the top. He offers you to look through his telescope, so choose to do so. As you are looking around an area called Termina Field (which you will visit soon), use the Control Stick to move the telescope around; press the A button to zoom in and the B button to stop looking. Aim the telescope at the top of the clock tower and zoom in. An item called a Moon's Tear falls from the eye of the moon and lands near the observatory. Exit the nearby door and collect the Moon's Tear. Now, leave the observatory and the tunnel the same way that you entered, and return to South Clock Town.

Give the Moon's Tear to the Business Scrub in South Clock Town, and he will give you his Deku Flower as well as a Land Title Deed. You may now use the Deku Flower to reach the top of the clock tower. (When you reach the top, you may collect a Piece of Heart.)

On midnight of the Final Day, the entrance to the top of the clock tower opens, and you must enter. Inside, you will find the Skull Kid with the Ocarina. Tael, Tat'l's brother, then informs her and Link of four areas in Termina. Afterward, Skull Kid casts a spell that shortens the remainder of the time.

Use your Bubble Blast to shoot a Bubble at the Skull Kid. The Skull Kid then drops the Ocarina. Move to the Ocarina and grab it. Equip the Ocarina to any of the three C buttons, and use that C button to play it; you may then use the four C buttons and the A button to play it. Press the B button to stop playing.

You are then taken to a flashback memory of Princess Zelda. Princess Zelda teaches you the

Song of Time. To play the Song of Time, press C-Right, A, C-Down, C-Right, A, C-Down. When you play the Song of Time, it will return you to the first day.

Inside the tower, when you press the C button that your Ocarina is equipped to as a Deku Scrub, you will take out trumpet pipes. Play the Song of Time, and choose to save your progress and return to the first day.

When you have returned to the first day, enter the bottom entrance of the clock tower and speak with the mask salesman. When he sees that you have retrieved your Ocarina, he teaches you a song called the Song of Healing. To play the song on your Ocarina, press C-Left, C-Right, C-Down, C-Left, C-Right, C-Down. Upon playing that song, Link is returned to normal, and his Deku Scrub body is sealed inside a Deku Mask. The Deku Mask is a mask that you can use to transform into a Deku Scrub and remove to return normal.

When the mask salesman sees that you have not retrieved his mask, he becomes enraged and then tells you the story of Majora's Mask. Majora's Mask is the mask that the Skull Kid is wearing. The mask is responsible for the evil behavior of the Skull Kid and the arrival of the moon that will destroy the world. When you have finished talking to the salesman, exit the tower.

(Now that Link is returned to normal, you may now perform optional quests that you could not do before.)

As Link in his normal form, collect the Stray Fairy wandering in town and return her to the Fairy's Fountain in North Clock Town. The Great Fairy will then give you the Great Fairy's Mask, which is a mask that makes Stray Fairies approach you.

You may also collect that Piece of Heart in the tree near the slide in North Clock Town.

If you play the Bombers' game again as Link, you are given the Bombers' Notebook, which allows you to help people with troubles. [Note: If you memorized the code when you played the game as a Deku Scrub, then as Link, you may use it to enter the tunnel in East Clock Town. When you exit the tunnel, Jim will be so impressed that he will give you the Bombers' Notebook.]

You are currently able to help the people listed 2 through 7 in the Bombers' Notebook section of this guide, so refer there.)

The guards posted at each gate in each of the four towns will allow Link to pass. Exit either gate to enter an area called Termina Field.

Termina Field

Termina Field is a central area that connects to each of the four areas you must visit.

Enter the southern part of Termina Field from the South Clock Town exit. Move forward, and you will encounter a blob-like creature called a Chuchu. (Chuchus come in different colors and carry items based on that color. In Termina Field, you will find Green and Red Chuchus. The green ones carry Magic Power, and the red ones carry Recovery Hearts or Rupees.)

Continue moving underneath a hood. (Place a Bomb under the hood to reveal a hole. Inside the hole are two cows. When you learn Epona's Song later in the game, play the song for the cows, and they will give you Milk.)

An entrance across from the hood leads to an area called Woodfall, which is one of the four areas that you will visit soon. If you move to a tree near that entrance, Tatl will

tell you the story of how she and Tael met the Skull Kid and when he stole Majora's Mask from the mask salesman.

A tree stump near the hood has a treasure chest that contains a Red Rupee. You may reach the chest by planting and watering a Magic Bean in a nearby plot of soil and riding a magic plant to the chest. You may also use the Hookshot to reach the chest when you obtain it.

Past the stump, move near a tree and bushes. Defeat the swarm of Bad Bats near the tree. (A hole lies within those bushes, and it is located on the end of the bushes near the tree stump. Inside, defeat Babas and open a chest containing a Red Rupee.) Among the bushes and others, you will find plant-like creatures called Babas. Avoid the Baba as it lunges at you, and defeat it to receive a Deku Nut or Deku Stick. In the far corner of the bushes, open a chest for a Red Rupee.

Return near the hood and read a sign near it that speaks of a place called Romani Ranch, a place that you will visit later. Past the sign, move among more bushes, and directly past the bushes is a hole. (Inside the hole, defeat Skulltulas. You will then come across four Gossip Stones. There are four holes in Termina Field that contain these Gossip Stones, and you must play either of three melodies -Sonata of Awakening, Goron Lullaby, New Wave Bossa Nova- in front of the largest stone. If you do so in each of the four holes containing Gossip Stones, you will receive a Piece of Heart.)

Continue moving, and you will reach an entrance that leads to an area called Milk Road. You must be very careful of a bird called a Takkuri that flies near that entrance. It will steal your sword as well as your Rupees and other items. (If your sword gets stolen, you can buy it from the Curiosity Shop or retrieve it by returning to the first day using the Song of Time.) If you can defeat the Takkuri, you will receive a Huge Rupee.

Near that entrance, move among a set of bushes near a tree. If you move further near butterflies, you will fall into a hole. (Inside the hole, you must defeat a plant-like enemy called a Peahat by attacking its root repeatedly. When it is defeated, a chest appears containing a Piece of Heart.)

Continue along until you reach the western part of Termina Field. Near the exit that leads to West Clock Town, you may collect Blue Rupees that lie within fountains on opposite sides of a ramp.

Move down the ramp to a sandy area. You must then defeat creatures called Leever. A fence lies on the opposite side, and past that fence is an area called Great Bay, one of the areas that you must visit later. (Near that fence, you may Bomb a boulder to reveal a hole. Inside the hole, you must defeat enemies called Bio Deku Babas hanging from lily pads. When you have cut them down from their pads, you must dive underneath the water as a Zora and defeat them. Afterward, move back to the surface and look to the ceiling. Use a ranged weapon to destroy beehives, one of which contains a Piece of Heart. When the Piece of Heart falls into the water, dive underneath as a Zora and collect it.)

(An area of water lies in a corner of this area. When you obtain the ability to transform into a Zora, dive into the water and open a chest that contains a Red Rupee.)

Move back across the ramp and continue moving toward the northern part of Termina Field. (You may optionally Bomb a boulder to reveal a hole that contains four Gossip Stones.)

Continue moving until you reach a snowy area. (Directly next to that snow lies another hole that contains four Gossip Stones.)

Near the snow, move down a slope to an area containing gigantic mushrooms. (A musical staff lies directly under that slope. If you use your Ocarina to play the notes on that staff, you will receive Rupees.)

In this area of large mushrooms, you will encounter these reptile creatures called Dodongos. To defeat a Dodongo, attack its tail, but quickly move away when it spins around and releases a breath of fire. Continue to attack its tail until it is defeated.

Directly across from the side of snowy slope are a couple more slopes. Move across those slopes until you reach a large glacier. When you obtain the Hero's Bow, you must shoot an arrow twice at a hanging glacier to make it fall and destroy the large one. An entryway will then be revealed that leads to an area called Snowhead, another of the four areas you must visit.

(A hole lies in this area and is located near the mushroom that lies directly across from the bottom of the snowy slope. Inside the hole, you must defeat two Dodongos. When they are defeated, a chest appears containing a Piece of Heart.)

Move back across the snowy slope and continue toward east Termina Field. You will come upon an area that contains pillars as well as these rodent-like creatures called Real Bombchu that carry explosives on their tails. (Real Bombchu will charge at you when they see you and explode upon contacting you. Striking these creatures with arrows is a safe way to defeat them. You may also use your shield against them; when a Bombchu charges at you, it will bounce off your shield and die when it hits the ground.)

In this eastern area of Termina Field, an entrance that lies directly across from the exit to East Clock Town leads to an area called Ikana Canyon, another of the four areas that you will visit.

(A plot of soil lies next to a pillar that is closest to the exit to East Clock Town. Plant and water a Magic Bean to create a Magic Plant. You may then ride the plant across the pillars. The plant will take you to a pillar that is closest to the entrance to the canyon. The pillar has a barrel that contains a Fairy.)

Near the exit to East Clock Town, optionally climb a pillar and enter a hole. (Inside, defeat Babas and open a chest containing Bombchu.)

Continue moving and optionally climb another pillar that contains a Red Rupee.

Continue moving along Termina Field to an area that contains the outside of the Astral Observatory surrounded by a fence.

(A hole that lies directly next to the fence contains four Gossip Stones.)

Continue moving around this area. (Enter another hole near the fence. Inside, you will find a Business Scrub who offers to give you a Piece of Heart for 150 Rupees. If you reject his first offer, he will offer you the Piece of Heart for 100 Rupees. To make the Business Scrub appear, you must enter the observatory and look through the telescope. When you see the Business Scrub appear, use the telescope to follow him until he enters the hole.)

Continue moving around the fence, and you will see a man in a tree. You may optionally roll into the tree to make him fall along with two Red Rupees you may collect.

(You may also optionally use a nearby Deku Flower to move over the fence and to the observatory. You may then plant and water a Magic Bean in a plot of soil, and you may ride the Magic Plant back over the fence to Termina Field.)

During the night, flying skulls called Blue Bubbles roam the south and east parts of Termina Field. (A Blue Bubble is engulfed in a blue flame, and if it touches you, you will be cursed and unable to use your sword. To lift the curse, you must use a Fairy or play the Song of Storms [a song that you will learn much, much later]. To defeat a Blue Bubble, use your shield to dispel its flame, and then attack it with your sword.)

Snowball creatures called Eenos roam north Termina Field during the night, as well. You can defeat an Eeno using your sword, but attacking it with fire defeats it instantly.

Woodfall

The quickest way to reach the swamp in Woodfall is through the exit in South Clock Town. In the southern area of Termina Field, move through the entryway next to the tree that has the drawing of the Skull Kid.

You will appear in a middle area that links between Termina Field and Woodfall. Defeat Chuchus for items as well as a swarm of Bad Bats near a tree. (When the bats are defeated, climb to the top of the tree and collect a Piece of Heart.)

(Behind the tree, enter a hole. Inside, defeat enemies and open a chest for a Red Rupee.)

Behind a group of trees lies a gaming center called the Swamp Shooting Gallery (as well as a pool of Spring Water that you can collect inside a Bottle).

(The Swamp Shooting Gallery is open from 6:00 a.m. to 10:00 p.m. on all three days. You must have the Hero's Bow and pay 20 Rupees to play.

In this game, you must shoot enemies with arrows to obtain points in under one minute and 40 seconds. You must shoot five groups of Mad Scrubs. You must also shoot a Mad Scrub that lies on a tree to your right and another that lies on a cliff to your left. You must also shoot four groups of Guays that appear as well as 6 Wolfoses.

If you obtain a perfect score of 2120 points, you will receive a quiver upgrade. If you obtain a score of 2220 points after remaining time adds points to the perfect score, you will receive a Piece of Heart.)

Continue moving along in this middle area. When you see Tingle, change into a Deku Scrub and use the Bubble Blast to burst his balloon. You may then purchase a map of Woodfall from him for 20 Rupees. (Although not necessary, you may also purchase a map of an area called Snowhead for 40 Rupees, but you can also purchase it for a cheaper price at a different location.)

(Enemies called Wolfoses appear in this area at night.)

Continue moving and enter an entryway to an area of Woodfall called the Southern Swamp.

Southern Swamp

When you enter the Southern Swamp, move to a far right corner near the swamp and strike an Owl Statue.

Move to a hut and climb a ladder. When you reach the top, you may speak to a Business Scrub, who will sell Magic Beans to you for 10 Rupees if you are a Deku Scrub. (If you had collected the Land Title Deed from the Business Scrub in South Clock Town, then as Link, you may give it to this Business Scrub. When he leaves his flower, you may use it to move on top of the hut and collect a Piece of Heart.)

An enemy called a Big Octo blocks an entryway, but you cannot defeat it nor enter.

Enter the hut, which is called Tourist Information, and speak to a man inside. He informs you that to obtain an item called the Pictograph Box, you must take a boat cruise in the swamp. A window lies on the opposite side of the hut, and an old witch named Koume is the clerk behind it. However, she is not there, so exit the hut.

Swim (or hop across lily pads as a Deku Scrub) across the swamp until you reach an area

with a large cauldron. An entryway leads to another hut called the Magic Hags' Potion Shop.

Continue moving across the swamp until you reach another entryway that leads to an area containing red flowers. (A beehive on top of the entryway's arch contains a Red Rupee; use the Bubble Blast on the beehive to get it.) Continue moving and you will encounter an enemy called an Octorok. To defeat it, simply use your shield to deflect the rock that it spits back at it. Another Big Octo blocks another entryway, but you cannot defeat it nor enter.

Move through the entryway leading to the potion shop and defeat Babas. You will then come across the shop (which is surrounded by a pool, in which you can collect Spring Water in a bottle). Climb a ladder to reach the shop and enter.

Inside the potion shop, speak to a witch named Kotake, who informs you that Koume is inside the Woods of Mystery, which is located behind the shop.

Inside the shop, you may purchase Blue Potion for 60 Rupees, Green Potion for 10 Rupees and Red Potion for 20 Rupees. (The shop is sold out of Blue Potion. However, when you obtain the Mask of Scents, you will be able to see and collect Magic Mushrooms, and if you give a mushroom to Kotake, she will use it to brew Blue Potion. Each time you give her a mushroom afterward, she will give you a Red Rupee.)

(Note: If you enter the potion shop on the second day, Kotake will not be inside. As soon as you exit the shop, you may move around the hut or climb the ladder all the way down and back up. Kotake will then exit the shop and enter the Woods of Mystery. If you enter and then exit the Woods of Mystery on the second day, Kotake will leave the shop and enter the woods, as well.)

Exit the shop and enter the Woods of Mystery.

Woods of Mystery

The Woods of Mystery is a maze that is different on each of the three days. Read the description below for each pattern.

When you enter the Woods of Mystery, the following below describe which entryways you take in the woods from your angle from the previous entryway you came from.

First Day: In the first area from the entrance, move to the left entryway. In the second area, move to the right entryway. In the third area, move to the right entryway. In the fourth area, move to the entryway that is straight ahead. In the fifth area, move to the left entryway. In the sixth area, move to the left entryway, and you will reach Koume.

Second Day: In the first area from the entrance, move to the right entryway. The second area contains a hole (Inside, defeat Babas and open a chest containing a Purple Rupee.). In that second area, move to the left entryway. In the third area, move to the entryway that is straight ahead. In the fourth area (where you will find Kotake), move to the left entryway. In the fifth area, move to the left entryway. In the sixth area, move to the right entryway, and you will reach Koume.

Third Day: In the first area from the entrance, move to the entryway that is straight ahead. In the second area, move to the left entryway. In the third area, move to the right entryway. In the fourth area (where you will find Kotake), move to the right entryway. In the fifth area, move to the entryway that is straight ahead. In the sixth area, move to the right entryway, and you will reach Koume.

Speak to a monkey, who will lead you through the woods. The monkey moves pretty fast, and you must avoid these turtle-like creatures called Snappers as you follow the monkey. The monkey will then lead you to Koume, who was accosted by the Skull Kid. She asks you to give her Red Potion, so return to the potion shop. Kotake will then give you a bottle of

Red Potion to give to Koume, so return to the Woods of Mystery and follow the monkey again. When you give Koume the Red Potion, she is revived and returns to the hut in the Southern Swamp.

When you exit the Woods of Mystery, three monkeys ask you to help their monkey friend who was captured by Deku Scrubs in an area called the Deku Palace. Return to the Tourist Information hut and speak to Koume. You will then receive the Pictograph Box and ride a boat.

(The Pictograph contest is available on all three days and ends when you complete the Woodfall Temple. If you take a standard photo, you may choose to receive 5 Rupees or a boat cruise. If you take a photo of a Big Octo, you may choose to receive 20 Rupees or a boat cruise.)

While riding the boat, you may use the Pictograph Box to take pictures of the swamp (If you take any photo of the swamp and give it to the man in the hut, you receive 20 Rupees.). As the boat moves through the swamp, it moves past the entryway leading to the potion shop and then into an area containing red flowers. It moves to another entryway and destroys a Big Octo that blocks it. It then moves into a part of the swamp that contains poisonous water that you must not swim in, and finally reaches the Deku Palace.

(If you continue to ride the boat, you will move past an area near gigantic flowers called the Swamp Spider House. Refer to that section in this guide for details.)

Exit the boat and enter the palace.

Deku Palace

You can only enter the Deku Palace as a Deku Scrub, so change into that form. Speak to two Deku Scrubs at the entrance. Afterward, move to the entryway that lies directly in front of you to enter the Royal Chamber.

Inside the Royal Chamber, you may speak to Deku Scrubs as well as the Deku King and Deku Butler, who all accuse a monkey of kidnapping the Deku Princess. (If you take a photo of either the Deku King or Tingle, return it to the gentleman at the Tourist Information hut to receive a Piece of Heart.) Speak to the monkey behind a large cage and then exit.

When you exit the chamber, a monkey informs you that to reach the cage in which his monkey brother is imprisoned, you must go to the Outer Garden of the Deku Palace and plant and water a Magic Bean.

Two entryways that lie on opposite sides lead to the Inner Palace Garden. Enter the entrance that lies on your left from your exit from the chamber. As you circle your way around the garden, you must avoid Deku Guards. If they see you, they will throw you out of the palace. (The guards carry beams of light at night.) Hide behind boulders to avoid the first two guards. Move past the third guard when he has his back turned. Optionally collect Rupees in a corner and enter another entryway. Hide behind another boulder to avoid a guard. When another guard has his back turned and has moved away, quickly move to a hole and enter.

Inside, move to your left and speak to a man, who sells Magic Beans. The first pod he sells is free, but afterward, you must pay 10 Rupees. You must then collect water in a Bottle from an area of water near a patch of soil. (If you plant and water a Magic Bean in that soil, a Magic Plant forms, and you may ride it to a ledge and open a chest for a Red Rupee.) Exit the hole and then exit the garden.

(You may optionally enter the other entryway to the Inner Palace Garden. You have to be even more careful when avoiding the guards here. When two guards have their backs turned, move to a left corner and then move past garden patches. Move along more garden patches

when a guard has his back turned. When another guard has his back turned, move to an entryway and optionally collect Rupees in a corner before you enter.

In another garden, wait for a guard to move to the right and then move past a set of leaves. Avoid two more guards as you move along more garden patches and collect a Piece of Heart.)

From your exit from the Deku Palace, move to a lily pad on your left and begin hopping across the water.

When you reach the Outer Garden, plant a Magic Bean in a nearby patch of soil and then water it. When the Magic Plant forms, ride it up to a ledge and into the upper part of the Inner Palace Garden. Change into a Deku Scrub and move to a Deku Flower. Dive into the flower and wait for a ledge to move near you before you emerge and fly to it. While on that ledge, use your Bubble Blast to defeat a Mad Scrub. Use the flower on the ledge that you are on to move to the flower the Mad Scrub was on. Now, use that flower to move to another moving ledge. While on that ledge, defeat another Mad Scrub and use the flower on the ledge that you are on to move to the Mad Scrub's flower. Use that flower to move to a ledge and enter an entryway to the other Inner Palace Garden.

Inside the other garden, defeat a Mad Scrub sitting on a ledge. Use a nearby Deku Flower to move to the flower on that ledge, and then use that flower to move to a moving ledge. While on that ledge, defeat another Mad Scrub. Next, use the flower on the ledge that you are on to move to the flower the Mad Scrub was on. Dive into that flower and wait for another moving ledge to move near you before you dive out and move to it. Dive into the flower on that moving ledge and wait for it to reach an entryway. Enter to be taken to the monkey's cage.

Change into Link and speak to the monkey. He asks you to cut his rope, but even when you try, you won't be able to. Change back into a Deku Scrub and take out the Deku pipes. The monkey then asks you to go to the Woodfall Temple to save the princess. He will then teach you a melody called the Sonata of Awakening, which goes C-Up, C-Left, C-Up, C-Left, A, C-Right, A.

When you are thrown from the palace, begin hopping across the water that leads to the Outer Palace Garden. Instead of going to the garden, however, hop to a nearby ledge. Use a Deku Flower to reach an entryway and enter.

You will appear on top of a gigantic flower in the Southern Swamp. Before you proceed, defeat enemies called Dragonflies. To defeat them, entice them and then dive into a Deku Flower. When they fly over you, emerge from the flower to defeat them.

Use the Deku Flowers on top of gigantic flowers to move across them. Keep moving until you reach a ledge. Speak to an owl that you will meet there, who speaks of Owl Statues that are scattered throughout Termina. As soon as the owl leaves, read a stone scripture, that will teach you a melody called the Song of Soaring, which goes C-Down, C-Left, C-Up, C-Down, C-Left, C-Up. You may now use the song to teleport to any Owl Statues that you have activated.

Use a nearby Deku Flower to move to another ledge, and move through an entryway to an area called Woodfall.

Woodfall

From your entrance into Woodfall, move right and hop across a lily pad to a ledge. Move across a ramp and defeat a bug-like enemy called a Hiploop with the Bubble Blast. Move across another ramp and defeat another Hiploop. Defeat a Mad Scrub and then, use its flower to move to the nearest ledge.

On that ledge, defeat another Mad Scrub. Move across a ramp and defeat yet another Mad Scrub. Use its flower to move to a large platform. Strike an Owl Statue and break pots for items. Stand on an alter with a drawing of a Deku Scrub and play the Sonata of Awakening. Doing so will cause the Woodfall Temple to emerge from the water.

(You may optionally continue to explore the rest of Woodfall. Use the Deku Flower on the large platform to fly to a tree stump with a chest that contains a Blue Rupee. From that stump, hop across the water to a ledge. Move across a ramp and defeat a Hiploop and a Mad Scrub. Use the Mad Scrub's flower to move to a tree stump near the one where you collected the Blue Rupee. Defeat a Mad Scrub there, and use its flower to enter the Fountain.

Inside the fountain, a Great Fairy asks you to retrieve the Stray Fairies inside Woodfall Temple.

When you exit the fountain, jump back down and move across the ramp. Defeat the Hiploop and Mad Scrub again, and use the Mad Scrub's flower to move to another stump. Defeat another Mad Scrub there and use its flower to move to another stump, where you will find another Mad Scrub you must defeat. Afterward, move across a ramp and defeat yet another Mad Scrub. Next, open a chest for a Piece of Heart. Use the Mad Scrub's flower to move to a ledge that has a chest containing a Red Rupee. Afterward, hop across the water back to the entrance.)

On the large platform, use the nearby Deku Flower to fly to the temple and enter.

Woodfall Temple

You will appear in the first room of the Woodfall Temple. (You may optionally use the Great Fairy's Mask to collect a Stray Fairy directly in front of you. Next, you may use a nearby Deku Flower to move to a tree stump on your left; you may then use the Bubble Blast to knock down a beehive on a stump containing Rupees. Now, if you move to the bottom of this room, you must fight creatures called Black Boes. You may also cut sprouts for items. Use ladders to return to the top.)

From the temple entrance, use a nearby Deku Flower to move to a tree stump to your right past a larger stump. (Open a chest on the stump for a Stray Fairy.) Now, use the Deku Flower on that stump to move to another, and then use the flower on that stump to move to a door on the opposite side of the room. Defeat Skulltulas and enter the door.

You will then appear in a central room with a shrine in the shape of a large, wooden flower. The room also has poisonous water that you must not swim in. Turn to your left and defeat a Deku Baba. Now, move down a ramp to a locked door. (Defeat a Deku Baba near the door for a Stray Fairy.) Change into a Deku Scrub and hop across lily pads in the water (You must move across these lily pads only as a Deku Scrub. If you move across them as Link, the pads will chew and then spit you into the poisonous water.). Hop to a door on the opposite side of the room. (You may hop to a nearby area in a corner that has barrels containing items, one of which that has a Stray Fairy.) Enter the door.

In the next room, hop across more lily pads to a Deku Flower. Use the flower to move to a chest on a ledge, and open the chest for a Small Key. (A beehive on the wall next to that chest contains a Stray Fairy.)

Now, use the previous Deku Flower to move to a door that lies opposite from where you entered and go in.

In this room, you must fight Snappers. To defeat them, dive into a Deku Flower, and when a Snappers moves on top of you, emerge from the flower to defeat it. When all the Snappers are defeated, a chest appears. Open it to obtain the Dungeon Map. Now, exit the room and return to the central room with the large flower.

In the central room, enter that locked door.

In another room, move to a block that has the symbol of Majora's Mask on it and pull the block outward. Move near the door that you entered from, and as a Deku Scrub, hop across the water to a boardwalk. (Move across the center boardwalk and look up to find beehives. The nearest beehive contains a Giant Bee, but another beehive contains a Stray Fairy.)

