

The Legend of Zelda: Majora's Mask Boss FAQ

by Dallas

Updated to v1.1 on Dec 9, 2003

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(Some nice art compliments of RLee/marshmallow)

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Zelda: Majora's Mask Boss FAQ (N64)
Version 1.1 - Last Revised on 03/16/2001
By Dallas (sdallas19@yahoo.com)

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

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- i. Introduction and Revision History
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Version 1.1 (03/16/2001)

Exactly four months later, I'm updating this guide. I now have a new e-mail

address, so I've updated that and I've also changed the format around a bit.
No more updates coming unless needed.

Version 1.0 (11/16/2000)

Added remaining Mini-Boss and Dungeon Boss strategies, along with the final boss strategy. This FAQ is now 100% complete, and I've also decided to let any web site use it as long as they e-mail me asking for permission first. Hope this FAQ comes in use.

Version 0.4 (10/13/2000)

Strategy for the Great Bay Dungeon boss (Gryorg) has been added, along with two new mini-boss strategies. This FAQ can now be hosted by HYRULE: The Land of Zelda (<http://www.htloz.com>) so I've added them to the list of FAQs who may have this FAQ posted on their site.

Version 0.3 (10/12/2000)

Two more mini-boss strategies for the Great Bay Dungeon added. Also listed another site who can use this FAQ (changed the design for that chart a little as well.) Another Dungeon Boss strategy is coming within the next few days.

Version 0.2 (10/11/2000)

Added the strategy for the Gerudo Guard Trio in the Gerudo Fortress area of the game. Also added another site to the list of sites who may have this FAQ listed on their site. Many more bosses to come, as I'm just now entering the Great Bay Dungeon. Check out my other FAQs for this game if you are seeking additional help with the game.

Version 0.1 (10/07/2000)

Added the first 2 Dungeon Boss strategies, along with the first 5 Mini-Boss strategies in chronological order. Final Boss Strategy will be added once I beat the game, and updates shall follow to this guide as I progress through the game. Make sure you check out my other 2 guides for Majora's Mask if you are having trouble with something in the game.

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I. Mini-boss Strategies
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You have 3 types of enemies in this game: 1.) The basic enemies, which are just there so you can gain a quick item or two on your pathway to a new area, 2.) Mini-Bosses, which are mainly located in dungeons and are there to stop you from proceeding any further in the game, and 3.) Dungeon Bosses, which are the big guys, who must be defeated in order to proceed in the game. You won't be gaining much from mini-bosses, other than some useful items, etc. but they

must be defeated, and this guide tells you how to defeat 'em.

Skull Kid (Stalkid): Clock Town

Items Gained: Ocarina

Songs Gained: Song of Time

Skull Kid uses his powers on the moon above in order to help him with the battle. Anyway, he doesn't have any attacks, so you can't really get hurt. Just shoot him once with your Bubble Shooter and he'll drop your OCARINA. Pick it up, and Link will have a flashback of the time when Princess Zelda taught him the SONG OF TIME (Zelda: OoT) he then re-learns the song now. When played, this song will take you back 1 day in time (it will also save your game in the JP version of the game.) The battle continues with Skull Kid, but there is no way you can defeat him, so just play the Song of Time to end the battle. You will be left back in the main part of Clock Town on Day 1 again.

Metal Dinalfos: Woodfall Dungeon

Items Gained: Hero's Bow, 30 Arrows

This is semi-easy battle. The Metal Dinalfos only has 2 basic attacks. First he will slash at you with his weapon, then after you give him a shot when it's safe to do so, he will breath a stream of fire. To defend his attacks, use your shield (Left) and then attack when he does his leap attack. When you hit him, he will blow fire at you, just back away to avoid this one. Continue this method until he's defeated, where a treasure chest will then appear. Open it to gain the HERO'S BOW already equipped with 30 ARROWS. Leave back out through this door, and test out your new arrow.

