

The Legend of Zelda: Majora's Mask Complete FAQ

by peace_pheonix

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There is one problem I have encountered while typing this guide, sometimes the printer will break up sentences in funny places. I would reccomend you set the print
setup right and left margins to .25", then it will print right.

1.0 The Story

Link is leaving Hyrule to find a dear friend he needed to part with in order to save the world. (Does anyone else know who it is?) His trip is interrupted by the Skull Kid and his two fairy friends. At the time the Skull Kid is possessed by Majora's Mask, causing him to commit more than his usual pranks. He knocks Link off of Epona and steals the Ocarina of Time, riding off and leading Link on a not so merry chase. At this point you will have control, however there is only one way to go. When you meet the Skull Kid again he taunts Link and turns him into a Deku Scrub as a means of slowing him down. You will have control again and need to make your way across the platforms with Deku flowers on them. Stand directly over the flower, look at the A button's command and make sure it says burrow, press and HOLD A until a yellow cloud of pollen appears, position yourself so the camera is pointing the way you want to go, then release A. Eventually you will end up inside of the Clock Tower of Clock Town. Talk to the Happy Mask Man (that guy has issues) to learn what to do next.

1.1 How to Survive the Impending Doom

In this section I will cover all the moves for Link's alter egos and the hidden songs that will really help you out.

Deku Link
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Deku Link is the first transformation of Link; since you will be stuck with him for at least three game days, you'd better know what to do with him.

* Pressing A performs a spinning attack that you can control the direction of. This is a way better attack than the roll attack Link has, the spin is more like a weaker version of the Koriki sword's spin attack.

* By burrowing into a Deku flower you can launch yourself up on flower propellers for a short period of time. The yellow Deku flowers give you more height and distance than the normal pink ones. If you kill a Mad Scrub a Deku flower usually appears. You can kill Mad Scrubs with a Deku Nut bomb. (press B while in air)

* After visiting the Great Fairy the first time and gaining magic, you can shoot bubbles using B.

* Deku Link can literally skip across water, as you hop the number of hops remaining will be displayed at A button. You can only hop a short distance, but the last hop is an extra long twirl.

* Deku Link's instrument are the Deku Pipes, only as Deku Link can you properly play the Sonata of Awakening.

* Deku Link has the speed of the Bunny Hood

Goron Link
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Goron Link's Mask can be attained after acquiring the Lens of Truth and freeing Darmani's soul. As the Goron you are known to all the Gorons as Darmani, their lost warrior. They truly believe you are Darmani, so expect them to act accordingly.

* While holding A, Goron Link can curl into a ball, pushing the control stick causes you to spin. Depending on your surface you will eventually pick up enough speed to have spikes come out of your body. This causes damage to any enemy you hit, but also uses magic up quickly.

* Press B to perform a powerful punch, well timed pressing will cause Link to execute 3 punches in succession, ending with a butt thrust. Goron Link's punches are extremely powerful, you can do many things with it that originally you would not be able to.

* While curled press and hold A, then press B to cause Link to launch himself up into the air and fall like a, well, rock.

* Goron Link has great traction, but a puny fall distance and he can't swim. To minimize the damage from a fall, push forward on the control stick and curl before hitting the ground. Don't be disappointed if it doesn't work, the timing is very difficult.

* Goron Link has an immunity to lava! You can walk through most without a scratch!

* Don't expect to win any marathons, except maybe the Goron Races, Goron Link is SLOW. If you have Ocarina of Time his speed is that of Link with the iron boots.

* Goron Link's speciality are a set of drums, only as Goron Link can you lull Gorons to sleep

Zora Link
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Once you encounter poor Mikau and heal his soul the Zora Mask will be yielded.

* Press A while in water to swim like a dolphin. Try to avoid sharp turns as this will put you into a terminal spin.

* Press B while swimming to walk on the bottom of the sea, press it again to surface.

* While walking press A to engage in a series of karate chops. DO NOT try of engage any enemy of less than waist height with this attack, your blows go right over their heads and it leaves you open for attack. (Once I got killed by a Golden Skullatulla this way!)

* The Boomerang may not be with us any longer, but Zora Link's fins are. By pressing and holding B above water Zora Link will shoot his fins from his

arms.

The fins will act like the Boomerang, retrieving items from vanquished enemies. If you move while the fins are on their trajectory, their path will change.

* By pressing B and R at the same time you can preform Zora Link's electricity sheild attack, while swimming simply press R. Be very careful, it drains magic like our van drains gas! The Electricity sheild can be used while in a Like Like.

* Zora Link is suceptible to fire and ice attacks.

* Zora Link jams on a gitaur, only as Zora Link can you strum the chords to New Wave Bossa Nova as compellingly

* Zora Link is the same speed as normal Link

Ocarina Melodies

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There are three very special melodies that can be played on the Ocarina, one is old, the other two affect the flow of time.

The Inverted Song of Time is used to slow the flow of time to less than half of the regular speed, it's melody is the Song of Time played backwards. Get out your pen and paper and write the Song forwards, now reverse the order. This melody is essential for completing dungeons or completing a particularly difficult timed task, such as catching all the Bombers. To return the flow of time to normal just play the Song again.

Another important song is the Song of Double TIme. This Song will automatically warp you to the nearest 6:00, either PM or AM. Be careful, as you cannot reverse it and any events that would have happened will happen; for an example do not try to speed the time flow during the Romani alien event, it will not work, I know. The song is right, right, A, A, down, down.

The last hidden song was in the Ocarina of Time, its the Scarecrow's Song. To start it you need to find the scarecrow in either the item shop or Observatory basement then play a song for either one of them. They will offer to "teach" you the above two songs, but they'll only give you a substantial hint. For each cycle of days you need to reteach the song to them, I would suggest writing down your favorite song so you won't forget it.

Bomber's Notebook

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In order to complete certain Mask events you will need to keep all the people and times straight. Once you've talked with a person whom an event revolves around

they will be entered in the notebook. When an important conversation takes place or you receive a Mask or item a icon will be added. Once you've completed an event a badge will be added to the far right hand side of the page. More will be covered in the Bombers Unite section of the walkthrough.

Additional Hints

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To save your progress you either need to play the Song of Time or interrupt your game at an activated owl statue. To activate an owl statue you just need to hit it with your sword, therefore there is no way to save the game before changing back from a Deku Scrub and recovering the Ocarina of Time. When interrupting your game once you continue your game all the saved data will be forgotten back to the last time you played the Song of Time, so don't save, restart, continue playing, make a mistake, and turn the system off. You will be taken back to the last time you played the Song of Time.

Stop at the bank before restarting the cycle, all the rupees you earned will be lost if you don't deposit them in the bank. The bankman marks you with time traveling ink, he will always be able to tell who you are. All the other items such as arrows, bombs, and Deku sticks will be lost.

Use the Song of Soaring whenever possible. It will prevent you from wasting time walking around or even riding around.

Sometimes you will need to defeat a boss again in order to trigger certain events, such as bringing spring to the Gorons' area. To do this just reenter the dungeon and step onto the owl pad that appears at the very beginning of each dungeon.

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2.0 The Characters

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Friends

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In this game you will have a great deal of help from certain characters, only some will be listed here, so you will have to decide for yourself on the others you meet.

* The Great Fairy is one of the greatest helps in the game. She will give you many gifts for reuniting all of her fairies scattered through the dungeons.

* The Scrub Salesmen will furnish you with items you need throughout the game, they're also important in the trading sequences.

* The Bombers will help you in the first cycle of days by allowing you to trade with the Clock Town Deku Scrub Salesman for his flower, it will later allow you to reach the top of the Clock Tower. After changing back to Link they will give you the Bomber's Notebook.

HINT: When popping the balloon the second time to get the notebook, do it as Deku Link, then change back into regular Link. Jim won't know the difference and then you don't have to wait to get the Hero's Bow.

* The Curiosity Shop Man (aka the item shop keeper) will sell you back any item stolen by the buzzard in Termina Field. Sometimes he will steal your sword, shield, or bottles. Just go back to the Curiosity Shop while its open and buy back your stuff.

* Romani is Malon's alternate in the Clock Town universe, the Skull Kid hid Epona on the ranch, contrary to what you are led to believe. To get Epona you must be a certified Goron Powder Keg carrier. Blow up the boulder blocking the Ranch's entrance on days one or two, talk to Romani and agree to do the course. You will be doing the course on Epona! If you beat the time she will reteach you Epona's Song, after this you will be able to call Epona whether or not you have completed the course.

* Contrary to their role in the Ocarina of Time the hags Koume and Kotake will assist you by making potions (Koume) or giving you a boat tour. (Kotake) Maybe in return you can do something for them...

