

The Legend of Zelda: Majora's Mask Items Guide

by Donkey Kong Song

Updated to v1.0 on Jul 10, 2001

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Need a reason? These sites are the only four sites that can keep my FAQs updated. I'll send GameFAQs my FAQs, GameSages and GameFAQs share stuff, and IGN64 and GameSages share stuff. Neoseeker is great, they seem to have the most updated version of my FAQs without me having to tell them. I'll see if I can trust Cheat Code Central <www.cheatcc.com>, and Game-Revolution <www.gamerevolution.com>. Why I want them updated? Because when people see missing things in older versions, I'll get billions of e-mail messages telling my to update the FAQ even though it is updated, asking questions I already answered in newer versions, making additions that are already there, correcting errors I already corrected, and after a while, it'll get annoying! But, you can link to the page at one of the sites that lists all the FAQs for The Legend of Zelda: Majora's Mask, but not to the actual FAQ there.

NOTE: That was the old news. The new news is if you want to use it on your site, e-mail me and I'll always send the new version to you if you ask. I didn't change the above because I'm too lazy. Even on the first version, this is my original Legal Section, seen on my other FAQs (Banjo-Kazooie to be specific, but here's what it looks like cleaner without the contest change.) Everyone who has my FAQ will be mentioned in the credits.

This FAQ is mine, and The Legend of Zelda: Majora's Mask is not. It's fully Nintendo's. The only thing I did was make this FAQ.

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T H E L E G E N D O F

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***** M A J O R A ' S M A S K

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Version 1.0 (From Tuesday, July 10, 2001, 3:28:58 PM to Saturday, August 11, 2001, 10:12:21 PM, 50 Pages, 17,028 Words, 85,616 Characters, 1,675 Paragraphs, 2,653 Lines)

(I won't try to make the mask behind the Z.)

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| 1 )  I N T R O  |
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I finally beat Majora's Mask so I decided I'd make this FAQ.

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| 2 )  W H A T ' S  N E W ?  |
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ver. 1.0 This is the first version! (From Tuesday, July 10, 2001, 3:28:58 PM to to Saturday, August 11, 2001, 10:12:21 PM, 50 Pages, 17,028 Words, 85,616 Characters, 1,675 Paragraphs, 2,653 Lines)

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|           |
| 3 )  I T E M  L I S T  |
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KEY:

- Subscreen: What subscreen it can be found on
- Location: Where it can be found
- Strategy: How to get it
- Price: If the item is bought, how many Rupees it costs
- Forms: Forms you can use it in
- Description: What it does
- Returning item?: Yes if it returns from the previous Zelda game, Ocarina of Time, or No if it's not

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/ 3.1. Adult's Wallet \
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- Subscreen: N/A
- Location: West Clock Town
- Strategy: Save up 200 Rupees in the bank and the banker will give it to you.
- Price: 200 Rupees
- Forms: Link, Deku Link, Goron Link, Zora Link
- Description: This wallet can hold up to 200 Rupees.
- Returning item?: Yes

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/ 3.2. All-Night Mask \
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- Subscreen: Masks
- Location: Curiosity Shop
- Strategy: On Day 1, at 12 midnight, the Old Lady from the Bomb Shop will walk by, carrying a Bomb Bag. Sakon the thief will run by and slam into her, stealing her Bomb Bag. You must hit Sakon with your sword and he'll drop the Bomb Bag. I've also heard that if you use the Hookshot or Arrows, the Bomb Bag will explode, killing Sakon. I will try that as soon as I can. You must also have Kafei's Mask. Now wait until the Night of the Final Day, then enter the Curiosity Shop at from 10:00 PM to 5:00 PM. If you have 500 Rupees you can buy it from him.
- Price: 500 Rupees
- Forms: Link
- Description: This mask stretches Link's face out so he'll never fall asleep. Of most interest in Anju's grandmother in the Stock Pot Inn study. Usually, when you have her read you a story, you'll fall asleep. But if you wear the All-Night Mask, you won't.
- Returning item?:No

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/ 3.3. Arrow \
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Subscreen: Select Item
Location: Various Areas
Strategy: Cut grass, kill enemies, at shops, etc.
Price: 0-40 Rupees
Forms: Link
Description: You need the Hero's Bow to shoot these. They are Link's projectile. But you can only carry 30 of them, but you can upgrade it.
Returning item?: Yes