Use your new Hero's Bow by aiming at the eyeball across the room. Shoot it to make the middle platform down below start moving up and down. Transform into Deku Link, and launch over to the platform, then launch to the ledge from there. Go through the door and another mini-boss battle will engage, this time it's with Gekko.

Gekkho: Woodfall Dungeon

Items Gained: Boss Key

This fight is pretty much un-fair, because you have to fend off 2 enemies rather than just Gekkho himself. The battle starts out with Gekkho fighting solo, but after you give him a couple of good shots, he summons his buddy, the Tuttle to help him. Transform into Deku Link, burrow into a nearby Deku Launcher and wait for the tuttle (who has Gekkho on his back) to slide over the launcher, then let go to send them both flying into the air. It will take Gekkho a while to get back onto the tuttle, so use your Fairy Bow to give him a shot. Continue this method of attack until he's defeated (the Tuttle will die with him) then go into the next room and pick up the Boss Key from the treasure chest.

Wizrobe (Phase 1): Snowhead Dungeon

Items Gained: Fire Arrows

Wizrobe only has one attack: shooting a giant ball of frozen ice and you, causing Link to freeze. There are 4 teleportation pads on the ground that he uses to move. Once you see him on a pad, quickly run over to him as Goron Link and give him a Fire Punch (before he shoots the ball of ice at you.) Alternatively, as normal Link, you can shoot arrows at him, but they do little damage and you'll end up wasting a lot of time and energy. Continue this method of attack until Wizrobe becomes upset and clones himself 3 times. Now there will be 3 clones and 1 real at the teleport pads, he's not too hard to find, since his clones are transparent. Continue attacking the same way you have been and he will soon be defeated, leaving you the Fire Arrows in a chest.

Wizrobe (Phase 2): Snowhead Dungeon

Items Gained: Boss Key

You'll be using the same tactics you did the first time, the only difference is now Wizrobe has 6 platforms to teleport with instead of just 4 like the first time. As he comes out of a teleportation pad, give him a fire punch as Goron Link (or use arrows, but punching is faster and easier.) After a few hits he will once again clone himself, but this time he'll have 5 clones instead of 3 (the clones are transparent, so he's easy to find) continue attacking like you have been until he is finally defeated for the 2nd time. Collect the Boss Key from the treasure chest, and leave this room. You must now lower the main platform in order to gain access to the boss' lair.

Gerudo Guard Trio: Gerudo Lagoon

There are a total of 3 female Gerudo guards blocking you from collecting the three zora eggs in the settlement of Gerudo Lagoon. Each one can see you, despite if you are wearing the Stone Corro Mask or not. They should be a breeze if you have the Kongo sword equipped, if not, you are in for some tough fights. With the Kongo Sword, just slash them about 3-4 times (depending on which one you are fighting, it may take more slashes) and they will disappear, but with the standard Kokiri Sword, you may have to stun them with a bomb first, followed by sword attacks. The first is the easiest, the 2nd is the fastest, and the 3rd is the strongest. Once you defeat each one, they will unlock the door leading to the tank holding the zora eggs.

Big-Eye: Great Bay Dungeon

Items Gained: Ice Arrows

First, you need to remove all the mini-eyeballs surrounding the big-eye before you can do anything. This is 80% of the work for this battle. Using your Fire Arrows, Sword, Hookshot, Bombs, and Mask of Explosion, constantly remove mini-eyeballs from the big-eye and kill them before they reattach to

it. While you are doing this, make sure you get a few arrows into the big-eye when he has it open. Once all of the mini-eyes are gone, the big-eye will begin charging at you. Use any remaining arrows you have on him followed by slashes from your sword until he's defeated, leaving the Ice Arrows in a treasure chest behind.

Gekkho: Great Bay Dungeon

Items Gained: Boss Key

He's back and tougher than before. Slash him with your sword which will cause him to engulf himself into a large blob on the ceiling. Fire an Ice Arrow at this large blob before it falls on you, or you're in for some major damage to your health meter. Continue this method of attack until he dies, and talk to the frog he leaves behind using the Ribbit's Face. Go through the only open door, and open the chest to gain the Boss Key.