* The possessed man in both of the Skullatulla houses will give you a prize if you free him of the spider's curse.

* Tingle the "fairy" will sell you maps if you shoot him down from his red balloon, Tingle is actually a person and his father runs the photograph contest in the Tour Hut.

Foes
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Some of the characters listed here will not really be enemies, but simply unpleasant people or creatures you have to deal with. Bosses and Strategies for beating them are also listed here.

* Gerudo Pirates are the lovely female pirates who frequent the Great Bay Area, they

are known for their great skill and speed in swordplay. They are not truly evil, only following their nature. Being very protective of their territory they will fiercely attack any intruder, two or three good slashes with the gilded sword should finish them.

* Geckos are the mini-bosses in several dungeons, however they are possessed frogs that once belonged to Don Gero's band before being drafted to protect the evil Masks inhabiting the spirits of the Temples. To free them defeat the Gecko and then talk to the frog that appears using the Don Gero's Mask.

* The Gorman brothers are truly sleazy characters who you should milk for all they're worth. First beat them at their own game of horseback riding to receive the Garo Mask. Then take them on after the alien invasion sequence, when Cremia asks you to escort her along Milk Road. Defeating them again earns Romani's Mask!

* The Garo Warriors are not at all evil, they are just wandering ninja souls with a fierce sense of pride. Use Z targeting and your shield to guard against their speed and agility. Then swoop in and attack when their guard is down. After defeating them, they would rather commit suicide than live in shame so watch for their final attack of an explosion. If you wear the Garo's Mask in certain areas a Garo will challenge you to a duel, therefore when they lose they will only give up information and not their half life.

* Odolwa is the Mask who possessed the first Gaurdian. He will call locusts, scarabs, fire, and stone blocks to help him defeat you. At all costs stay away from him when he is taunting you with his sword! Defeating the scarabs yields 3 hearts apiece. The locusts can be a major problem but just tough it out until Odolwa calls a ring of fire. At any time while the summons are going on his guard is down and he is unable to attack you with his sword. While he taunts you use arrows to bring down this deity. Once you defeat him his Mask is yielded and you see an awesome cinema scene.

* The second boss is Ghot, the mechanical Mask that possessed Snowhead's Gaurdian. Defeating him is easy as long as you are very apt at control of Goron Link while he is rolling. You must chase Ghot through a circular track and attack him with your spikes. When you run out of magic power just run over the jars scattered around the track. All the time you must avoid the boulders and bombs he throws out. If you fall too far behind he will shoot electricity at you from afar. The best thing to do is try to ride UNDERNEATH Ghot, you will damage him, but he won't damage you. When he puts on the extra burst of speed at each of the new stage he'll lose you for a short period of time. Keep it up and eventually Ghot will fall.
(IF you like racing games, this boss is FUN!)

* Gyrolog is the hardest of the Temple bosses. He inflicts a lot of damage and he's impossible to dodge and hard to attack. You need to use double hit attacks, the first hit stuns and then the second hit damages. You can try to attack from the podium as Link by using arrows. From the tank's bottom you have a better chance of hitting him with Zora Link's boomerang attack. Four of these combo attacks will

kill Gyrorg but hitting him is so hard and he deals so much damage that this battle will be a long hard one. My suggestion is to use Zora Link's Barrier attack and try to ram his eye, this takes great skill in swimming, but is really fun. If you do take this route pack quite a few faries cause you'll need em. Magic pots are scattered throughout the arena. It's a good idea to recover all the faries from this Temple and get the Great Fairy's gift of extra defense. (Like in Ocarina of Time)

Defeating him is probably one of the most rewarding events in the game. (However using the second strategy I found this battle very similar to Ghot's.)

* The battle with Twinmold is weird. First, you need to change your strategy signifigantly. You need to choose wether or not to use the Giant's Mask. If you don't, the feild is HUGE as is Twinmold! I would suggest atacking using the Giant's Mask to equalize yourself with the scale of the feild. Twinmold is a nice reprive from Gyrorg as all it does is jump in and out of the sand. The hardest part is getting close enough to do the damage! The only problem is that the Giant's Mask uses up one point of magic per second, so pack a bunch of green potions and one fairy. Again you might want to claim the Great Fairy's gift, the Great Fairy Sword, before taking Twinmold on. YOu will need to target its head and tail, as Giant Link you can't Z target so you need to be accurate. Hopefully it won't take to long to dispatch the two mutant centipedes and then you can claim the final dungeon's Mask. (Of course, to keep the magic meter full you may want to make a trip to the Milk Bar...)

Neutral Characters

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There are very few characters who are neither good nor bad but here are a few. Most of the characters not listed will be in the Bombers Unite section of this guide.

* Don Gero's frog choir is a group of creatures you must assemble in order to claim a heart piece, for two you must kill two of the sub boss Geckos. For another two you must simply seek them out. They are neither good nor bad, being only animals.

* The Sword Shop's owner is a little sleazy, but fair, he will upgrade your sword temporarily to the Razor Sword, and the Razor Sword permanantly to the Gilded Sword, for only a small fee and the leftover gold dust.

----- 3.0 The Quick and Dirty Path -----

This is a very quick and unspecific walkthrough for the game of Majora's Mask.

The Dungeon puzzles will not be solved and faries will not be revealed. In another version of the guide I PROMISE I will take the time to create an entire Dungeon guide, but for now this will have to do. Be warned this is the VERY least you have to do. Anything such as nonessential Masks, Heart Pieces, Trading Sequences, and Bomber's Notebook tasks will NOT be covered in this section, but most likely are under their noted sections.

3.1 The First Three Days

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Clock Town

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- * Catch the Missing Fairy and return it to the Great Fairy Fountain
 - * Use Deku Link's Bubble Attack to burst the lead Bomber's balloon
 - * Find all five Bombers and get the Observatory password
 - * Travel to the Astral Observatory, use telescope to see Skull Kid on top of tower,
- Get Moon's Tear
- * Give Moon's Tear to Deku Salesman
 - * At midnight on the final night launch to the entrance of the Clock Tower and enter,
- Use the Bubble attack to knock the Ocarina from the Skull Kid's hands, play Song of Time to return to the first day

3.2 The Healing of Link

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Clock Town

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- * Learn the Song of Healing from the Mask Salesman beneath the Clock Tower, get Deku Mask
- *Strike the Owl Statue by the Clock Tower

Termina Feild

+++++

- * Go to enterance of the Swamp

3.3 Woodfall

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Before every cycle of days you decide to take on a dungeon on play the Inverted Song of Time to give you the maximum amount of time for completing the dungeon. Also, play the Song of Time after completing a dungeon.

Road to Southern Swamp

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- *Purchase the Woodfall Map from Tingle

Southern Swamp

+++++

- * Strike the Owl Statue outside of the Tour Hut
- * Swim to the Hag's Hut
- * Enter the Woods of Mystery, follow the Monkey to Koume
- * Get Red Potion from Kotake (bottle 1)
- * Give Red Potion to Koume
- * Agree to help the Monkeys

* Return to Tour Hut, get Camera, take the Boat Cruise

Deku Palace

+++++

- * Get off of boat outside of Deku Palace
- * Talk to Deku King and take his picture
- * Navigate the garden maze and buy a Magic Bean from the guy in the hidden hole
- * Plant Bean in the dirt patch in the outer garden
- * Navigate airborne garden maze and lauch to the secret jail enterance
- * Learn the Sonota of Awakening from the imprisoned Monkey
- * Take the shortcut to Woodfall
- * Navigate the flowers (shoot down the dragonflies first)
- * Talk to the Owl to learn the Song of Soaring

Woodfall

+++++

- * Use Deku Flowers and lily pads to get to the raised platform
- * Hit the Owl Statue
- * Play the Sonota of Awekening as Deku Link on the Deku seal
- * Glide accross to the Temple

Woodfall Temple

+++++

- * Get the Map, Compass, and Hero's Bow
- * Collect the 15 faries
- * Defeat Odolwa
- * Get Heart Container and Remains Mask
- * Learn Oath to Order
- * Collect Deku Princess in a Bottle and carry her to her father
- * Return faries to fairy fountain

3.4 Snowhead

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Termina Field

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- * Use Bow to shoot the icicles down to get into Snowhead

Mountain Path

+++++

- * Use bombs to blow the giant snowballs away

Twin Islands

+++++

- * Buy map from Tingle

Goron Village

+++++

- * Follow the trail of feathers left by the Owl
(be careful the platforms are ice)
- * Get Lens of Truth

- * Using Lens of Truth talk to and follow Darmani, a goron spirit

Mountain Village

+++++

- * Follow Darmani up the invisible ladder using the Lens of Truth
- * Play the Song of Healing for Darmani and get the Goron Mask
- * Pull back Darmani's tombstone to open up the hot springs
- * Fill a bottle with Hot Water

Goron Village

+++++

- * Talk to the Sentry to learn how to enter the Goron Shrine
- * Talk to the attendants and the Elder Goron's crying son inside of the Goron Shrine

Twin Islands

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This is for days one and two only, otherwise follow the same directions but find him in the Mountain Village.

