

Moon FAQ

by whiz kid

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/ THE LEGEND OF ZELDA: \
/ MAJORA'S MASK: MOON FAQ Version 3.0 \

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/ I. Introduction \

/ A. To the Moon! \

Hi there. As I said before, this FAQ has been written for the sole purpose of covering the game's final stage: The Moon. If you want to know about other areas of the game, you could e-mail me, or even better, read a FAQ of the complete game. There are several excellent ones out there to read.

This FAQ goes into detail about the Moon's four dungeons, as well as how to beat the final boss. If there is anything here that is unclear/incorrect, please feel free to contact me.

Now, the first thing is getting there.

To reach the Moon, you will need to beat each of the four temples and

defeat the guardians there to get their masks. It is optional (but highly recommended) to have all 20 normal (not transformation) masks before heading off to the moon. On midnight of the final day once you have all the masks, enter the clock tower and play the Oath to Order. Watch the scenes that unfold, and then you will be on the moon.

II. The Moon

A. Be Prepared!

Before coming to the moon, it is always good to have a full inventory. Get at least 10 hearts on your life meter, get 4 bottles filled with fairies/red potions, and a bottle of Chateau Romani, which gives you infinite magic power. Also try to have the upgraded quiver maxed out with arrows.

B. Quick Walkthrough

Here's a brief walkthrough of what to do on the moon:

1. Talk to the child wearing Odolwa's Guardian Mask
2. Give him one mask to warp to the dungeon
3. Transform into a Deku Scrub
4. Dive into the flower and jump to the stationary platform on the right
5. Launch to the spinning platform, to the next stationary platform
6. From there, jump to the next spinning one, avoiding the spikes
7. Jump to the platform in the back right corner to get a Heart Piece
8. Go back to the spinning platform and reach the back left corner
9. Go through the door, talk to the child, and give him one more mask to exit the dungeon

10. Talk to the child wearing the Goht Mask
11. Give him two masks to go to the Goht Dungeon
12. Transform into a Goron and smash the pots to get Magic power
13. Roll off the platform, off the ramp, let the chests bounce you, keep rolling
14. Land on the platform with Heart Piece and collect it
15. Roll off the ramp and onto the bridge near the gazebo
16. Walk around the warp pad and roll off the ramp straight ahead to land on the snow platform
17. Go through the door, talk to the child, and give him two masks to escape

18. Talk to the child wearing the Gyorg mask and give him three masks to warp to the Gyorg dungeon
19. Transform into a Zora and dice into the water and in the tunnel
20. Go left, right, left and left to reach the Heart Piece
21. Dive into the tunnel ahead to warp back to start
22. In the tunnels again, go left, right, left and right
23. Go through the door, talk to the child and give him three masks to leave the dungeon

24. Talk to the child wearing the Twin-Mold Mask

25. Give him four masks to be transported to the Link dungeon
 26. Go through the door and fight and defeat the Dinofols
 27. Go through the next room to fight the Garo Master
 28. Defeat him, hookshot to the chest and open it to get arrows
 29. Go through the next room to fight Iron Knuckle
 30. Beat him to get Bombchus
 31. "Bombchu" the crack in the wall and reveal a switch
 32. Shoot it to make a ladder appear; climb it to enter the room with the Heart Piece
 33. Take it and "bombchu" the crack in the ceiling to make a frozen switch appear
 34. Shoot it with a fire arrow and go through the door to meet the child
 35. Give him your last four masks to warp out
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36. Talk to the child sitting next to tree wearing Majora's Mask to get the Fierce Diety's Mask (Only if you've beaten all four boss dungeons).
 37. The child will warp you to the final battle
 38. Fight Majora's Mask in three stages
 39. Beat it in its third stage to win the game!
 40. Wow! You're done! ;)

/ C. Odalwa Dungeon \

To reach this dungeon, talk to the child wearing the Odolwa Mask. He will ask you for a mask. When you give him one, you will be transported to the dungeon.

When you enter this area, equip your Deku Mask and transform in to a Deku Scrub. Use the flower on your platform to launch yourself into the air. Land on the platform on the right. (The one with a gossip stone.) Now you'll have to time your next jump to land on the rotating platform. Dive into the flower, and wait for a platform to reach about a 90-degree angle from you, and launch. You should be able to get yourself over the moving platform. Press the A button right before it spins under you to land on it. Dive into the flower there, and wait for the platform to align itself with another platform. This one also has a gossip stone. Now you have to land on the next set of spinning platforms. This time it's a little trickier, as a second spiked platform rotates over the first one. Dive into the flower, and once again wait until the moving platform is about a 90-degree angle from you. When you land, IMMEDIATELY dive into the Deku Flower in order to avoid being pushed off. The first platform this spinning one aligns with is one with a heart piece, so land there to claim it. Use the flower there to leap back to the spinning platform again. Now wait for you to align with the next platform. (There are two trees in front of it.) Launch yourself over the tree branches to land on the platform. Go through the door to meet the child wearing the Guradian Mask. Talk to him, give him one of your masks, and this dungeon is complete!