Skeleton & Cohorts: Ikana Graveyard

Masks Gained: Captain's Hat

Awaken the skeleton by playing the Sonata of Awakening, then give chase as it runs from you. When you see 2 things on the sides of the walls, fire is going to rise from the ground. The only way to remove the fire is to defeat the two mini-skeletons that pop up from the ground. Shoot arrows at the skeleton while you are chasing him to slow him down. If you don't catch up to him, he'll dive into the ground at the end and you won't get the mask. Once you catch up to him, hit him with your sword a few times, then use Ice Arrows to freeze/slash him until he gives up and gives you access to the treasure chest holding the CAPTAIN'S HAT.

Iron Knuckle: Inside the Grave

Songs Gained: Song of Storms

Iron Knuckle is by far the most powerful boss in the entire game, but he is so slow, it doesn't really show. When you first find him, hit him with your sword to engage the battle, and whatever you do, make sure you avoid getting hit by his mighty axe. If you do, you can lose up to 8 hearts total on your health meter, making you an easy kill if you stand too close to him. The easiest way to kill him off is to Z-Target him and run around in circles, waiting for him to swing at you, then when he misses, run up and give him some counter attacks. When part of his body falls off, he's almost dead. Once you kill him, view the stone slab to learn the SONG OF STORMS.

Wizrobe: Ikana Ruins

He is a little tougher than the last two times you fought him. Now, instead

of shooting ice, he shoots fire, and lots of it. When he appears on one of the transportation pads on the ground, go up to him and slash him with your sword before he shoots fire at you. If you wait too long, he'll shoot the fire and you'll be harmed. You can also freeze him with an Ice Arrow and hit him with your sword, but it may be more difficult. It is also possible to reflect his fire attacks back at him with the mirror shield, but you have to be very close to him to do so. Continue doing this until he clones himself to make it a little more difficult for you. Just keep hitting the real one a few more times and he will be defeated, unlocking the door as he leaves.

Ghost of Garo: Stone Tower Temple (Reality)

Items Gained: Light Arrows

This is a larger form of the normal Garos that appeared in Ikana Canyon, and he attacks using his fire swords. Put on your Bunny Hood, and when he attacks you, move out of the way so he misses. Most of the time he will stand there for a few moments, allowing you to slash him with your sword. Otherwise, after he misses, he will disappear, then reappear right above you. Move out of the way and slash him again when he does this. After 4 or 5 hits, he will be dead, and a treasure chest will appear, containing the LIGHT ARROWS. Go through the open door, and hop up onto the little ledge, then jump across to the platform. Z-Target the enemy in front of you, and throw a bomb at him, followed by a slash from the sword to kill him.

Wizrobe: Stone Tower Temple (Illusion)

Wizrobe is a bit more powerful than he was the last time you fought him, but there is an easy (yet long) way of defeating him. Run behind the gate you see in the corner of the room, and wait for him to appear on the transportation pad across from you, then shoot him with an arrow. He can't hurt you from any other pad but that one, and when he appears, you'll be there to shoot him. This will take a while because you have to wait for him to appear on that pad. After a few shots, he'll clone himself as usual. Just continue hitting him the way you have been until he is defeated and a treasure chest will appear on the ledge above you.

Gomez: Stone Tower Temple (Illusion)

Items Gained: Boss Key

Gomez is pretty tough because of his primary weapon: a scythe. He has a pack of bats that surround and protect him, and the only way to get rid of them is to shoot a light arrow at him to scatter them off. Once they aren't covering his body, give him a slash with your sword, then quickly run away using the Bunny Hood before he hits you with his scythe. You can get some extra magic by killing a few bats, and there are hearts in the four pots in each corner of the room. Continue shooting light arrows and slashing until he dies, then go through the next door, and open the chest to get the BOSS KEY.