- * Find the Elder goron frozen under one of the snow boulders (It will have a Yellow attack arrow over it)
- * Unfreeze him
- * Talk to him to learn the first part of the Goron Lullaby

Goron Village

+++++

- * Play the first part of the Goron Lullaby for the Elder's son
- * Learn the rest of the Goron Lullaby

Path to Snowhead

+++++

- * Gain enough speed to make spikes appear from your body then take the jumps

Snowhead

+++++

- * Strike the Owl Statue
- * Use the Lens of Truth to find a really big Goron blocking the path
- * Play Goron Lullaby about halfway up the path to put him to sleep
- * Follow the path around the mountain up to the Temple, avoiding the Wolfos and White Boes

Snowhead Temple

+++++

- * Get the Map, Compass, and Fire Arrows
- * Collect all 15 faries
- * Defeat Goht
- * Get the Heart Container and Ghot's Mask
- * Return the faries to the Fairy Fountain
- * Get Certified to carry Powder Kegs

3.5 Epona and Romani Ranch

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Milk Road

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- * Buy Romani Ranch Map from Tingle
- * Strike the Owl Statue
- * Use a Powder Keg to blow up the boulder on day one

Romani Ranch

+++++++

- * Talk to Romani on day one and accept her challenge, if you win she'll teach you Epona's Song

Gorman Racetrack

+++++++

- * Defeat the Gorman Bros. in a horse race to win the Garo's Mask

3.6 Great Bay

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Great Bay Coast

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- * Use Epona to leap the fences between Termina field and Great Bay
- * Help Mikau the Zora to shore by pushing him as you swim, look for the cloud of seagulls
- * Listen to his story and play the Song of Healing to ease his death
- * Buy a Great Bay map from Tingle
- * Hit the Owl Statue outside of the laboratory
- * Swim along under water and find the boarded area along the north wall and break into the Gerudo fortress

Gerudo Fortress

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- * Swim to the switch opposite the entrance and activate it
- * Swim through the underwater passage into the Fortress proper
- * Get the Hookshot from the head pirate's room
- * Rescue the 4 Zora eggs

Great Bay Coast

+++++++

- * Put the four Zora eggs into the aquarium in the lab, if you're having trouble just reposition over the tank and try again
- * Swim to Pinnacle Rock, marked by two spikes

Pinnacle Rock

+++++++

- * Defeat the 8 Deep Pythons
- * Rescue the 3 Zora eggs

Great Bay Coast

+++++

- * Put the last 3 eggs into the tank, they will hatch and teach you the New Wave Bossa Nova

Zora Cape

+++++

- * Hit the Owl Statue out in the back of Zora Hall

- * Play New Wave Bossa Nova for Lulu

- * Ride the turtle to the Great Bay Temple

Great Bay Temple

+++++

- * Get the Map, Compass, and Ice Arrows

- * Collect all 15 fairies

- * Defeat Gyorg

- * Get the heart container and Remains Mask

3.7 Ikana

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Road to Ikana Canyon

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- * Wear the Garo's Mask for the mysterious man

- * Hookshot to the tree that he conjures for you

Ikana Canyon

+++++

- * Shoot the Octorocks with Ice Arrows to create stepping stones

- * Hookshot up the cliffs to the Village

- * Hit the Owl Statue

- * Buy the Stone Tower map from Tingle

- * Defeat the Iron Knuckle in the first night tombstone and learn the Song of Storms from

Flat

- * Heal Sharp using the Song of Storms

- * Enter the Music Box House without being seen by the little girl

- * Play the Song of Healing for the little girl's father

- * Recieve the Gibdo Mask

Beneath the Well

+++++

- * Enter the well in Ikana Canyon with a Blue potion and five Magic Beans

- * Give the Gibdo sentries the items they need

- * Get the Mirror Shield and enter the Ikana Palace ruins

Ikana Palace Ruins

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- * Using the Mirror Shield, Fire Arrows, and a Powder Keg make your way to the King's rooms

- * Defeat the Servants then the King

- * Learn the Elergy of Emptiness

Stone Tower

+++++

- * Play the Elergy as Goron and Zora Link to trigger the switches controlling the platforms
- * Make your way to the top of the Tower
- * Hit the Owl Statue before entering

Stone Tower Temple

+++++

- * Get the Map, Compass, Light Arrows, and Giant's Mask
- * Collect all 15 faries
- * Defeat Twinmold
- * Receive the heart container and Twinmold's Mask

3.8 Beyond Clock Town...

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At this point you will have collected all the necessary Masks but one. You will need ten Masks to go beyond this point. When you have all four deity Masks go to the Clock Tower on midnight of the final day. What happens after that I will not reveal in this section. If you feel you MUST know, find the Shooting for the Stars section.

4.0 Bombers Unite

The Bombers Unite section of this walkthrough contains all the Bombers Notebook quests, you probably should complete at least one other Mask event to have all the Masks you need.

4.1 A Love Story

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This is the Anju-Kafei storyline, one of the major stories in the game.

Who you'll help:

- Anju
- Kafei
- Curiosity Shop Man
- Madame Aroma*
- Postman*

* These two are strictly optional and you don't have to complete them in order to complete the Anju-Kafei storyline, but an item you get within the story enables you to do part of their good deeds. Both Madame Aroma, and the Postman will be covered again fully later on.

Be sure you do NOT foil Sakon's theft of the package from the Old Lady at the Bomb

Shop. Make sure you get the Pendant of Memories to Anju on time.

Day One

+++++++

- 10-3pm Get the Kafei Mask from Madame Aroma at the Mayor's House
- 1:30-3:30pm Go to the Stock Pot Inn and tell Anju you have a reservation, receive Room Key.
- 2-7:30pm Talk to Anju while wearing the Kafei Mask. Promise to meet her in the kitchen at 11:30pm
- 11:30-5pm Meet with Anju in the kitchen of the Stock Pot Inn. Get the letter to Kafei
- 12-6am Put the letter in in one of the Mailboxes

Day Two

+++++++

- 6-9am Put the letter to Kafei in one of the Mailboxes (if you haven't already)
- 3:30-10pm Talk to Kafei in the Curiosity Shop's Back Room. This area is in the Laundry room area of town. Receive the Memorial Pendant to Anju
- 5-9pm Deliver the Memorial Pendant to Anju. (IMPORTANT: make sure you get the pendant to Anju on time)

Final Day

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- 6am-12pm Get the Memorial Pendant to Anju. (If you haven't already, shame on you!)
- 1-6pm Meet the Curiosity Shop Man in the Shop's Back Room, learn where Kafei is. Receive Keaton's Mask and Special Delivery to Madame Aroma.
- {6pm-5am} {Give the postman the Special Delivery to Madame Aroma, Wait for him outside Milk Bar Latte and talk to him as he leaves, You will receive the postman's hat.}
- {10pm on} {Enter Milk Bar Latte and personally deliver the Special Delivery}
- 6-7pm Meet Kafei outside Sakkon's hideout in Ikana Canyon. Help him steal the Sun Mask Back.
- 1am-6pm Meet Kafei and Anju in the Employees Only room in the Stock Pot Inn. Receive the couple's Mask. This scene is one of the happiest in the game so be sure to watch it carefully.

4.2 Home, Home on the Romani

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Who you'll help:

-Romani
-Cremia
-Grog

Even though the Gorman Brothers Live in the Romani Area, I will cover them in a seperate area.

Day One
+++++++

Any time Purchase a Powder Keg and blow up the rocks at Milk Road
before
12pm

6am-6pm Agree to help Romani with her archery, you will learn Epona's song and earn use of Epona. Promise to help her defend her farm against "Them" later on that day

2-5am Keep "Them" from the barn by shooting them, they will try to sneak around back of the barn as well as from the front. A good way to tell where an alien is will be looking for lens flares, they show through the barn and that will give them away. DO NOT PLAY THE SONG OF DOUBLE TIME! It will not work and just before you warp you will see the lens flares that mark an alien all converge on the barn.

Day Two
+++++++

Any time Talk to Cremia, she will ask you for help when she makes her run to
Clock
before Town. She's having trouble with some theives.
6pm

6pm Meet Cremia at the barn and ride with her. Use your bow to keep
them from getting too close to the wagon. If you make it to town with one
bottle you receive the Romani Mask. (P.S. Though it doesn't help much, if you
wear the Circus Leader's Mask, the theives won't come near you. But you
can't get this Mask without Romani's Mask.)