/ D. Goht Dungeon \

Talk to the child wearing the Goht Guardian Mask. He will ask you for two masks this time. Give them to him, and he will take you to the dungeon.

All right, to be honest, this dungeon can give you fits. You'll need to do some precision "steering" in order to get through. When you enter, wear your

Goron Mask to become a Goron. Smash the pots nearby if you are in need of magic power. If you face out into the chasm, you will see a long, straight platform there with a ramp at the end. That can only mean one thing... The dreaded GORON JUMP! Stand against the wall, curl into a ball, and roll toward the ramp, in as a straight as line as possible. When you launch off the ramp, you will see two open treasure chests, but don't stop to sightsee. Instead, use them as a "bumper" to bounce off of. You will bounce off and go straight off another ramp and into more chests. These will bounce you toward a series of jumps. Make sure you're going straight, and align yourself in the air as necessary. After the three jumps, you'll hit another pair of chests and be sent flying to the right. After sailing off the ramp, continue rolling and you'll find some green jars with which to replenish your magic power. Next, you'll find a turn. As you roll into the turn, bank sharply to quickly align yourself with the next ramp. After leaving the ramp, you will land on another platform and another turn. Take this one more shallow, or you'll sail clear off the edge. Take this S turn to hit another ramp. Keep rolling to find a trio of magic jars. Just beyond them is another turn. Take it carefully and you'll be faced with a long, narrow stretch. Take this as straight as possible, and jump off the ramp there. When you land, you will almost immediately go off another jump. You hit a platform with more of those chests, and use them to bounce to the left. You'll sail of another ramp onto a large platform.

At this point you can (finally!) stop your roll. Continue forward to claim the heart piece there. Now go and smash the pots on the platform to recover your magic power. Face forward to see yet another jump. Roll into the ramp, (you'll have just barely enough space to get enough speed) and you'll land on a bridge. Stop your roll and walk across the bridge to reach a gazebo with two gossip stones and a weird swirly thing in the middle. Do NOT step on it, as it will warp you back to start. Instead, go around it, and you'll see another bridge with a ramp at the end leading toward a snow platform. One last roll will get you there. Go through the door, talk to the child, give him two more masks, and you've beaten this level!

E. Gyorg Dungeon

Find the child wearing the Gyorg mask and talk to him. He'll ask for three masks. When you give them to him, you'll warp to the dungeon.

Compared to the last dungeon, this one's a piece of cake. Wear your Zora Mask and transform. Dive into the water and swim. The current takes you here, so you'll be moving pretty fast. As you swim along in the tunnels, you'll reach several different forks. Go left, right, left, and left and you'll emerge in a room with a gossip stone. Look behind it to find a heart piece. Swim through the tunnel and warp back to the first room. Dive into the tunnels again, but this time go left, right, left, and right. You will come to the room with the child in it. Talk to him, give him three more masks, and ta-da! You're done! Easy, huh?

F. Link Dengeon

This is the last one! Find the remaining child (wearing the Twin-Mold Mask) and talk to him. You'll have to give him four (ouch!) masks to advance to the dungeon. In the first room, smash the pots to get any items you might need, then proceed through the door. In the first room, you'll fight a Dinofols.

DINOFOLS: Z-target it and hold up your shield. When you get close to it, it will try and slash you with its sword. Block it with the shield and retaliate with your own sword quickly. It will then breathe fire, so backflip out of the way. Repeat this process until Dinofols falls to advance to the next room.

Go through the door to find a room with a gossip stone. Go through the next door to once again fight the Garo Master.

GARO MASTER: While Z-Targeting, hold up your shield. When he lunges to do his sword attack, back off and he'll disappear. He'll try to land on top of you, so quickly run forward. When he lands, slash him on the back. Also, if you dodge his sword attack, he will be temporarily stunned, so you can run up and slash him. Repeat until he's defeated.

A chest will appear on the ledge. Hookshot up to it to get some arrows, then proceed through the door. Run past the gossip stone and through the door to fight Iron Knuckle.

IRON KNUCKLE: If you still have it, equip the Bunny Hood for this fight. As always, Z-Target him and get close. Immediately backflip away to dodge this guy's ax. If it hits you, it will do between 5-7 hearts of damage, so watch out. When he gets his ax stuck in the ground, run up and slash him with your sword. After a few hits, his armor will fall off. He moves slightly faster now, so watch out. Continue this pattern and slash-and-run :) until Iron Knuckle is dead.