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/ 3.4. Big Bomb Bag \
=====

Subscreen: Quest Status
Location: Bomb Shop
Strategy: You must stop Sakon the thief on Day 1, then enter the Bomb Shop. You can buy it.
Price: 90 Rupees
Forms: Link
Description: A Bomb Bag upgrade, it can carry 30 Bombs.
Returning item?: Yes

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/ 3.5. Big Poe \
=====

Subscreen: Quest Status
Location: Beneath the Well, Beneath the Graveyard
Strategy: Kill a Big Poe, then swing a Bottle at his spirit
Price: N/A
Forms: Link
Description: Sell it to the Curiosity Shop man, or give it to a Gibdo.
Returning item?: Yes

=====
/ 3.6. Big Quiver \
=====

Subscreen: Quest Status
Location: Town Shooting Gallery or Swamp Shooting Gallery
Strategy: After getting the Hero's Bow, win the Town Shooting Gallery or the Swamp Shooting Gallery once. Win the game. For the Town one, shoot only Red Octoroks. Blue ones remove 3 seconds. Get 39 points to win. For the Swamp one, score 2000 points.
Price: 20 Rupees
Forms: Link
Description: A large Quiver for holding up to 40 Arrows.
Returning item?: Yes

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/ 3.7. Biggest Bomb Bag \
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Subscreen: Quest Status
Location: Goron Village or Southern Swamp
Strategy: As Goron Link, talk to the Business Scrub at Goron Village (or if you moved him then at Southern Swamp as any Link) He'll offer you the Biggest Bomb Bag.
Price: 1000 Rupees (200 if you have Big Bomb Bag)
Forms: Link
Description: The largest Bomb Bag, can hold 40 Bombs.
Returning item?: Yes

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/ 3.8. Biggest Quiver \
=====

Subscreen: Quest Status
Location: Town Shooting Gallery or Swamp Shooting Gallery
Strategy: After getting the Big Quiver, win the Town Shooting Gallery or the Swamp Shooting Gallery once. Win the game. For the Town one, shoot only Red Octoroks. Blue ones remove 3 seconds. Get 39 points to win. For the Swamp one, score 2000 points.
Price: 20 Rupees
Forms: Link
Description: The largest Quiver for holding up to 50 Arrows.
Returning item?: Yes

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/ 3.9. Blast Mask \
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Subscreen: Masks
Location: North Clock Town
Strategy: Stop Sakon the thief on Day 1, don't kill him, stop him.
Price: N/A
Forms: Link
Description: A mask that you can use to explode. It counts for infinite Bombs, but each explosion takes off half a heart. However, if you hold your shield while exploding, you won't get hurt. Very useful while fighting Wart in the Great Bay Temple.
Returning item?: No

=====

/ 3.10. Blue Potion \
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Subscreen: Quest Status
Location: Ikana Canyon or Zora Hall, Magic Hag's Potion Shop
Strategy: You can buy it from Kotake for 60 Rupees, or the Ikana Canyon Business Scrub (or Lulu's room in Zora Hall if you moved him) for 100 Rupees. But if you want to get it for free, give Kotake a Mushroom and she'll make one out of it for free
Price: 0-100 Rupees
Forms: Link, Deku Link, Goron Link, Zora Link
Description: It's stored in a Bottle. Drink it to recover all health and magic.
Returning item?: Yes

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/ 3.11. Blue Rupee \
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Subscreen: N/A
Location: Various Areas
Strategy: Cut grass, kill enemies, etc.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Description: It's worth 5 Rupees.
Returning item?: Yes

=====

/ 3.12. Bomb \
=====

Subscreen: Select Item
Location: Various Areas
Strategy: Cut grass, kill enemies, at shops, etc.
Price: 0-40 Rupees
Forms: Link
Description: These are what you can use to explode enemies and walls. You need a Bomb Bag to carry them. You can only carry 20 of them, but you can upgrade it.
Returning item?: Yes