Day Three
+++++++

This event can be done during any day, but can be accomplished early on in the game by doing it during the final day. You need the Bremen Mask to finish this task.

Any time Poor Grog wants to see his chickens grow up to be roosters. Help
him out by slapping on the Bremen Mask and marching around by pressing B.
before moon falls Carefully gather each chick, once you have all ten they will grow
up

into some stupendous strutters. (I suggest you have your time slowed and at least four hours to do this task as you march VERY slowly and may need the time.) Your reward for helping this misplaced rocker is the bunny hood which allows you to run like Deku Link.

4.3 The Greatest Show on Earth (?)

This involves the myriad performers who have entered the town for the Festival of Time.

Who you'll help:

- Guru-Guru (aka the music box player)
- Mr. Toto
- Gorman
- Rosa Sisters

Guru-Guru
+++++++

Times: Day One or Two between 6 A.M- 6 P.M

Poor Guru-Guru has a bad case of the guilts, listen for his music box and follow it to the Laundry Pool. All you have to do is listen to his troubles. Afterward you will receive the Bremen Mask

Mr. Toto and Gorman
+++++

Times: Day One or Two between 10 P.M.- 5 P.M.

First you must meet Mr. Toto, manager of the Zora Band the Indigo-Go's, in Madame Aroma's Parlor. Later meet him in the Milk Bar Latte after you have Romani's Mask and all three transformation Masks. Perform a sound check as all four characters. This makes Mr. Toto very happy. After this talk to Gorman, who is sitting at the bar, you will learn your music made the poor sod very happy.

You will receive the Circus Leader's Mask for your beautiful music.

(P.S.- Hey all you history junkies out there, did you hear the Indigo-Go's number one hit? It's Ballad of the WindFish from Link's Awakening for Gameboy!)

The Rosa Sisters
+++++

Times: Day One or Two between 6 P.M.-6 A.M.

The Rosa sisters are twin dancing girls who are looking for a new dance. Have you found someone else who wants to have his dance craze live on? If you haven't found Kemaro, find him and use his Mask for the girls. Pressing B while wearing this Mask makes you repeat his funky dance. Dancing in front of the girls captures their heart, quite literally in fact. Your reward is a heart piece! (P.S- the girls captured my brother's heart, he replays the scene over and over.)

4.4 Other Citizens of Termina

Here are all the characters who don't really belong to a certain story line, but who give out really useful items.

Old Lady from the Bomb Shop

+++++

Time: 12:30 P.M. First Night

Go to north clock town at 12 and wait for the thief Sakkon to try and steal the Bomb Bags from the poor old lady. Chase him and hit him with your sword, causing him to drop the package. Try escorting the lady as soon as you see her appear. Your reward is the Blast Mask.

Mr. Dotour

+++++

Times: Day One or Two 10am- 8pm

Remember, Mr.Dotour is Kaefi's father, with this in mind you should know what you'll need next. To finish this task you must first have the Couple's Mask. Wear the Mask to one of the meetings to remind him of the love of families and the need for peace. He will give you a piece of heart for this reminder.

Madame Aroma

+++++

Talk to Madame Aroma during the first two days to get Kaefi's Mask. You need to complete most of the Anju-Kaefi story line, so look into that section. You need the special delivery to Madame Aroma from the Curiosity shop man. Deliver it to her yourself in the Milk Bar Latte to receive the bottle of Chateau Romani.

Postman

+++++

During Day One or Two between 3pm and 12am take the ten second challenge, get it exactly right and you'll get a piece of heart. Then, instead of delivering the Special Delivery to Madame Aroma herself give it to the postman on the final night and wait outside Milk Bar Latte. 6pm-5pm. Before he leaves he will give you his hat.

Person in Inn's Restroom

+++++

Don't ask me what the programmers were thinking when they created this character, but it is really zany. All you have to do is Enter the Stock Pot Inn's bathroom at midnight during any night. Give him a piece of paper and you'll get a piece of heart

handed back. If you finish the event before getting the Notebook, just talk to it and your sticker will be automatically added. (HINT- use the Special Delivery or a Land title.

Kemaro
+++++

Kemaro lives of the stone mushrooms outside of ClockTown's norht enterance during all three nights from 12am-6am. Play the song of healing on him to learn his dance. To get onto the mushroom pull yourslef up onto the wall and jump to the mushroom. Your reward for allowing Kemaro to pass on is Kemaro's Mask.

Anju's Grandma
+++++

First you must buy the All Night Mask, then ask to listen to both of her stories in order on either the first or second days. Your reward for correctly ansering her questions are two pieces of heart. They say the stories are boring, however both give an interesting amount of information about the world of Termina.

Curiosity Shop Man
+++++

To make the Curiosity Shop man Happy, you must complete most of the Anju-Kafei storyline. When you meet him on the final day of this event he will give you the Special Delivery and Keaton's Mask for helping Kafei. The next event requires you to stop the Bomb Bag Robbery. You will then need to purchase the All Night Mask for 500 rupees. Now that is one fancy Mask!! (HINT- the two events are not compatable, so do them seperately)

Gorman Bros.
+++++

Defeat the Gorman Bros. in a horse race on Epona to receive the Garo's Mask.

Shiro
+++++

On the Road to Ikana there will be a ring of stones, using the Lens of Truth will reveal a soldier sitting there. Bring him a red potion and he will give you the Stone Mask. He is there 24 3.

5.0 Gotta Love the Items

Majora's Mask takes the collection and use of items to a new level! Some Masks have a special use and others are just for looks, but there are a ton and each one is covered here!

5.1 Your Basic Arsenal
=====

These items are the very first items you will start with and how to use them all.

Kokiri Sword

+++++

This is the basic sword.

Moves:

Jab- B

Vertical Swing- Press and hold Z or press up while pressing B

Horizontal Slash- Hold Z and press either left or right with the control stick while pressing B

Stab- Hold Z while pressing the control stick up and B

Hero's Shield

+++++

The basic shield. To defend with it press R.

Child's Wallet

+++++

Holds 99 rupees.

5.2 Eventful Items

=====

The following are special items that are found in events, they can be used with the C buttons.

Land Title Deeds

+++++

Location: Clock Town, Snowhead, Great Bay, Southern Swamp

Use: Used to gain ownership of a Deku flower in any one of the locations, usually traded for one another.

Letter to Kafei

+++++

Location: Stock Pot Inn

Use: Get it from Anju to find out info from Kafei's whereabouts

Moon's Tear

+++++

Location: Astral Observatory

Use: A pretty gem used to trade for the Land title Deed in Clock Town

Pendant of Memories

+++++

Location: Clock Town

Use: Give to Anju as proof of Kafei's intentions

Room Key

+++++++

Location: Clock Town

Use: Get from Anju at Stock Pot Inn when you say you have a reservation

Special Delivery to Madame Aroma

+++++++

Location: Clock Town

Use: Give to Postman or Madame Aroma

5.3 Masks

=====

This is section you have been waiting for! I'll tell you about each of the Masks in turn and how to get them. If the description just says received from (name), look for the name in the Bombers Unite. Also, I will be listing all Masks you cannot wear at the end of the section with a asterisk (*) next to them.

All Night Mask

+++++++

Use: Keeps the wearer from falling asleep during boring stories

Location: Foil Sakkon's attempt at robbery and on the third night purchase from the Curiosity shop.

Blast Mask

+++++++

Use: Used as a bomb strapped to Link's face, will detonate when B is pressed. Causes damage.

Location: Received from the Bomb Lady when you protect her

Bremen Mask

+++++++

Use: Makes young animals grow up quickly.

Location: Received from Guru-Guru.

Bunny Hood

+++++++

Use: Used to make you run quickly.

Location: Received from Grog.

Captain's Hat

+++++++

Use: Allows you to comunicated with Stalchildren and pass by ReDead without being noticed.

Location: Play Sonota of Awakening in front of Skull Keeta, then defeat him and hookshot

over to the revealed chest.

Couple's Mask

+++++

Use: Reminds people of happy events.

Location: Received at end of Anju-Kafei storyline.

Deku Mask

+++++

Use: Changes you to Deku Link

Location: When you visit the Happy Mask Man he will remove your Mask using the Song of Healing.

Don Gero's Mask

+++++

Use: Calls Don Gero's frog band to the pond in Snowhead's spring

Location: Received from a starving Goron. Break the lamps on the in the Goron Hall's chanelier. Make it turn by lighting all the torches. Carry the Rock Sirloin to him and throw it up.

Fierce Deity's Mask

+++++

Use: Transforms Link into his ultimate form during boss battles.

