The Legend of Zelda: Majora's Mask Song FAQ

by Dallas   Updated to v0.5 on Dec 9, 2003

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                  (Some nice art, compliments of RLee/marshmallow)


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                      Zelda: Majora's Mask Song FAQ (N64)
                      Version 0.5 - Last Revised on 03/15/2001
                          By Dallas (sdallas19@yahoo.com)


                  http://www.gamefaqs.com - http://www.dallasmac.com


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You have 2 types of songs: Songs you learn, and hidden songs. The songs you
learn are songs like the "Song of Time" or the "Goron's Lullaby," you learn
them from different people or things while playing. The hidden songs are ones
you never learn, but already know when you first start the game. They don't
appear in your game menu, and you don't learn them anywhere in the game. How
are you supposed to know what they are? That's what this guide is for! Below
are the descriptions of each song, along with where and who/what you learn them
from. First are the learned songs, below those are the hidden songs.

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                              LEARNED SONGS
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Name: Song of Time
How to play: C-Right, A, C-Down, C-Right, A, C-Down

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Location:       Learned in Clock Town after defeating Skull Kid
Description:    A returning song from Ocarina of Time, whenever Link plays the
                Song of Time, it will warp him back to Day 1. In the JP version
                of the game, it will also save your game. If you are low on time,
                play this song to return to Day 1, however, whenever you play it,
                you will be brought back to Clock Town again. As Link learns this
                song he remembers back to when Saria first gave him his Ocarina
                in Zelda: Ocarina of Time.

Name:           Song of Healing
How to play:    C-Left, C-Right, C-Down, C-Left, C-Right, C-Down
Location:       Learned in Clock Town from the Happy Mask Man
Description:    When played, the Song of Healing will remove a curse by a mask
                on anyone or anything. Play this song to certain people to gain
                certain masks. For instance, when you first play it, the Deku
                Mask will come off of Link and will be added to your inventory.
                If somebody is cursed by a mask, just play this song to cure
                them as well as receive their mask.

Name:           Sonata of Awakening
How to play:    C-Up, C-Left, C-Up, C-Left, A, C-Right, A
Location:       Learned in the Deku Palace from the monkey being held prisoner
Description:    This song really only has two purposes, one to make the Woodfall
                Temple rise from the water. When standing on the correct platform
                as Deku Link, play this Sonata to make the Woodfall Temple
                surface from the watery depths below, allowing you to enter.
                The second purpose is when you play it in front of the gossip
                stones in Termina field, you'll gain a heart piece after playing
                it in front of all four.

Name:           Song of Soaring
How to play:    C-Down, C-Left, C-Up, C-Down, C-Left, C-Up
Location:       Learned in the Deku Palace on a stone tablet up on a ledge
Description:    You won't have to talk to anyone to learn this song, as it is
                written on a stone tablet up on a ledge (near an owl statue) in
                the Deku Palace. When you play this tune, you can warp to any
                owl statue you've discovered throughout the game. Whenever you
                see an owl statue, hit it with your sword and it will be added
                to your list of places to warp. Whenever you need to get to an
                area quickly, play this song to warp near it.

Name:           Ode to Order
How to play:    C-Right, C-Down, A, C-Down, C-Right, C-Up
Location:       Learned after you defeat Odolwa, the Woodfall Temple boss
Description:    This song will do nothing until you have collected all four of
                the Guardian Masks in the game. Each time you defeat a dungeon
                boss for the first time, you will get a guardian mask, there are
                a total of 4 of them in all. Once you have all 4, and you play
                this song, it will make the Guardians go to Clock Tower. You
                won't be using this song until you are about 80% into the game.

Name:           Goron Lullaby
How to play:    A, C-Right, C-Left, A, C-Right, C-Left, C-Right, A
Location:       Learned in Goron Shrine from the frozen Goron and crying baby
Description:    You won't be learning this song all at once. First, you must
                talk to everyone in Goron Shrine, then come back and talk to
                the frozen elderly Goron (after you revive her) and she will
                teach you the first few notes of it, telling you she forgot the
                rest. Play what you know to the crying baby in Goron Shrine and
                he will teach you the remaining 2 notes. When played, this song
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                  does various things. It allows you to enter the Snowhead Temple,
                  but is also used for other things, like gaining heart pieces.