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/ 3.13. Bomb Bag \
=====

Subscreen: Quest Status
Location: Bomb Shop, Curiosity Shop
Strategy: You can buy it at the Curiosity Shop on the Final Day if you didn't stop Sakon on Day 1, but it costs 100 Rupees! You can buy it for cheaper at the Bomb Shop for 30 Rupees.
Price: 30-100 Rupees
Forms: Link
Description: This is what holds your Bombs. It can hold 20 Bombs.
Returning item?: Yes

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/ 3.14. Bombchu \
=====

Subscreen: Select Item
Location: Bomb Shop, certain chests
Strategy: Buy at the Bomb Shop, and they are also contained in some chests.
Price: 0-40 Rupees
Forms: Link
Description: This is a self-propelled bomb that can crawl by itself when you release it. It explodes when it hits an enemy, or after a long time, or you can shoot it with an Arrow to stop it.
Returning item?: Yes

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/ 3.15. Bomber's Notebook \
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Subscreen: Quest Status

Location: North or East Clock Town

Strategy: When you have been returned to normal, go back to North Clock Town and play the Bombers' hide-and-seek game (see Bomber's Notebook Entries for more details). They will make you a member and give you one, or, if you remember the code that they taught you as Deku Link (it's random), go to the Astral Observatory on the East Clock Town. Tell the kid the code, then go inside. Leave, and go outward and Jim, the leader of the Bombers, will be surprised that you knew the code. He'll give you a Bomber's Notebook and make you a true member.

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Description: This records info on 20 troubled people. For more info, see Bomber's Notebook Entries. To read it, go to the Quest Status Subscreen, highlight the Notebook and hit A to read it. The blue bar shows the times that you can have the conversation, a exclamation point in a circle means you learn something/promised to do something at that time. If it's yellow, you did in these three days and the person knows about it, but if it's gray, you started over with the Song of Time and they don't know about it. A face means you received a mask. A ribbon means you received a gift other than a mask, usually a Piece of Heart. A star at the end means that person is now happy because you helped him/her. After making someone happy, at the end of the game, that character will be shown doing something good, except for the Bombers, ???, Gorman Bros., and Kamaro.

Returning item?: No

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/ 3.16. Bremen Mask \
=====

Subscreen: Masks

Location: Laundry Pool

Strategy: On the first two days, go to the Laundry Pool at night. Talk to Guru-Guru and listen to his confession of guilt. It appears he stole a dog's mask. He'll give that mask to you, because Link doesn't seem to care.

Price: N/A

Forms: Link

Description: You can hold B to play a march song on your Ocarina, and you can lead around Cuccos and dogs.

Returning item?: No

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/ 3.17. Bug \
=====

Subscreen: Select Item

Location: A few random places

Strategy: They are commonly found under rocks, and sometimes in grass

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Description: These bugs are caught in Bottles. Release them in Dirt Patches for Rupees, or in the Spider House Dirt Patches for a Gold Skulltula.

Returning item?: Yes

=====
/ 3.18. Bunny Hood \
=====

Subscreen: Masks

Location: Cucco Shack (Romani Ranch)

Strategy: Go to the Cucco Shack at Romani Ranch from 6:00 AM to 8:00 AM. If you have the Bremen Mask you can lead around the chicks, and if lead around all about 10, they will grow into Cuccos and Grog will give you a Bunny Hood.

Price: N/A

Forms: Link

Description: This will enable you to run faster. I think this is required to beat Snowhead and Ikana.

Returning item?: Yes

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/ 3.19. Captain's Hat \
=====

Subscreen: Masks

Location: Ikana Graveyard

Strategy: Go to the back of the Graveyard and use the Sonata of Awakening to wake up Captain Skull Keeta. Use the Goron Roll to quickly get over to him (Arrows will also slow him down) and kill the Stalchildren to pass through the fire. If you go up to Keeta and hit him, he'll start attacking you. Defeat him, and he will release the fire on the chest. Go all the way to the top and either Goron Roll or Hookshot across and open the chest to get the Captain's Hat.

Price: N/A

Forms: Link

Description: This will enable you tell the Stalchildren in Ikana Graveyard and the Oceanside Spider House what to do.

Returning item?: No.

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/ 3.20. Chateau Romani \
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Subscreen: Select Item

Location: Milk Bar

Strategy: If you have Romani's Mask, you can enter the Milk Bar at 10:00 PM to 6:00 AM. Talk to Mr. Barten and he'll sell you milk.