Location: Known as the ultimate Mask, it is received when all the Masks are collected. (see Shooting for the Stars for more info)

Garos's Mask

+++++

Use: Calls the Garos to fight.

Location: Received from Gorman Bros.

Giant's Mask

+++++

Use: Transforms Link into a giant for the fight with Twinmold.

Location: Gound in the big treasure chest outside the Boss' room in the Stone Tower

Gibdo Mask

+++++

Use: Allows you converse with Gibdos and pass the Redead without being noticed

Location: Play Song of Storms to heal Sharp. Try to enter Music Box House w/out being seen. Find the half-Gibdo inside and play the Song of healing to uncurse him. You will receive the Gibdo Mask.

Goron Mask

+++++

Use: Allows Link to transform into Goron Link, aka Darmani.

Location: Find the ghost of Darmani and follow to his his tomb. Play the Song of Healing and Darmani will give you his Mask.

Great Fairy's Mask

+++++

Use: Alerts you to the presence of a fairy when you wear it and will attract the fairy to you if it is not trapped.

Location: After you change back to Link, capture the fairy in Clock Town and return it to the Great Fairy's Fountain.

Kafei's Mask

+++++

Use: Makes people tell you about Kafei.

Location: Talk to Madame Aroma on the First and Second Days during 10am-8pm. She will ask you to find her son, accept and you receive this Mask.

Kamaro's Mask

+++++

Use: Makes you bust a groove just like Kamaro when you wear it and press B.

Location: Received from Kamaro.

Keaton Mask

+++++

Use: Will reveal Keaton whenever you wear it in a ring of "living" bushes.

Location: Received from Curiosity Shop Man.

Mask of Scents

+++++

Use: Can be used to find the Magical Mushrooms that Koume and Kotake need

for their potions.

Location: After defeating Woodfall, go into the Deku shrine and take the Butler's challenge. If you played Ocarina of Time, it's a lot like Dampé's challenge, only harder. To finish this task I used the Bunny Hood to give me the extra speed and jump distance I needed. I also found that Zora Link could do quite well.

Mask of Truth

+++++

Use: Allows you to talk with dogs and Gossip Stones. (Stones w/the Mask's pattern on them.)

Location: Received as a prize for finding all the Golden Skullatulas (30)

in the Swamp Spider house on Day One or Two. The Swamp Spider house is the building w/ a spider's web covering the opening. It is located, duh, in the swamp near Woodfall.

Postman's Hat

+++++

Use: Lets you look in the mailboxes.

Location: Received from Postman.

Romani's Mask

+++++

Use: Allows you in Milk Bar Latte.

Location: Received from Cremia.

Stone Mask

+++++

Use: Makes you invisible to most enemies, including Gerudo pirates.

Location: Received from Shiro.

Zora Mask

+++++

Use: Morphs you into Zora Link.

Location: IN the Great Bay, look for a Zora floating in the water, Swim out to him and push him into shore. Then Play the Song of Healing to receive Mikau's remains.

Ghot's Remains(*)

+++++

Use: Proves you defeated Goht.

Location: Boss chamber in Snowhead. DO NOT FORGET TO PICK UP!

Gyorg's Remains(*)

+++++

Use: Proves you beat Gyorg.

Locaiton: Boss chamber in Great Bay. DO NOT FOGET TO PICK UP!

Majora's Mask(*)

+++++

You NEVER receive this Mask. Majora is an evil entity who is the game's final boss. Anyone who told you this is a lying fink or simply mistaken

, I have good sources and they all tell me you NEVER get this Mask.

Odolwa's Remains(*)

+++++

Use: Proves you defeated Odolwa.

Location: Boss chamber in Woodfall. DO NOT FORGET TO PICK UP!

Twinmold's Remains(*)

+++++

Use: Proves you defeated Twinmold.

Location: Boss chamber in Stone Tower. DO NOT FORGET TO PICK UP!

5.4 Extra Goodies

=====

This section covers all items that are found in the game. A detailed description of how to get one is not present, but may one day be.

Razor Sword

+++++

Property: Upgrade of Kokiri sword. Lasts only 100 hits.
Location: Blacksmith in Snowhead.

Gilded Sword

+++++

Property: Inflicts three times the damage of the Kokiri sword. Is a permanent upgrade.
Location: Blacksmith in Snowhead.

Mirror Shield

+++++

Property: Will defend against most attacks, and reflects light sources and magic.
Location: Beneath the well.

Quiver

+++++

Property: Holds 20 arrows.
Location: Woodfall Temple main treasure.

Big Quiver

+++++

Property: Holds 40 arrows.
Location: Prize for one of 2 shooting games. One in Clock Town, one in the swamp.

Biggest Quiver

+++++

Property: Holds 50 arrows.
Location: Prize for beating the other shooting game. Either Clock Town or the swamp.

Bomb Bag

+++++

Property: Carries 20 bombs.
Location: Bomb Shop in Clock Town.

Big Bomb Bag

+++++

Property: Carries 30 bombs.
Location: Bomb Shop or Curiosity Shop. Purely Either Or.

Biggest Bomb Bag

+++++

Property: Carries 40 bombs.
Location: Purchased from the nut salesman in Snowhead.

Bomb

++++

Property: Blows up boulders, fake walls, and triggers switches. Also will blow certain enemies to smithereens.

Location: Everywhere

Characters: Link

Bombchu

+++++++

Property: Mobile Bomb that climbs walls.

Location: Stores and Treasure Chests

Characters: Link

Bottle

+++++++

Property: Holds various usefull items such as potions, faries, bugs, and Deku princesses.

Location: Milk Bar Latte, Potion Shop, Romani Ranch, Waterfall Rapids, Goron Races, Ikana Graveyard.

Characters: All 4

Deku Nut

+++++++

Property: Will stun some enemies. When used as a Deku Scrub they are deadly.

Location: Everywhere

Characters: Link and Deku Link

Deku Stick

+++++++

Property: Used to light torches. If you roll or slash before the flame consumes

it, you will have saved your stick!

Location: Everywhere

Characters: Link

Fire Arrow

+++++++

Property: Arrow that will melt ice and light torches (and certain enemies) and

uses 2MP.

Location: Snowhead Temple main treasure chest.

Characters: Link

Great Fairy Sword

+++++++

Property: Inflicts four times the damage of the Kokiri sword. It is a C button item

so can be used while under the Blue Bubble curse.

Location: Prize for finding the 15 faries in Stone Temple.

Characters: Link

Hero's Bow

+++++++

Property: Allows you to fire both normal and magical arrows.

Location: Woodfall Temple main treasure chest.

Characters: Link

Hookshot
+++++++

Property: Allows you to target certain materials within your range and pull yourself

to them. Wood, such as trees and treasure chests, can be hookshot and certain other

targets can be. A red bead will appear when you can use it.

Location: Gerudo Fortress.

Characters: Link

Ice Arrow
+++++++

Property: Can freeze water and some enemies, used to make Octorock stepping stones.

2MP per use.

Location: Great Bay Temple main treasure chest.

Characters: Link

Lens of Truth
+++++++

Property: Reveals hidden platforms, monsters, treasure chests, and goron gots.

Uses 5 MP per second of use.

Location: Received from the Goron graveyard in Snowhead. It is a floating island,

apparently unapproachable, but trust in the owl and all will be made clear.

Characters: All 4

Light Arrow
+++++++

Property: Triggers Sun Switches and Sun Blocks. They will stun certain enemies.

Each arrow costs 4MP per use.

Location: Stone Tower main treasure chest.

Characters: Link

Magic Beans
+++++++

Property: When placed in a special patch and watered, they form a floating leaf

that will take you to a hard to reach location.

Location: The first time you buy them, you need to reach the BeanGuy in the

hidden hole in the Deku Palace Gardens. Afterwards you can buy them from the

Salesman Nut in front of the Swamp Tour Hut.

Characters: Link

Ocarina of Time
+++++++

Property: The sacred gift from Princess Zelda upon which you can play

magical

melodies. Each character's Ocarina manifests as a different instrument.

Location: You need to steal it back from the Skull Kid on the Final

Night on

Top of the Clock Tower. Hit him with a bubble and he will yeild it. This instrument is essential for the game.

Characters: All 4

Camera

++++++

Property: Takes pictures of certain characters for specific purposes.

Can

hold only one picture at a time.

Location: Given to you by Tingle's father in the Swamp Tourist Hut.

Characters: Link

Powder Keg

+++++++

Property: Super bomb that can blow up huge boulders and other areas not affected by smaller bombs. You need to be approved by BigGoron to use these very powerfull bombs. Has a VERY long fuse.

Location: Can be bought from BigGoron, high quality, or from the lone Goron in the Bomb Shop, medium quality.

Character: Goron Link

Adult Wallet

+++++++

Property: Carries 200 Rupees.