Move around the boardwalk against the wall and defeat a Skulltula, which contains a Stray Fairy. (A Stray Fairy lies in a bubble underneath the boardwalk, but you cannot grab it until you obtain the Hero's Bow, which you will get very soon.) Now, light a Deku Stick from the nearby torch where you fought the Skulltula and then quickly run around the boardwalk to an empty torch near a door with bars and light it. When the bars on the door are removed, enter.

In this next room, you must fight Dragonflies. To defeat them, lure the Dragonflies over to you, and then dive into a Deku Flower. When a Dragonfly moves above you, emerge from the flower to defeat it. When the Dragonflies have been defeated, a chest appears. Open it to receive the Compass. Exit back into the previous room.

In that room with the boardwalk, light a Deku Stick from the torch near the door of the room with the Dragonflies. Now, quickly move up stairs and light a torch at the top. Next, light a Deku Stick from that torch and then, quickly move to a ledge in front of you. Turn left, and move across another ledge and to a web covering an entryway. Use the lit Deku Stick to burn that web. Now, defeat Babas and enter another entryway.

In this dark room, you must defeat a lot of Black Boes. Move around the room and defeat the Boes near torches as well as the ones near a lit torch in the center. (When all the Boes have been defeated, a chest appears containing a Stray Fairy.) Now, light a Deku Stick from that lit torch and move around the room, lighting the other torches. When all of the torches have been lit, bars are removed from a door, so enter.

In this next room, be careful of the bottom area. If you fall through any of the large, square holes, you will end up in the central room. You must also be careful of Dragonflies, and you should defeat them before you proceed. Use a nearby Deku Flower to move to a moving ledge containing another flower. Use the flower on that ledge to move to another moving ledge. Use the flower on that ledge to move to an entryway on the opposite side of the room and enter.

You will appear on the top part of the central room. (Turn to your right and move to a Stray Fairy inside a bubble near a barred door. Burst the bubble and collect the fairy.) From where you entered, move to a switch near a door and press it to make ladders appear, which thereby allow you to move to the top and bottom easily. Now, enter the door.

You will then also appear on the top part of a previous room you visited. Turn right and move around a corner. Enter another door.

In this next room, you must fight a mini-boss called a Dinofols. Attack the Dinofols when it wields its sword and right before it will strike you with it. Now, quickly move away to avoid its breath of fire. Continue to attack the Dinofols until it is defeated. After that, a chest will appear. Open it to receive the Hero's Bow, an item that now enables you to shoot arrows. Exit back into the previous room.

In that room, use your new bow to shoot an arrow at an eye switch under a ledge that lies opposite of you. Doing so will cause the ledge with the Deku Flower to move up and down. Use a nearby Deku Flower to move to that ledge, and then use its flower to move to a door on the ledge with the eye switch.

You must now fight another mini-boss called a Gekko. Attack the Gekko with your sword repeatedly. Afterward, it will summon a Snapper. Quickly change into a Deku Scrub and dive into a flower. When the Gekko and Snapper move above you, dive out of the flower to throw the Gekko off the Snapper. As the Gekko climbs the wall, shoot it with an arrow. Repeat

the attack until the Gekko is defeated. Afterward, bars are removed from a door on the opposite side of the room. Enter the door and open a blue and yellow chest to receive the Boss Key. Exit the room and return to the central room.

In the central room, move near the pressed switch. Now, shoot an arrow through a lit torch to light the torch on the large flower. When that torch is lit, the flower rises and rotates. The poisonous water is also returned to normal.

Move on top of the large flower. An unlit torch on a tree stump lies in a corner. Shoot an arrow through the lit torch on the large flower to light that torch on the tree stump. In doing so, bars are removed from a door. (You may also move to that tree stump and press a switch. A chest then appears containing a Stray Fairy. You should also now return to the room with the boardwalk and use an arrow to burst the balloon that holds the Stray Fairy.) Enter the now unbarred door.

In this last room before the boss, use arrows to defeat Dragonflies and Skulltulas. (A bubble surrounded by fire holds a Stray Fairy. You may shoot the bubble to free and collect the fairy.)

From the entrance of this room, move forward to the edge of the ledge that you are on, and move down a ladder.

(A Deku Flower lies on a ledge in the center of the room. You may use it to move to a higher ledge, where there are Rupees.)

(You may use a Deku Flower near the ladder to move across ledges to your left. Use Deku Flowers to move across those ledges and collect a Stray Fairy in a bubble.)

Dive into the Deku Flower near the ladder and move to ledges on your right. Use the flowers on those ledges to move across them. (You will find the last two Stray Fairies in bubbles.) On the second ledge, shoot an arrow at a diamond switch to temporarily remove the fire on two pillars. Quickly dive into the Deku Flower on that second ledge and then, move to the flower on the nearest pillar. Now, use that flower to move to the boss door on the opposite side of the room.

Masked Jungle Warrior Odolwa

Inside this boss room, move forward. A large jungle creature named Odolwa appears. You must be careful not to move too close to Odolwa, or he will strike you with his large sword. You may use an arrow to stun Odolwa and then attack him repeatedly with your sword. He also makes himself vulnerable to an arrow attack when he jumps around or dances. When Odolwa jumps over you and then lunges at you (you must dodge him when he does), you can move behind him and attack him, as well. (As a Deku Scrub, you may carefully approach Odolwa and spin into him to stun him, as well. You may also enter a Deku Flower and emerge from the flower when Odolwa moves above it to attack him, as well. Be advised that Odolwa will rarely move over the flower, though.) Odolwa will then summon these bug-like creatures that you must defeat with your sword. Odolwa will then perform a dance that will summon many flying bugs that you must avoid as you continue to fight him. (You may take a nearby bomb from a plant or your own bomb. You may then place the bomb on the ground to distract and defeat the bugs.) The bugs will die when a wall of fire appears, however. At some point, you must use your shield to defend yourself as Odolwa spins his sword around. Continue to attack Odolwa until he is defeated. Afterward, you may collect a Heart Container. Enter a portal to collect Odolwa's remains and then exit.

After completing the temple and defeating the boss, you now appear in a heavenly-like place. A Guardian Giant that you have now rescued wails a tune called the Oath to Order, which goes, C-Right, C-Down, A, C-Down, C-Right, C-Up. When you have rescued all of the Giants, you must use this song to call upon them in the clock tower.

Now that you have completed the temple, the poisonous water in the Southern Swamp as well as the Deku Palace and Woodfall is returned to normal.

(Note: If you return to the first day and then revisit a temple that you have completed, a warp portal appears from a slot that has a mark of Majora's Mask. Enter that portal to move directly to the boss room so that you can fight the boss without having to work through the entire temple again.)

(If you have collected all 15 Stray Fairies in Woodfall Temple, you must return them to the Fairy's Fountain in Woodfall. The Great Fairy will then give you a sword technique called the Spin Attack. To perform it, press and hold B to power your sword with Magic. Release B to spin your sword around and unleash a whirlwind. This technique can be used to defeat multiple enemies that surround you. To stir energy without charging your sword, rotate the Control Stick once and press B.)

(Note: After you have completed Woodfall Temple, you may visit Koume in the Tourist Information hut, and play a game that she offers to receive a Piece of Heart. Refer to "Piece of Heart 20" in the "Pieces of Heart" section in this guide for details.)

Deku Shrine

The Deku Shrine is an entirely optional place to visit. After you defeat the boss in the Woodfall Temple, you will appear in the back of the temple. Use your sword to cut some vines, and you will meet the Deku Princess. She asks you to return her to the Deku Palace, and you must use a bottle to carry her. Afterward, leave the temple and return to the palace.

Enter the Royal Chamber of the palace and then empty the Deku Princess next to the Deku King. The princess will then inform you that the Deku Butler has prepared an award for you as gratitude.

When you exit the palace entrance, turn to your right and hop across lily pads (or swim across the water) until you reach an entryway that leads to the Deku Shrine. Enter.

Inside the shrine, speak to the Deku Butler. You must then begin to follow him through the shrine. The butler moves very quickly, so you must move as fast as you can to keep up.

Follow the butler through an entryway directly ahead of you and move right around a corner. Move left around a corner and move left again around another corner. Move right and to a corridor that is directly ahead. Move left around a corner and move across ramps. Move left around another corner and move across water. Afterward, move right and then left around a corner. Move right around another corner and then right around a corner again. Move across more water and then turn left. Next, move right around a corner and then left around another corner.

Inside a room, you must move across large stumps to the entryway on the opposite side. Move into the entryway and turn left. Move right around a corner, move right again around another corner, and then turn left.

Move across an area of water with moving platforms to an entryway on the opposite side (You will move quicker if you hop across as a Deku Scrub.). Enter the entryway and move right around a corner. Move right again around another corner. Move left around a corner to a room and then, enter an entryway on the farthest left. Move left around a corner, right around another corner and then right again around a corner.

Inside another room, you must move past walls of fire. From the entrance of this room, move right and then move straight ahead. When a wall of fire appears, move left and continue moving. When a wall of fire appears next to the previous one, move past it and

move right. Move straight ahead to a wall, turn right, and then continue to the entryway on the opposite side of the room.

Move across stairs and then, turn right. Continue moving and move right around a corner. Turn left and move across more stairs. When you reach the top, continue moving to a room and enter the entryway on the farthest left. Move around a left corner and then move right around another corner. Move right around another corner again and move left to another room.

In this next room, you must shoot a diamond switch with an arrow to temporarily remove fire from stumps. You must then quickly move across the stumps to the entryway on the other side. Move through the entryway and move right around a corner. Move straight ahead and then, move left around a corner near green fire. Move right around a corner, and you will reach the end of the shrine.

Speak to the Deku Butler again, and he will give you the Mask of Scents. Enter a portal to exit.

Snowhead

The quickest way to reach the mountains in Snowhead is through the exit in North Clock Town. In north Termina Field, move down the snowy slope to the bottom area with the gigantic mushrooms. Move to the slopes on the opposite side and move across them until you reach a large glacier that blocks an entryway. Look above the glacier to see a smaller glacier hanging over it. Shoot two arrows at the small glacier to make it fall and destroy the larger glacier. Afterward, enter.

In this middle area, move along and defeat an enemy called a Blue Tektite. You will encounter many of these enemies soon. (Enemies called White Boes roam this area at night.) You may also break snowballs and destroy snow boulders with bombs for items. Continue moving until you reach a group of snow boulders. Use a bomb to destroy them and then, continue moving. When you reach an entryway, enter it to a place called Mountain Village.

Mountain Village

Inside Mountain Village, you may explore. If you enter a nearby cottage, you may speak to a blacksmith who forges sword. (The scarecrow from the Trading Post or Astral Observatory will appear on top of the cottage if you play its song.)

(When spring arrives in this area, you may move underneath the steps of the cottage. When you obtain the ability to transform into a Goron, you may punch away boulders and reveal a Red Rupee.)

Inside the village, move across a frozen lake or a bridge above the lake. You may speak to a Goron standing on top of a ledge, who informs you that he is hungry, but you are unable to do anything about that at the moment.

If you move across the bridge, you will see an entryway that leads to a place called Snowhead, but you are unable to access it right now. Near that entryway, strike an Owl Statue. Past the statue lies another lake, but you will not enter it until later.

If you continue moving along and behind the cottage, you will see an entryway that leads to an area called the Twin Islands Cave, so enter.

Inside the Twin Islands Cave, move along and defeat a Blue Tektite. A group of ramps lie to your left, and they lead to the Goron Racetrack, but you are unable to reach them at this moment. (When you obtain the ability to transform into a Goron, you may roll across these ramps. When you reach a tree surrounded by snowballs, use a Bomb to reveal a hole.

Inside, defeat Babas and open a chest for Bombchu.) A boulder blocks the entrance to the Goron Racetrack, but you are unable to obliterate it right now until you get a Powder Keg. You are unable to obtain a Powder Keg until much later. (The scarecrow from the Trading Post or Astral Observatory will appear next to the boulder if you play its song.)

From the entrance of the Twin Islands Cave, you may move down a slope to your right. You may move around this bottom area and destroy boulders for items. Some of those boulders contain enemies including Blue Tektites, a White Wolfos and a Snapper, so be careful. You will come across a larger boulder that contains a frozen, elderly Goron, but you are unable to do anything about him right now.

(When spring arrives in this area, the bottom area will be engulfed in water. When you obtain the ability to transform into a Zora, dive into the water. A chest containing a Piece of Heart lies near the slope. You may move along the bottom of the lake and collect Rupees. Enter an alcove to find a chest containing a Red Rupee.)

From the entrance of this area, move across a bridge, and you will encounter a White Wolfos. To defeat the White Wolfos, you must attack its tail. (Tip: When the White Wolfos swipes at you, dodge its swipe, and it will expose its back. Perform a jump attack on its back to defeat it quickly.)

Continue moving across another bridge. You will find Tingle floating, so burst his balloon and speak to him. You may purchase a map of the Snowhead area for 20 Rupees. Although not necessary, you can also purchase a map of Romani Ranch for 40 Rupees, but you can purchase that map at a cheaper price later.

Move across a third bridge, and defeat another White Wolfos. (A glacier that covers a hole prevents you from entering. When you obtain Hot Spring Water or a Fire Arrow to melt the glacier, enter the hole. Inside, you will find a pool of Hot Spring Water. Defeat Babas and use Bombs to destroy boulders. One boulder hides a chest that contains a Red Rupee.)

Continue moving across another bridge and enter an entryway that leads to Goron Village.

Goron Village

Inside Goron Village, you may explore. If you speak to a Goron who is the gatekeeper of the Goron Shrine, he will open the door to the shrine that is located on a bottom area and directly below the ledge that he is on.

You may continue to explore the rest of the village. From the entrance, look to your right, and you will see two paths, one in the center and another against a wall. Both paths lead to the same end. If you move along either path, you will come to a fork. If you move to your left, you will reach a bottom area. Turn to your right for now, and move along another path. Along the path, you will see the bottom area and the Goron Shrine directly to your right. Continue moving along the path and then, circle your way around the area until you reach the Goron gatekeeper as well as the entrance.

From the entrance of this area, move down a slope to your right. You will see the entrance to the Goron Shrine to your left. Move past the shrine and circle your way around the bottom area. You may destroy snowballs and snow boulders for items. You will then reach an entryway that leads to the Powder Keg Shop and is blocked by a glacier. (If you use a Fire Arrow to melt the glacier or return there in spring, you may enter. Inside, you must move down ramps and speak to a Goron, who sells Powder Kegs for 100 Rupees. You must be a Goron to purchase them, however, and you must pass a test in order to be certified to carry them. [The scarecrow from the Trading Post or Astral Observatory appears on the top ramp near the entrance.]

Continue moving around the bottom area. You will meet the owl from the Southern Swamp. If you choose not to speak to him, you may continue exploring. You will return near the Goron Shrine. You may speak to a Business Scrub, who sells the Biggest Bomb Bag for 40 Rupees,

but you must be a Goron to purchase it. (If you visited the Astral Observatory and gave the Moon's Tear to the Business Scrub in South Clock Town, and if you gave his Town Land Title Deed to the Business Scrub in the Southern Swamp and received the Swamp Title Deed in return, then you may give the Swamp Title Deed to this Business Scrub in the Goron Village, and you must do so as a Deku Scrub. He will then give you the Mountain Title Deed, and as soon as he leaves, use his flower to reach a ledge that contains a Piece of Heart.)

Return to the owl and speak to him. The owl will fly to a shrine on the opposite side. Even though there appears to be no path before the shrine, there are in fact invisible stones that you must move across to reach the shrine. The owl drops feathers onto the invisible stones, and you must follow the feathers to move across the stones. When you reach the shrine, speak to the owl again and enter.

Inside the shrine, open a chest, and you will receive an item called the Lens of Truth, an item that allows you to see things that are invisible. Equip the Lens of Truth to one of your C-buttons, and press that C-button to use it. Using the Lens of Truth requires Magic Power. (Tip: To save Magic Power, repeatedly tap the C-button that the Lens of Truth is equipped to on and off.) Inside this shrine, you must use the Lens of Truth to see an invisible Skulltula as well as a chest that contains a Red Rupee. You may also destroy boulders with Bombs, one of which hides a chest that contains a Purple Rupee.

As soon as you exit the shrine, use the Lens of Truth to see the stones and then, move across them to the Goron Village. Using the Lens of Truth, you will now see the ghost of a Goron. Speak to the Goron, and begin following him. You must keep your Lens of Truth equipped as you follow the Goron to the entrance of Goron Village. When he exits the entrance, follow him.

In the Twin Islands Cave, equip the Lens of Truth and follow the Goron back to the entrance. When he exits the entrance, follow him to the Mountain Village.

Inside the Mountain Village, equip the Lens of Truth and follow the Goron to the lake near the Owl Statue. The Goron will then fly to the top of a cliff.

You must now move across icebergs floating in the water to reach a ledge on the opposite side. Move to the smallest iceberg, and when it floats near a larger iceberg, move to it. As soon as the large icebergs float near each other, move across them to that ledge.

When you reach the ledge, equip the Lens of Truth, and you will see a ladder that moves vertically and horizontally. You must climb the vertical parts upward and the horizontal parts sideways.

Begin climbing upward. When you reach a horizontal fork, move to your right and then, climb up. When you reach another fork, move to your left and continue climbing. When you reach yet another fork, move to your right and then climb upward until you reach the top.

Approach the ghostly Goron and follow him through an entryway that leads to the Goron Graveyard.

(When spring arrives in the mountains, an entryway lies past the lake with the icebergs. When you enter the entryway, you must be a Goron to be able to roll across ramps. When you come across a swarm of Black and White Boes, defeat them and continue on.

[As you move along, you will come across a hole. Inside, defeat Babas and open a chest for a Red Rupee].

Continue moving in this area, and you will reach the Goron Graveyard.)

Goron Graveyard

Inside the graveyard, equip the Lens of Truth and speak to the Goron. He introduces himself as Darmani and asks you to heal him, so play the Song of Healing. As soon as you do, you will receive the Goron Mask, which allows you to transform into a Goron.

Put on the Goron Mask to change into a Goron, and then read Darmani's grave to learn how to control yourself as a Goron. As a Goron, press and hold A to curl into a ball. While curled into a ball, press B to pound. As you are curled, move the Control Stick forward to begin rolling. If you have Magic Power and if you roll at full speed, spikes will emerge that you may use to defeat enemies as you roll along.

As a Goron, press B to perform a punch. Press B repeatedly to perform a barrage of punches.

As a Goron, you must not enter any area of deep water, or you will immediately drown and die.

Move behind the grave and pull it backward to reveal a pool of Hot Spring Water that you may collect inside a bottle. Now, exit the grave.

Near the entrance to the grave, you may speak to a Goron. You may also use Hot Spring Water to melt the ice on another Goron and speak to him, as well.

Return to the Goron Village and speak to the gatekeeper. When he opens the door to the Goron Shrine, enter.

Goron Shrine

Inside the Goron Shrine, you will continuously hear the sound of a Goron child crying.

Inside the shrine, you may speak to Gorons as both Link and his Goron form. On the first floor of the shrine, move to the very bottom area to an entryway that leads to the Goron Shop.

Inside the Goron Shop, you may purchase the following items for the following prices during the winter:

10 Bombs = 40 Rupees (10 Rupees during spring)
10 Arrows = 40 Rupees (20 Rupees during spring)
Red Potion = 80 Rupees (50 Rupees during spring)

Inside the Goron Shrine, move across a winding path to the top part of the shrine. Move through an entryway that leads to the Goron Elder's room. In your Goron form, speak to the Goron child and then, exit the shrine.

Return to the Goron Graveyard and collect Hot Spring Water. Now, you must quickly return to the Twin Islands Cave before your hot water cools and destroy the snow boulder that contains the frozen elderly Goron. (Rolling as a Goron through the boulders in the bottom area of the Twin Islands Cave will save you a lot of time.) Change into a Goron and speak to the Goron Elder. He will then teach you the Lullaby Intro, which goes A, C-Right, C-Left, A, C-Right, C-Left.

Now, return to the Goron Shrine and speak to the Goron child. In your Goron form, play the Lullaby Intro for him. He will then complete the Lullaby Intro, which will now be the Goron Lullaby: A, C-Right, C-Left, A, C-Right, C-Left, C-Right, A.

(As soon as the Goron child falls asleep after hearing the lullaby, use the nearby lit torch to light a Deku Stick. Now, exit the room and quickly use the Deku Stick to light two torches near a gold ramp. Next, quickly use the stick to light torches along the

winding path and finally, light three torches at the bottom of the shrine. Afterward, a chandelier begins to rotate.

Now, return to the Goron Elder's room and move next to the throne where the Goron child rests. Change into a Goron and face forward away from the throne. Curl into a ball and begin rolling until you reach full speed. When you roll from the gold ramp, you will shatter one of the ornaments from the chandelier. One of the ornaments contains a large rock of Goron food. Return to the Goron Elder's room and repeat the process until you have shattered the ornament with the food. Grab the food and exit the shrine.

Carry the food all the way to Mountain Village. Move to the Goron on the high ledge near the frozen lake and toss the food toward him. The Goron will then give you Don Gero's Mask as gratitude. You may use the mask to conduct a choir of frogs in Mountain Village during spring to receive a Piece of Heart. Refer to "Piece of Heart 35" in the Pieces of Heart section in this guide for details.)

Inside Mountain Village, enter the entryway near the Owl Statue.

In this next area, you will see a flying enemy called an Ice Keese. If it approaches you, you must defeat it before it freezes you. Now, change into a Goron and move near the entrance. Begin rolling until you reach full speed. As soon as you roll over a gap to another cliff, stop rolling. Walk along the pathway, and punch away rolling snow boulders before they harm you. (Note: You can easily destroy boulders with a Goron punch.) You will then reach another gap. (Near the gap, you may use the Lens of Truth to see stones. Move across the stones, and you will see a ledge. The scarecrow from the Trading Post or Astral Observatory will appear on that ledge if you play its song. When you obtain the Hookshot, you may Hookshot onto the scarecrow and collect a Piece of Heart.) Near that gap, move backward a bit. As a Goron, begin rolling until you reach full speed and then, roll over the gap. You will then reach an entryway that leads to Snowhead.

(Near the entryway before Snowhead, place a bomb between a group of snowballs to reveal a hole. Inside, defeat Babas and open a chest for a Red Rupee.)

Enter the entryway to Snowhead.

Snowhead

Inside Snowhead, strike an Owl Statue.

You will see a strong blizzard blowing. If you use your Lens of Truth, you will see a giant Goron on top of a cliff blowing the blizzard. Change into a Goron and play the Goron Lullaby. It will lull the Goron to sleep, and he will then fall from the cliff and into the abyss below. You may now move along in Snowhead.

Begin moving along a narrow pathway and destroy rolling snow boulders. As soon as you reach a slope, roll across it as a Goron. You will then encounter two White Wolfos that you can either defeat or ignore.

(As soon as you roll across the slope, move to your right until you reach an entryway. Inside lies a Fairy's Fountain. Speak to the Stray Fairies, who ask you to retrieve the ones trapped inside Snowhead Temple.)

Past the slope, move to your left and continue on. (White Boes roam this area at night during the winter.) Move across a very narrow and winding pathway until you reach an entryway that leads to the Snowhead Temple. Enter.

Snowhead Temple

In the very first room of this temple, defeat these white creatures called White Boes.

Afterward, use your sword to hack away icicles. Change into a Goron, and push a large block forward. Continue moving to an area with three doors and defeat a White Wolfos. Afterward, enter a door with a dark-blue frame.

This next room contains two bridges as well as these ice enemies called Freezards. (Freezards blow gusts of cold air that will freeze you. You can defeat them using the sword, but they immediately die when attacked with fire.)

(You may move to a ladder near the first bridge and climb down. At the bottom of this room, change into a Goron to move across a pit of lava safely. You will see a Stray Fairy in a bubble inside a tall structure as well as another Stray Fairy in a bubble under a ledge. Use arrows to burst the bubbles and free the fairies, and then, wear the Great Fairy's Mask to summon the fairies to you.)

Change into a Goron and move in front of the bridge. Back yourself against the wall behind you. Begin rolling across the bridge and reach full speed. When you reach the other bridge, stop rolling. As Link, jump to a ledge and enter an entryway.

In this next room, defeat a Real Bombchu and collect a Stray Fairy. Now, open a chest to receive the Dungeon Map.

Return to the previous room with the two bridges. Near the entryway that you entered, enter a door with a dark-blue frame.

You will appear in a central room with a large pillar. (The scarecrow from the Trading Post or Astral Observatory will appear on a ledge that lies above a frozen door with a red frame if you play its song.)

(Next to the door that you entered from, enter an entryway. You will appear in a bottom area of this central room. Be careful as you move past lava pits, because they contain Red Bubbles. [As with the Blue Bubbles, use your shield to disperse the Red Bubbles' fiery flames and then, defeat them.] Change into a Goron and press a large switch inside a lava pit. A chest appears in the lava pit next to it. Open it for a Stray Fairy.)

In the central room, move across the large pillar and enter a door with a yellow frame.

In this next room, approach a stack of blocks and pull them outward. Enter an alcove and open a chest for a Small Key.

(In this room, take the stack of blocks and push them all the way to a corner on the opposite side. Doing so will cause a chest to appear on a high ledge that you will reach later.) Exit the room.

In the central room, enter the door with the dark blue frame and back to the room with the bridges and Freezards. In that room, return to the previous dark blue-framed door on the opposite side and into the first room of the temple. Now that you have a Small Key, enter the locked door with the pale blue frame.

In this next room, defeat two White Wolfoses. Now, open a chest to receive the Compass. Next, approach a cracked wall, and use a bomb to destroy it, revealing an entryway. Enter.

In this next room, you must shoot arrows at glaciers on the ceiling to destroy large glaciers on top of ledges. When you have destroyed them all, move across the ledges, collecting Red Rupees.