Eyegole: Stone Tower Temple (Illusion)

Masks Gained: Giant Mask

Run up to him to make him attack (if you don't run fast enough, he'll start shooting his eye laser at you, in which case, you can deflect the laser with your mirror shield) and then quickly back away to make his eye turn yellow. Make sure you are close to him when you shoot the arrow at his eye, otherwise the rocks that appear when he attacked will hit you and you won't have time to shoot him. Continue this method of attack until he's defeated, leaving a golden treasure chest behind. Open it to get the GIANT MASK which you will be using shortly to defeat the boss of this dungeon.

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II. Dungeon Boss Strategies
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The other main type of boss you will encounter are the Dungeon Bosses. Each Dungeon has one main boss who's causing all the trouble, and below are strategies on how to beat each one in each dungeon. Dungeon Bosses differ from Mini-Bosses because there are fewer of them, and you get more important items after you defeat them, plus they are more difficult than mini-bosses, but not as difficult as the final boss.

Odoruwa: Woodfall Dungeon

Items Gained: Heart Container

Masks Gained: Odoruwa Guardian Mask

This is one tough battle. Odoruwa is a huge, robotic dancing machine with a 50 foot sword, and knows how to use it. The easiest method to defeating him is to constantly shoot arrows at him while he dances around the room (if you run out of arrows, you can find more in the bushes in the corner of the room) but the quickest way is to constantly hit him in the legs with your Kokiri Sword (which seems to do more damage than arrows.) Either way, you will have to hit him a good 20 or so times before defeating him. Beware of his super slicing attack, where he very rapidly swings his sword around for about 10 seconds (this one does a lot of damage.) He also summons skulltullas from above, and has an overhead chop attack. Once you defeat him, collect your items from the glowing orb.

Goht: Snowhead Dungeon

Items Gained: Heart Container

Masks Gained: Goht Guardian Mask

When compared to the first dungeon boss (Odoruwa) this one seems like a piece of cake. You won't be losing much health in this battle, but it will take some time to defeat Goht. When you first enter, unfreeze the boss by shooting a fire arrow at him, then transform into Goron Link. You will be rolling around the room, running into Goht from behind (doing a Spiked Roll.)

After you hit him about 5 times, he will fall, allowing you to hit him a few more before he gets back to his feet. He starts out just kicking up rocks in your face, but then advances to having rocks fall from the ceiling, tossing up bombs in your face, and lightning attacks. Collect magic from the green pots and continue to ram him until he crashes into the wall and dies, which is your cue to collect the items he left behind.

Gryorg: Great Bay Dungeon

Items Gained: Heart Container

Masks Gained: Gryorg Guardian Mask

This is one of the toughest battles you will encounter in the game. Gryorg is a huge fish and 4 main attacks that do a lot of damage (well 3 of them do a lot of damage.) You have two ways of defeatin this guys, or you can do a combination of both, you can either: Stand on the platform as normal Link, fire an arrow to stun Gryorg, then quickly transform into Zora Link, dive down into the water and hit him with your swords, quickly swim back up, and repeat. This method takes a long time, but it's safer than the other. Alternatively, you can just sink down as Zora Link and stun Gryorg with your swords, then attack.

The preffered method is to combine both methods, meaning you should start out by going under and attacking directly until he releases skellfish from his mouth, then you should stand on the platform and fire arrows. One last thing I must mention, you must have at least 2 faries in bottles, preferrably three. If not, you will end up dying, no questions asked. Once he's defeated, collect the HEART CONTAINER and the GRYORG GUARDIAN MASK to finish off the battle, and view the cinema.

King Yigorse & Company: Ikana Ruins

Songs Gained: Mekegara's Elegy Song

This guy has two soldiers to help him do his dirty work. When the battle first begins, shoot fire arrows at the curtains on the windows to burn them off, letting the sunlight in, then begin fighting with the two soldiers. Hit them with your sword, and when they fall to the ground, reflect sunlight onto them with your Mirror Shield. Once they are both gone, the king will get up and fight you himself. He is a lot tougher than his soldiers, and has three basic attacks: His main attack is his leap attack with his sword, it isn't as dangerous as the other two, but it can do so heavy damage. He also has an attack where he decapitates himself, and sends his head to attack you while his body attacks from the ground.