Price: 200 Rupees

Forms: Link, Deku Link, Goron Link, Zora Link

Description: Drink it to restore all your health and give you infinite magic until you play the Song of Time. Very, VERY helpful when fighting Gomess and Twinmold in the Stone Tower Temple!

Returning item?: No.

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/ 3.21. Circus Leader's Mask \
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Subscreen: Masks

Location: Milk Bar

Strategy: You must have all three Transformation Masks and Romani's Mask. Enter the Milk Bar at 10:00 PM to 6:00 AM on the first two days. Talk to Toto as any Link and tell him you want to perform. Play what he tells you to play, do it as all four Links, then Gorman will cry and as an apology for booing you ("What feels good? That wretched, senseless racket?"), he'll give you the Circus Leader's Mask.

Price: N/A

Forms: Link

Description: This scares the Gorman Brothers, so on the trip to Clock Town with Cremia, they won't try to break the milk cartons if you wear this mask.

Returning item?: No.

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/ 3.22. Couple's Mask \
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Subscreen: Masks

Location: Stock Pot Inn

Strategy: You must have given the Pendant of Memories to Anju from 4:45 PM to 8:30 PM on the 2nd day, or from 6:00 AM to 12:00 PM on the Final Day. Now, at a bit past 6:00 PM on the Final Day, go to Ikana Canyon. Follow Sakon (don't get too close, or he'll see you and run off) until he opens his hideout. Kafei will run in too. Follow them and go through the front door. Kafei will see the Sun's Mask, but he accidentally steps on a switch which opens a door, and also alarms Sakon that Link and Kafei are in the hideout. Get the Sun's Mask back (see Bomber's Notebook Entries), then return to the Stock Pot Inn and wait with Anju until the clock counts down to like 1:30:00. Kafei will come in and combine his Sun's Mask with Anju's Moon's Mask. They will make the Couple's Mask, but since they no longer need it, they give it to you.

Price: N/A

Forms: Link

Description: This mask is said to bring happiness to anyone who sees it, of most interest, Mayor Dotour. Show the people at his meeting from 10:00 AM to 8:00 PM on the first two days, or 10:00 to 6:00 PM on the Final Day.

Returning item?: No

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/ 3.22. Deku Mask \
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Subscreen: Masks

Location: Inside the Clock Tower

Strategy: After you get the Ocarina of Time back from Skull Kid, play the Song of Time to return to the First Day. Re-enter the Clock Tower, and talk to the Happy Mask Man. He'll teach you the Song of Healing, it will transform you back into Link. The spirit of Deku Link will be sealed inside of the Deku Mask that appeared. He'll let you keep it as a memento.

Price: N/A

Forms: Link, Goron Link, Zora Link

Description: It will transform Link into Deku Link.

Returning item?: No

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/ 3.23. Deku Nut \
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Subscreen: Select Item

Location: Various Areas

Strategy: Cut grass, kill enemies, at shops, etc.

Price: 0-30 Rupees

Forms: Link, Deku Link

Description: This leaves a blinding flash, stunning enemies in their tracks. You can drop them from flight as Deku Link too. You can only carry 20.

Returning item?: Yes

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/ 3.24. Deku Princess \
=====

Subscreen: Select Item

Location: Woodfall Temple

Strategy: After defeating Odolwa and beating the Woodfall Temple, you will find yourself in a strange room. Use your sword on the vines to find the Deku Princess. Link will tell her that her father, the Deku King, is punishing the monkey because he thought he captured her. She asks that you carry her in something back to Deku Palace. Swing a Bottle at her.

Price: N/A

Forms: Deku Link

Description: Release her in front of the Deku King, and then, after a funny cinematic of her pouncing on him, they will release the monkey.

Returning item?: No

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/ 3.25. Deku Stick \
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Subscreen: Select Item
Location: Various Areas
Strategy: Cut grass, kill enemies, at shops, etc.
Price: 0-10 Rupees
Forms: Link

Description: This can be used to attack. It's 2x as powerful as the Kokiri Sword, but it breaks easily. However, this can be used to light torches, they burn well. But after being burned for a while, they will dissolve. Tap B to get your sword out before it dies. You can carry up to 10 sticks.