(You will see snow on a part of the wall. Use your Lens of Truth to reveal an alcove. Enter the alcove and open a chest for a Stray Fairy.)

Continue moving across the ledges and move to a ledge with a large snowball. Destroy the snowball to reveal a chest that contains a Small Key. Now, using that key, exit through a

locked door on the opposite side.

In this next room, move to a bottom area and defeat White Boes.

(Look to the ceiling and use your Lens of Truth to see an alcove that contains a Stray Fairy in a bubble. Use an arrow to burst the bubble and collect the fairy.)

Now, return to the beginning of the room. Move to a big and round yellow button. Change into a Goron, and pound the button to depress it. Doing so will cause a large, yellow pillar to rise across from you as well as another large pillar that will block a door on the opposite side. Now, move across that large pillar near you and to the area on the opposite side. As a Goron, pound a big and round blue button. Doing so causes another blue button to appear on the bottom area. Now, quickly pound the large pillar, which will remove the pillar that is blocking the door. Use that blue button on the bottom floor to reach the area on the opposite side and enter the door.

You will appear in a higher area of the central room. Change into a Goron and roll at full speed to a ledge on the opposite side. You will see an entryway blocked by a glacier, but you cannot enter it now. Near that entryway, change into a Goron and roll across a snowy slope to another ledge. Now, begin rolling at full speed to a door on the opposite ledge and enter.

In this room, you must fight a mini-boss named Wizrobe. Wizrobe will throw projectiles of ice that will freeze you, so you must avoid them. Shoot Wizrobe with arrows as he appears around his portals. When you have hit him a few times, he will then create clones of himself that appear in all of his portals. The real Wizrobe will appear darker than the clones and will also reveal himself when he begins to throw his projectiles at you. Continue to attack Wizrobe until he is defeated. A chest will then appear. Open it to receive an item called the Fire Arrow. The Fire Arrow allows you to shoot arrows of fire. Now, exit back to the central room.

(From the door where you fought Wizrobe, change into a Goron and roll at full speed to the opposite side, where you were previously. Enter a door once you get there. You will appear on the top part of the room where you collected the Dungeon Map. Use a Fire Arrow to defeat a Freezard, and then, use a Fire Arrow to melt the ice from an eye switch to activate it. Doing so will cause a pillar on the floor of the room to rise, allowing you easy access from top to bottom. Now, move past the switch to the opposite end. Equip your Lens of Truth to see tiny steps. Carefully move across those steps until you reach an alcove. Enter the alcove, and open a chest for a Stray Fairy.)

In the central room, move all the way to the bottom with the lava pits. Now, enter the opposite door that you have not entered yet.

In this room, use a Fire Arrow to melt the ice from a Deku Flower. Change into a Deku Scrub and use the flower to reach a ledge with another flower. Use that flower to reach one of these tall ledges. Now, use Fire Arrows to defeat Freezards. (Doing so will reveal a chest that contains a Stray Fairy.) Next, use the Fire Arrows to light three torches. Upon doing so, bars will be removed from a door. Enter.

In this enclosed area, change into a Goron and pound a switch. Doing so will cause the large pillar in the central room to rise. Now, exit back into the previous room. In the top area, two doors with green frames lie on ledges on opposite sides. Use Fire Arrows to melt the ice that blocks the doors. Move to the green-framed door that lies closest to the door you exited from and enter.

In the central room, use a Fire Arrow to melt ice from a red-framed door. In the first room of the temple, enter the door with the dark-blue frame.

In the room with the bridges, roll across the first bridge to the other one. Use Fire Arrows to defeat all the Freezards and melt a glacier. A chest will then appear. Open it

to receive a Small Key.

Return to the first room of the temple and enter the door with the pale blue frame.

(In this room where you collected the Compass, defeat two White Wolfoses. Now, use Fire Arrows to melt glaciers, including ones that cover a switch and a block. Press the switch to make a chest appear on a ledge. Push that block near the ledge and then, use the block to reach the ledge. Open the chest for a Stray Fairy. Now, push that block near a ledge on the opposite side near the chest that contained the Compass. A crate lies on top of a pillar near the entryway. Use a bomb to destroy that crate for a Stray Fairy. Next, use the block to reach the near ledge and enter a door.

In a previous room, move on top of the stack of blocks and then, jump to a ledge. Open a chest for a Stray Fairy, and then, return to the previous room.)

In the room where you collected the Compass, enter the entryway on the opposite side. In the next previously visited room, enter a door on the opposite side. In the room where you solved the puzzle with the buttons and pillars, use a Fire Arrow to melt a glacier and then, enter the door on the other side.

In the higher part of the central room, change into a Goron and punch away two pieces of the large pillar. Now, backtrack through the way that you came until you reach the first room. In the first room, enter the dark blue-framed door to the room with the bridges. Roll across the bridges to the other side and enter the open entryway.

In the room where you collected the Map, stand on top of the pillar and use a Fire Arrow to melt the ice on the eye switch to activate it and make the pillar rise. Afterward, jump to the top area and enter the door to return to the central room.

In the central room, change into a Goron, and roll across the snowy slope or climb the ladder to a previous entryway and enter.

In a higher part of the central room, change into a Goron and punch away a piece of the pillar. Now, turn to your right and carefully roll across another snowy slope. When you reach a locked door, punch away another piece of the pillar.

(Enter the locked door.)

In this next room, use Fire Arrows to defeat Eenos. Use your Lens of Truth to see an alcove that contains a Stray Fairy in a bubble, and use an arrow to free the fairy. Use a Fire Arrow to melt a glacier from an entryway and enter.

In this next area, you must defeat two Dinfols, both of which contain Stray Fairies. A door on the other side leads to a higher part of the central room, but you cannot proceed, so return the way that you came.)

In the central room, roll across the snowy slope back to where you were. Now, move across the pillar to the other side. As a Goron, punch away snow boulders and enter an entryway.

In the highest part of the central room, change into a Goron and roll at full speed to the boss door on the other side. Now, change into a Deku Scrub and use a Deku Flower to move to a ledge that contains a door and another door with bars. Enter the door without bars.

In this room, you must fight Wizrobe, again. As before, strike him with arrows when he appears around his portals, and when he clones himself, attack the Wizrobe that appears darker than the others. When he is defeated, enter a door when its bars are removed. In this enclosed area, open a blue and yellow chest for the Boss Key. Now, enter a door to return to the central room.

In the central room, move to the pillar. Punch away the snow boulders again and enter the

entryway. At the highest part of the central room, roll at full speed to the boss door on the other side.

(Near the boss door, equip the Lens of Truth. You will see an alcove lying underneath a previous snowy slope. Dive into a Deku Flower and fly near the slope. Drop down and fall into the alcove. Open a chest for the final Stray Fairy.)

Enter the boss door.

Masked Mechanical Monster Goht

In this boss room, you must fight a giant mechanical monster named Goht. Use a Fire Arrow to melt the glacier that covers Goht, and the battle begins. Goht will begin to run around the circular room. Change into a Goron and begin rolling at full speed. When your spikes emerge, use them to attack Goht as you ram into him. (As you roll along, be sure to collect large green jars of Magic Potion to replenish your Magic Power.) As you attack Goht, you must avoid projectiles of electricity that he will throw at you. Goht will also throw bombs as the battle progresses. If Goht runs away very far from you, he will pause and attack you with electricity. When you ram into Goht enough times, he will collapse to the ground. You may change into Link and attack him with your sword, or you may stay as a Goron and keep ramming him with your spikes if you are still rolling at full speed. Afterward, Goht will begin to run again, and you must chase him. Repeat this attack until he is defeated.

When Goht is defeated, collect a Heart Container. Enter a portal to collect Goht's remains and then, exit.

After defeating the boss and thus, completing Snowhead Temple, you will have now rescued another Guardian Giant. Spring will also return to the mountains.

(If you return the Stray Fairies to the Fairy's Fountain in Snowhead, the Great Fairy will increase your Magic Power by giving you twice the amount that you had.)

Powder Keg Test

You must take and pass the Powder Keg Test to be certified to carry a Powder Keg. You are absolutely required to do this in order to proceed in the game.

Proceed to Goron Village and enter the Powder Keg Shop. Change into a Goron and then, move down the ramps. Speak to the Goron Powder Keg Shop owner, and he will give you a Powder Keg that you must place next to the boulder that blocks the entrance to the Goron Racetrack.

You must throw the Powder Keg on top of each ramp and then roll across each one as you make your way out of the shop.

When you exit into Goron Village, approach the wooden steps and then, move right. Continue moving until you reach the two paths. Take the center path to avoid the Tektite on the other path and enter the entryway to the Twin Islands Cave.

In the Twin Islands Cave, you have to ignore and avoid the Wolfoses as you move across the bridges to the other side.

When you reach the ramps that lead to the Goron Racetrack, you must throw the Powder Keg on top of each ramp before you roll across them and then, continue until you reach the top. Place the Powder Keg next to the boulder, and wait for it to explode. (You may also strike it with an arrow to make it explode.) When the Powder Keg obliterates the boulder, return to the Powder Keg Shop and speak to the owner. He will then approve you to carry

Powder Kegs.

Goron Racetrack

Participating in the Goron Races is entirely optional. Inside the Goron Racetrack, you may speak to Gorons. Change into a Goron, and speak to the Goron Elder's son to begin the race.

At the starting line, curl into a ball. You may begin rolling as soon as the number 1 in the countdown fades. Roll until you reach full speed. As you race, try your best to avoid rolling into obstacles as well as other Gorons or you may lose your speed. You should also collect Magic Potion from jars along the racetrack to increase your Magic Power. As you roll along, you may roll across ramps. When you come across more ramps, roll across the longest one to jump very far. Afterward, roll across a bridge and continue onward. Keep rolling until you reach the finish line.

If you win first place, you will receive a bottle of Gold Dust. (Gold Dust is an item that you can use to receive the Gilded Sword. Refer to the Gilded Sword in the "Item Upgrades" section of this guide.)

Milk Road

Before you proceed to an area called Great Bay, you must obtain your horse, Epona.

Return to the first day and purchase a Powder Keg from the Bomb Shop. You must now enter an area called Milk Road. To get there, leave through the exit in South Clock Town. In south Termina Field, the entryway to Milk Road lies very far to the right past the entryway that leads to the Woodfall area. (Note: A bird called a Takkuri flies near the entrance to Milk Road. If you move too close to the bird, it will steal your sword. To avoid the bird, change into a Goron and roll at full speed through the entrance.)

When you enter Milk Road, move along and strike an Owl Statue. An area next to the Owl Statue leads to the Gorman Track. If you look directly ahead of you, a large boulder blocks the entrance to an area called Romani Ranch.

In this area, you will see Tingle. Burst his balloon and then, purchase a map of Romani Ranch for 20 Rupees. Although not necessary, you may purchase a map of Great Bay for 40 Rupees, but you can purchase the map for a cheaper price at a different location.

Romani Ranch

Near the entrance to Romani Ranch, place a Powder Keg next to the large boulder to destroy it and then, enter.

Inside the ranch, move along a pathway until you reach a house and a barn on your right. You will then see your horse, Epona, in a stable next to the house.

Read a sign next to the stable to learn how to control Epona. Move next to Epona, and press A to mount her. When you do, a row of carrots appear. While riding Epona, use the Control Stick to move her as well as to change the direction that you want to move. While moving, press A to speed Epona up. Each time you do, a carrot depletes. When you have used all of the carrots, they will take a while to regenerate. If you ride at enough speed, you can also use Epona to hop over fences, but if you move to a fence at an angle, she will not hop over it. To dismount Epona, bring her to a full stop and then, press A.

Now, speak to a young girl named Romani. She will inform you that ghosts appear in the ranch and steal cows from the barn. She will then make you practice by shooting ghost-shaped balloons around the farm.

You must use arrows to shoot 10 ghost-shaped balloons. Begin by moving behind the house and shooting a balloon. Continue to circle around the ranch and burst another balloon in front of the house. Continue moving and shoot balloons near two buildings. Near those buildings, turn to your left and shoot another balloon. Continue moving along the edge of the ranch and shoot a balloon near a tree. Near that tree, turn to your right and shoot another balloon in the center of the ranch. Continue moving along the edge and shoot a balloon as well as another near the entrance of the ranch. Continue moving around the ranch and shoot the last balloon.

When you are finished, Romani teaches you Epona's Song, which goes C-Up, C-Left, C-Right, C-Up, C-Left, C-Right. Afterward, Epona is yours to keep for the rest of the game, and you may use the song to summon her.

(If you would like to continue to help Romani as well as her sister, Cremia, refer to the two of them in the Bombers' Notebook in this guide.)

If you continue to explore the ranch, you may move to the far end, and you will see two buildings. One building is a place called the Doggy Racetrack, and the other building is a place called the Cucco Shack.

Inside the Doggy Racetrack, you may choose a dog to participate in a race. (If you have the Mask of Truth, you can use it to hear the thoughts of each dog.) When you have chosen a dog, speak to a woman and choose the amount of Rupees that you want to bet. If the dog you chose places first in the race, you will receive triple the amount that you betted. If the dog places second, you will receive double the amount. If the dog places third through fifth, you will receive the same amount that you betted. If the dog places lower than fifth, you will lose what you bet. (If you bet 50 or more Rupees, and if the dog you chose wins first place, you will receive 150 or more Rupees, which will earn you a Piece of Heart.)

(Inside the Doggy Racetrack, you may enter the pen of puppies and approach a plot of soil. You may plant and water Magic Beans to form a Magic Plant. You may then ride the plant to an awning and open a chest for a Purple Rupee.)

Inside the Cucco Shack, you may help a man called a Grog, so refer to him in the Bombers' Notebook in this guide.

The Romani Ranch house and barn as well as the Doggy Racetrack and Cucco Shack are open from 6:00 a.m. to 8:00 p.m.

Now that you have Epona, you must help a soldier named Shiro to be able to obtain the Stone Mask, a mask that you must have before you enter the Great Bay area. Refer to him in the Bombers' Notebook in this guide.

Gorman Track

Inside the Gorman Track, you must have your horse, Epona. While riding Epona, speak to two men called the Gorman Brothers. The brothers will then challenge you to a horse race for 10 Rupees.

As you are racing, try to stay ahead of the Gorman Brothers. (Tip: Try not to use all of your carrots at once, because when they are all gone, they will take a while to regenerate. If you leave at least one carrot, the others will regenerate quicker.) Stay to your right along the edge of the racetrack. When you come across fences, you can use Epona to jump over them as an advantage. When you get near the starting line, jump across the fences as an advantage, as well.

If you beat the Gorman Brothers, you will receive the Garo's Mask, a mask that you will use much, much later.

Although not necessary, you may purchase Milk from the brothers for 50 Rupees.

Great Bay

The quickest way to reach Great Bay is through the exit in West Clock Town. In west Termina Field, summon Epona and then, use her to jump over the fence. Now, proceed into Great Bay.

Great Bay Coast

Inside the Great Bay Coast, continue to ride Epona until you reach a sandy area and an ocean. Leever's will appear throughout the sand, so defeat them.

Two buildings lie on the sandy area of the coast. A blue building is a Fisherman's Hut, and an orange building is the Oceanside Spider House. (Refer to the Oceanside Spider House in this guide for details on how to complete it.)

(A hole lies behind the Fisherman's Hut. Inside, defeat Babas and open a chest for a Red Rupee.)

A hut lies in the ocean. Swim to the hut, and strike an Owl Statue. Next, climb a ladder. You may enter the hut to a Marine Research Lab and speak to an elderly gentleman who is a scientist. (Inside the lab, you may deposit four fish inside an aquarium that lies next to the door you entered from to receive a Piece of Heart.)

You will see Tingle floating near the hut, so burst his balloon. Speak to him and purchase a map of Great Bay for 20 Rupees. (Although not necessary, you may purchase a map of an area called Stone Tower for 40 Rupees, but you can purchase the map for a cheaper price later.)

If you look in the ocean past the Marine Research Lab, you will see the Great Bay Temple surrounded by a whirling cloud. You are unable to reach it right now.

You are also unable to swim far into the ocean. If you try to, you will be returned to shore.

An isolated area lies near the entrance of the coast. Move there and onto a small island. If you look directly ahead, you will see two large, tall poles. An area called Pinnacle Rock lies between the poles, but you are unable to reach it now.

Enter the water near the small island and swim to a long island.

(On that long island, a group of high ledges contain pillars that you may reach when you obtain the Hookshot. Aim and shoot the Hookshot at the nearest pillar to reach a ledge. [From that ledge, you may drop down to a bottom ledge and enter a hole. Inside, you may approach cows and play Epona's Song to receive Milk.] Hookshot to the next pillar and the next. You may now plant and water Magic Beans in a plot of soil to form a Magic Plant. You may then ride the Magic Plant to the next ledge. The scarecrow from the Trading Post or Astral Observatory will appear on the next ledge if you play its song. You may Hookshot onto the scarecrow and collect a Piece of Heart.)

Near that island, enter the water and swim toward boards that have skulls and crossbones on them. The second board from the left contains an opening that leads to an area called Pirates' Fortress. You are unable to reach it now, but you will soon.

(Many enemies called Like Likes roam this isolated area at night.)

A group of seagulls fly near the Marine Research Lab. When you approach the seagulls, you will find a Zora, who asks you to help him. Move behind the Zora and push him to shore. Speak to the Zora, and he will introduce himself as Mikau, the guitarist of a band called the Indigo-Go's. He will inform you that a group of pirates stole eggs from the lead singer of the band and asks you to retrieve them. Afterward, he will ask you to heal his soul, so play the Song of Healing for him. You will then receive the Zora Mask, which allows you to transform into a Zora.

When you appear next to Mikau's grave, read it to learn how to operate as a Zora.

As a Zora, you are able to move underwater and swim through water very quickly. As you float in an area of deep water, press B to dive under. Press B again to return to the surface. To swim, press A and use the Control Stick to move in any direction you want to go.

While floating in or under water, press R to produce electricity that is used to defeat enemies. You must have Magic Power to do so. (While standing idle on the ground on land or underwater, press R or R and Z together to defend. While doing so, you may press B to produce electricity, as well.)

As a Zora, press B to perform a punch. Press B repeatedly to punch continuously. Press and hold B to equip boomerangs and release B to shoot the boomerangs.

Now, in the shore of the Great Bay Coast, move to the opposite end and enter an entryway.

You will appear in another area of the coast. In the water, a place called the Zora Hall which is in the shape of a large fin lies directly ahead.

(Inside the water, you may move across ledges until you reach a ledge with a boulder. [Use a Bomb to destroy the boulder and reveal a hole. Inside the hole, defeat Babas and open a chest for Bombchu.] Near the boulder, you must use the Hookshot [an item that you will obtain soon] on palm trees on top of ledges to move across. (The scarecrow from the Trading Post or Astral Observatory appears on the first ledge with a palm tree if you play its song. A chest containing a Purple Rupee also lies next to the third ledge.) Past the palm trees, move to another ledge and to a ledge containing boulders. Destroy the boulders to reveal an entryway that leads to a Fairy's Fountain. Inside the fountain, the Great Fairy asks you to retrieve Stray Fairies inside the Great Bay Temple.)

(On the shore, you may speak to some Zoras and play a game. As a Zora, you may destroy a group of barrels all at once to receive a prize of 100 Rupees. However, if you failed at doing so before you succeeded, 10 Rupees will be deducted. The game is closed at night.)

(On the shore, move past the ocean and further along until you reach an area of water as well as a waterfall at the end. Change into a Zora and dive underneath the waterfall to a bottom area. Defeat an enemy called a Like Like to receive a Piece of Heart.)

(Many Like Likes roam the shores of this area at night.)

Change into a Zora and then, swim across the water to the large fin. When you get there, dive underwater and defeat a Like Like. Move along and enter an entryway to Zora Hall.

Zora Hall

Inside Zora Hall, move forward and into a central area. You may speak to Zoras as both Link and Mikau.

Continue moving along and enter an area to your right. A door that lies directly ahead leads to the Zora Shop. An entryway on your left leads to the Zora Cape. If you move to your right, you will appear on the top floor of Zora Hall.

Inside the Zora Shop, you may purchase the following items for the following prices:

Hero's Shield = 90 Rupees

10 Arrows = 20 Rupees

Red Potion = 60 Rupees

(On the top floor of Zora Hall, you may use Fire Arrows to light two torches on opposite ledges. Afterward, move to a seashell stage in the central area and speak to a Zora, who will reward you with a Blue Rupee.)

Outside in the Zora Cape, strike an Owl Statue. You may also speak to a Zora woman named Lulu, who is the lead singer of the band. (If you take a good Pictograph of her and show it to a Zora on the top floor, he will reward you with a Red Rupee.)

Inside the central area, continue moving. Doors that lie behind the stage lead to the rooms of the band members. You must change into a Zora and speak to the Zoras to enter.

The first door leads to the room of Mikau and the drummer of the band named Tijo. (Inside this room, you may Hookshot to a stump to reach a top area and read Mikau's diary.)

The second door leads to the room of the bass guitar player named Japas. (You may perform a jam session with Japas. As a Zora, produce the guitar. Japas will then play the notes C-Right, C-Right, C-Down, A. You must finish with the notes A, C-Down, C-Right, A. Japas will then play C-Left, C-Left, C-Right, C-Down, and you must finish with C-Down, C-Right, C-Left, C-Down.)

The third door leads to the room of the piano player named Evan. (If you play the jam session you learned in Japas' room as a form other than a Zora, Evan will reward you with a Piece of Heart.)

The fourth and last door leads to Lulu's room. Inside the room, you may read Lulu's diary. (You may speak to a Business Scrub, who sells Green Potion to Zoras for 40 Rupees. If you give him the Mountain Title Deed as a Goron, he will give you the Ocean Title Deed to his flower. You may then use the flower to reach a ledge and collect a Piece of Heart.)

Now, return to the Great Bay Coast. Move toward the isolated area and to the boards with the skulls and crossbones. Destroy the second board from the left and enter the entryway to the Pirates' Fortress.

Pirates' Fortress

Inside the Pirates' Fortress, move out of the water to the small land. Change into Link and equip the Stone Mask.

In this outer area of the fortress, female Gerudo pirates move along on boats. If any of the pirates see you, they will throw you out of the fortress. If you continue to wear your Stone Mask, however, they will not see you.

Swim to an area that lies directly opposite of where you entered. (You may climb and ride one of the pirates' boats to get there quicker.) When you get there, move across the slopes to the top. Change into a Goron and pound a button. Doing so will cause a grate under the water to open. Now, change into a Zora and dive under the water. (You may explore the bottom of the area and open chests that lie in corners for Red Rupees as well as another chest that lies in the center of the area under a piece of metal.) Swim into the open entryway.

In this next area, move along and around a corner to a fenced area. Destroy a board and then, continue. Move to a block and push it outward. Turn around and destroy two more boards. (You may swim upward and into a center area surrounded by the fence, where you will find a chest that contains a Red Rupee.) Move to another block and push it inward.

Now, turn to your right and move around to the opposite end of this area. Approach a current and ride it to another area.

When you reach that area, dive to the ground. Carefully move around spiked balls to the opposite end. Move to the surface of the water and enter a door.

In this next room, enter the water. (You may dive to the bottom and open a chest on the other end for a Red Rupee.) Swim to a ramp and move across it. Climb a set of stairs in front of a dungeon.

(When you reach the top of the stairs, move to your left and destroy a group of barrels to reveal a switch. Press the switch to open the door of the dungeon. Quickly move down the stairs and enter the dungeon to collect a Piece of Heart. [Wearing the Bunny Hood in order to make it before the dungeon door closes may be necessary.] Press a switch to open the door and exit the dungeon.)

At the top of the stairs, you will see a diamond switch. (Move under the water near the switch and open a chest for a Blue Rupee.) Shoot an arrow at the diamond switch to open a gate. Quickly swim through the opening to another area.

In this area, swim to the surface. Carefully swim past spiked balls and avoid a current that leads to the outer area of the fortress. Continue swimming and turn a corner. Move to a ladder and climb it to a top area.

When you reach that top area, press a switch to make a gate open, revealing a diamond switch. Now, quickly move to a grate on the floor. Shoot the diamond switch to make a pillar of water rise from the grate. Ride the pillar of water to another area.

In that area, climb a ladder to a top alcove. Now, look into a telescope to see the central area of the fortress. Aim the telescope at the bottom of a tower and then, zoom in to be shown a door in that central area.

When you are finished looking through the telescope, turn around. Use an arrow to knock some spiked balls into each other to destroy them. Doing so will reveal a diamond switch. Shoot the diamond switch to open a door at the bottom. Now, enter that door.

You will appear on a ledge in the outer area of the fortress. Wear your Stone Mask and move along the ledge. Move across a ramp and enter the entryway to the central area.

Many Gerudo pirates roam the central area, so continue to wear the Stone Mask so that they cannot see you. Move to the tower and climb a ladder. Move across a bridge and then, enter a door behind a pillar.

In this area, move along. A Giant Bee will fly through bars and into a beehive that lies in the room of the pirates' leader. You will then hear a conversation between the pirates. One pirate informs that four of the seven Zora eggs are located within the fortress and that the other three are located in Pinnacle Rock. When the pirates are finished talking, shoot an arrow at the beehive to destroy it. The Giant Bees will then chase the pirates out of the room. Now, exit back into the central area.

From the door you just exited, turn to your right and jump to a lower area. Enter a door to the pirate leader's room. Inside, move along and open a chest to receive an item called the Hookshot. The Hookshot is an item that allows you to grapple onto things. Upon doing so, you can reel items over to you or transport yourself over to them. Equip the Hookshot to one of your C buttons, and then, press that C button to use it.