A chest will appear on the ground. Open it to get Bombchus. If you look at the wall on the right side of the room, you will notice it is cracked. Face the opposite wall and set a bombchu next to it and it will run up the wall, across the ceiling, and blow up as it reaches the crack. Shoot the target that appears to make a ladder appear. Climb up it and proceed to the next room.

When you enter, a shiny new heart piece awaits you on the floor. Take it. Now if you look up at the ceiling, you will see another crack on the center tile. Stand in the corner of the room and launch a bombchu at the opposite corner. It should run up the wall and explode near the crack. Shoot a fire arrow at the frozen eye to open the door. Talk to the child and give him the last four masks to exit.

/ III. Final Battle \

/ A. Getting there \

When you're ready, talk to the child sitting by the tree wearing Majora's Mask. If you've beaten all four dungeons on the moon, you will receive the Fierce Deity's Mask. If not, you will just proceed to the final battle.

As you enter the arena, your four guardian masks will fly out and take positions in the wall. When this happens, Majora's Mask flies out and the battle begins!

B. Majora's Mask

STAGE ONE

Majora's Mask seems to have grown several tentacles. It will fly around the room and occasionally dive at you. Hold up your shield at all times, and you should be fine. When you get a chance, shoot it in the back with an arrow. It will be temporarily stunned, so run up and slash it with your sword.

After a few hits, the four guardian masks will fly out and attack you with energy balls. You can shoot these down with arrows, but I recommend saving your arrows for later. There's another way to do this. Majora's Mask will launch a fire-type laser beam at you. Use your mirror shield without Z-Targeting to reflect the laser back. Aim it at one of the masks to damage it. When all four masks fall, reflect the laser back at Majora's Mask. After enough damage, round two begins...

C. Majora's Reincarnation

STAGE TWO

Majora's Mask will grow some skinny arms and legs in this stage, enabling it to move around the room very rapidly. It will dance (believe it or not) around the room stopping occasionally to throw a rapid barrage of energy balls at you. At this point, there are two methods you can use to slay the beast, method 2 being easier than the first:

METHOD 1: Use your shield to deflect the energy balls, but you probably won't be able to deflect them all. When you get near to its legs, slash it with your sword to knock it down. Quickly run up to it and hit it with your sword.

METHOD 2: This one is much easier than method 1. Use your Goron Mask to turn into a Goron. Now roll into a spiked ball and chase Majora around the room. You can easily dodge his energy blasts this way, and you only need to nail him once to stun him. You'll bounce back pretty far however, so roll up to him and remove your mask. Quickly slash him while he's still stunned. Put the mask back on. Rinse and repeat.

When Majora takes enough damage you will enter the final stage of the battle.

D. Majora's Wrath

STAGE THREE

This is the final stage, and it can be easy or hard. It's easy if you have plenty of arrows or the Fierce Deity's Mask... even easier if you have both!

In this part, Majora will get "pumped up". It's arms and legs grow bigger, and it gets an ugly head to boot. It's main weapon in two gigantic whips, which extend the whole range of your Z-Targeting range! Use your shield to block the whips, and when you get a clear shot, shoot Majora with an arrow. If you don't have any arrows, you'll have to try to get inside the attacks

and slash Majora's legs. Either way, this will temporarily stun it, so run in and give it a quick slash or two with your sword. Beware getting too close to it, even if it's stunned. It recovers quickly, and even though its whips don't do much damage, they will hit you multiple times. And it's also hard to escape the range of the whips once they knock you down, so be careful. When Majora is almost defeated, it'll start launching these spinning spiked tops at you, which blow up after a while. Keep on the move and hit Majora with an arrow (or slash it) when you get a chance. One or two more hits will end the battle.

IV. End Game

A. The End

After you beat the mask, it's body will blow up, sending the moon out into space. Depending on whether you got all the masks or not, the ending may vary slightly. I won't give away the ending though, you'll have to watch it for yourself ;)

V. Miscellaneous

A. Update Info

Version 3.0 (09/15/01) - Added an easier method of dealing with the second phase of the final battle. Completely re-formatted this FAQ.

Version 2.0 (11/10/00) - Added the "Quick Walkthrough" section, as well as re-formatted the ToC yet again.

Version 1.5 (11/09/00) - Fixed some formatting problems (hopefully!) in the Table of Contents.

Version 1.0 (11/08/00) - First writing of the FAQ. All dungeons and final boss covered here.

PLEASE NOTE:

This FAQ has been written to exclusively cover in detail the final area in Zelda: Majora's Mask and its dungeons and bosses.

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CJayC - For posting this FAQ
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