His final attack is blowing his poisonous breath on you, which does quite a bit of damage to your health meter. The easiest way to defeat him is to just attack him with your sword until his guard is down, then stun him with the sunlight. Once you eventually knock him down to the ground, quickly shine sunlight on him with your shield to kill him off. You will then view a cinema of the two soldier ghosts arguing, then they disappear, followed by the King's ghost who teaches you the MEKEGARA'S ELEGY SONG which allows Link to create a stationary clone of himself in any form.

Twin-Mold: Stone Tower Dungeon

Items Gained: Heart Container

Masks Gained: Twin-Mold Guardian Mask

Use the Giant Mask to transform into Giant Link and begin slashing at the tail/head of each mold (the flying dragons are called "molds.") This mask uses up tons of your magic, so make sure you slash and break the pillars to release magic jugs. Once you are out of magic, run over and pick up the jugs or use your green potion(s). It is possible to attack the molds as normal Link, but it's not even worth it. You have to wait for the mold to rise from the ground, and slash it in the head/tail. This will never work because the molds will kill you before you kill them, so you must be Giant Link for this to work. Continue slashing their heads/tails until both are defeated (after about 6 hits they will each die.)

Collect the HEART CONTAINER and step on the glowing orb to get the TWIN-MOLD GUARDIAN MASK. View the cinema of Ikana (Ekhana) Valley turning back into normal; all the gibdos dying; all the reedeads dying; Stone Tower turning back into normal; and everyone & everything is all peachy once again.

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III. Final Boss Strategy
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Yep, the final boss strategy.

Majora's Mask (Phase 1)

The only way to attack the mask in this form is to hit it from behind. No matter what you use, you won't be able to do any damage by hitting it on the front. Wait for it to start spinning on the ground, then do a spinning slash to knock it down to the ground, followed by a quick slash on the back before it gets back up. Alternatively, you can wait for it to dive down at you, then run out of the way while wearing the Bunny Hood, then shoot an arrow at it from behind. After you hit it about 3 times in either of these manners, the four guardian masks will come from their portals and begin attacking you with light orbs. Shoot about 3 arrows at each to kill them, while at the same time keeping an eye on Majora's Mask so he doesn't pull any sneaky tricks. Once the masks are gone, the mask will constantly use its fire beam attack. Just keep avoiding it until he starts spinning again so you can slash him. Soon enough he will be dead, but he then re-incarnates himself.

Majora's Mask (Phase 2)

Stand in one place and wait for the mask to come near you, when it's within range of your sword, slash it to make it stop moving, then continue to slash it with the Gilded Sword (or whatever sword you have) until it spins away again. If it doesn't come near you, or you just don't feel like waiting for it to come near you, use a light arrow on it to make it fall, then run up and slash it with your sword. This is the easiest form of the mask, and it shouldn't take very long to kill.

Majora's Mask (Phase 3)

Obviously, this is the hardest form of Majora's Mask. He will use his newly grown tentacles to whip at you, and it's almost impossible to avoid his attacks. Stay in one part of the room (facing the mask) and wait for him to whip you, then fire an arrow at him right before he whips you. Try using your other forms of Link to stun him then hit him with any light arrows you have left. When he begins to dodge your attacks, just try to stun him with any form of link then run up and hit him with your sword or any remaining items that can do damage. He will soon be defeated and you can view the ending of the game in peace. To defeat all three forms as Fierce Deity Link, just use the same methods, only it will be much easier as FDL because he has a more powerful sword than normal Link.

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IV. Information
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Credits and Sources

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

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:

E-mail Address: sdallas19@yahoo.com
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