

# The Legend of Zelda: Majora's Mask Sword FAQ

by Nocturne

Updated to v1.0 on Nov 23, 2000

--- "Zelda 64: Majora's Mask" Sword FAQ ---

\*\*\*\*LAST UPDATED: NOVEMBER 23, 2000

VERSION 1.0\*\*\*\*

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--- ABOUT THIS FAQ: ---

This FAQ was made by Nocturne [templarnocturne@yahoo.com] to help solve the puzzles associated with all 4 of the Sword varieties in Zelda 64: Majora's Mask. If you have any questions about the FAQ or its contents, please e-mail the author. Replies 'usually' in less than 24 hours.

This FAQ should be viewed at 800 x 600 Pixels using MSIE, otherwise margins will be off, making this look rather poor.

--- CONTACT: ---

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--- UPDATES ---

23 Nov 2000: The debut of the Sword FAQ. This was compiled using my in-game experiences, and includes tips about getting them, and \*when\* it is a good time to go for the swords.

--- TYPES OF SWORDS ---

In order to complete the game, you'll have to recover four kinds of swords. Three are used by the traditional [B] button, and the remaining uses a [C] button, which allows two swords to be used briefly near each other, if need be.

To see which kind of sword you have at any time, press [START] and locate the QUEST STATUS SCREEN. It is located on the right-hand side, depicted by the sword icon.

Some things you need to know about Majora's Mask is that everything revolves around 'time'. Although you can alter it and go back, you don't keep some of the items you had during trade sequences. At the bottom in MY STRATEGIES, I explain some of the sequences.

--- WHY GET BETTER SWORDS? ---

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This game is quite hard with the Kokiri Sword. What may take it three or even four swings to kill will only take the Gilded Sword one swing. I strongly urge all gamers to at least make the effort for all the swords, as it makes life a lot easier.

--- THE KOKIRI SWORD ---

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WHEN YOU HAVE ACCESS: You start the game with it.

COST: 0 Rupees.

STRENGTH: 1/4

FOUND: You start the game with it.

BACKGROUND: The reliable sword from the "Ocarina of Time" that you pulled out of the chest in Kokiri Forest so long ago... It's back now. The blade is relatively weak, but since you aren't facing any enemies that are super-hard, it will last.

TRADE SEQUENCE: Not Applicable.

TIME-BASED: No, this item is with you until you upgrade to the Gilded Sword.

--- THE RAZOR SWORD ---

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WHEN YOU HAVE ACCESS: Beat the Woodfall Temple; Hero's Bow is Required.

COST: 100 Rupees; Must be on Day 1 or 2.

STRENGTH: 2.5/4

FOUND: In the Mountain Smithy.

BACKGROUND: The Kokiri Sword can't really "cut it" after you get to the Snowfall Temple. The Razor Sword is an upgrade that doubles the strength of the Kokiri Sword. The downside is that you only have two days to use the sword after you upgrade. Also, it costs you money.

TRADE SEQUENCE: Not Applicable.

TIME-BASED: Yes, it resets to the Kokiri Sword when you go back in time, but you \*CAN\* get it again.

--- THE GILDED SWORD ---

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WHEN YOU HAVE ACCESS: Beat the Snowhead Temple; Blow up Goron Racetrack boulder; Win Goron Race for Gold Dust. Must be on DAY ONE.

COST: 100 Rupees; Must be on Day 1!

STRENGTH: 4/4

FOUND: In the Mountain Smithy.

BACKGROUND: Although the Razor Sword is a great addition, gamers simply need a source of more power. The Gilded Sword is the answer. With double the swing-range of the Razor and Kokiri variations, the Gilded Sword lets you dispose of enemies with just a few swings.

TRADE SEQUENCE: GOLD DUST REQUIRED! You must blow up the Goron Boulder by the Racetrack, then win the Goron Race in the DAY of Day 1. Then, bring your sword to the Smithy and buy the Razor Sword. Day 2, pick up your sword, then give the Smithy the GOLD DUST you have.

Come back Day 3 for the sword.

TIME-BASED: Yes; Trade Sequences. Just make sure you save it after you get it.

--- THE GREAT FAIRY'S SWORD ---

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WHEN YOU HAVE ACCESS: Located after you gather all the fairies in the STONE  
TOWER TEMPLE.

COST: None!

STRENGTH: 6/4

FOUND: In the Ikana Great Fairy Fountain.