Location: Received after depositing a total of or more at the bank.

Giant Wallet

+++++++

Property: Carries 500 Rupees.

Location: Prize after finding all the Golden Skulltulas in the Ocean SpiderHouse before the end of the First Day. There are 30.

6.0 Heart to Heart

Sorry, but this section is so HUGE that I decided to go on to the more important info instead. In later versions I will finish the section, I promise.

7.0 Creepy Crawlies and Bumps in the Night

This section deals with all the enemies and how to defeat them, the bosses are not listed because they are already placed in The Characters section.

7.1 Creepy Crawlies
=====

All these critters are just the normal enemies you find while running around or in the dungeons. Sub-bosses are in the Bumps in the night area.

Armos
+++++

Appearance: A statue
Habitat: Stone Tower Temple
Strategy: Hit 'em with a Goron punch first then follow up with the second punch while they're still waking up. Finally do the duck and cover thing because these babies blow when defeated.

Beamos
++++++

Appearance: Look like little tripods with an eye on top
Habitat: Stone Tower Area
Strategy: Chuck a bomb then duck, because their head blows when defeated.

Big Octo
+++++++

Appearance: HUGE octorock
Habitat: Southern Swamp
Strategy: When you have the bow just stand back and shoot, but until then you'll just have to hitch a ride from Kotake.

Bio Deku Baba
+++++

Appearance: When above water they look like lilly pads, but from below they are Deku Babas hanging upside down from the pad
Habitat: Great Bay Temple, Stone Tower Temple
Strategy: Easy to beat as long as you keep your head. First Z target and hit them with an arrow to send them to the bottom. Then either try to pick them off from above or go down as Zora Link and use the electric attack.

Black Boe
+++++

Appearance: Usually as just a pair of glowing eyes, in the light they are little shadowy blobs with glowing eyes
Habitat: Woodfall, Stone Tower, Below the Well
Strategy: Just keep slashing, one slash will take care of them but they attack in packs and have no honor.

Blue Bubble

+++++

Appearance: Bat winged skull that is surrounded by a ghostly blue flame

Habitat: Termina Field and Ikana Canyon at night, also in Ikana Palace and Stone Tower

Strategy: One touch causes you to lose the power to draw your sword. Use the arrows or

hookshot to pick them off from afar or whip out the Great Fairy Sword and wade right in.

Playing the Song of Storms or waiting a few minutes will cure the curse.

Blue Chuchu

+++++

Appearance: Contrary to other Chuchus, it is just a blue blob with nothing in its belly

Habitat: Great Bay Temple

Strategy: Really, all they are are overgrown stepping stones, peg one with an ice arrow and

jump onto its head.

Blue Tekite

+++++

Appearance: Spiderlike blue and yellow creature

Habitat: Snowhead Area

Strategy: Just keep slashing, eventually you'll get a lucky hit. They're also easy to just avoid.

Death Armos

+++++

Appearance: Larger and nastier version of the regular Armos

Habitat: Stone Tower

Strategy: Hit the special panels with the light arrows. When hit it will flip upside down and try

to crush you. Move out of the way and be ready for an explosion.

Deep Python

+++++

Appearance: Really scary wormlike monsters who inhabit holes underwater

Habitat: Pinnacle Rock

Strategy: Swim into them with Zora Link's Barrier Attack on. Did someone say sushi?

Deku Baba

+++++

Appearance: Looks like an ugly purple flower till you get close and it starts biting at you

Habitat: Everywhere there are trees or woods

Strategy: Just hit 'em. They are the easiest enemy in the game except for the Chuchus.

Desbreko

+++++

Appearance: A giant skeleton of a lantern fish surrounded by skullfish

Habitat: Gerudo Fortress and Great Bay Temple

Strategy: Use Zora Link's boomerang attack from afar, but the Barrier Attack when up close.

Dixiehand

+++++++

Appearance: Pale white hand anchored to walls that appears to wave in the current, but wants

to grab YOU

Habitat: Great Bay Temple, Stone Tower, Beneath the Well

Strategy: Use Zora Link's boomerang attack and they collapse easily.

Dodongo

+++++++

Appearance: Really big lizard

Habitat: Termina Feild and some Hidden Holes

Strategy: The real way to defeat them is to throw a bomb in their mouths. However, it is

easier to sneak up on thier tails and slash them. Their tails are the only unarmored area

and, like a loarge number of enemies in this game, will explode after you defeat them.

Dragonfly

+++++++

Appearance: An oversized Dragonfly

Habitat: Woodfall Area and Temple

Strategy: Shoot them down with arrows and Deku Bubbles, but don't get close. Their tails

have a nasty shock that will knock you off of your perch and take away a good bit of life.

Eeno

++++

Appearance: Moving snowdrifts of differing sizes

Habitat: Snowhead Area, Snowfall Temple, and Termina Feild

Strategy: Use bombs or a Goron punch, but beware, the large Eenos turn into a few smaller

Eenos when hit.

Fire Keese

+++++++

Appearance: Look just like regular Keese, but are enshrouded in flame

Habitat: Beneath the Well and Stone Tower Area

Strategy: Don't let them hit you! You will catch on fire as well as be hurt by the Keese.

Their fire will go out after they attack, but they will relight. Just shoot them like

regular Keese.

Freezard

+++++++

Appearance: An icy face that blows no good

Habitat: Snowhead Temple, Beneath the Well

Strategy: If their breath touches you, you'll be frozen. However, they

cannot turn to
orient on you, so either steam them with Fire Arrows or turn them into
ice cubes with
a few slashes.

Giant Bee
+++++++

Appearance: Like a giant yellowjacket
Habitat: Beehives and Snowhead Area (in the spring)
Strategy: No longer can you just abuse these poor bee's homes, they now
fight back. Be
prepared to take them on wherever you happen to abuse a beehive. Just
slash them.

Gibdo
+++++

Appearance: A living mummy
Habitat: Ikana Area and Stone Tower
Strategy: I personally would use the Gibdo Mask whenever I am in their
presence. If
they see you, you will freeze for a short amount of time and in that
time
they will jump on your back and suck out your life. You can try to shake
them off by
wiggling the control stick, but I would avoid the situation entirely and
just
shoot them from afar. (Fire Arrows add comic relief, but will turn them
into a
Redead, so plan accordingly.)

Golden Skulltula
+++++

Appearance: A spider sporting a golden Mask
Habitat: Special Spider Houses
Strategy: These enemies are weak, you can use almost any attack to
finish them off,
just don't attack them as a Zora. (Long story)

Green Chuchu
+++++

Appearance: A large green blob with a magic potion in its belly
Habitat: Termina Field ect.
Strategy: Seek out and destroy these monsters whenever your magic is
low, just
slash at them, but know that they will jump.

Guay
++++

Appearance: Purple crow-like creatures that swoop down and attack Link
Habitat: If it's open, it's fair game
Strategy: Hit them before they hit you, usually your only warning will
be either
a flash of yellow or the battle music. Use an arrow or bubble to shoot
them out
of the air.

Hiploops

+++++++

Appearance: Charging bugs that come with or without Masks

Habitat: Stone Tower and Woodfall Area

Strategy: Hit it with your sword before it starts to charge you, if it has

a Mask you'll need to steal it with the hookshot before attacking.

Ice Keese

+++++++

Appearance: These bats look like Keese, but are shouded in ghostly blue vapor

Habitat: Beneath the well, Snowhead Mountain

Strategy: Don't let them hit you, you'll take damage from the hit and from the ice block that encases you after. Shoot them with an arrow to end their rime of terror.

Keese

+++++

Appearance: Bats

Habitat: Anywhere the sun don't shine (Swamp, nighttime, Temples, ect.)

Strategy: Hit them when they dive or Z target and release a volley of arrows.

Leever

+++++

Appearance: Large green spinning critters that pop out of the ground

Habitat: Termina Feild and Great Bay Area

Strategy: Leevers are extremely fast and agressive, they aslo tend to gang up. My advice is to either trample them with Epona or pray that your Nikes don't wear out.

Like-Like

+++++++

Appearance: Flowing tan tubes

Habitat: Great Bay Area

Strategy: Contrary to appearance, Like-Likes are nasty to cross. They will stretch to amazing lengths and swallow you. You may then find yourself sheildless unless you defeat the creature quickly. Shoot it twice with arrows, first to stun then kill. If swallowed as Zora Link, turn on the Barrier attack and zap it from the inside.

Mad Scrub

+++++++

Appearance: Orange bush like creatures, they are Deku Scrubs gone BAD

Habitat: Woodfall Area and Deku Palace

Strategy: Knock their own nuts back at them, take them out with an air attack, shoot with a bubble, slash them, the possibilites are endless!