(Note: If you have completed the Goron Racetrack and Romani side quests, then, you should have three empty bottles in your possession. Now that you have the Hookshot, you may enter the Waterfall Rapids in Great Bay Coast to acquire a fourth empty bottle from the beavers that live there. Refer to that section for details.)

(Note: Now that you have the Hookshot, you can return to the central area of the fortress very quickly if you leave. In the outer area of the fortress, move to the top of the slope where you pounded that big button. Produce your Hookshot, and then, aim it at a target on a wall that lies directly ahead. You will then appear on the area that contains the entryway to the central area.)

Inside the pirate leader's room, aim and shoot your Hookshot at a wooden plank above a fish tank. Change into a Zora and dive inside. You will encounter a clam-like enemy called a Shell Blade. To defeat it, attack the ligament inside its shell. Afterward, collect a Zora Egg inside an empty bottle. As soon as you exit the fish tank, equip the Stone Mask and exit the room.

Inside the central area, move near the entrance of the area and aim your Hookshot at a pillar on a nearby ledge. When you get there, stay on top of the pillar. Next, aim your Hookshot at the next nearest pillar on a ledge. Now, enter an entryway.

In this next area, continue to wear your Stone Mask to avoid a pirate. Move forward and turn left around a corner. Now, enter a door.

In this next room, you must fight a mini-boss pirate. You must dodge her swords and attack her just before she strikes. If she defeats you, you are thrown out of the fortress. When the pirate is defeated, enter another door.

In this next room, Hookshot to another fish tank and defeat an enemy called a Desbreko. (You may open a chest for a Red Rupee.) As soon as you collect the next Zora Egg, equip your Stone Mask again and exit through an entryway.

In the central area, return to the Hookshot pillars near the entrance. When you reach the second Hookshot pillar that lies in front of the entryway you just visited, aim it at a third Hookshot pillar on the opposite side. When you get there, move across a bridge and enter a door.

In a room, continue to wear your Stone Mask to avoid pirates. (Open a chest for a Silver Rupee.) Move across a ramp and enter a door.

In this next room, you must fight another mini-boss pirate. When the pirate is defeated, enter another door.

In the next room, enter another fish tank and collect another egg in a bottle. Afterward, equip your Stone Mask. Move down a ramp and enter a door to the central area.

In the central area, move to an area on the opposite side of the entrance. Hookshot on top of a nearby pillar on a ledge. (You may move to the end of that ledge near the area that contains the pirate leader's room and open a chest for a Red Rupee.) While on top of that pillar, Hookshot to the next nearest pillar. An entryway that lies opposite of that pillar leads to the outer area of the fortress. Enter the entryway that lies next to the pillar.

In this next area, continue to wear your Stone Mask to avoid a pirate as you move past barrels to a door on the opposite side. Now, enter.

In this next room, you must fight a final mini-boss pirate. When the pirate is defeated, enter another door.

In this next room, move to a fish tank and collect the last Zora Egg.

(A Hookshot pillar lies near the door that leads to the pirate leader's room. While on top of that pillar, Hookshot to another pillar on a high ledge. When you get there, open a chest for a Red Rupee.)

Now, before you leave the Pirates' Fortress, use your Pictograph Box to take a decent photo of any of the female pirates.

Return to the Marine Research Lab. As a Zora, move to the top of the aquarium next to the scientist and drop the four Zora Eggs inside.

Next, enter the Fisherman's Hut, and speak to a fisherman. Now, speak to a seahorse inside a tank, who asks you to find his friend lost in Pinnacle Rock. The fisherman will then ask you to give him a photo of one of the female Gerudo pirates in exchange for the seahorse. When you have given him the photo, he will give you the seahorse, which will be stored in one of your bottles. Now, exit the hut.

In the Great Bay Coast, move to the isolated area. Now, move between the tall, large poles and enter Pinnacle Rock.

Pinnacle Rock

Inside Pinnacle Rock, dive to the bottom. Afterward, release the seahorse from your bottle. You must then follow the seahorse very carefully through murky water to an area on the opposite side. When you reach the opposite side, you must enter a lair that contains sea snakes that you must defeat.

Inside the lair, there are a total of eight sea snakes in eight alcoves. You must approach each sea snake and attack it twice with electricity to defeat it. Three of the alcoves contain Zora Eggs that you must collect inside bottles. (One alcove has a chest that contains a Red Rupee.)

(As soon as you defeat all of the sea snakes, the seahorse and its friend will be reunited. Speak to the seahorse, and it will give you a Piece of Heart in gratitude.)

When you have collected the last three Zora Eggs, exit Pinnacle Rock.

Return to the Marine Research Lab and deposit the last three eggs into the aquarium. Afterward, stand in front of the aquarium and produce the Zora guitar. The three eggs will then hatch into Zora babies. The Zora babies will then teach you a song called the New Wave Bossa Nova, which goes C-Right, C-Up, C-Right, C-Left, C-Down, C-Right, C-Left.

Now, return to the Zora Cape, and play the New Wave Bossa Nova near Lulu. Upon doing so, a giant turtle will appear from the water. Hookshot to a palm tree on the turtle's back, and the turtle will take you to the Great Bay Temple.

Great Bay Temple

In the very first room of the temple, enter a door. (Before you enter that door, you may light four torches to reveal a chest that contains the first Stray Fairy.)

This next room contains a huge waterwheel that rotates by water that is rising from a yellow pillar. (From the entrance of this room, turn to your left and look upward. Shoot an arrow at a Skulltula above a ledge to defeat it and reveal a Stray Fairy. You may also ride a moving platform to that ledge and collect Rupees.) Change into a Zora and dive under the water. (A Stray Fairy in a bubble lies under a ledge near the entrance of this room.) Move to a ledge on a far right corner and turn a knob counterclockwise. Doing so will cause a jet of water to rise from another yellow pillar.

Now, return near the entrance. Use arrows to defeat Skulltulas near a ledge. Next, ride a moving platform to that ledge. From that ledge, move to the jet of water. When the water lowers to its bottom, move on top of it. When it rises, move to the area on the opposite side. Now, enter an entryway to a central room.

Inside the central room, the waterwheel from the previous room rotates a current of water counterclockwise as well as giant blades. (From the entrance of this room, drop to a bottom area on your left. Move along and climb a ladder to a ledge. Destroy a barrel for a Stray Fairy.)

In this central room, change into a Zora and dive under the water. (A jar at the very bottom contains a Stray Fairy.) Four entryways lie underneath the water. Swim through the entryway with a green pipe on the left and a red pipe on the right.

In the next area, swim to the surface and move to a nearby ledge on a wall. Now, aim and shoot your Hookshot at a chest and then, open it to receive the Dungeon Map. (On a ledge that lies to the opposite of the chest, shoot an arrow at jars to reveal a Stray Fairy.)

Dive underneath the water and move near an entryway. Defeat an enemy called a Dexihand and then, swim through.

In another area, defeat Bio Deku Babas. Afterward, swim to the surface. (Defeat another Bio Deku Baba to reveal a chest that contains a Stray Fairy.) Now, enter a door.

This next room contains the Compass. (From the entrance of this room, turn to your right and shoot an arrow at a jar near two Dexihands for a Stray Fairy.) In this room, destroy Bio Deku Babas. Move across the lily pads that the Babas were on and then, move to an alcove. Defeat a Real Bombchu, and open a chest for the Compass. Now, dive under the water. Defeat a Dexihand and open a chest for a Small Key. Now, return to the surface. Move to the area of water near the entrance and ride the current to the central room.

In the central room, enter the entryway that contains a single red pipe.

In this next room, swim to the surface. You may either defeat or ignore Octoroks. Swim toward a red pipe and move across it. Defeat a Real Bombchu and then, enter a door.

In this next area, you may defeat a Green Chuchu for Green Potion and a Yellow Chuchu for arrows. Now, enter an opposite door.

In this next room, look to the ceiling to find a mini-boss named Wart, a giant eyeball covered with many smaller, gelatinous eyeballs. You must defeat the small eyeballs in order to attack Wart. You may use your sword, arrows or the Hookshot to remove the eyeballs from Wart before you defeat them. When enough or all of the eyeballs have been removed, you must shoot Wart's eye three times when it opens. Afterward, Wart will slide around the room. You must avoid him, and then shoot his eye a couple more times to defeat him.

When Wart is defeated, a chest will appear that contains an item called the Ice Arrow. The Ice Arrow is an arrow that freezes objects.

Exit the room into the previous room with the Chuchus. In that room, enter the door to the room with the Octoroks. Now, dive under the water and swim through an entryway to the central room.

Inside the central room, swim through the entryway with the green pipe on the left and the red pipe on the right. In the room where you received the map, swim through the entryway past the Dexihands into the area where you defeated Bio Deku Babas. Enter the door to the room where you collected the Compass.

In that room, defeat the Bio Deku Babas and move to their lily pads. Now, use the Ice Arrow to create a path of ice to an alcove containing icicles and a glacier. Use a Fire Arrow to melt the glacier and enter a door.

In this room, you must fight a Gekko. Strike the Gekko with your sword a few times.

Afterward, the Gekko will enter a giant bubble and move to the ceiling. You must quickly use your Ice Arrow to freeze the bubble. If you don't do so in time, you will be defenseless and unable to attack as the Gekko traps you inside the bubble and attacks you. When the bubble crashes back down after you have frozen it, attack the Gekko, who will then enter the bubble and move to the ceiling again. Continue to repeat the attack until the Gekko is defeated. Afterward, enter a door.

In the previous room, move along and open a blue and yellow chest to receive the Boss Key. Now, climb to an opening and move to the previous room. Enter the water near the door and ride the current to the central room.

In the central room, swim to the surface. Use the large rotating blades to reach a waterfall, and then, use an Ice Arrow to freeze the waterfall. Now, climb a ladder and enter a door.

In this next room, defeat a Tektite. Now, aim and shoot your Hookshot at barrels on a ledge with a yellow pipe. When you get there, defeat another Tektite. (Near that ledge, you may use Ice Arrows to create a path of ice under an opening toward the ceiling. While under that opening, shoot your Hookshot at a target to reach a top area. Open a chest for a Stray Fairy. You may also shoot your Hookshot at a target in a far corner to collect a Red Rupee. You may also shoot your Hookshot at a target near the entrance of the room for another Red Rupee.)

On the ledge with the yellow pipe, use Ice Arrows to create a path of ice toward a ledge with a green pipe. When you get there, turn a knob counterclockwise. Now, exit the room to the central area.

In the central room, swim through the entryway with the single red pipe.

In this previously visited room, use Ice Arrows to freeze the Octoroks. Now, climb on top of a frozen Octorok to move to a center ledge. On that ledge, turn a knob counterclockwise. Now, enter the water and swim through the entryway to the central room.

In the central room, swim through the entryway with the green pipe on the left and the red pipe on the right.

In the next previously visited room, swim to a nearby ledge. Now, aim and shoot your Hookshot at the chest where you obtained the Dungeon Map. Next, use Ice Arrows to form a path of ice to a ledge on the opposite side and enter a door.

In this next room, you must move near a ledge in the center of the room. When a Blue Chuchu moves near you, use an Ice Arrow to freeze it. Afterward, use it to climb to the ledge and defeat a Real Bombchu. Turn a knob counterclockwise and exit the room.

In the previous room, swim through an entryway past the Dexihands to another previous area. In that area, enter a door to the room where you obtained the Compass. Near the door of that room, enter the water and ride the current to the central room.

In the central room, return to the room with the waterwheel.

In the room with the waterwheel, Hookshot to a target near a ledge with a red pipe. You will appear on a red pillar with a jet of water. When the water rises at its highest, move to the ledge and turn a knob counterclockwise. In doing so, water rises from a red pillar next to the waterwheel, and the waterwheel will stop rotating.

Now, enter the water and move to a ledge with a yellow pipe in the center of the room. Turn another knob clockwise. The jet of water is removed from the yellow pillar near the waterwheel, and the waterwheel will resume rotating. Now, return to the central room.

In the central room, you will see that the flow of water has now been reversed and moves

clockwise. You are now able to access different areas. Dive into the water and swim through the entryway with the red pipe on the left and the green pipe on the right.

In a room that contains another waterwheel as well as rotating blades, swim to the surface and move to a ledge with barrels. When a platform that moves vertically reaches its bottom, move to it and ride it upward. (Carefully move to the shaft of the wheel and then move to another platform that moves horizontally. While riding that platform, Hookshot to a torch in an alcove, and open a chest for a Stray Fairy.)

While on the platform that moves vertically, wait for the platform to move to the top, and then, shoot an Ice Arrow at a waterfall. When the waterfall freezes, the wheel and blades will stop. Now, carefully move to the shaft of the wheel and across the blades of the wheel. (While on top of the wheel blades, Hookshot to a chest in an alcove behind the wheel and open it for a Stray Fairy.) From the wheel, move across the blades and enter a door.

This next room contains seesaws. Move to the seesaw near the entrance. (Near that seesaw, enter a hole and dive underwater. At the bottom, destroy a barrel to collect a Stray Fairy.)

Move to another seesaw on the opposite side of the room. Stand on the end of that seesaw, and then, use a Fire Arrow to melt ice and release a waterfall. The water will then rise that seesaw. From that seesaw, move to a third seesaw. While standing on that seesaw, use a Fire Arrow to melt another waterfall. The seesaw will then rise to a ledge. Move to the ledge and turn a knob counterclockwise.

(Next, move across a green pipe and defeat a Real Bombchu. Change into a Zora to reach a higher part of the pipe. Move along and drop into a fenced area. Hookshot to a chest on the opposite side and open it for a Stray Fairy.)

Stand on the end of the first seesaw near the entrance, and use a Fire Arrow to melt a waterfall. The waterfall will then rise the seesaw to a ledge. Move to the ledge and enter a door.

In the previous room where you obtained the map, dive under the water and swim through an entryway to the central room.

In the central room, swim through the entryway with the single green pipe.

You will appear in the final room before the boss. (Underneath the water, a Stray Fairy inside a bubble lies in an entryway.) Swim to the surface and walk across a green pipe to a ledge with a knob. (The final Stray Fairy lies in a bubble under that ledge.) On that ledge, turn the knob counterclockwise. Doing so causes a jet of water to rise from a green pillar. Use the water to reach the boss door and enter.

Gargantuan Masked Fish Gyorg

Inside the boss room, change into a Zora. Now, move into a large opening and drop to a ledge in a bottom area. A giant fish named Gyorg will appear, and you must fight him.

When Gyorg moves to the bottom of the water, use your boomerangs to stun him. You must do so quickly before he rams into the ledge and knocks you down. You must not move close to Gyorg, or he will eat you and spit you out. When Gyorg is stunned, approach him and use your electricity to attack him. Afterward, quickly move back to the ledge. When you repeat the attack twice more, Gyorg will dispense small fish that you may defeat for Recovery Hearts. Repeat the attack twice more, and Gyorg will be defeated.

Collect a Heart Container and then, enter a portal to collect Gyorg's remains and exit.

You have now rescued a third Guardian Giant, and the ocean of Great Bay returns to normal.

(If you have collected all of the 15 Stray Fairies in Great Bay Temple, you may return them to the Fairy's Fountain in Great Bay Coast. The Great Fairy will then increase your defense, so that whenever an enemy attacks you, you will receive only half the damage as you had done previously.)

(Note: After you complete Great Bay Temple, you may play a game that the fisherman offers to receive a Piece of Heart. Refer to "Piece of Heart 36" in the Pieces of Heart section in this guide for details.)

Waterfall Rapids

Visiting Waterfall Rapids is entirely optional. On the shore of the second area of Great Bay Coast, move along and past the water. Stand on top of a tree stump, and equip your Hookshot. Aim and shoot your Hookshot at the palm tree on the nearest ledge. When you reach that ledge, Hookshot to the next ledge. (The scarecrow from the Trading Post or Astral Observatory will appear on that ledge if you play its song.) Hookshot to the next nearest ledge. (On that ledge, open a chest for a Red Rupee.) Hookshot to the next ledge. (On that ledge, move across some big leaves and drop to a ledge with a Deku Flower. Use the flower to move to a ledge that lies across, and open a chest for a Red Rupee.) On that ledge, Hookshot to the palm tree on the ledge that lies across. When you get there, enter an entryway to Waterfall Rapids.

Inside Waterfall Rapids, change into a Zora and enter the water. Swim to and Z-target a beaver, who will then swim to the bottom. Dive to the bottom and speak to the beaver. The beaver will then challenge you to a race under the water.

At the beginning of the race, enter the water after the beaver jumps in and begin to follow him. You must follow the beaver through 20 rings, and you must swim through each ring that flashes in order to swim through the others. You must complete the race in under two minutes.

After you have finished racing the beaver, you must then race the beaver's older brother. In that race, you have to swim through 25 rings in under the same amount of time. As soon as you have done so, you will receive an Empty Bottle.

(You may race both brothers again in under one minute and 50 seconds to receive a Piece of Heart.)

Stone Tower

The quickest way to reach Stone Tower is through the exit in East Clock Town. In east Termina Field, summon Epona and then, ride her through an entryway past columns.

In a middle area, continue to ride Epona. Many Real Bombchu roam this area.

(A chest lies on top of a column near the entrance of this area. Hookshot to the chest and open it for a Red Rupee. Next, a boulder lies near a fence. Change into a Goron and punch the boulder to reveal a hole. Inside, defeat Babas and open a chest that contains Bombchu.)

Use Epona to hop over a fence as well as another fence. (The scarecrow from the Trading Post or Astral Observatory will appear on top of a large rock structure near a fence if you play his song.)

An entryway that lies to your left leads to the Ikana Graveyard. An area called Ikana Canyon lies past a high cliff.

(Blue Bubbles roam this area at night.)

You must enter Ikana Graveyard first.

Ikana Graveyard

Inside the graveyard, you may explore and read tombstones. You may also speak to a grave keeper named Dampe.

Continue along inside the graveyard to another area. (A ring of rocks lie near a wall to your right. Place a bomb in the center of the rocks to reveal a hole. Inside, defeat Babas and open a chest for five Bombchu.)

Approach a large skeletal creature named Skull Keeta and play the Sonata of Awakening. Skull Keeta will then rise, and you must follow him. As you follow him, you must defeat enemies called Stalchilds and avoid walls of fire that appear. The walls of fire will disappear when you defeat the Stalchilds. You must shoot Skull Keeta with an arrow to stun him and then, strike him with your sword to make the battle with him begin. Avoid Skull Keeta as he swipes at you. He will also attempt to crush you with his body, and you must avoid it by watching for his shadow when he appears. When you have attacked him enough times, he surrenders.

You will then appear on a ledge, speaking to Skull Keeta. Skull Keeta asks you to obtain his treasure that lies in a chest surrounded by a flame on an opposite ledge. You may either Hookshot onto the chest or climb upper ledges on the ledge that you are on and hop over to the chest. Open the chest to receive the Captain's Hat, a mask that allows you to communicate with Stalchilds.

Now, proceed to the night of the first day. Approach a group of Stalchilds that surround a grave. Wear the Captain's Hat to speak to them and command them to open the grave. When they have done so, enter.

Inside the grave, move across ledges and enter an opening. In the next area, defeat a swarm of Bad Bats. (When you have defeated them all, a chest containing a Purple Rupee appears.) Now, light all of the torches in the room to remove bars from a door and enter.

In the next room, you must fight an enemy called an Iron Knuckle. Each time you strike the Iron Knuckle, you must quickly move away to avoid it as it attacks with an axe. When you have attacked it enough times, pieces of its armor shed, allowing it to move faster. Carefully continue to attack until it is defeated.

A ghost named Flat will then appear. He asks you to learn a song in order to heal his ghost brother named Sharp, whom you will meet soon. As soon as you are finished talking, you must read an inscription to be taught a melody called the Song of Storms, which goes A, C-Down, C-Up, A, C-Down, C-Up. Now, exit the grave.

(Inside the graveyard, you may optionally explore graves on the second and third nights.

On the second night, use your Captain's Hat to speak to a group of Stalchilds near a grave and command them to open it.

Inside the grave, move to a ledge and collect Rupees. Use your Lens of Truth to see a door and enter.

In the next room, use your Lens of Truth to see Keese and Skulltulas, and defeat them before you proceed. Now, move along a pathway, and use your Lens of Truth to see the rest of the path. Now, move through an opening and move left. Use a bomb to destroy a cracked wall and enter a door.

In the next room, defeat another Iron Knuckle. Afterward, a chest will appear that contains a Piece of Heart. Now, return the way that you came and exit the grave.

On the third night, speak to a group of Stalchilds near another grave and command them to open it.

Inside the grave, move along into an open area. The shadow of an enemy called a Wallmaster will appear, so move away. When the Wallmaster appears, you must defeat it before it grabs you and returns you to the beginning of the area.

Inside this grave, speak to the grave keeper, Dampe. He then asks you to use the light from your fairy, Tat1, to guide him through the area.

Use Tat1 to Z-target Dampe as you guide him around the grave. You must constantly Z-target him as you guide him to four patches of dirt that lie on the bottom ground. You must then have him dig up the patches. You must also guide Dampe to two platforms on the ground. After you lead him to one platform, climb a ladder to a patch of dirt. When Dampe arrives on the platform, have him dig up the dirt. You must then guide Dampe to another platform. Afterward, climb across steps and move to another patch of dirt. When Dampe arrives on the platform, have him dig up the dirt.

Three of the patches of dirt contain flames. When all of the flames are dug up, they combine and form an enemy called a Big Poe.

You must attack the Big Poe with arrows. Use your shield to block the Big Poe's attack. Afterward, Z-target and shoot it. Each time you shoot the Big Poe, quickly turn around and block it again when it appears. Continue to shoot the Big Poe until it is defeated. Afterward, a chest appears that contains an Empty Bottle.

You may either exit the grave the way that you arrived, or you may move across a set of stairs and through an entryway that leads to Dampe's hut. Inside his hut, you may exit a door into the graveyard.)

In the middle area that lies before the graveyard and the canyon, approach the large cliff and speak to a man. Equip your Garo's Mask, and the man will create a stump. Hookshot to the stump to reach the cliff.

As you move along the cliff, be careful of rolling boulders as well as rock creatures called Nejiron. (Use bombs to defeat them.) Move along and enter an entryway to Ikana Canyon.

(Before you enter the canyon, you must purchase a Powder Keg, five pods of Magic Beans and Blue Potion.)

Ikana Canyon

Inside Ikana Canyon, you may explore.

If you wear your Garo's Mask as you move along the canyon, Garo ninjas will appear that you must fight. (Tat1 will inform you when you are near one.) You must dodge the Garo as it attacks with its swords and then strike it to defeat it. Afterward, the Garo will give you information about the canyon.

You may speak to a man named Sakon, who informs you that a parent and child live in a house on top of a cliff.

(You may continue along past a river and enter another area past an arch. An area at the end leads to a hideout that belongs to Sakon. [Note: Now that you have reached the canyon as well as this hideout, you may refer to the Bombers' Notebook in this guide and help

Madame Aroma, Anju, Kafei, the owner of the Curiosity Shop, and the postman.]

You may speak to a Business Scrub who sells Blue Potion for 100 Rupees. If you change into a Zora and give him the Ocean Title Deed, he will give you his Deku Flower as well as a Huge Rupee. You may then use the flower to move to a ledge that lies directly ahead and collect a Piece of Heart.)

Now, approach a river.

(You may enter the river and swim left through an opening to a waterfall. [Move onto a ledge and enter a hole. Inside, defeat Babas and open a chest for five Bombchu.] Behind the waterfall lies an entryway to a Secret Shrine. You are able to access it after you complete the Stone Tower Temple.

You may also approach the river and swim right. Continue to swim through the river past an arch and then continue to swim through an entryway. You will appear near the Magic Hag's Potion Shop in the Southern Swamp.)

Near the river, use Ice Arrows to freeze Octoroks. Move across the frozen Octoroks to a ledge. Now, Hookshot to a stump on a nearby ledge. Hookshot to another stump on a ledge, and then Hookshot to a stump on a cliff.

When you reach the cliff, strike an Owl Statue.

If you move to an area that lies to the far opposite of the Owl Statue, you will see an opening that leads to the Ancient Castle of Ikana. You cannot access it right now.

In the canyon, move across a hill to a house. You must not move too close, because mummified enemies called Gibdos will paralyze and then attack you when they spot you.

A Fairy's Fountain lies directly across the side of the house. Inside, a Great Fairy asks you to retrieve Stray Fairies inside Stone Tower Temple.

Past the Fairy's Fountain, move across another hill. A ramp that leads to Stone Tower lies to your right, but you cannot enter it now. Continue moving along and you will see an entryway that leads to a cave.

Continue to move along, and you will find a house called a Spirit House/Ghost Hut. (Inside the house, you may defeat four ghost sisters to receive a Piece of Heart. Refer to the Pieces of Heart section in this guide for details.) As you move along past the house, move past a hill and approach Tingle. Burst his balloon and purchase a map of Stone Tower for 20 Rupees.

Now, if you move across that previous hill, you will approach a well, an area that you will visit soon.

(Blue Bubbles roam the canyon at night.)

You must now enter the cave. Inside, move along and a ghost named Sharp will appear. He will then begin attacking you, and you must play the Song of Storms to lift a curse placed on him. Afterward, water will flow from the cave and travel outside to the canyon. The water will then make a waterwheel on the house rotate, and music will begin playing from the house. The music will then defeat the Gibdos that surround it.

Inside the cave, Sharp thanks you for removing the curse and will inform you that you must visit the Ikana castle to be able to access the temple. Now, exit the cave.