Name:             Scarecrow's Song
How to play:      [You make your own song]
Location:         Created in Clock Town by you
Description:      Go to one of the Scarecrows in Clock Town (one is in the
                  observatory, the other is on the left side of town in the item
                  shop) and you will be able to create your own song. It can only
                  be 8 notes long, and when you go back in time, it will be erased.
                  This song is pretty cool because you can make it up yourself.


Name:             Epona's Song
How to play:      C-Up, C-Left, C-Right, C-Up, C-Left, C-Right
Location:         Learned from the girl at Romani Ranch
Description:      Once you finish the challenge of popping 10 balloons while
                  riding on Epona, the girl will teach you Epona's Song, which
                  will call Epona when played anywhere in Termina. This is useful
                  when you need your horse, as she comes when you call rather than
                  you going to retrieve her (saves a lot of time.)


Name:             New Wave Bossa Nova
How to play:      C-Left, C-Up, C-Left, C-Right, C-Down, C-Left, C-Right
Location:         Learned from the old man in the marine room in the Great Bay
Description:      You will learn this after you drop off all 7 Zora Eggs into the
                  marine tank. Take out your Ocarina as Zora Link after the eggs
                  turn into tadpoles and the old man will teach you the song. Play
                  this to Lulu over in the Zora's Hole and she will awaken
                  the sleeping turtle, who will transport you over to the Great
                  Bay Dungeon, free of charge.


Name:             Song of Storms
How to play:      A, C-Down, C-Up, A, C-Down, C-Up
Location:         Learned from the stone tablet after defeating Iron Knuckle
Description:      This song was also in Zelda: Ocarina of Time, and it was learned
                  from the windmill man. When played, it will make rain fall no
                  matter where you are (even in dungeons.) Useful for some tasks
                  that require instant water (such as planting bugs or magic beans
                  to grow transportation plants.) This is probably my favorite song
                  in the game because it has a catchy tune.


Name:             Elegy of Emptiness
How to play:      C-Right, C-Left, C-Right, C-Down, C-Right, C-Up, C-Left
Location:         Learned from the king's ghost once you defeat him in the ruins
Description:      When played, this will make a stationary clone of each role
                  Link plays. You can have up to 4 clones at once (normal Link,
                  Goron Link, Zora Link, and Deku Link.) Useful for temporary
                  switches, such as the ones in Stone Tower.



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                              HIDDEN SONGS
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Name:             Song of Double Time
How to play:      C-Right, C-Right, A, A, C-Down, C-Down
Description:      This song is basically the "Song of Time" only you press each
                  button twice. When played, it will warp you ahead in time, 12
                  hours to be exact. If it's morning, you can warp 12 hours ahead
                  so it will be night, and vice versa. That way, you can warp
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ahead in time without having to sacrifice a day.

Name: Inverted Song of Time
How to play: C-Down, A, C-Right, C-Down, A, C-Right
Description: Guess where the name of this song comes from. That's right, it's
               the "Song of Time" played backwards. This will slow down the
               speed of the clock by 1/3 of it's normal speed. Useful when you
               need a lot of time to complete something, also helpful when
               performing random tasks (such as defeating poes, it will slow
               down the poes movement.)

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                                 Information
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Credits and Sources

Jeff "CJayC" Veasey - http://www.gamefaqs.com
   For hosting this FAQ on his website.

RLee/marshmallow
   For making the ASCII art you see at the top of this guide and allowing me to
   use it. Thanks!

Brian Danford
   For correcting my error in the Sonata of Awakning description.

Contact Information

Have any comments, questions, suggestions, complaints, contributions, praise,
constructive criticism, or anything else about this FAQ (or any of my others?)
Please contact me via one of the following, and I'll get back to you as soon
as I can. All questions asked that have already been answered in the guide
will be ignored:

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