Mini Baba

+++++++

Appearance: Bud-like Deku Baba

Habitat: Many many places

Strategy: If you don't know what to do, I ain't tellin ya.

Nejiron

+++++++

Appearance: These creatures look surprisingly like Gorons until they attack

Habitat: Ikana Canyon and Stone Tower Temple

Strategy: You really can't defeat them, they roll up and explode and its hard

to get a hit in edgewise, so creep by in the Stone Mask and hope that you never meet a Goron that

PO'd.

Octorock

+++++++

Appearance: Puprle Octopi comes to mind

Habitat: Water you kidding me?

Strategy: Use the Sheild to give them a taste of their own medicine, or possibly freeze them

with Ice Arrows. (Say bye bye to all that bridge matinance.)

Peahat

+++++++

Appearance: Large swirling floating machines o' death

Habitat: Hidden Holes

Strategy: Strange, but this seems to be one of the only monsters that ever sleep, you

can only attack during the day. Their only weakspot is a know underneath the blades.

Poe

+++

Appearance: A ghost (duh!)

Habitat: Ikana and Stone Tower Temple

Strategy: I hope you don't rely too much on Z targeting because it ain't gonna work.

Poes only appear un Z targeted and sometimes not even then. Beware of spin attacks from

their death lights and know that they like to retreat, so have a good supply of arrows.

(By the way, I've heard Poes are good bottled.)

Real Bombchu

+++++++

Appearance: Take one look and ask me WHY they named a cute little bomb after these rodents

Habitat: Anywhere you look we got em

Strategy: Take them out from AFAR. Why else did you think they call the moving bombs Bombchus.

Red Bubble

+++++++

Appearance: A Skull surrounded by baelful hellfire (Sorry summer reading getting to me)

Habitat: Snowhead Temple (Isn't it Ironic)

Strategy: Take them out from afar, they are just like Blue Bubbles, but without that curse thing.

Red Chuchu

+++++++

Appearance: A large red blob sporting a heart piece in its belly

Habitat: If it's outside, it's fair game

Strategy: The same with any other Chuchu, but look for them when you've lost heart.

Re-Dead

+++++++

Appearance: A walking corpse with a wooden Mask

Habitat: Ikana Canyon and Ikana Palace

Strategy: Don't let it see you or you'll freeze in place while it makes itself your new hat, just wear the Gibdo Mask or Captain's Hat and they won't attack.

Shell Blade

+++++++

Appearance: A clamshell with spikes

Habitat: Gerudo Frortress and Great Bay Temple

Strategy: You need to attack it while it's open, a good strategy is either arrows or Zora Link's Boomerang attack.

Skullfish

+++++++

Appearance: A skeletal fish

Habitat: Great Bay Temple and Area

Strategy: Use Zora Link's Barrier attack to zap them. Anyone for fried fish?

Skulltula

+++++++

Appearance: A giant skull with spider legs that drops from above

Habitat: Many many places

Strategy: Okay, if you haven't played Ocarina of Time raise your hand. For those of you new to the Zelda scene you need to hit their soft backsides when they turn around.

Snapper

+++++++

Appearance: A turtle with spikes on it's shell

Habitat: Mystery Forest, Woodfall Temple, and scattered throughout the game

Strategy: You need to be aware this monster is FAST, you need to bomb it and then attack

its exposed belly. However, you could also use Deku Link to burrow into a flower and then pop up when it is over the flower.

Stalchild
+++++++

Appearance: A very small skeleton

Habitat: Oceanside Spider House and Ikana Graveyard

Strategy: You know that long piece of razor sharp metal you own? Use it. If you want some useful info out of them, talk to them using the Captain's Hat.

Takkuri
+++++++

Appearance: A deranged Buzzard

Habitat: Just outside of Milk Road

Strategy: You win 200 rupees for defeating it, but he may steal an item of yours that is Very important. (see aforementioned piece of metal) To reclaim your stolen goods just take a trip to the Curiosity Shop.

Wallmaster
+++++++

Appearance: First a large shadow then a disembodied hand

Habitat: Beneath the Well and in Ikana Graveyard

Strategy: Listen for a groan and watch for a large shadow below you. Keep running till the shadow freezes and then move out of the way, a few sword hits will clear the problem up. But beware they like to drop you at the beginning of a dungeon.

White Boe
+++++++

Appearance: A white fluffball with glowing red eyes

Habitat: Snowhead Temple and Area

Strategy: Just attack them, but be warned when they attack in swarms.

White Wolfos
+++++++

Appearance: White Wolves

Habitat: Snowhead Mountain Area and Temple

Strategy: Hit them in the back for a one hit victory or just keep up Z targeting them until they lower their defense.

Wolfos
+++++

Appearance: A brown Wolf

Habitat: Snowhead Mountain Area and Woodfall Area

Strategy: Same as the White Wolfos.

Yellow Chuchu

+++++

Appearance: A yellow blob with arrows in it's belly

Habitat: Great Bay Temple and Stone Tower Temple

Strategy: The same as all other Chuchus but seek them out when you are low on arrows.

7.2 Bumps in the Night

=====

It's Sub-boss time! These are your favorite enemies who appear to either discourage you or to guard a heart piece or other important item.

The Four Poe Sisters

+++++

Appearance: Four Poes of differing color, they once appeared in Ocarina of Time as

REAL Sub-bosses

Location: These four lovely sisters are found in the Spirit House and are the Poes

you have to defeat for the game.

Strategy: To defeat Amy you will need to wait till she is stationary and then hit her

with arrows. For both Beth and Jo you need to defeat with sword strikes as they attack

you from accross the room. Finally, you must defeat Meg. To send her to the great beyond

shoot the Meg lookalikes as they circle you, four lucky hits should do it. (Any literary

critics here will note the four sisters from Little Women and the subsquent books.)

Big Poe

+++++

Appearance: Like a larger Poe

Location: Beneath the Well and Ikana Graveyard

Strategy: Same as for either Amy, Beth, or Jo of the Poe sisters, but you can bottle these

when they are defeated.

Boss Garo

+++++

Appearance: A much larger, faster, and more dangerous version of a regular Garo

Location: Stone Tower Temple and Secret Shrine

Strategy: Z target and sheild against him, when he stops to look around for you hit him

with an ice arrow then slash.

Dinofos

+++++

Appearance: A large, armed lizard

Location: Secret Shrine, Woodfall and Snowhead Temples

Strategy: Z target and move when they are open, actually they are quite easy to defeat.

Eyegore

+++++++

Appearance: A strange creature with one huge eye

Location: Stone Tower Temple

Strategy: Wait till its eye turns yellow then shoot it with with an arrow. Be ready to dodge its various attacks.

Floormaster

+++++++

Appearance: A large Wallmaster who lives on the ground

Location: Ikana Palace

Strategy: When the monster turns green MOVE or it will ram you! Slice it with your sword then quickly defeat the tiny Floormasters it splits into, if you let them go too long they'll regroup into the Master Floormaster again.

Gecko

+++++

Appearance: A large frog

Location: Woodfall and Great Bay Temples

Strategy: Find different ways to disarm its friends, for example the jelly in Great Bay needs frozen. Be sure to take them out quickly enough or the Gecko and its buddy will beat on you with a major attack. Remember to recruit the resulting frogs.

Gomess

+++++

Appearance: A swordweilding monstrosity which wears a coat of Keese

Location: Stone Tower Temple

Strategy: To dissipate its cloak of Keese hit it with a Light Arrow, then run up and hit it with your sword. To keep up use the Bunny Hood.

Iron Knuckle

+++++++

Appearance: A machine in the guise of a samuri

Location: Ikana Graveyard

Strategy: Use the Song of Storms to rust them and then dodge their attacks and go in for the kill when they are open.

King of Ikana

+++++++

Appearance: A large and regal skeletal warrior

Location: Ikana Palace

Strategy: Use the same strategy as that for the King's Servants below.

King's Servants

+++++

Appearance: Smaller skeletal warriors

Location: Ikana Palace

Strategy: Hit them until they faint then burn away the curtains covering the windows.

Knock them out again and then shine the light onto them with the Mirror Shield.

Skull Keeta

+++++

Appearance: A HUGE skeleton

Location: Ikana Graveyard

Strategy: Wake Skull Keeta with the Sonata of awakening then chase him as he runs.

Use arrows to slow him down as he runs until you get close enough to take him on

man to man. (Or in this case child to huge undead beast.)

Wart

++++

Appearance: A scaly eye enshrouded by pink bubbles

Location: Great Bay Temple

Strategy: Become Deku Link and spin beneath him, as long as you do this he really

won't hurt you, but be warned once he starts to chase you you'll need to dodge all

those bubbles.

Wizrobe

+++++

Appearance: Spinning, blue, old men (weird huh?)