Inside the canyon, approach the house and you will see a young girl named Pamela. If she sees you, she will run inside her house, and you will not be able to enter. (If you wear

your Stone Mask, she will not see you.) Pamela will exit her house two hours later, but if you place a bomb near the door, she will come out, as well. As soon as she travels far away from her house, enter.

Inside the house, move down a set of stairs. Approach a cupboard that will open and reveal a mummified man. Play the Song of Healing, and he will return to normal. Afterward, you will receive the Gibdo Mask, which allows you to communicate with Gibdos.

Inside the canyon, approach the well. Climb down a ladder inside the well and enter an opening.

Beneath the Well

The area beneath the well is a maze that contains many doors, and a Gibdo lies next to each door. While wearing your Gibdo Mask, you must speak to each Gibdo and give each one an item that they ask for in order to enter the door. Many of the items that the Gibdos ask for are located within the well (with the exception of the five pods of Magic Beans and Blue Potion). You may have also collected those items elsewhere before you entered the well if you wished.

In the very first area of the well near the beginning, a Gibdo that lies opposite of you near lit torches asks for Blue Potion, and a Gibdo that lies to your right in a dark area asks for five pods of Magic Beans.

Approach the Gibdo that asks for the Magic Beans, and give them to him to enter a door.

In the next area, defeat an Ice Keese. Enter an alcove and defeat a Freezard as well as Deku Babas. In an area of Spring Water, use a bottle to collect some.

Now, move along and defeat a Wallmaster. Approach some lit torches, and you will see more Gibdos. A Gibdo that lies opposite of you asks for a fish, and a Gibdo that lies to your right asks for Deku Nuts. If you do not have these items, exit back into the first area.

Near the beginning of the well, approach the Gibdo that asks for Blue Potion, and give it to him to enter a door.

This next area contains three horizontally-moving spiked logs. Enter an alcove, and collect a fish inside a bottle.

When all three of the logs move to the ceiling, quickly move past them. You will then see more Gibdos. A Gibdo that lies opposite of you near lit torches asks for Spring Water, and a Gibdo that lies to your left past the torches asks for a fish.

Approach the Gibdo that asks for a fish, and give it to him to enter a door.

In the next area, enter an alcove and collect another fish. If you move further along in this area, you must use Fire Arrows to destroy eyes that release fire. You must shoot each eye when it is open. You will then see a Dexihand inside Hot Spring Water. You cannot collect the water, yet, so exit the area into the previous one.

In the previous area, approach the Gibdo that asks for Spring Water, and give it to him to enter a door.

This next area contains vertically-moving spiked logs as well as two opposite alcoves covered with webs. Use Fire Arrows to burn the webs. The alcove on your right contains Black Boes as well as jars that contain bombs. You must collect at least 10 bombs. The alcove on your left has sprouts that contain bugs that you may collect, as well.

In this area, move along past the logs and defeat a Wallmaster. You will then see more Gibdos. A Gibdo that lies opposite of you near lit torches asks for a bug, and a Gibdo

that lies to your right in a dark area asks for a bug, as well.

(Approach the Gibdo near the lit torches, and give him a bug to enter a door. In the next room, you must defeat Fire Keese. Now, use your Lens of Truth to see a chest, and open it for a Purple Rupee. Return to the previous area.)

(Approach the other Gibdo in the dark area, and give him a bug to enter a door. The next room contains a fountain, in which you can collect Fairies.)

In the room with the vertically-moving spiked logs, exit and return to the beginning of the well.

Near the beginning, enter the door of the Gibdo that asked for Magic Beans and into the area that contains the Ice Keese and Wallmaster.

In that area, approach the Gibdo that asks for a fish, and give it to him to enter a door.

In the next area, an alcove to your right contains Deku Babas. Defeat them to collect the Deku Nuts they leave behind. You must collect 10 of them.

As you move along, you will see more Gibdos. A Gibdo that lies opposite of you asks for a Big Poe, and a Gibdo that lies on your left asks for a bug.

(Approach the Gibdo that asks for the bug, and give it to him to enter a door. In the following room, use your Lens of Truth to see Skulltulas and defeat them. Next, light torches to make a chest appear that contains a Purple Rupee. Now, exit the room.)

Return to the area with the Ice Keese. In that area, approach the Gibdo that asked for Deku Nuts, and give them to him to enter a door.

In the next area, defeat Fire Keese. You must use a Fire Arrow to destroy an eye in front of an alcove to your right. Inside the alcove are sprouts with bugs that you may collect.

Move along in this area to find more Gibdos. A Gibdo that lies opposite of you asks for Hot Spring Water, and a Gibdo that lies in a corner to your far left past a torch asks for 10 bombs.

Approach the Gibdo that asks for bombs, and give them to him to enter a door.

In this room, you must fight a Big Poe. Use your shield to dodge the Big Poe when it attacks, and then, shoot it with an arrow. Quickly turn around and dodge the Big Poe again before you shoot it. Continue to attack in the same way until the Big Poe is defeated. Afterward, collect its remains inside a bottle and exit. Now, return to the beginning of the well.

Near the beginning, enter the door of the Gibdo that asked for Blue Potion. In the area with the horizontally-moving logs, enter the door of the Gibdo that asked for a fish. In the following room, collect Hot Spring Water. Now, quickly backtrack to the beginning of the well, and enter the other door of the Gibdo that asked for Magic Beans. In the area with the Ice Keese, enter the door of the Gibdo that asked for Deku Nuts. In the next area with the Fire Keese, approach the Gibdo who asks for Hot Spring Water, and give it to him to enter a door.

In this room, approach a cow, and play Epona's Song for the cow to receive Milk.

Now, return to the area with the Ice Keese and enter the door of the Gibdo that asked for a fish.

In the next area, approach the Gibdo that asked for the Big Poe, and give it to him to enter a door.

In the next area, defeat a Wallmaster. You may enter an alcove to your left and defeat a Skulltula. Inside the alcove are sprouts that contain bugs. Now, carefully move past spiked logs that move vertically and horizontally. Approach a final Gibdo, and give him Milk to enter a door.

In this final area of the well, move along to a ray of light and a group of torches. Light the torches to make a chest appear. Open the chest to receive an item called the Mirror Shield, which is a shield that reflects light.

Now, move into the ray of light, and use your Mirror Shield to reflect light onto a sun of a large blue block. The block will then disappear and reveal an opening. Next, use your Mirror Shield to reflect light onto a sun emblem on a wall. A ladder will then appear. Climb the ladder and enter the opening to the Ancient Castle of Ikana.

Ancient Castle of Ikana

Inside the Ancient Castle of Ikana, climb a ladder all the way upward to reach the courtyard near the castle.

(Note: You can now enter the Ancient Castle of Ikana through the entrance in Ikana Canyon. When you enter that entrance, hit a diamond switch to make a ray of light appear. Now, use your Mirror Shield to reflect that light onto the sun of a large block. The block will then disappear, and you may enter the castle.)

Throughout the courtyard of the castle, you may wear your Garo's Mask to make Garo ninjas appear. When you defeat them, they will give you information about the castle.

In the center of the courtyard, enter an entryway.

In a central room of the castle, defeat enemies called ReDeads. ReDeads are enemies that will paralyze you when they spot you in the same way as Gibdos. (Note: If you wear the Garo's Mask, Captain's Hat or Gibdo Mask, the ReDeads will dance and will not attack you.)

From the entrance of this room, move to a front column on your left, and use a Fire Arrow to melt and activate a frozen eye switch. When bars are removed from a door, enter.

In this next room, move to a diamond switch and hit it. A tiled floor will then rise to the ceiling. Change into a Deku Scrub and quickly move across the area where the floor was. Quickly dive into a Deku Flower before the floor lowers. When the floor lowers, emerge from the flower to make it rise again. Use a Deku Flower to move to a ledge and press a switch. Bars will then be removed from a door. If the floor lowers again, shoot an arrow at another diamond switch by the door to make it rise. Now, quickly move to the door and enter.

In this next area, use arrows to shoot and defeat Skulltulas. Now, shoot an arrow at spiked balls to make them collide and explode.

Near the entrance of this area, you may use a Deku Flower to move to a ledge in a far left corner. You may also use your Lens of Truth to see an invisible stone that you may use to move to the ledge, as well. On that ledge, press a switch to remove bars from a door on the opposite side. You may now use the stone to move across more ledges to reach that door. Near the entrance of this area, you may also use the Deku Flower to move to a ledge on your right. On that ledge, you may then use another flower to reach that door.

In this next area, defeat Blue Bubbles, and move across a set of stairs.

At the top of the stairs, enter a door. You will now appear on the top of the castle. (A Garo ninja appears here, as well.)

Move to the edge of the castle and climb a ledge. (Carefully move across the ledge and shoot an arrow at a diamond switch to remove fire from Deku Flowers on columns. Now, carefully move to the columns and then, use the Deku Flowers to reach a Piece of Heart on a column near a wall.)

On top of the ledge, carefully move to your left and continue to move around until you reach a Deku Flower on a center ledge. Dive into the flower and move to another flower on a ledge. Now, use that flower to reach another ledge, and press a switch. Doing so will reveal a hole on top of the castle.

Move back down to the courtyard and enter the central area.

Inside the central area, move to a back column on your right, and use a Fire Arrow to melt and activate a frozen switch. When bars are removed from a door, enter.

In this next room, a ray of light has now appeared. Attack an enemy called a Floormaster, which will disintegrate into three small parts. You must quickly defeat the parts before they reform. Now, move into the light, and use your Mirror Shield to reflect the light onto the sun of a large block. When the block disappears, move along and defeat more ReDeads. Afterward, enter a door.

In this next room, you must fight Wizrobe. When Wizrobe appears in one of his portals, shoot him with an arrow. Shoot him a few more times, and he will create clones of himself. The real Wizrobe will appear darker than the clones and will spin around, so shoot him. Continue to shoot him until he is defeated. Afterward, enter a door.

In the next area, defeat more ReDeads and move across a set of stairs. At the top of the stairs, enter a door.

You will appear in another area on top of the castle. Move along and to your right. When you reach a cracked area, change into a Goron and place a Powder Keg on top of it. The explosion will then create a large hole that leads back to the central area and will also reveal a ray of light inside.

In the central area, use your Mirror Shield to reflect the light onto the sun of another large block. When the block disappears, enter the entryway that is revealed. In the following area, enter a door.

You will now appear in the boss room of the castle. You must fight a king and his two bodyguards.

Two windows covered by curtains lie to your right. Use a Fire Arrow to burn one or both of the curtains to reveal light.

You must fight the bodyguards first. As you fight each one, you must strike him as he wields his sword. You must then continue to attack him until he falls to the ground. Next, move into the light and use the Mirror Shield to reflect the light onto the bodyguard, which will defeat him instantly. You must then do the same with the other bodyguard, as well.

When the bodyguards are defeated, you must now fight the king. Use your shield to dodge his attack and then, strike him as he wields his sword to attack. At some point, the king's head will detach, and his body will become transparent. You are unable to attack the body, and you must dodge his head until it returns to the body. The king will also release a gush of air that you must avoid. Continue to attack him until he falls to the ground. Afterward, move into the light and reflect the light onto him to defeat him.

When the king is defeated, he will teach you a song called the Elegy of Emptiness, which goes C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left. This song will create a duplicate shell of Link in any of his four forms.

Exit the castle and return to Ikana Canyon.

Inside Ikana Canyon, enter Stone Tower.

Stone Tower

Inside Stone Tower, you must create duplicate shells of Link using the Elegy of Emptiness to press switches throughout this area. (Note: You must create shells of Link in only his normal form and as a Goron and Zora. A duplicate shell of Link in the form of a Deku Scrub is not necessary, because as a Deku Scrub, Link is too light to press switches.)

At the entrance of Stone Tower, move across three blocks and to a cliff. (You must be very careful of rolling boulders that you will find on cliffs as well as Fire Keese that fly around the area.) On top of the cliff, aim and shoot your Hookshot at a nearby pillar to move to another cliff. On top of that cliff, defeat an enemy called a Beamos by placing a bomb next to it. Now, stand on a switch, and play the Elegy of Emptiness to create a duplicate shell to hold the switch down.

Next, while standing on top of the pillar, Hookshot to another pillar on another cliff. Now, stand on another switch, and play the Elegy of Emptiness to create another shell on top of it.

Now, return to the very bottom cliff and press a switch there. Play the Elegy of Emptiness to create a third shell on the switch.

If you had pressed the three switches in the correct order, the three blocks will have moved upward. Hookshot your way to the second pillar on the third cliff. You must now move across the blocks to an opposite cliff.

On this next cliff that contains three switches, aim and shoot your Hookshot at a nearby pillar on another cliff. When you reach the top of that pillar, Hookshot to another higher pillar on a cliff. While on top of that cliff, defeat another Beamos. Now, stand on a switch, and play the Elegy of Emptiness to create a shell on it.

Now, move to the previous cliff and press a switch. Play the Elegy of Emptiness to create a shell on the switch. Next, stand on top of the pillar and then, Hookshot to the other pillar to reach the higher cliff. While on top of that pillar, Hookshot to another pillar on a cliff.

On this cliff, stand on a switch and play the Elegy of Emptiness to create a shell on it. The row of blocks will have moved upward again, and you must move across them to reach a cliff on the opposite side.

This next cliff contains three more switches and a pillar. (The scarecrow from the Trading Post or Astral Observatory will appear on an isolated area that lies across from the pillar. You may Hookshot to the scarecrow to reach that area and defeat ReDeads. To return to the previous ledge, Hookshot to the pillar on that ledge.) Aim and shoot your Hookshot at another pillar on an cliff. When you reach that pillar, move to the edge of the cliff in front of it. Shoot your Hookshot at another pillar on a very high cliff.

(On top of the next cliff, the scarecrow appears on an isolated area that lies across from the pillar, as well.) On this cliff, shoot your Hookshot at yet another pillar on a higher cliff.

When you reach that cliff, strike an Owl Statue. You will then appear across the entrance of the Stone Tower Temple.

To reach the Stone Tower Temple, you must press three switches in a correct order. You

must then play the Elegy of Emptiness to create shells on the switches. From the front of the Owl Statue, you must press the switches in the order of right, left and center. Afterward, move across a row of blocks and enter the temple.

Stone Tower Temple

In the first area of the temple, defeat Dragonflies and a Real Bombchu. (An eye switch lies on a structure across from the entrance of the temple. Shoot an arrow at the switch, and a chest will appear. Hookshot to the chest, and open it for a Stray Fairy.)

From the entrance of the temple, move to the left side of the area and enter a door.

In this next room, defeat Real Bombchu. Place a bomb in front of a cracked wall to destroy it. Now, destroy a row of large crates to reveal two small crates.

Next, you must press switches that lie throughout this room. You must then play the Elegy of Emptiness as different forms of Link to create shells on the switches. A large switch lies in a corner, and you must press that switch as a Goron. You must press the other switches as Link in his normal form and as a Zora. You must then place a small crate on one of the switches, as well. When all of the switches have been pressed, a gate opens that leads to an open area.

In this open area, defeat enemies. An entryway that lies to the left leads to a bottom room. In the open area, move to a dark square on the ground, and place a bomb on top of it. The blast will reveal a hole and release light into the bottom room.

You must now enter that room. (From the entrance of that room, turn to your right and look to the ceiling. Hookshot to a target to reach a ledge, and open a chest for a Stray Fairy.)

Inside this bottom room, use your Mirror Shield to reflect light onto the sun of a large block. When the block disappears, change into a Goron and move across lava to an alcove. Now, open a chest to receive the Dungeon Map.

Next, you must defeat these statue-like enemies called Armoses. Two Armoses lie near the chest, and two lie in the lava. You must attack each Armos once to wake it and afterward, you must place a bomb next to it or punch it as a Goron to defeat it. When all of the Armoses have been defeated, a chest appears. Open it to receive a Small Key. Now, exit the room.

In the previous area, enter a locked door.

In this next area, change into a Zora and dive underwater. Swim underneath a walkway, and move to the opposite side. When you reach an entryway, you may approach a Dexihand and allow it to throw you onto a ledge. The reason for this is because the ledge is too high to climb on top. Now, open a chest to receive another Small Key. (You may approach a gate and perform the Spin Attack to hit a diamond switch behind it. A chest will then appear behind a gate on the previous side, but you cannot reach it until later.)

Underneath the water, move through the entryway to another area.

(Inside this next area, dive to the bottom and defeat Bio Deku Babas. Now, use your Zora boomerangs on spiked balls to make them collide and destroy each other. Afterward, press a switch. A chest will appear on a ledge, but you cannot reach it until later.)

Inside this next area, swim to the surface and move onto a walkway. (Shoot a Fire Arrow at a frozen eye switch above an arch to make a chest appear. You cannot reach it until later, though.)

Now, move into an area of light near an arch. Use your Mirror Shield to reflect light onto

a mirror that lies across. You must take some time to shine that light onto the mirror. Afterward, move into the light from the mirror and reflect the light onto the sun of a large block. When the block disappears, enter an alcove and defeat a Real Bombchu. Next, open a chest for the Compass. (A door near the alcove leads to the first area of the temple.)

Now, return to the walkway and enter a locked door.

In this next room, change into a Goron and punch away pillars to reveal light. (From the entrance of this room, use your Mirror Shield to reflect light onto the first of three sun emblems on a wall to your right. A chest will then appear that contains a Stray Fairy. Next, you may use your Mirror Shield to reflect light onto a mirror that lies to the right on a structure. When you have charged light onto that mirror, reflect the light from that mirror onto a large block. When the block disappears, enter an alcove and open a chest for a Stray Fairy.)

Inside the light, use your Mirror Shield to reflect light onto a mirror that lies to the left on a structure. You must take time to charge that mirror with light. Now, use the light from that mirror to charge light onto another mirror. Next, use the light from that mirror to reflect light onto a large block. When the block disappears, move along and enter a door.

(Tip: As you are charging the mirrors and the large block with light, you may want to wear your Stone Mask so that the Black Boes that roam the area will not bother you.)

This next room contains currents of air.

(Near the entrance of this room, move to a bottom area. Change into a Goron and enter lava. Goron pound a button to remove fire from a switch on the opposite side. Now, quickly roll your way to that switch. As you roll, avoid the ducts that release the air and turn a corner. Turn another corner and continue moving until you reach the switch. Press the switch to remove fire from a chest on a high ledge. You will reach that chest soon.)

From the entrance of this room, change into a Deku Scrub and dive into a Deku Flower. As you fly, you may use the currents of air to continue flying. (You may fly to an alcove that contains Rupees and open a chest for a Stray Fairy.) Continue flying until you reach the opposite side of the room. (Open a chest for a Stray Fairy.) Now, enter a door.

In this next room, you must fight a mini-boss called the Garo Master. You must dodge the Garo Master as he attacks with his swords. As soon as he approaches you, you must quickly move away by rolling, or performing a backflip or sideways jump. (You may also do those things as he moves over you.) This will confuse him, and that is when you must attack him. As soon as you attack him, quickly use your shield to defend against his quick attack afterward. Continue attacking the same way until he is defeated.

When the Garo Master is defeated, a chest will appear. Open it to receive an item called the Light Arrow, which is an arrow that produces light. Afterward, enter a door.

In this next room, climb on top of a small ledge and then, move to a narrow ledge. (If you fall to the bottom, use a target on the ceiling to Hookshot back up.) To defeat a Hiploop, you must destroy the mask that it is wearing and then attack it. Next, enter a door.

You will appear on a walkway inside a previous room. You must fight an enemy called an Eyegore. Approach the Eyegore and then, move back as it approaches you. Avoid it as it tries to pound you. When the Eyegore pounds the ground, the color of its eye changes and will become vulnerable. You must then attack it with an arrow or the Hookshot. Continue to attack in the same manner until it is defeated. (When the Eyegore is defeated, a chest will appear that contains a Stray Fairy.) Now, enter a door.

You will appear in the first area of the temple. (Shoot a Light Arrow at a sun emblem on a

wall to make a chest appear.) You must now exit the temple.

Outside the temple, you must stand on three switches as different forms of Link and play the Elegy of Emptiness to create shells of each form on each switch. From the entrance to the temple, press the switches in the order of left, right and center. When a row of three blocks are lined up, move to the first block and face the temple. A red emblem lies underneath the temple. Shoot a Light Arrow at that emblem, and the temple will rotate upside down. Next, move across a row of blocks and reenter the temple.

Now that the temple has been moved upside down, you appear in a different environment and are now able to access new areas. Inside the temple, carefully move across a thin ledge. (Open a chest for a Stray Fairy.) Now, turn to your right and carefully move along. Move across a slope to your left and enter a door.

In this next room, shoot a Light Arrow at a large block to obliterate it. Afterward, move along to an area that contains currents of air. Change into a Deku Scrub and dive into a Deku Flower. You must then use the currents of air to fly around the room.

(You may fly to an alcove that lies directly across from the Deku Flower near the entrance and open a chest for a Stray Fairy. From that Deku Flower, fly to a current of air on your right and move to a ledge with a switch. If you stand on and press the switch, fire will be removed from a chest on a higher ledge. Now, play the Elegy of Emptiness to create a shell on the switch. Next, shoot a Light Arrow at a sun emblem underneath the ledge with that chest. Doing so will cause another chest to appear below the ledge, but you cannot reach it now. Now, use the air currents to move to that ledge, but carefully avoid spiked balls. Open the chest for a Stray Fairy.)

In this room, use the air currents to move to a center walkway. Defeat a Hiploop and then, enter an entryway. Continue moving and press a switch. Doing so will cause a chest to appear. Return to the walkway and open the chest for a Small Key. Next, use the air currents to move to a very high ledge in a corner with spiked balls. Carefully move past the spiked balls and enter a locked door.

In this next room, shoot a Light Arrow at a red emblem to rotate the room. Change into a Goron and move across the lava to the other side. Next, shoot a Light Arrow at the emblem again to rotate the room. Now, enter a door.

In this next room, you must solve a puzzle that involves rotating the room several times in order to do so. You must shoot Light Arrows at a red emblem on either side of the room. (If you run low on Green Potion and arrows, you may defeat a Green Chuchu and a Yellow Chuchu to receive more.)

From the entrance of this room, turn right and move to the bottom, where you will find a block. Now, rotate the room. Move the block forward near the center of the room, and rotate the room again. Move the block through the center and past the center to the opposite side. Now, rotate the room again. Move the block as far as it will go toward a corner that lies underneath a slot on the ceiling. When you rotate the room once more, push the block into the slot. Doing so causes bars on a door to be removed. Climb the block to reach a ledge and enter the door.

(Warning: Do not stand on top of the block when you rotate the room. If you do, the block will crush you, and you will have to start over.)

In this next room, you must fight Wizrobe. As you fight him, you must be careful of lava that falls from the ceiling. You must avoid projectiles of fire that Wizrobe will throw at you. You must then shoot Wizrobe when he appears in one of his portals. Afterward, Wizrobe will clone himself, and you must shoot the Wizrobe that appears darker and moves around. Continue to attack until Wizrobe is defeated.

As soon as he is defeated, a chest will appear. Hookshot to the chest to reach a ledge.

(You may open the chest for a Stray Fairy.) Now, enter an entryway.

In this next area, you must defeat ghostly enemies called Poes. When you fight a Poe, you must not Z-target it, or it will become invisible. Avoid its lantern, and shoot it when it becomes visible. When it is defeated, you may collect its remains in a bottle.

From the entrance of this area, use a Deku Flower to move to a ledge on the opposite side. Use another Deku Flower to move to an upper, secluded area.

Inside this area, move along and move right around a corner. You will encounter enemies called Death Armoses. (To defeat a Death Armos, shoot a Light Arrow at its red emblem, which will cause it to turn upside down. Move near the Death Armos to incite it. As it attempts to pound you, move away. When it pounds the ground, it will defeat itself.) Near the Death Armoses, move to your left around a corner and move toward a switch. Stand on and press the switch to remove fire from a chest. Play the Elegy of Emptiness to create a shell on the switch. Next, move to the chest that lies on a ledge to your left and open it for a Small Key. Now, exit this area into the previous area. Inside the previous area, enter a door.

In this next area, shoot an arrow at spiked balls near an alcove to destroy them. Now, use a Deku Flower to move to the alcove. Inside the alcove, use another Deku Flower to move to a ledge on the other side of the area. Now, enter a door.

In this next area, defeat Blue Bubbles and enter a door on the other side.

In this room, you must fight a mini-boss named Gomess. Gomess is a monster that wields a scythe and is surrounded by bats. Avoid him as he tries to attack you. You must shoot a Light Arrow at Gomess to remove his bats. Afterward, strike him. Repeat the same attack until he is defeated.

When Gomess is defeated, bars are removed from the door that you entered as well as from a door on the other side of the room. Enter that door on the other side and open a blue and yellow chest to receive the Boss Key. Exit the room and backtrack to the area with the spiked balls near an alcove.

In that area, return to the previous door you entered from. Near that door, move across a thin ledge and enter another door.

In this next area, carefully move to a ledge and defeat a Death Armos. Next, press a switch to make a chest appear on a very high ceiling. Hookshot to that chest to appear on a ledge. Now, enter a locked door.

In this next area, you must defeat another Eyegore. You must avoid it as it shoots a laser and will attempt to pound you. When it pounds the ground, shoot its eye. Continue to attack until it is defeated. Afterward, a chest will appear. Open it to receive the Giant's Mask. Now, enter a door on the other side.

In this next room, move past a spiked log when it moves upward, and hit a diamond switch to make a chest appear. Now, Hookshot to the chest to appear on a ledge. Quickly Hookshot to a target on the ceiling to avoid another moving spiked log. When you appear on a ledge, move to the bottom and enter the boss door.