BACKGROUND: Sometimes, extra power is a necessity, especially in rooms with huge  
numbers of enemies. By giving up your shield, you dish out a crazy  
amount of power. By swinging like a 'loon', you don't need the  
shield -- because the sword is HUGE and has a massive swing radius.

TRADE SEQUENCE: N/A.

TIME-BASED: No, but make sure you save after you get it.

If you need more help with this temple, check out my STRAY FAIRY FAQ, located  
at GameFAQ's!

--- MY STRATEGIES ---

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I have many strategies I used to get the four Swords. Most of them, especially  
for the the Great Fairy's Sword, was just luck! The main thing to remember is  
NEVER give up. Sure, you will get aggravated, pissed, annoyed... It's just a  
game. Don't forget that, just laugh it off. I spent three hours getting the  
damned Fairies in the Stone Temple Dungeon. It's annoying, but it's a challenge.  
That's why we play these games, for a challenge.

Here's some strategies to use if you get stuck. If you need additional help,  
and there's no hint here, E-Mail your request to the author of this FAQ,  
[templarnocturne@yahoo.com] and I will add the question the next update, along  
with a new In-Depth FAQ for it to clarify.

1. The Kokiri Sword -- That Bird Just Took It!
  - \* If you don't have a massive amount of rupees or any other item that you  
won't lose, just reset the game. But if you've gotten masks, go to the  
Curiosity Shop in Clock Town...your items will be there!
2. The Razor Sword -- I can't afford it!
  - \* If you need cash, you can find an easy 100 rupees in the Stock Pot Inn on  
Day 1 by checking in around 2:00-3:30 and getting the room key. In the  
room, there's a chest with a Silver Rupee.
  - \* You can also find an unlimited source of rupees by killing the bird in  
Termina Field. Be careful, because he can steal your items.
3. The Gilded Sword -- Damn Gorons!
  - \* The Goron Racetrack is one of those crazy "coordination and luck" games.  
I got very frustrated by losing over and over, and after an hour, I got  
the Gold Dust! Little did I know, I was on Day 2... After I pulled myself  
together and stopped crying like a wuss, I went and got it again.  
Just try hard, never give up, and you'll get it. Avoid Contact at all costs.
4. The Great Fairy Sword -- Here, Fairy, Fairy, Fairy....
  - \* If you can't find all the fairies, check out my STRAY FAIRY FAQ, located  
at GameFAQ's!

--- READERS' STRATEGIES ---

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23 Nov 2000: Well, this section's new, and I think I covered everything.

Write in with your tips to get the Swords!

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--- CREDITS & COPYRIGHT ---

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Credits for this FAQ goes to GameFAQ's for having an awesome site and being an unlimited source of information. I've been using GameFAQ's for over two years, and plug them constantly on forums and messageboards.

The updated versions of this file can ALWAYS be found at GameFAQ's.

All submissions for addendums to this FAQ become the property of Nocturne, but credit will be given. (In other words, it becomes part of my FAQ once I add it, so don't think that you have rights on this FAQ because you're mentioned in 1% of it.)

Other noteworthy names are Dallas and Nemises; because I used their 'walkthroughs' to beat the game. Both FAQ's are awesome, and if you're stuck, check them out!

Thanks to the Nintendo 64 team for doing it again, and revolutionizing the industry...we thought we saw it all after 'Ocarina of Time'.

This FAQ was designed fully by myself.

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Visit the official Zelda website at:

<http://www.zelda64.com/>

--- THE NEXT UPDATE... ---

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23 Nov 2000: The next update will include the readers' tips, otherwise I wouldn't expect major changes.

--- FAQ'S BY NOCTURNE ---

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- 1) Zelda 64: "Ocarina of Time" Heart Piece Location FAQ, July 1999.
  - 2) Zelda 64: "Majora's Mask" Heart Piece Location FAQ, November 2000.
  - 3) Zelda 64: "Majora's Mask" Anju/Kafei Trade Series FAQ, November 2000.
  - 4) Zelda 64: "Majora's Mask" Title Deed Trade Series FAQ, November 2000.
  - 5) Zelda 64: "Majora's Mask" Stray Fairy FAQ, November 2000.
  - 6) Zelda 64: "Majora's Mask" Sword FAQ, November 2000.
  - 7) Zelda 64: "Majora's Mask" Bottles FAQ, November 2000.
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Hope this helped you! -Nocturne [templarnocturne@yahoo.com]

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