Location: Every Temple but Great Bay

Strategy: In the first stage he hops from pad to pad shooting a magic attack. Don't

let him get that far! Find out where he will materialize next and then attack him while

he is still spinning. Next he will cast some decoys, look for the one that spins and attack

that one.

8.0 Shooting for the Stars: All the Secrets

WARNING!!! This section contains many secrets and the FINAL BATTLE. If you want a surprise don't read this section, but if secrets be your food of life, read on.

This area reveals exactly what to do after collecting all the Remains Masks.

On midnight of the Final Day we find our young hero again on the top of the Clock Tower, but this time you have some friends who will help. NOTE- before you go make sure you have AT LEAST ten masks, the minimum required to complete the game.

- * Play the Oath to order to summon the four protectors of Termina
- * Follow Majora's Mask to to the moon by the portal it leaves.
- * Give each of the four children the masks they wish and then complete the ensuing game of hide and seek.
- * Finally you will find one child sitting against the tree wearing Majora's Mask, talk to him and you will be transported to the ULTIMATE BATTLE.

Many Faces of Majora

Majora has three transformations, in each of the three you need to react differently.

Oh, and bye the bye if you collected all 23 masks, first of all my congrats. This task is not easy, second it will cause the Moon Children to reward you with the Fierce Deity's Mask. This, of course, makes defeating Majora a titchy bit easier.

Majora's Mask

^^^^^^^^^^^^^^

This is Majora's fist phase. The Mask will fly around like a buzz saw, wait until you can attack the unarmored back side of this deity. After three hits the Remains Masks will start to attack while Majora begins to unleash a stream of fire. Kill the Remains Masks off with two arrows each and then reflect the fire beam back at Majora to toast it.

Majora's Incarnation

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is Majora's second phase, this phase has long arms and legs. It will run around and taunt you, much like Odolwa, only pausing to shoot energy at you. Charge up your spin attack then unleash the energy. Finish it off while it lies stunned.

Majora's Wrath

^^^^^^^^^^^^^^

The final try of Majora to vanquish you, this time Majora sports VERY long whip like tentacles. To finish it off, everyone together now, USE THE LIGHT ARROWS! (I'm very sure those of us who played Ocarina were expecting that, huh?) Then rush in and slash it with your sword.

Huzza Huzza! You have defeated Majora's Mask and have saved the world once again! Or have you?

Did you help everyone? Do every side quest? If not, then your ending will be a tiny bit bittersweet.

However, why don't you go back and fix that? As you know, there's no time like the past!

9.0 Credits and Acknowledgements

Before I wrap this up, please, I beg of you, ASK MY PERMISSION to place this guide on your site. It took me many many hours and many many breakdowns to finish this guide. If you need to contact me with further questions about this gameguide or further gameguides, e-mail me at Starling_86@TreeWay.zzn.com. I look at this about once a month, so if your e-mail doesn't pertain to the above, kindly shut up. And yes, there will be another version of this guide posted someday.

Behind every guide there are some truly great people, and I don't mean myself.

* Thanks to Mr. Miyamoto for all the work he has done in the past and will in the future. He is the REAL hero of the Triforce! UPDATE= Sorry to hear about your downfall
Mr. M, Please somebody do something about this horrible cel shading in the Gamecube game!

* Thanks to my parents and sibling for listening to my babbling about this guide.

* Thank all of you at Prima Gameguides for helping ME get through the game the first time.
(If this guide really didn't help, contact the great folks at primagames.com.)

* Thanks to all the wonderful people at QED radio in Pittsburgh.

* Thank you Nintendo for all your great games. (All characters and products in this guide are copyrighted by Nintendo, not just a product of my diseased imagination.)

* Finally, thanks to the posse, (You know who you are) without whom I would only be a po.

Oh, You thought this guide was over. Congrats for your perserverence, there are a few little things I'd like to add.

The Secrets +++++

Every game has secrets and funny little quirks that make the game unique. Mask is no exception.

* You have probably heard the Deku Stick rumor. If you touch a butterfly with a Deku Stick, it will turn into a fairy. Guess what? It's true! I have only done it once in Snowhead but I swear on the honor of Richard Nixon it is true.

* Listen to the Gossip Stones, what they tell you is true. (mostly)

Chateau Romani does max out your magic meter for three days when you drink it, but I can't promise anything if it's not fresh.

* Have you checked out the masks on the Happy Mask Man? One is Mario!

* If you wear a mask and show it to the Happy Mask Man, he will tell you what it means.

* Link is looking for Saria, if you haven't figured that out yet.

* When you break a sign, it can be healed using the Song of Healing.

* Some minigames have a way you can cheat a bit.

Honey and Darling's target game will stop the timer briefly if you hit them with an arrow.

The treasure chest game will let you buy a ticket as one character, but race as another!

This is useful for Goron Link's prize.

* While in Termina Feild, there are some secrets.

Look through the observatory telescope to find a Guay who, excuse me, poops rupees. Just zoom in on it and watch where it drops the rupees.

Also, in the tree near the observatory, the kid who fills in for the Shop Owner while he is gone sits up there with a stash of rupees. Roll attack into the tree to cause him and the rupees to drop.

While in the Woodfall section of the feild, you will find a cloud of butterflies. If you follow them you will drop into a hidden hole!

In the Snowhead area of the feild there is a staff with a picture of the Skull Kid next to it.

If you play the notes, rupees will fall from the picture! Some of the songs are from Ocarina.

* In Clock Town, the owner of the shop is actually the fishing shop owner from Ocarina of Time.

If you check the glass case in the corner you will find an amusing caption.

* Dogs love Zoras, hate Deku Scrubs, and fear Gorons.

* The Mask of Truth allows you to hear animal thoughts, this really helps when trying to find

the fastest dog in the dog race, just pick them up and listen to them.

* Try different weapons on gossip stones and see how they react!

* If you play the Song of Healing next to a Gossip Stone, it will release a fairy!

* There are four chests containing silver rupees in Clock Town.

Get the Bunny Hood and run over the roof accross from the Stock Pot Inn, jump the gap and land on

the colum, from there jump to the basket over Honey and Darling's shop and finally jump to the area

behind the Octorock shooting gallery.

Inside the Bomber's "secret passage" turn left instead of going straight at the water area, you

will encounter a skultulla. Turn left into the little alcove and bomb the cracked wall.

Inside "your" room in the Stock Pot Inn.

Inside the Employees Only Room in the Stock Pot Inn.

* The Goron whose room you took has the name of Link Durania, he was the son of Durania in Ocarina of Time.

* If you roll into a counter that holds a cow statuette, the cow will bob its head.

* If you shoot the center of the clock in the center of Clock Town, it will rain rupees.

* At the top of the observation tower on the final night you will find a purple rupee.

* Remeber the "tree" that looked like it was crying in the beginning of the game? That was

the Deku Butler's son, and the source of your Mask. Remember that he said you reminded him

of his son? That's why.

* Can't finish Keaton's quiz? Here are the answers!

- = What time does Romani go to bed? 8
- = What is Link's nickname at Romani Ranch? grasshopper
- = What time does Romani wake up? 6
- = How many levels are there on the festival tower at the end? 4
- = What is Tingle's spell? Tingle Tingle, what? Koolo-Limpah!
- = What tribe does Darmani belong to? Gorons
- = How many balloons does Romani practice with? 1
- = What is the name of Anju's father? Tortas
- = What is the name of the hotel in Clock Town? Stock Pot Inn
- = What color are Tingle's pants? red
- = How many posts are there in Clock Town? 5
- = What is Anju's habit? Apologize right away
- = Which weapon does Romani practice with? bow
- = How many cows are there in Romani Ranch? 3
- = How many people are in the Zora Band? 5
- = What does the Bomb Shop Owner call her mother? Mama
- = What is the name of the lead singer of the Zora band? Lulu
- = How many cow statues are there in Clock Town? 10
- = What tribe does Mikau belong to? Zoras
- = What kind of instrument does the Skull Kid use? flute
- = What is the name of the song that Romani teaches Link? Epona's Song
- = How old is Tingle? 35
- = Is Tingle left-handed or right-handed? right
- = How many chickens are in the Cow Shack? 1
- = What is the name of Vintage Milk? Chateau Romani
- = What is the name of Clock Town's Mayor? Dotour
- = What is the name of the Bomber's leader? Jim
- = Where does Cremia take her milk? The Milk Bar

That's all I can think of now, if you have further secrets that you can VALIDATE, send them to me at Starling_86@TreeWay.zzn.com. The e-mail is case sensitive, PLEASE type it in correctly! I will test each and every suggestion, and if I find it to be false I will post it as false. If you hear of a rumor you have proved to be false send that too!

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