(Before you enter the boss door, you may optionally collect the remaining Stray Fairies. Play the Song of Soaring to return to the beginning of the temple and exit. Rotate the temple to its normal side and reenter.

In the first area of the temple, move to a bottom area and open a chest for a Stray Fairy. Use a ladder to climb back up.

From the entrance of the temple, enter the door on your left.

In this next previous room, you must press switches and play the Elegy of Emptiness as different forms of Link to create shells on the switches. You must then place a small crate on top of a switch, as well. When all of the switches have been pressed, a gate will open. Move into the open area and enter the door on your right.

In another previous room, shoot a Light Arrow at a block to obliterate it. Move into the area past the block and defeat a Beamos. Now, open a chest for a Stray Fairy.

In this room, change into a Zora and dive under the water. Swim to the opposite side and enter an entryway.

In the next previous room, swim to a ledge and open a chest for another Stray Fairy. Now, swim to the surface and move onto the walkway. Enter the door that leads to the room with the mirrors.

In the room with the mirrors, enter the door on the other side.

In the next room, change into a Deku Scrub and use the air currents to move to the door on the opposite side and enter.

In the room where you fought the Garo Master, enter the opposite door.

In the next previously visited room, move to the bottom and open a chest for the final Stray Fairy.

Play the Song of Soaring to return to the beginning of the temple and exit. Rotate the temple upside down again and enter. Move through the temple until you reach the boss door.)

Giant Masked Insect Twinmold

When you enter the boss door, jump through an opening.

Inside a large, sandy area, two giant snakes called Twinmold will appear. You must now put on your Giant's Mask. Upon doing so, you will become giant and will be able to battle the snakes.

The head and tail of each snake is vulnerable, so you must repeatedly attack those areas until each snake is defeated. (As you attack the snakes, you must be careful not to stray too far in the room, or you will fall through the sand and return to the beginning of the temple.)

(Tip: Wearing the Giant's Mask uses Magic Power, so you may want to have one or more bottles of Green Potion handy.)

When you have defeated Twinmold, collect a Heart Container. Now, enter a portal to collect Twinmold's remains and exit.

You have now rescued the final Guardian Giant, and Ikana Canyon returns to normal.

(If you have collected all 15 Stray Fairies in the Stone Tower Temple, return them to the Fairy's Fountain in Ikana Canyon. The Great Fairy will then give you the Great Fairy's Sword, which is the most powerful sword in the game.)

Secret Shrine

Visiting the Secret Shrine is entirely optional.

(When you first enter the Secret Shrine, you may plant and water a Magic Bean in a plot of soil. You may then ride a Magic Plant toward the ceiling and collect Rupees as you ride along.)

When you enter the Secret Shrine, shoot a Light Arrow at a sun emblem to remove bars from a door and enter.

In this central area, speak to an elderly man who asks you to defeat the enemies inside the shrine. From the entrance of this area, you will see an entryway that lies to your left, two entryways across from you that lie next to each other, and another entryway on your right. Each entryway has a door that leads to a room with a mini-boss. (As soon as you defeat each mini-boss, you will be rewarded with a chest that contains a Silver Rupee.)

The door past the entryway on your left leads to a room that contains three Dinofolses. The door past the entryway on your right leads to a room that contains the Garo Master. Among the two entryways that lie ahead of you, the door past the entryway on the left leads to a room that contains Wizrobe, and the door past the entryway on the right leads to a room that contains Wart.

You may choose to enter each room in any order.

Inside the room with the three Dinofolses, you must attack each Dinofols one at a time. Approach the Dinofols and dodge its attack. Strike it as it wields its sword. As soon as you strike it, quickly move away to avoid its fiery breath. Continue to attack each Dinofols until they are defeated.

Inside the room with Wizrobe, you must shoot Wizrobe when he appears in one of his portals. When Wizrobe clones himself, you must shoot the one that appears darker and moves around. Continue to attack until Wizrobe is defeated.

Inside the room with Wart, look to the ceiling to see Wart and begin the battle. You must defeat the small eyeballs that surround Wart. Afterward, shoot Wart's eye when it opens three times. Avoid him as he slides around the room, and shoot his eye twice more to defeat him.

Inside the room with the Garo Master, you must dodge him when he attacks. As he approaches you, move away from him to confuse him and then, attack. You may also move underneath him when he moves above you to confuse him, as well. As soon as you strike him, quickly defend yourself to dodge his quick attack. Continue to attack until he is defeated.

When you have defeated all of the mini-bosses, return to the central area. The elderly man thanks you, and a chest appears. Open it to receive a Piece of Heart.

Now that you have rescued all of the giants, you must proceed to the clock tower in South Clock Town. At midnight on the final day, the stairway that leads to the top of the tower will open, so enter.

Clock Tower

When you confront the Skull Kid inside the tower, he will summon a power that shortens the amount of time. You must then play the Oath to Order.

As the moon crashes into Termina, each of the four giants will arrive from the four compass locations and stop the moon.

Inside the clock tower, the Skull Kid lies unconscious. Just then, Majora's Mask comes to life and removes itself from the Skull Kid. A warp portal then appears from the mouth of

the moon. The mask enters the moon and reactivates it. Link and Tatl will then enter afterward.

Inside the Moon

Inside the moon, you will appear in a large field. Begin moving forward toward a large tree, where you will see children. Four children who roam around the tree are wearing the masks of the bosses that you have defeated inside the four temples. A child who sits in front of the tree is wearing Majora's Mask.

You may speak to each child who wears the remains of the four temple bosses to enter their dungeons. Visiting each dungeon is entirely optional, and you must give each child masks to enter those dungeons.

If you want to enter the final boss battle, you must speak to the child who wears Majora's Mask and refer to "Final Battle" in this section.

Odolwa Child's Dungeon

Speak to the child who is wearing the remains of the Woodfall Temple boss, Odolwa, and give him one mask to enter his dungeon.

Inside the dungeon, change into a Deku Scrub.

(As you move throughout the dungeon, you may use Deku Flowers to move to ledges that lie against opposite walls. The ledges contain Gossip Stones that you may read.)

Near the entrance of this dungeon, dive into a Deku Flower. A rotating blade contains two platforms that lie on its opposite sides, and each platform has a Deku Flower. Emerge from the flower you are in and fly to a Deku Flower on the blade.

Now, two blades that move in a crisscross pattern lie next. The bottom blade contains two platforms on opposite sides with Deku Flowers. Use a flower on the blade that you are on to move to a flower on the bottom blade. Quickly dive into the flower before the top blade pushes you into the abyss. (When you dive into one of those Deku Flowers, you may use it to fly to a ledge that lies to the opposite of a door and collect a Piece of Heart.) On the bottom blade, you must dive into the yellow Deku Flower. You must then use the flower to move to a door on the opposite side of this dungeon. When you reach the door, enter.

In the next room, give the child one mask to exit and complete the dungeon.

Goht Child's Dungeon

Speak to the child who is wearing the remains of the Snowhead Temple boss, Goht, and give him two masks to enter his dungeon.

Inside this dungeon, you must change into a Goron. Approach a pathway and move backward against a wall. Begin rolling until you reach full speed. You will roll over a gap and approach a pair of open chests. As soon as you hit the chests, you must release the Control Stick as they move you in another direction. As you continue to roll, you will be moved by more chests. You will then roll across a few ledges and be moved by more chests.

You will then roll over a large gap to a pathway, where you will see large green jars. At that moment, you must stop rolling. Near the jars, move across a walkway to your right to reach a center area. (You may optionally read Gossip Stones.)

The exit of this dungeon lies to your left past another walkway. As a Goron, begin rolling until you reach full speed. Roll over the walkway and over another gap until you reach a door and enter.

(You may optionally take a detour inside this dungeon. From the first walkway you moved across to reach this area, another walkway lies opposite. As soon as you move across that walkway, move left around a pathway and to the edge. As a Goron, begin rolling at full speed around the winding pathway and move over a left gap to another area.

In that area, move to another center area [where you may read more Gossip Stones], or move across a pathway and past green jars to the opposite side. Now, face a pathway that lies ahead. As a Goron, begin rolling at full speed and roll across the pathway. Continue rolling over ledges and gaps. When you reach a pair of open chests, stop rolling.

Next, face a pathway in front of the chests, and begin rolling at full speed.. You will then move across a gap to an isolated area. You may read a Gossip Stone and collect a Piece of Heart in a corner.

Next, move backward against a wall near jars. Begin rolling at full speed and stop as soon as you roll over a gap. You are now back near the previous area that lies near the exit.)

As soon as you enter the exit door of the dungeon, give the child two more masks to exit and complete the dungeon.

Gyorg Child's Dungeon

Speak to the child who is wearing the remains of the Great Bay Temple boss, Gyorg, and give him three masks to enter his dungeon.

Inside this dungeon, you must change into a Zora and dive underwater. Underneath the water, pairs of tunnels lie on the left and right and lead to different areas. Each tunnel route is described below.

If you travel through the tunnels in the route of left, left, left, you will reach a Gossip Stone.

If you travel through the tunnels in the route of right, right, right, you will reach a Gossip Stone.

If you travel through the tunnels in the route of right, right, left, you will reach a Gossip Stone.

If you travel through the tunnels in the routes of left, right, right, or right, left, right, you will reach a Gossip Stone.

If you travel through the tunnels in the routes of right, left, left, left as well as left, right, left, left, or left, left, right, left, you will reach a Gossip Stone and a Piece of Heart.

If you travel through the tunnels in the routes of right, left, left, right as well as left, left, right, right or left, right, left, right, you will reach the child. You must then give the child three more masks to exit and complete the dungeon.

Twinmold Child's Dungeon

Speak to the child who is wearing the remains of the Stone Tower Temple boss, Twinmold, and give him four masks to enter his dungeon.

Inside the dungeon, enter a door.

In this next room, you must fight a Dinofols. You must strike the Dinofols and then move away as it breathes fire. Continue to attack until the Dinofols is defeated. Afterward, enter a door.

In the next room, you may read a Gossip Stone and then, enter a door.

In this next room, you must fight the Garo Master. When the Garo Master approaches you or moves over you, quickly move away to confuse him and then attack. As soon as you attack, quickly use your shield to avoid his quick attack. Continue to attack until he is defeated. Afterward, a chest appears on top of a ledge. Hookshot to the chest, and open it for 30 arrows. Now, enter a door.

In the next room, you may read a Gossip Stone and then, enter a door.

In this next room, you must fight an Iron Knuckle. You must avoid his axe and then attack him. Continue to attack until he is defeated. Afterward, a chest appears. Open it to receive 10 Bombchu. Now, use a Bombchu to destroy a cracked wall and reveal an eye switch. Shoot the switch to make a ladder appear. Climb the ladder and enter a door.

In the next room, you may collect a Piece of Heart and read a Gossip Stone. Next, use a Bombchu to destroy a crack on a ceiling and reveal a frozen eye switch. Shoot it with a Fire Arrow to activate it, which will then remove bars from a door. Now, enter.

In the next room, speak to the child and give him four more masks to exit and complete the dungeon.

(If you have completed all four moon dungeons, speak to the child who is wearing Majora's Mask, and he will give you the Fierce Deity's Mask. The Fierce Deity's Mask will transform you into a deity that contains ultimate powers. You may wear the mask as you fight Majora, and you may even wear the mask inside boss rooms. While you are in the form of the deity, you will attack using a double-helix sword. If you have Magic Power, you may Z-target an enemy and use the sword to shoot projectiles that will attack the enemy.)

Final Battle

In this final boss battle, you must fight Majora in three forms.

Inside the room of the final battle, move forward. The remains of the four temple bosses will appear. Majora's Mask will then come to life, and you must fight it as well as the boss remains.

Majora's Mask

As you fight Majora's Mask, you must avoid the mask as it spins into you. You must shoot the back of the mask to stun it. When you have done so, you must attack it repeatedly with your sword. The remains of the temple bosses will then come to life, and you must attack them, as well. You must avoid the projectiles that each remain will throw at you. Majora's Mask will then shoot fire, and you must use your Mirror Shield to reflect the fire back onto the mask. You may do so with the boss remains, as well. Continue to attack until Majora's Mask is defeated.

Majora's Incarnation

When you have defeated Majora's Mask, it will transform into an incarnation that grows a head, arms, and legs. The incarnation will move around the room, dancing, and he will even move around extremely fast. At some point, you must avoid him as he throws multiple projectiles at you very rapidly. When the incarnation moves slowly and makes himself vulnerable, you must shoot him with a Light Arrow to stun him. You may stun him by striking him with your sword when he moves near you, as well. Afterward, attack him repeatedly with your sword. Repeat the attack until he is defeated.

Majora's Wrath

When you have defeated the incarnation, his head, arms and legs will mutate. He will then produce chains. You must avoid his chains when he whips them around. If you are not careful, he will wrap his chains around you and throw you across the room. You must also avoid spiked blades that will appear and spin around. As with the incarnation, you must shoot Majora's Wrath with a Light Arrow to stun him, and you must then attack him repeatedly with your sword. Repeat the attack until he is defeated.

When you have defeated this boss, you will accomplish the game.

Items

The following items that you will collect during your adventure are described below:

Status items:

Magic Jar - an item that increases your Magic Power.

Recovery Heart - an item that increases your supply of Recovery Hearts.

Rupee - a form of money that is used to purchase things. A Green Rupee is worth 1 Rupee, a Blue Rupee is worth 5 Rupees, a Red Rupee is worth 20 Rupees, a Purple Rupee is worth 50 Rupees, a Silver Rupee is worth 100 Rupees, and a Huge Rupee is worth 200 Rupees.

Quest items:

Bomb Bag - an item that holds a maximum of 20 Bombs.

Hero's Shield - a shield that is used to defend yourself against attacks.

Kokiri Sword - a sword that is used to attack enemies.

C button items:

(Note: Even though you may purchase items such as arrows, bombs, Deku Nuts, Deku Sticks, and Fairies inside shops, you will commonly find those items as well as Rupees inside bushes, sprouts, rocks, jars, crates and barrels. You must purchase potions from shops. You may purchase Bombchu in the Bomb Shop in West Clock Town, but you may also find them inside chests. You will find Spring Water, Fish and Hot Spring Water in certain areas. Empty Bottles are obtained after you complete certain tasks. Areas to find other items are explained individually.)

Arrow - a weapon that is used to strike objects or enemies that are far. You need the Hero's Bow to obtain arrows.

Blue Potion - potion that replenishes both your Recovery Hearts and Magic Power. You must place this item inside a bottle.

Bomb - an explosive that is used to destroy things, especially cracked surfaces and boulders.

Bombchu - an explosive that climbs surfaces and destroys unreachable cracked areas.

Bug - an insect that you may place in plots of soil to receive items or Gold Skulltulas. You may place this item inside a bottle. (Bugs are commonly found underneath rocks, especially ones inside holes. [Note: Inside the Stock Pot Inn, many bugs can be found in the kitchen as well as the room that is occupied by the Gorman Troupe members.])

Chateau Romani - a drink that gives you unlimited Magic Power. You must place this item inside a bottle.

Deku Nut - an item that is used to temporarily stun enemies and gives you an advantage as you attack them.

Deku Stick - an item that when you light with fire, you may use the fire to light torches and burn webs. It can also be used as a weapon.

Empty Bottle - an item that is used to store various things.

Fairy - a flying creature that replenishes your Recovery Hearts when you lose all of your hearts. You may place the fairy in a bottle for later use.

Fire Arrow - an arrow that contains fire, which is used to burn things and melt ice. You obtain this item inside Snowhead Temple.

Fish - a creature that swims in water. (Many areas of water that contain fish are commonly found inside holes. [Note: Inside the Stock Pot Inn, an area of water that contains a fish lies in the kitchen.]) You must place this item inside a bottle.

Gold Dust - an item that is used to create the Gilded Sword. You must place this item inside a bottle. (To obtain Gold Dust, you must compete and win first place in the Goron races. Refer to the "Goron Racetrack" section for details.)

Great Fairy's Sword - the most powerful sword in the game. (To obtain this sword, you must collect all of the Stray Fairies in Stone Tower Temple and return them to the Fairy's Fountain in Ikana Canyon.)

Green Potion - potion that replenishes your Magic Power. You must place this item inside a bottle.

Hero's Bow - an item that allows you to shoot arrows. You obtain it inside Woodfall Temple, and it comes with a quiver that holds a maximum of 30 arrows.

Hookshot - an item that is used to grapple objects and pull those objects toward you or pull you toward them. You obtain this item inside Pirates' Fortress.

Hot Spring Water - liquid that is used to melt ice.

Ice Arrow - an arrow that contains ice, which is used to freeze things. You obtain this item inside Great Bay Temple.

Lens of Truth - a mirror that is used to see things that are invisible. You obtain this item inside a shrine in Goron Village.

Light Arrow - an arrow that contains light, which is used to shine light on things. You obtain this item inside Stone Tower Temple.

Magic Beans - an item that you place in a plot of soil and then water to form a Magic Plant. You may purchase this item from a Business Scrub in Southern Swamp or a man inside a hole in the Deku Palace.

Magic Mushroom - an item that is used to make Blue Potion. You must wear the Mask of Scents to be able to see Magic Mushrooms. When you collect a Magic Mushroom, you must take it to the Magic Hag's Potion Shop in the Southern Swamp and give it to Kotake, who will then use it to brew Blue Potion. (Magic Mushrooms are found in various areas throughout the Southern Swamp as well as in the middle area that lies between Termina Field and the swamp. They are also commonly found inside holes.)

Milk - a drink that replenishes five of your Recovery Hearts. You may purchase this item from the Milk Bar Latte in East Clock Town or collect it from a cow.

Ocarina of Time - a musical instrument that is used to play songs. You retrieve this item from the Skull Kid inside the top of the clock tower when you visit that place the first time.

Pictograph Box - an item that is used to snap photos. You obtain this item from the Tourist Information hut in Southern Swamp.

Powder Keg - a very powerful explosive that can destroy large boulders. You can only use this item as a Goron, and you may purchase it from the Bomb Shop in West Clock Town.

Red Potion - potion that replenishes your Recovery Hearts.

Spring Water - liquid that is used to grow plants.

Item Upgrades

Adult Wallet - a wallet that holds a maximum of 200 Rupees. You obtain this item when you deposit 200 or more Rupees in the Clock Town Bank.

Big Bomb Bag - a bag that holds a maximum of 30 Bombs. After you rescue an elderly woman from an attempted robbery in North Clock Town (refer to Old Lady from Bomb Shop in the Bombers' Notebook), you may purchase the bag in the Bomb Shop for 90 Rupees. (Note: If you did not help the woman, you may purchase the Big Bomb Bag at the Curiosity Shop for 100 Rupees on the third day.)

Biggest Bomb Bag - a bag that holds a maximum of 40 Bombs. You may purchase the bag from a Business Scrub in Goron Village for 200 Rupees, and you must be a Goron to do so.

Empty Bottle 1 - Enter the Woods of Mystery in the Southern Swamp and follow a monkey until you reach a witch named Koume. Enter the Magic Hags' Potion Shop in the swamp and speak to a witch named Kotake. She will give you a bottle of Red Potion that you must give to Koume. When you give the Red Potion to Koume, you will keep the bottle.

Empty Bottle 2 - If you enter the Goron Races during spring in the mountains of Snowhead and win first place, you will receive a bottle of Gold Dust. Refer to the "Goron Racetrack" section in this guide for details.

Empty Bottle 3 - If you help a young girl named Romani exterminate ghosts that appear in Romani Ranch on the night of the first day, she will reward you with a bottle of Milk. Refer to Romani in the Bombers' Notebook for details.

Empty Bottle 4 - If you enter Waterfall Rapids in Great Bay Coast and race two beavers in under two minutes, you will receive an Empty Bottle. Refer to the Waterfall Rapids in this guide for details.

Empty Bottle 5 - Inside Ikana Graveyard, enter a graveyard on the night of the third day. Inside, you must coax an elderly man named Dampe to dig every patch of dirt inside the grave. Afterward, a Big Poe appears, and you must defeat it. A chest will then appear that contains an Empty Bottle. Refer to the Ikana Graveyard in this guide for details.

Empty Bottle 6 - When you give priority mail to Madame Aroma in the Milk Bar Latte on the night of the third day (refer to her in the Bombers' Notebook), she will reward you with a bottle of Chateau Romani.

Giant Wallet - a wallet that holds a maximum of 500 Rupees. You obtain this item when you

complete the Oceanside Spider House on the first day. (Refer to that section in this guide for details.)

Gilded Sword - an upgraded sword. To obtain this sword, you must return to the first day and defeat the boss in Snowhead Temple so that spring will appear in the mountains. On the first day, enter the Mountain Smithy in Mountain Village, and pay the blacksmith 100 Rupees to forge your Kokiri Sword into the Razor Sword (refer to that in this section). When you have received your Razor Sword on the second day, you may speak to the blacksmith again, who will forge your sword into the Gilded Sword. You must give the blacksmith Gold Dust to create the Gilded Sword, however. (You can obtain Gold Dust if you win first place in the Goron Races. Refer to the Goron Racetrack section in this guide for details.) The blacksmith will forge your sword again for free, and you will receive it on the final day.

Large Quiver - a quiver that holds a maximum of 40 arrows. To obtain this item, you must achieve a score higher than 39 points at the Town Shooting Gallery in East Clock Town or a perfect score of 2120 points in the Swamp Shooting Gallery.

Largest Quiver - a quiver that holds a maximum of 50 arrows. After you obtain the Large Quiver from either shooting gallery, you must achieve the recommended score in the other gallery.

Mirror Shield - a shield that reflects light. You obtain this item after you complete the well in Ikana Canyon. Refer to "Beneath the Well" in this guide.

Razor Sword - an upgraded sword. When spring arrives in the mountains, enter the Mountain Smithy in Mountain Village on either the first or second day. Pay the blacksmith 100 Rupees to forge your Kokiri Sword into the Razor Sword. The Razor Sword will be available on the next day. When you have used this sword 100 times, it will transform back into the Kokiri Sword.

Enemies

Armos - a statue-like enemy that attacks by stomping. When you approach an Armos, you must attack it to wake it and use a bomb to defeat it.

Baba - a plant-like creature that appears in different forms. Mini Babas are short and leave behind Deku Nuts when defeated. Deku Babas that lunge at you leave behind Deku Nuts or Deku Sticks when defeated. Tall Deku Babas that are withered and cannot lunge leave behind Deku Sticks when defeated. Bio Deku Babas are Babas that hang from lily pads and lunge at you. You must cut them down from their lily pads and then defeat them.

Bad Bat - a bat that attacks by swooping into you.

Beamos - a statue-like enemy that attacks with a laser when it spots you. You must use a bomb to defeat it.

Big Octo - a large octopus-like creature. If you approach it, it will suck you into its mouth and spit you out. You must use an arrow or the Hookshot to defeat it from a distance.

Big Poe - a large ghost-like creature that turns invisible and attacks using a lantern. You must attack it using arrows when it is visible. When you shoot it with an arrow, it will reappear opposite of where you shot it, so you must quickly turn around and shoot it again. Continue to attack this way until it is defeated.

Blue Tektite - a spider-like creature that attacks by pouncing onto you.

Boe - a slithering creature that appears in black or white. It attacks by pouncing onto

you.

Bubble - a flying skull that appears in different forms. A Blue Bubble is surrounded by a blue flame. If it touches you, you are cursed and unable to use your sword. (To lift the curse quickly, use a Fairy or play the Song of Storms.) If you use your shield against the Blue Bubble, it will lose its flame, and you can then attack and defeat it. (If you use a Light Arrow to defeat a Blue Bubble, it will leave behind a Purple Rupee.) Red Bubbles are bubbles surrounded by a fiery flame that will burn you. To defeat it, simply use your shield to dispel its flame and then attack it.

Chuchu - a blob-like creature that appears in different colors and contains items based on that color. You may collect the item after you defeat it. A Green Chuchu contains Magic Power, a Red Chuchu contains a Recovery Heart or Rupees, a Blue Chuchu contains nothing, and a Yellow Chuchu contains arrows.

Death Armos - a floating statue-like enemy that attacks by pounding onto you. To defeat it, shoot a Light Arrow at its red emblem to move it upside down. Afterward, approach it to incite it, and it will be defeated when it pounds the ground.

Desbreko - a large, skeletal fish that is surrounded by smaller skeletal fish. If you approach it, the small fish will attack you repeatedly. Use a ranged weapon to defeat it from a distance.

Dexihand - a creature in the form of a long hand. If you approach it, it will grab and throw you. Use a ranged weapon to defeat it from a distance.

Dodongo - a reptile creature that appears in big or small sizes. To defeat it, you must attack its tail repeatedly. Each time you attack its tail, it will spin around and breathe fire, which you must avoid.

Dragonfly - a flying creature that attacks with electricity that appears on its tail. You must attack its tail when the electricity is absent to defeat it.

Eeno - a snowy creature that appears in big and small sizes. A small Eeno will attack by throwing snowballs, but a big Eeno will throw snow boulders. You can easily attack a small Eeno, but a big Eeno will disperse into three small Eenos when you attack it. If you attack an Eeno using fire, it will be defeated immediately.

Eyegore - a mechanical creature that attacks by pounding its fists as well as with a laser. When it pounds the ground, the color of its eye turns yellow and is vulnerable. You must attack the eye then with a ranged weapon and continue to do so until it is defeated.

Floormaster - a creature that appears in the form of a large hand. It turns green when it spots you and attacks by ramming into you. It will also attack by strangling you. When you attack it, it splits into three small hands. You must quickly defeat the hands before they grow large.

Freezard - an enemy that appears in the form of an ice statue. It attacks by blowing cold air that will freeze you.

Giant Bee - a large bee that attacks by stinging.

Gibdo - a mummified enemy that will paralyze you when it spots you. It will then attack by strangling you.

Gold Skulltula - a golden, spider-like creature that attacks only when you touch it. When you defeat it, you may collect its gold token.

Guay - a flying creature that attacks by swooping into you.

Hiploop - a bug-like creature that attacks by charging at you.

Keese - a flying creature that appears in different forms and attacks by swooping into you. A regular Keese will simply swoop into you. An Ice Keese will freeze you when it attacks you, and a Fire Keese will burn you when it attacks.

Like Like - a large, worm-like creature that will swallow and then spit you out. It will steal your items when doing so, and you must defeat it to retrieve those items.

Leever - a creature that appears from underneath sand. It attacks by spinning into you.

Mad Scrub - a tree-like enemy that attacks by spitting Deku Nuts at you.

Nejiron - a rock-like creature that attacks by rolling into you. You must use a bomb to defeat it.

Octorok - a small octopus-like creature that attacks by spitting rocks at you. You must use a ranged weapon to defeat it.

Pea Hat - a plant-like creature that attacks with spinning blades. To defeat it, you must attack its root, which is its weak spot.

Poe - a small ghost-like creature that turns invisible and attacks using a lantern. As you attack it, you must not Z-target it, or it will disappear. Attack it when it becomes visible.

Real Bombchu - a rodent-like creature that carries an explosive on its tail. It will charge at you when it sees you and will explode upon contacting you. If you hold up your shield when it charges at you, it will bounce off your shield and be defeated when it hits the ground. You may also use an arrow to defeat it.

ReDead - a zombie-like enemy that will paralyze you when it sees you. It will then attack by strangling you.

Shell Blade - a clam-like creature that attacks by charging at you. To defeat it, attack the ligament inside its shell.

Skullfish - a skeletal fish that attacks by biting. As a Zora, use electricity to defeat it.

Skulltula - a spider-like creature. To defeat it, you must attack its back, which is its weak spot.

Snapper - a turtle-like enemy that attacks by spinning into you. You may use a bomb to flip it onto its back and attack its exposed stomach to defeat it. You may also defeat it by diving into a Deku Flower and emerging from the flower when the Snapper moves over you.

Stalchild - a skeletal enemy that attacks by swiping at you.

Takkuri - a bird that steals your sword as well as your Rupees and other items. (To retrieve your sword, purchase it at the Curiosity Shop or return to the first day using the Song of Time.) If you defeat this bird, you will receive a Huge Rupee.

Wallmaster - an enemy that appears in the form of a large hand. It appears inside certain areas and attacks by grabbing and returning you to the beginning of that area. When the Wallmaster's shadow appears directly below you, quickly move from the shadow and defeat the Wallmaster when it appears.

Wolfos - a wolf-like enemy that attacks by swiping at you. You must attack its tail repeatedly to defeat it.

Songs

Song of Time - a song that saves your game progress and returns you to the first day. To play it, press C-Right, A, C-Down, C-Right, A, C-Down.

Inverted Song of Time - a song that slows the flow of time. To play it, press C-Down, A, C-Right, C-Down, A, C-Right.

Song of Double Time - a song that quickly moves the time to night or to the dawn of the next day. To play it, press C-Right, C-Right, A, A, C-Down, C-Down.

Song of Healing - a song that heals troubled souls and lifts curses. To play it, press C-Left, C-Right, C-Down, C-Left, C-Right, C-Down.

Sonata of Awakening - a song that awakens those in a deep sleep and also makes the Woodfall Temple appear in Woodfall. To play it, press C-Up, C-Left, C-Up, C-Left, A, C-Right, A.

Song of Soaring - a song that is used to move you to any activated Owl Statue. To play it, press C-Down, C-Left, C-Up, C-Down, C-Left, C-Up.

Oath to Order - a song that is used to call upon the Guardian Giants in the clock tower. To play it, press C-Right, C-Down, A, C-Down, C-Right, C-Up.

Goron Lullaby - a song that induces sleep and also allows you to access Snowhead Temple. To play it, press A, C-Right, C-Left, A, C-Right, C-Left, C-Right, A.

Epona's Song - a song that is used to summon your horse, Epona. To play it, press C-Up, C-Left, C-Right, C-Up, C-Left, C-Right.

New Wave Bossa Nova - a song that inspires singing voices and also allows you to access Great Bay Temple. To play it, press C-Left, C-Up, C-Left, C-Right, C-Down, C-Left, C-Right.

Song of Storms - a song that summons a storm consisting of rain, which can be used to grow plants and lift curses. To play it, press A, C-Down, C-Up, A, C-Down, C-Up.

Elegy of Emptiness - a song that creates a shell of Link as well as any of his forms. To play it, press C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left.

Masks

All-Night Mask - a mask that prevents sleep and keeps you awake. You must purchase this mask from the Curiosity Shop on the night of the third day for 500 Rupees. (You must obtain the Giant Wallet to be able to carry 500 Rupees, so refer to that underneath the section "Item Upgrades" in this guide.) (Note: You are only able to purchase this mask after you have helped an elderly woman in North Clock Town, so refer to "Old Lady from Bomb Shop" in the Bombers' Notebook.) While wearing the mask, you must speak to Anju's Grandmother in the Stock Pot Inn and listen to her stories to receive Pieces of Heart. (Refer to her in the Bombers' Notebook, as well.)

Blast Mask - a mask that is used as an explosive. To obtain the mask, you must help an elderly woman, so refer to "Old Lady from Bomb Shop" in the Bombers' Notebook. When you wear the mask, press B to make it detonate. (Note: You will receive damage when you detonate the mask, but if you use your shield when you do so, you will not receive any

damage.)

Bremen Mask - a mask that allows you to lead small animals and mature them into adults. To obtain the mask, you must speak to a man named Guru-Guru, so refer to him in the Bombers' Notebook.

Bunny Hood - a mask that causes you to run a lot quicker. To obtain the mask, you must help a person named Grog, so refer to him in the Bombers' Notebook.

Captain's Hat - a mask that allows you to speak to and command Stalchildrens. To obtain the mask, you must defeat a creature named Skull Keeta in Ikana Graveyard, so refer to that section in this guide.

Circus Leader's Mask - a mask that contains the face of a man named Gorman, who is the leader of a group of performers called the Gorman Troupe. If you wear the mask when you help a lady named Cremia (refer to her in the Bombers' Notebook) as she rides through the Gorman Track in Milk Road, the Gorman Brothers will not attack her bottles of milk. To obtain the mask, refer to Gorman in the Bombers' Notebook.

Couple's Mask - a mask that calms heated arguments. To obtain the mask, you must help a couple named Anju and Kafei, so refer to them in the Bombers' Notebook. After you obtain the mask, you may enter the Mayor's Residence and enter the mayor's room. While wearing the mask, speak to the mayor to end his meeting and receive a Piece of Heart.

Deku Mask - a mask that transforms you into a Deku Scrub. During the time that you are cursed into a Deku Scrub by the Skull Kid, you must enter the top of the clock tower at midnight on the third day and retrieve your Ocarina from the Skull Kid. Play the Song of Time to return to the first day, and enter the bottom of the clock tower. Speak to the mask salesman, who will then teach you the Song of Healing. Upon playing the song, you will return normal and receive the Deku Mask.

Don Gero's Mask - a mask that allows you to conduct a choir of frogs that appear in Mountain Village during spring. To obtain the mask, you must collect food from Goron Shrine and give it to a Goron in Mountain Village. When you have conducted the choir of frogs, you will receive a Piece of Heart. (Refer to "Piece of Heart 35" in the "Pieces of Heart" section of this guide.)

Fierce Deity's Mask - a mask that transforms you into a deity that contains ultimate powers. After you complete all four of the dungeons inside the moon, speak to a child who wears Majora's Mask, and he will give you the Fierce Deity's Mask.

Garo's Mask - a mask that allows you to summon Garo ninjas in Ikana Canyon as well as the Ancient Castle of Ikana. To obtain the mask, you must enter the Gorman Track in Milk Road and beat the Gorman Brothers in a horserace.

Giant's Mask - a mask that transforms you into a giant. The mask is located inside Stone Tower Temple (refer to that section in this guide), and you must wear the mask to defeat the boss inside the temple.

Gibdo Mask - a mask that allows you to speak to Gibdos. To obtain the mask, you must enter the Music Box House in Ikana Canyon after water from the Spring Water Cave powers the music box, which will then defeat Gibdos that surround the house. (Refer to the Ikana Canyon section in this guide for details.) Inside the house, approach a mummified man and play the Song of Healing for him. You will then receive the Gibdo Mask.

Goron Mask - a mask that transforms you into a Goron. To obtain the mask, you must use your Lens of Truth to see the ghost of a Goron named Darmani inside Goron Village (refer to that section in this guide). You must then follow Darmani to the Goron Graveyard. Inside the graveyard, play the Song of Healing for him, and you will receive the Goron Mask.

Great Fairy Mask - a mask that makes Stray Fairies approach you. To obtain the mask, be as Link in his normal form and collect the Stray Fairy that wanders in Clock Town. The fairy wanders in the Laundry Pool during the day and East Clock Town at night. Return her to the Fairy's Fountain in North Clock Town, and the Great Fairy will give you the mask.

Kafei's Mask - a mask that you may use to ask about the whereabouts of a person named Kafei. To obtain the mask, enter the Mayor's Residence and enter Madame Aroma's room. Speak to Madame Aroma, who will then give you the mask. (Refer to Madame Aroma in the Bombers' Notebook.)

Kamaro's Mask - a mask that makes you dance. To obtain the mask, speak to a man named Kamaro in north Termina Field at night and play the Song of Healing for him (refer to him in the Bombers' Notebook). After you get the mask, approach a pair of twin ladies called the Rosa Sisters in West Clock Town at night (refer to them in the Bombers' Notebook). While wearing the mask, dance in front of the ladies to receive a Piece of Heart.

Keaton Mask - a mask that is used to summon a fox named Keaton. After you have spoken to Kafei (refer to him in the Bombers' Notebook), enter the door in the Laundry Pool. Inside, speak to the owner of the Curiosity Shop (refer to him in the notebook, as well), and he will give you the Keaton Mask. When you have summoned Keaton, answer all of his questions correctly to receive a Piece of Heart. (Refer to "Piece of Heart 45" in the "Pieces of Heart" section of this guide.)

Mask of Scents - a mask that allows you to see Magical Mushrooms. To obtain the mask, you must race the Deku Butler inside the Deku Shrine in Deku Palace after you complete Woodfall Temple. Refer to the Deku Shrine in this guide for details.

Mask of Truth - a mask that allows you to read Gossip Stones as well as the thoughts of puppies. You must complete the Swamp Spider House inside the Southern Swamp to obtain the mask, so refer to that section in this guide for details.

Postman's Hat - a mask that allows you to check mailboxes. After you have spoken to Kafei (refer to him in the Bombers' Notebook), enter the door in the Laundry Pool. Inside, speak to the owner of the Curiosity Shop (refer to him in the notebook, as well), and he will give you priority mail to give to Madame Aroma. Give the mail to the postman (refer to him in the Bombers' Notebook), and he will give it to Madame Aroma. He will then give you his hat as a reward. While wearing the hat, check any mailbox in Clock Town to receive a Piece of Heart.

Romani's Mask - a mask that allows you to enter the Milk Bar Latte in East Clock Town during its opening hours. To obtain the mask, you must help Cremia after you have helped Romani in the same three-day cycle. (Refer to them in the Bombers' Notebook.)

Stone Mask - a mask that makes you invisible to certain enemies. To obtain it, you must help a man named Shiro. (Refer to him in the Bombers' Notebook.)

(While wearing the Stone Mask, you are invisible to the following enemies: Bad Bats, Beamoses, Blue Tektites, Boes, Bubbles, Chuchu, Death Armoses, Dodongos, Dragonflies, Eenos, Gerudo pirates, Guays, Keese, Leever, Like Likes, Mad Scrubs, Nejiron, Real Bombchu, Skulltulas, Snappers, and the Takkuri bird.)

Zora Mask - a mask that transforms you into a Zora. To obtain it, you must help a Zora named Mikau inside Great Bay Coast. (Refer to that section for details.) You must enter the ocean and push Mikau to the shore. Play the Song of Healing for him, and you will receive the Zora Mask.

Piece of Heart 1 - A Piece of Heart lies next to the entrance to the top of the clock tower in South Clock Town.

Piece of Heart 2 - A Deku Scrub Playground lies near the Fairy's Fountain in North Clock Town. If you play and win the game on all three days, you receive a Piece of Heart.

Piece of Heart 3 - From 3:00 p.m. to 12:00 a.m. on the first day, you may enter the Post Office in West Clock Town and play the postman's game. When you speak to the postman, a timer begins, and you must press A at exactly 10 seconds. Doing so successfully will earn you a Piece of Heart. Refer to the Postman in the Bombers' Notebook for details.

Piece of Heart 4 - At midnight on any of the three days, a hand appears from the toilet of the Stock Pot Inn restroom. If you give the hand a title deed or a letter, it will reward you with a Piece of Heart. Refer to that person in the Bombers' Notebook for details.

Piece of Heart 5 - In North Clock Town, move near a set of bushes and climb a stump. Jump to another stump and then to the top of a slide. Move across another stump and to a tree, where you will find a Piece of Heart.

Piece of Heart 6 - Enter the Swordsman's School in West Clock Town and take the Advanced Course. You must then perform jump attacks on 10 logs, each worth 3 points, and then, obtain a perfect score of 30. If you do this successfully, you will receive a Piece of Heart.

Piece of Heart 7 - A pair of twin ladies called the Rosa Sisters dance in the square of West Clock Town at night. Wear Kamaro's Mask and dance in front of the sisters to receive a Piece of Heart. Refer to Kamaro and the Rosa Sisters in the Bombers' Notebook for details.

Piece of Heart 8 - In Termina Field, move near a set of grass near the entryway that leads to Milk Road. Move near butterflies and a Deku Baba and enter a hole. Inside, defeat a Peahat. Afterward, a chest will appear that contains a Piece of Heart.

Piece of Heart 9 - In the northern area of Termina Field, move to the area with the gigantic mushrooms. Explore the area until you see a hole. Inside, defeat two big Dodongos. Afterward, a chest will appear that contains a Piece of Heart.

Piece of Heart 10 - Inside the Astral Observatory, look inside the telescope at Termina Field. Move the telescope up and to the right. You will see a Business Scrub appear. Use the telescope to follow the Business Scrub until he enters a hole. Go into Termina Field and enter that hole near the outside of the observatory. Inside, speak to the Business Scrub, who will offer you a Piece of Heart. (He offers to give you the Piece of Heart for 150 Rupees, but if you reject his first offer, he will offer it to you for 100 Rupees.)

Piece of Heart 11 - In the middle area that lies between Termina Field and the Southern Swamp, a Piece of Heart lies on the top of a tree. You must defeat a swarm of Bad Bats near the tree to climb it and reach the Piece of Heart.

Piece of Heart 12 - If you have obtained the Moon's Tear and gave it to the Business Scrub in South Clock Town, then, in the Southern Swamp, give a Business Scrub next to the Tourist Information hut the Town Land Title Deed. When he leaves, use his flower to move to the top of the hut and collect a Piece of Heart.

Piece of Heart 13 - In the Tourist Information hut in the Southern Swamp, give the gentleman behind a desk a photo of Tingle or the Deku King to receive a Piece of Heart.

Piece of Heart 14 - A Piece of Heart lies in the Inner Palace Garden of the Deku Palace. Refer to that section for details.

Piece of Heart 15 - Four holes in Termina Field contain Gossip Stones. In each hole, you must play either the Sonata of Awakening, Goron Lullaby or New Wave Bossa Nova in front of the largest Gossip Stone to change it into a color. When you have done so to all of the Gossip Stones in all four holes, you will receive a Piece of Heart. One hole is located directly past the set of grass that lies past the tree with the drawing of the Skull Kid. One hole is located under a boulder in west Termina Field near the fountains. Another hole is located in north Termina Field near the snow before the slope that leads to the bottom area. The fourth hole is located directly next to the Astral Observatory past east Termina Field.

Piece of Heart 16 - A Piece of Heart lies in the area of Woodfall that contains the Woodfall Temple. Refer to that section for details.

Piece of Heart 17 - When you obtain the Hero's Bow, you may visit the Town Shooting Gallery in East Clock Town. If you obtain a perfect score of 50, you will receive a Piece of Heart.

Piece of Heart 18 - When you obtain the Hero's Bow, you may visit Honey and Darling's Shop in East Clock Town. If you win each of the games on all three days, you receive a Piece of Heart.

Piece of Heart 19 - When you obtain the Hero's Bow, you may visit the Swamp Shooting Gallery in the middle area that lies between Termina Field and the Southern Swamp. The perfect score in the game is 2120, but if you obtain a score of 2220 when the remaining time gets added to that previous score, you receive a Piece of Heart.

Heart Container 1 - You receive a Heart Container after you defeat Masked Jungle Warrior Odolwa in Woodfall Temple.

Piece of Heart 20 - After you complete the Woodfall Temple, go to the Tourist Information hut in the Southern Swamp and speak to Koume. You may play a game that she offers for 10 Rupees. As she flies around the swamp, she will present targets that you must shoot with arrows. If you shoot 19 or more targets, she will reward you with a Piece of Heart.

Piece of Heart 21 - In Goron Village, speak to a Business Scrub. Change into a Deku Scrub and give him the Swamp Title Deed. When he leaves his flower, use it to reach a ledge and collect a Piece of Heart.

Piece of Heart 22 - In East Clock Town, enter the Treasure Chest Shop. If you play and win the game as a Goron, you will receive a Piece of Heart.

Heart Container 2 - You receive a Heart Container after you defeat Masked Mechanical Monster Goht in Snowhead Temple.

Piece of Heart 23 - Inside Romani Ranch, enter the Doggy Racetrack. Enter a pen and choose a dog to participate in a race. (Note: Wear the Mask of Truth to hear the thoughts of the dogs to decide which one you think will win the race.) Afterward, speak to a woman to place a bet. If you bet 50 or more Rupees, and if the dog you chose wins first place, your bet will be tripled to 150 or more Rupees, and you will receive a Piece of Heart.

Piece of Heart 24 - An aquarium that contains fish lies next to the door of the Marine Research Lab in Great Bay Coast. Drop four fish inside the aquarium to receive a Piece of Heart.

Piece of Heart 25 - Inside Termina Field, a boulder lies next to the entrance to Great Bay Coast. Use a bomb to destroy the boulder and reveal a hole. Inside the hole, defeat Bio Deku Babas. Afterward, look to the ceiling and destroy beehives. One beehive contains a Piece of Heart. When the Piece of Heart falls into the water, change into a Zora and dive to the bottom to grab it.

Piece of Heart 26 - When spring arrives in the mountains, enter the Twin Islands Cave. Now, change into a Zora and dive under the water. Near a slope, open a chest that contains a Piece of Heart.

Piece of Heart 27 - Inside Great Bay Coast, move to the area near Waterfall Rapids. Now, move to an area of water near a waterfall and dive underneath to a bottom area. Defeat a Like Like to receive a Piece of Heart.

Piece of Heart 28 - Inside Zora Hall, enter Evan's room. If you change into any form of Link except a Zora, play the jam session that you learned in Japas' room. Evan will then give you a Piece of Heart.

Piece of Heart 29 - Inside Zora Hall, enter Lulu's room and speak to a Business Scrub. Now, give him the Mountain Title Deed. When he leaves his Deku Flower, use it to reach a ledge that contains a Piece of Heart.

Piece of Heart 30 - Inside a chamber of the Pirates' Fortress (refer to that section for details), a Piece of Heart lies in a dungeon. You must move across a set of stairs and destroy barrels at the top to reveal a switch. Press the switch to open a door of the dungeon, and then, quickly move down the stairs and enter the dungeon before the door closes to collect the Piece of Heart.

Piece of Heart 31 - In the area that lies directly before Snowhead, move near the gap that lies near the entryway to Snowhead. Now, use your Lens of Truth to see stones and move across them. If you had taught either the scarecrow in the Trading Post or Astral Observatory a song, then you may play that song to make the scarecrow appear on a ledge. Hookshot onto that scarecrow and collect a Piece of Heart.

Piece of Heart 32 - Inside Great Bay Coast, move to the isolated area. Move to the long island that lies near Pirates' Fortress. A group of high ledges lie on the island. Aim and shoot your Hookshot on pillars to move across the ledges. When you reach a ledge with a plot of soil, plant and water a Magic Bean to form a Magic Plant. Now, ride the Magic Plant to another ledge. If you had taught the scarecrow at either the Trading Post or Astral Observatory a song, then you may play that song to make the scarecrow appear on a ledge. Hookshot onto that scarecrow and collect a Piece of Heart.

Piece of Heart 33 - When you have received an Empty Bottle after racing the beaver brothers in Waterfall Rapids (refer to that section for details), you must race the brothers again in order to receive a Piece of Heart.

Piece of Heart 34 - When you collect a seahorse from the Fisherman's Hut in Great Bay Coast, you must take it to Pinnacle Rock. When you enter Pinnacle Rock, the seahorse will then lead you to a lair of sea snakes. You must then defeat all of the sea snakes in order to find another seahorse. When the two seahorses are reunited, they will give you a Piece of Heart.

Piece of Heart 35 - When spring arrives in the mountains, you must collect four frogs to complete a choir in Mountain Village. One frog is located in the Laundry Pool of South Clock Town. The next frog is located in the area of the Southern Swamp with the red flowers. Another frog is located in Woodfall Temple after you defeat the Gekko, and the final frog is located in Great Bay Temple after you defeat the Gekko. When you have collected all of the frogs, return to Mountain Village. Speak to the frogs to conduct the choir and receive a Piece of Heart.

Heart Container 3 - You receive a Heart Container after you defeat Gargantuan Masked Gyorg in Great Bay Temple.

Piece of Heart 36 - After you complete Great Bay Temple, you may play the fisherman's game (available from 7:00 a.m. to 4:00 p.m. and 7:00 p.m. to 4:00 a.m. on any of the three days). In Great Bay Coast, move to the isolated area. Move onto a boat and ride it to a

group of ledges. Now, shoot your Hookshot at a palm tree to move onto a ledge. Speak to the fisherman and pay 20 Rupees to play his game. Four ledges that contain torches surround a center ledge. From the center ledge, you must quickly and constantly jump to the ledge that has the lit torch. If you score 20 or more points, you receive a Piece of Heart.

Piece of Heart 37 - On the second night in Ikana Graveyard, you must wear the Captain's Hat and order a group of Stalchildrens to open a grave. Inside the grave, you must work your way to the final room. Inside the final room, you must defeat an Iron Knuckle. Afterward, a chest appears that contains a Piece of Heart. (Refer to Ikana Graveyard in this guide for details.)

Piece of Heart 38 - Near the entrance of Ikana Canyon, move along past the river and enter another area past an arch. Change into a Zora and speak to a Business Scrub. Give the Business Scrub the Ocean Title Deed. Afterward, use his Deku Flower to move to a ledge on the opposite side, where you may collect a Piece of Heart.

Piece of Heart 39 - Inside Ikana Canyon, enter the Spirit House/Ghost Hut. Inside, speak to a man and pay 30 Rupees to fight four ghost sisters in under three minutes.

The first ghost sister you must fight is named Amy. Use your shield to dodge her as she attacks using her lantern. You must also dodge her when she turns invisible and attacks with her lantern, as well. When she reappears, attack her. Continue to attack her until she is defeated.

The next ghost sisters you must fight are named Jo and Beth. You must attack them in the same way as you had done with Amy. You must use your shield to dodge each one as she attacks with a lantern and attacks when she disappears, as well. Continue to attack until they are defeated.

The final ghost sister you must fight is named Meg. Meg will multiply into four. One is the real ghost while the other three are clones. The real Meg will spin around once. When she does, shoot her with an arrow. Continue to repeat the attack until she is defeated.

When all four ghosts are defeated, you will be rewarded with a Piece of Heart.

Piece of Heart 40 - Inside the Ancient Castle of Ikana, move to the top of the castle. Afterward, move to the edge and climb a ledge. Shoot an arrow at a diamond switch to remove fire from Deku Flowers on columns. Now, carefully move to the Deku Flowers, and use them to reach a Piece of Heart on a column near a wall. (Refer to the Ancient Castle of Ikana in this guide for details.)

Heart Container 4 - You receive a Heart Container after you defeat Giant Masked Insect Twinmold in Stone Tower Temple.

Piece of Heart 41 - Inside the Oceanside Spider House, you must wear the Captain's Hat and speak to Stalchildrens. Each Stalchild will inform you of a color as well as which order to use that color. You must then enter a room that contains four skulls of different colors. You must shoot each colored skull in the order that the Stalchildrens gave you. When you have done so, a gate opens and reveals an entryway. Move past the entryway and across a set of stairs. At the top of the stairs, open a chest for a Piece of Heart. (Refer to the Oceanside Spider House in this guide for details.)

Piece of Heart 42 - Inside the Secret Shrine in Ikana Canyon, you must defeat all of the mini-bosses to receive a Piece of Heart. Refer to the "Secret Shrine" section for details.

Piece of Heart 43 - Inside the Stock Pot Inn, enter Anju's grandmother's room. Wear the All-Night Mask, and listen to her story called "Carnival of Time". Afterward, answer her question with "On the eve of the festival" to receive a Piece of Heart.

Piece of Heart 44 - Inside the Stock Pot Inn, enter Anju's grandmother's room. Wear the All-Night Mask, and listen to her story called "Four Giants". Afterward, answer her question with "I dunno" to receive a Piece of Heart.

Piece of Heart 45 - You must wear the Keaton Mask and speak to a fox named Keaton. Keaton appears among groups of bushes that scurry when you cut them. A group of bushes lies in North Clock Town near a tree and slide. Another group of bushes lies in Mountain Village behind the house of the blacksmith during spring. Another group of bushes lies in Milk Road next to a Gossip Stone. When you speak to Keaton, you must answer his questions. If you answer all of his questions correctly, he will give you a Piece of Heart. (Refer to "Keaton's Quiz" in this guide for the answers to all of his questions.)

Piece of Heart 46 - You may wear the Postman's Hat and check any mailbox in Clock Town to receive a Piece of Heart.

Piece of Heart 47 - Enter the Mayor's Residence in East Clock Town. Enter the mayor's room, and wear the Couple's Mask. While wearing the mask, speak to the mayor to end his meeting, and he will reward you with a Piece of Heart.

Piece of Heart 48 - If you deposit 5,000 or more Rupees in the Clock Town Bank, the banker will give you a Piece of Heart.

Piece of Heart 49 - Inside the Odolwa Child's dungeon in the moon, a Piece of Heart lies on a ledge in a corner. Refer to that dungeon for details.

Piece of Heart 50 - Inside the Goht Child's dungeon in the moon, a Piece of Heart lies in a corner in an isolated area. Refer to that dungeon for details.

Piece of Heart 51 - Inside the Gyorg Child's dungeon, you must swim through pairs of tunnels in the routes of right, left, left, left as well as left, right, left, left, or left, left, right, left to reach a Piece of Heart. Refer to that dungeon for details.

Piece of Heart 52 - Inside the Twinmold Child's dungeon, a Piece of Heart is inside a room that lies after the room where you fought the Iron Knuckle. Refer to that dungeon for details.

The Bombers' Notebook

1) Bombers

If you play the Bombers' game as Link during anytime on any of the three days, you are given the Bombers' Notebook. (Note: If you memorized the code from when you played the game as a Deku Scrub, then as Link, you can use the code to enter the tunnel in East Clock Town. When you exit the tunnel, Jim becomes so impressed that he gives you the Bombers' Notebook.)

2) Guru-Guru

On either of the nights of the first two days, enter the Laundry Pool and speak to a man on a bench, playing an instrument. He confesses his guilt about stealing a mask called the Bremen Mask, and then gives it to you.

3) Old Lady from Bomb Shop

At midnight on the first day, an elderly woman appears in North Clock Town. A thief then appears and steals the woman's luggage. You must hit the thief with your sword to make him drop the luggage. Afterward, the old woman rewards you with the Blast Mask, a mask that can be used as an explosive. While wearing the mask, press B to make it detonate, but you

will lose life energy. (Note: If you detonate the mask while holding your shield, you will not receive any damage.) You may also now purchase the Big Bomb Bag that holds 30 Bombs at the Bomb Shop for 90 Rupees. (Note: If you do not help the woman, the Big Bomb Bag will be sold at the Curiosity Shop for 100 Rupees.)

4) Postman

In West Clock Town, you may enter the Post Office from 3:00 p.m. to 12:00 a.m. and play the postman's game. When you speak to him, a timer begins, and at exactly 10 seconds, you must press the A button. (You may optionally wear the Bunny Hood to see the timer.) If you do so successfully, the postman will give you a Piece of Heart. (You may also play this game on the second day from 5:00 p.m. to 12:00 a.m. after you have delivered Anju's letter to Kafei. Refer to those two in this section.)

Enter the Post Office on the night of the third day. Give the postman the priority mail that you received from the owner of the Curiosity Shop (Refer to him in this section). The postman will then go to the Milk Bar Latte in East Clock Town and deliver the mail to Madame Aroma. When he leaves the bar, speak to him, and he will give you his Postman's Hat. (You may use the hat to check any mailbox in town to receive a Piece of Heart.)

5) Person in the Stock Pot Inn restroom

At midnight on any of the three days, a hand appears from the toilet of the Stock Pot Inn restroom. If you give the hand a title deed or a letter, it will give you a Piece of Heart.

6) Kamaro

At midnight on any of the three days, a ghost of a dancer named Kamaro appears in north Termina Field. Exit North Clock Town into Termina Field and walk across a ledge near giant mushrooms. Move to the mushroom with a ring of rocks and speak to Kamaro. Play the Song of Healing for him, and he will give you Kamaro's Mask, a mask that makes you dance.

7) Rosa Sisters

On the night of the first two days in West Clock Town, a pair of twin ladies called the Rosa Sisters dance in the square. Wear Kamaro's Mask and dance in front of them. The ladies will then reward you with a Piece of Heart.

8) Grog

Inside Romani Ranch, enter the Cucco Shack during its opening hours on any of the three days. Speak to a man called a Grog. Afterward, wear the Bremen Mask and begin to march around the shack. As you march, you must collect ten chicks. When you have collected all of the chicks, they mature into roosters. Afterward, the Grog rewards you with the Bunny Hood.

9) Romani

After you have obtained Epona (refer to Romani's Ranch), Romani asks you to meet her at 2:00 a.m. on the first night. You must be near the house and barn at that time. The ghosts will then appear at 2:30 a.m. The ghosts will appear facing the house and barn, they will appear behind the house and barn, and they will appear on the sides of the house and barn, as well. You must use arrows to defeat them. After you defeat them, they will constantly reappear, so you must continue to shoot them. (Play the Inverted Song of Time to slow them down if necessary. If you run out of arrows, you may collect some from a nearby crate. You may also collect some from bushes behind the barn.) Continue to shoot the ghosts until 5:15 a.m. when they die. If you are successful, Romani rewards you with a bottle of Milk.

10) Cremia

You can only help Cremia after you have helped Romani in the same three-day cycle. After you have helped Romani, enter the barn on the morning of the second day and speak to

Cremia. On the night of the second day at 6:00 p.m., Cremia appears on a carriage. Speak to her and agree to ride with her.

Cremia will ride through Romani Ranch and into Milk Road. Upon reaching Milk Road, a fence blocks the path, forcing Cremia to enter a back entrance to the Gorman Track. As she begins to ride along the Gorman Track, the Gorman Brothers will appear. They will attempt to destroy her bottles of milk, and you must shoot them with arrows. When either brother lets out a whoop, which indicates that they will charge at the bottles, you must shoot them before they do so. Continue to shoot the brothers until Cremia leaves the Gorman Track.

If you are successful, Cremia will reward you with Romani's Mask, a mask that allows you to enter the Milk Bar Latte in East Clock Town after its opening hours.

11) Gorman Brothers

Enter the Gorman Track during its opening hours on any of the three days and challenge the Gorman Brothers to a horse race. If you win the race, the brothers will give you the Garo's Mask. Refer to the Gorman Track for details.

12) Shiro

You are able to help a soldier named Shiro anytime on any of the three days. After you have obtained Epona, move to the east part of Termina Field and enter an entryway near the columns. You will appear in a middle area that lies between Termina Field and Ikana Canyon. As you ride along, use Epona to hop across a fence and then another fence. You will see a ring of stones on your right. Use the Lens of Truth to see Shiro among them. Speak to Shiro and give him Red Potion. He will then reward you with the Stone Mask.

13) Toto

In order to help Toto, you must enter the Milk Bar Latte after it opens at 10:00 p.m. on either of the first two days, and you must wear your Romani's Mask in order to enter. Inside the bar, speak to Toto. You must then move on top of a stage, and you must play music as Link as well as a Deku Scrub, Goron and Zora.

As Link, you must stand in a center spotlight and play the notes C-Up, C-Right, C-Left, C-Right.

As a Deku Scrub, stand under a front-left spotlight and play the notes C-Right, A, C-Down, C-Left, C-Right.

As a Goron, stand under the rear-left spotlight and play the notes A, A, A, C-Down, A, A, A, C-Right.

As a Zora, stand under the right spotlight and play the notes C-Up, C-Right, C-Down, A, C-Up, C-Left, C-Right, C-Down.

All of those notes together create a song called Ballad of the Wind Fish.

14) Gorman

After you play the song, Ballad of the Wind Fish inside the Milk Bar Latte (refer to Toto), Gorman will reward you with the Circus Leader's Mask.

15) Man from Curiosity Shop

On the night of the third day, you may enter the Curiosity Shop and purchase the All-Night Mask for 500 Rupees after you obtain the Giant Wallet. (You must complete the Oceanside Spider House to obtain the wallet, so refer to that section in this guide for details.)

(Note: You are only able to purchase the mask if you had helped the elderly woman from the Bomb Shop. [If not, the All-Night Mask will not be available.] Refer to her in this section.)

After you have spoken to Kafei (refer to him in this section), enter the Laundry Pool on the third day. You may enter the door at 1:00 p.m. and speak to the owner of the Curiosity Shop. He will give you the Keaton Mask as well as priority mail to give to Madame Aroma. (Refer to her in this section.) (Note: You may use the Keaton Mask to summon a fox named Keaton. If you answer all of his questions correctly, he will give you a Piece of Heart. Refer to "Piece of Heart 45" in the Pieces of Heart section in this guide for details.)

16) Anju's Grandmother

Enter the Stock Pot Inn in East Clock Town during the daytime of either the first two days and enter Anju's grandmother's room. Wear the All-Night Mask and speak to the grandmother. Listen to her stories called "Carnival of Time" and "Four Giants".

When you have finished listening to "Carnival of Time", answer her question with "On the eve of the festival" to receive a Piece of Heart.

When you have finished listening to "Four Giants", answer her question with "I dunno" to receive another Piece of Heart.

17) Madame Aroma

On the first or second day, enter the Mayor's Residence during its opening hours and enter Madame Aroma's room. Speak to Madame Aroma, and she will ask you to find her son named Kafei. She will then give you Kafei's Mask.

On the night of the third day, enter the Milk Bar Latte in East Clock Town. Wear Kafei's Mask, and give Madame Aroma the priority mail that you received from the owner of the Curiosity Shop. (Refer to him in this section.) She will then reward you with a bottle of Chateau Romani.

18) Anju

On the first day, enter the Stock Pot Inn in East Clock Town. The innkeeper, Anju, will leave her desk after 10:45 a.m. When she returns after 1:30 p.m., speak to her. She will ask if you had a reservation, so choose the answer "Yes". She will then give you a Room Key. The key will open the door that lies in the center on the second floor. (Inside the room, you may open a chest for a Silver Rupee.)

The postman will enter the inn and give Anju a letter. When the postman leaves, wear Kafei's Mask, and speak to Anju. She will ask you to meet her in the kitchen at night.

You must be in the kitchen by 12:00 a.m. When Anju arrives, speak to her, and she will give you a letter to place in a mailbox.

Exit the inn and deposit the letter in any mailbox in Clock Town. Next, refer to Kafei in this section.

19) Kafei

After you have spoken to Anju and placed her letter in a mailbox, enter the Laundry Pool on the second day. The postman will arrive at 2:45 p.m. and give Anju's letter to a young boy who is wearing a Keaton Mask. You are now able to enter a door in the Laundry Pool that leads to a back area behind the Curiosity Shop. When the boy arrives there, speak to him. He will reveal himself as Kafei and informs you that he was changed into a child by the Skull Kid. He also informs you that his wedding mask was stolen by a thief named

Sakon. He then gives you a Pendant of Memories to give to Anju.

Return to the Stock Pot Inn and give the pendant to Anju.

After you have spoken to the Curiosity Shop owner on the third day (refer to him in this section), go to Ikana Canyon. Past the river, move under an arch to another area. Move toward a hideout and move behind rocks, where you will find Kafei. He informs you that Sakon will appear at the hideout.

Sakon approaches his hideout at 6:00 p.m. You must either hide behind the rocks or wear the Stone Mask so that he does not see you. When he opens and enters the door to his hideout, Kafei will enter, and you must enter, as well.

Inside the hideout, enter a door.

In the next area, Kafei approaches his mask and presses a switch. Doing so opens a door and causes the mask to move on a conveyor belt. As Link, press the switch to open the door.

As Kafei, enter the next area. Push any of four blocks that surround a blue switch onto that switch to open another door.

As Link, enter that door to another area and defeat a Deku Baba.

As Kafei, enter a door to an area that contains multiple red and yellow switches. (Pressing a red switch will make the conveyor belt move faster, but pressing a yellow switch will slow it down.) Press a blue switch to open a door.

As Link, enter that door to another area and defeat two Deku Babas.

As Kafei, enter another door to an area that contains multiple blocks. Move to a block near a door on the opposite side and move it away from the door. Move to the previous side near the door you entered from and move a block away. (You may move a block that lies between a yellow switch and a red switch onto the yellow switch.) Now, move a block that lies in front of a blue switch onto that switch to open another door.

As Link, enter that door to another area and defeat a Wolfos.

As Kafei, enter a door to the final area, and press a switch.

As Link, enter a door to that area and press another switch. The conveyor belt will stop, and Kafei will retrieve his mask.

Return to Clock Town and enter the Stock Pot Inn. Next, enter Anju's room. Kafei will arrive at the inn around 4:30 a.m. and meet with Anju. Their wedding masks will combine and form the Couple's Mask. They will then give you the mask as a reward.

20) Mayor Dotour

Enter the Mayor's Residence in East Clock Town during its opening hours on any of the three days and enter the mayor's room. Wear the Couple's Mask and speak to the mayor to end his meeting. The mayor will then reward you with a Piece of Heart.

Gossip Stones

A Gossip Stone lies outside the Astral Observatory building.

In south Termina Field, a Gossip Stone lies in front of a tree that is surrounded by bats.

A Gossip Stone lies in front of a tree near the entryway that leads to Milk Road.

A Gossip Stone lies in the top area of north Termina Field near a boulder.

A Gossip Stone lies in the bottom area of north Termina Field with the gigantic mushrooms. It lies past the slopes that lead to the entryway that is covered by a glacier.

A Gossip Stone lies in a corner in east Termina Field.

In the middle area that lies between Termina Field and the Southern Swamp, a Gossip Stone lies among the trees that lead to the Swamp Shooting Gallery.

A Gossip Stone lies near the entryway that leads to the Woods of Mystery near the Magic Hag's Potion Shop in the Southern Swamp.

A Gossip Stone lies in the middle area between Termina Field and Mountain Village.

When spring arrives in the mountains of Snowhead, a Gossip Stone lies next to the lake with the frog choir in Mountain Village.

When spring arrives in the mountains of Snowhead, enter an entryway that lies past the lake below the Goron Graveyard. As you roll across ramps as a Goron, you will reach a Gossip Stone.

A Gossip Stone lies in a corner in Milk Road.

When you enter Romani Ranch, a Gossip Stone lies next to a fence near the entrance.

A Gossip Stone lies behind the barn in Romani Ranch.

Another Gossip Stone lies next to a tree on a far side of Romani Ranch that is located on the same side as the Cucco Shack.

Inside the Cucco Shack in Romani Ranch, a Gossip Stone lies near a fence.

A Gossip Stone lies along the track inside the Doggy Racetrack in Romani Ranch.

Inside Great Bay Coast, a Gossip Stone lies at the far end of a long island near Pirates' Fortress.

In the area of Great Bay Coast near Waterfall Rapids, a Gossip Stone lies behind a tree stump.

A Gossip Stone lies next to a rock structure near the entrance to Ikana Graveyard.

A Gossip Stone lies on a platform next to the river in Ikana Canyon.

When you give the Ocean Title Deed to a Business Scrub in Ikana Canyon, use his flower to move to an opposite ledge that contains a Gossip Stone.

Inside Ikana Canyon, a Gossip Stone lies across from the well.

Spider Houses

Swamp Spider House

The Swamp Spider House is located past the Deku Palace in the area of the Southern Swamp

with the poisonous water. You must have the Hero's Bow and two pods of Magic Beans before you enter.

(Near the spider house, hop across the poisonous water to an area that contains a hole and enter. Inside, defeat Babas and open a chest for a Red Rupee.)

Near the spider house, either light a Deku Stick from a nearby torch or use a Fire Arrow to burn a web that blocks the entrance to the house. Now, enter.

Inside, speak to a man who has been cursed and transformed into a Skulltula. He asks you to defeat Gold Skulltulas that are within the spider house and to collect their tokens in order to lift the curse. You may lift rocks to find Bugs and collect them inside a bottle. Now, enter a door.

Inside a central room, move down a ramp. To your left, defeat a Gold Skulltula that moves among Spring Water (which you can collect inside a bottle). Now, move near jars at the bottom of the ramp and smash them for a Gold Skulltula.

Now, move to a nearby wall and approach a plot of soil. Drop some bugs in front of the soil, and they will crawl inside the soil and form a Gold Skulltula.

Another plot of soil lies on an opposite wall. Release bugs in front of that soil for another Gold Skulltula.

Now, move to a pillar that is closest to a nearby door. Wait for a Gold Skulltula to climb down and then defeat it.

Return to the previous wall on the other side and enter a door.

Inside a room, move to some crates in a corner and smash them for a Gold Skulltula. Move to some more crates in an opposite corner and smash them for another Gold Skulltula. Now, move to a boulder and bomb it to reveal a plot of soil. Plant and water a Magic Bean to form a Magic Plant.

Now, climb a nearby ladder to move to the top part of this room. Move all the way around a boardwalk to the opposite side and defeat a Gold Skulltula behind a lit torch. Next, use an arrow to defeat a Gold Skulltula on a large stone structure as well as another crawling under the boardwalk. Jump to the stone structure to collect the token, and use the Magic Plant to reach the other token under the boardwalk. Return to the top part of the room and enter a door.

You appear on the top part of the central room. Turn to your left and move all the way to the wall. Defeat a Gold Skulltula on the pillar nearest the wall. Now, move to a Deku Flower near the door you exited from and use it to reach a Deku Flower on a center pillar. Use an arrow to defeat a Gold Skulltula on a wall across from the pillar, and then use the Deku Flower to reach its token. Move to the top part of the central room that lies on the opposite side. Move all the way to a plot of soil on a wall. Release bugs in front of the soil to reveal a Gold Skulltula. Now, enter a door.

Inside this room, move to the bottom. (A door at the bottom leads back to the central room.) Near a sleeping Deku Scrub, cut some vines and enter an alcove, where you must defeat a Gold Skulltula.

Five large vases lie in this room. From the alcove, the first and fourth vases contain Gold Skulltulas. You must roll into the vases to reveal and defeat them. Next, smash some jars in a corner for another Gold Skulltula.

Now, look to the ceiling to see five beehives. Use arrows to shoot the beehives, for two of them contain Gold Skulltulas. (Be careful of a beehive that contains Giant Bees.)

Now, move to the sleeping Deku Scrub and play the Sonata of Awakening with the Deku pipes. The Deku Scrub will then wake up and leave the flower. Afterward, use its flower to move to a top ledge. Wait for a Gold Skulltula to climb down a wall and then, defeat it. Now, enter a door.

In this next room, hit a diamond switch to make a ladder appear on the opposite side.

Now, move to the bottom. (A nearby door leads to the central room.) Move near jars and then, defeat a Gold Skulltula when it climbs down a pillar. Now, look up to the ceiling to find beehives. Shoot them with arrows, for one of them has a Gold Skulltula.

Next, defeat a Gold Skulltula on a ladder and then, climb the ladder to grab its token. When you reach the top of a ledge, move to a plot of soil and plant and water a Magic Bean. Use an arrow to defeat a Gold Skulltula above an alcove and then, ride the Magic Plant to reach its token. Next, move into the alcove and enter a door.

Inside this last room, two Gold Skulltulas lie among bushes, so search the bushes and defeat them. Now, roll into a tree to drop three Gold Skulltulas and defeat them. Next, use arrows to shoot beehives on a ceiling to reveal the last Gold Skulltula. (A Giant Bee lies in one of the hives, so be careful.) Defeat the Gold Skulltula, and the curse will be lifted.

Return to the beginning of the spider house and speak to the man, again. He will give you the Mask of Truth, a mask that allows you to read Gossip Stones as well as the thoughts of puppies.

Oceanside Spider House

The Oceanside Spider House lies in the Great Bay Coast next to the Fisherman's Hut. You must defeat Gold Skulltulas and have the Hookshot to collect many of their tokens in the house. You may optionally have the Captain's Hat, as well.

When you enter the spider house, place a bomb in front of a cracked wall to destroy it. The first two Gold Skulltulas crawl near a slope. Use arrows or the Hookshot to defeat them, and use the Hookshot to collect their tokens. Now, move down the slope.

In this bottom area, look to the ceiling to see a Gold Skulltula inside a web. Use a Fire Arrow to burn the web. Defeat the Skulltula, and use the Hookshot to grab its token.

Now, aim and shoot your Hookshot at a target above a door to move over a fence, and enter the door.

In this next area, look to the ceiling to see a Gold Skulltula on a beam, and defeat it.

Next, move to a group of vases. The first and fourth vases contain Gold Skulltulas.

Move to a set of stairs, and defeat a Gold Skulltula that climbs in and out of a skull.

Move down the stairs, and you will see a Skulltula crawling around an area between the wall and ceiling.

When you move to a bottom floor, turn a corner. A vase that contains a Gold Skulltula lies next to a lit torch by a door.

Next, move to a group of boxes, and use a Fire Arrow to burn a web that covers them. A jar on the top of a box contains a Gold Skulltula.

Near those boxes, use a Fire Arrow to burn a web that covers a hole, where you will find another Gold Skulltula.

Next to a nearby door and a lit torch, defeat another Gold Skulltula that crawls in and out of a skull.

Now, move across the stairs to return to the top floor. From the entrance of this area, move to a door on your left that lies next to boxes. Use the lit torch or a Fire Arrow to burn a web from the door and enter.

This next room contains Stalchilds that you may speak to while wearing the Captain's Hat. Each Stalchild will give you a clue about a color and an order that each color is used.

From the entrance of this room, move to the wall on your right and move three sets of dressers to reveal a hole, which contains a Gold Skulltula. A picture on a wall lies near the dressers. Shoot the picture to knock it down and reveal another Gold Skulltula.

Now, move around the nearby bookshelves and to another picture. Near that picture, move to a bookshelf against the wall, and move it to reveal an alcove with a lit torch. Inside, defeat two more Gold Skulltulas.

Return near the dressers and climb a bookshelf. A Gold Skulltula crawls in an area that lies between the wall and ceiling. Now, move across the tops of the bookshelves to the opposite side of the room. Next, shoot a picture to knock it down and reveal a hole that contains another Gold Skulltula. Move to another bookshelf near a corner and defeat another Gold Skulltula. Now, exit the room.

In the previous area, move down the set of stairs. Near the bottom of the stairs, enter the door next to a lit torch.

In this next room, move on top of a table. A Gold Skulltula crawls around an area between the wall and ceiling. While on top of the table, shoot a portrait on a wall that lies the closest to red and blue skulls, and defeat a Gold Skulltula that is revealed.

Move to vases underneath the red and blue skulls and roll into the vase near the wall for a Gold Skulltula.

Now, move on top of the table and change into a Goron. Pound the table to make three Gold Skulltulas appear from a chandelier.

(Speak to the Stalchilds in this room to receive clues. Four skulls of different colors lie on a wall. You must shoot each skull in the order that the Stalchilds gave you. When you do this, a gate opens and reveals an entryway. Enter the entryway and move across a set of stairs. Defeat a Skulltula and open a chest for a Piece of Heart.)

Now, exit this room.

In the previous area, move to the other side of the bottom floor. Use a Fire Arrow to burn a web from a door and enter.

In this next room, move to a group of boxes on your right and destroy a crate for a Gold Skulltula.

Move to the other side of the room and defeat a Gold Skulltula behind canoes. Next, use a Fire Arrow to burn a web on the ceiling, and defeat another Gold Skulltula on a beam.

Next, destroy another crate to reveal a hole. Move inside the hole to an alcove, and defeat another Gold Skulltula that lies above the hole.

When you exit the hole, move on top of a group of nearby boxes. Aim and shoot your Hookshot at a target across from the boxes to move to a top area. You will then see a group of jars, one of which contains the final Gold Skulltula.

Return to the first area of the spider house, and Hookshot to a target to move over the fence. Now, change into a Goron, and roll across the ramp to the entrance.

Near the entrance, speak to a man, who will give you the Giant Wallet, which can hold 500 Rupees. (Note: You will only receive this item if you finish the spider house on the first day.)

Keaton's Quiz

What instrument does the Skull Kid play?

Flute.

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

Carnival of Time.

How many mailboxes are there in Clock Town?

Five.

How many cow figures are there in Clock Town?

Ten.

How old is Tingle, the map salesman?

35.

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

Right-handed.

What color of trunks does Tingle the mapmaker wear?

Red.

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

Kooloo-Limpah!

Who is the leader of the Bombers gang?

Jim.

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

Mommy.

What is the name of Clock Town's inn?

Stock Pot Inn.

What bad habit does Anju, the innkeeper, have?

She's quick to apologize.

What is Anju, the innkeeper, bad at doing?

Cooking.

What is the name of Anju's father?

Tortus.

What is the name of the mayor of Clock Town?

Dotour.

Darmani is of which race?

Goron.

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

One.

How many cows are there at Romani Ranch?

Three.

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

Six.

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

Eight.

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

Bow.

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

One.

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

Grasshopper.

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

Epona's Song.

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

Milk Bar.

Mikau is of which race?

Zora.

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

Five.

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

Lulu.

Thank you for taking the time to read and use my walkthrough, and I hope it has been a great help. If you have any questions about my walkthrough or need any help with this video game, please send me an email at Kellye_Marie123@Cox.net.

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