Returning item?: Yes

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/ 3.26. Don Gero's Mask \
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Subscreen: Masks
Location: Mountain Village
Strategy: In the Goron Shrine, play the Goron Lullaby to the baby Goron. Now as Link, light a Deku Stick, put on the Bunny Hood, and run around the Goron Shrine lighting torches. The chandelier (sp?) will spin. Goron Roll into the pots until a piece of sirloin rock falls out of one of them. Pick it up and carry it back to Mountain Village. Find the cold and hungry Goron and through him the rock sirloin and he'll eat it, then give you the Don Gero's Mask.

Price: N/A

Forms: Link

Description: After defeating Goht and beating the Snowhead Temple, the Snowhead aea will return to its normal Spring state. There is a frog where you land. Talk to him with the Don Gero's Mask and he'll play a song, however, it's not complete until you find all the frogs. Here are the frogs' locations:

Clock Town: He's at the Laundry Pool, near the tree that is at the entrance.

Southern Swamp: From the Magic Hag's Potion Shop entrance tunnel, go right until you find some flowers that have Blue Rupees on them, guarded by Octoroks. There is also a ledge with this frog on it.

Woodfall Temple: This frog has been cursed and transformed into a Gekko. I wonder who did it... maybe Skull Kid? Anyway, defeat Gekko and his curse will be removed, transforming him into a frog.

Great Bay Temple: This frog has also been cursed into a Gekko, but this time in the Great Bay Temple.

Talk to them with the Don Gero's Mask and they will return to the Mountain Village. Then you can hear the entire frog choir!

Returning item?: No

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/ 3.27. Empty Bottle \
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Subscreen: Select Item
Location: Milk Bar, Magic Hag's Potion Shop, Romani Ranch, Goron Racetrack, Waterfall Rapids, Beneath the Graveyard
Strategy:

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: 3.27.1. Milk Bar :
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After getting the Special Delivery for Mama, go to the Milk Bar. If you don't have Romani's Mask, come before 9:00 PM. You will find Madame Aroma sitting on a chair. Put on the Kafai's Mask and talk to her. Give her the Special Delivery and she'll give you a Bottle. It's full of Chateau Romani though.

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: 3.27.2. Magic Hag's Potion Shop :
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Go to the Magic Hag's Potion Shop and talk to Kotake. Now go to the Woods of Mystery behind the shop. Follow the monkey and talk to Koume. Now return to the Potion Shop and talk to Kotake. Link will tell her that Skull Kid got to Koume. She'll give you a Bottle, but it's full of Red Potion. Give the Red Potion to Koume, and you keep the Bottle.

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: 3.27.3. Romani Ranch :
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On the Dawn of the First Day, explode the boulder blocking Romani Ranch with a Powder Keg. Go talk to Romani and tell her your name (or not) and she'll call you Grasshopper. She'll let you ride Epona and you must shoot 10 ghost balloons. Then she'll teach you Epona's Song, and tell you to come to Romani Ranch at 2:30 AM to get rid of aliens. Shoot them with Arrows and they will leave more behind so you can stock up. Focus on the ones near the barn first, or maybe all the time. If one hits the barn, they will abduct the cows (South Park, anyone?) and Romani. I recommend playing the Inverted Song of Time first, because that slows them down too. Fend them off until the Dawn of the Second Day and Romani will give you another Bottle, full of Milk.

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: 3.27.4. Goron Racetrack :
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After beating the Snowhead Temple and returning spring to Snowhead, it's time for the Goron Races to begin. Blow up the entrance with a Powder Keg (it's up on the cliff in the area with two Wolfos and Tingle). I recommend getting Romani's Mask and a bottle of Chateau Romani. You'll have infinite magic! Talk to the Baby Goron to enter the race. Stay on the inside track at all times. Ignore the pots if you have Chateau Romani. If it looks like there's no way to win, Baby Goron will ask you if you want to be disqualified or not. Win and Baby Goron will give you a Bottle of Gold Dust.

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: 3.27.5. Waterfall Rapids :
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After defeating Gyorg and beating the Great Bay Temple, Hookshot up the trees near the Pot-Breaking Game. Enter the door and race the beavers through their hoop-swimming game. You must swim through all the striped hoops (*cough**cough*Banjo-Kazooie rip off*cough**cough*) in 1:50 to win an Empty Bottle.

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: 3.27.6. Beneath the Graveyard :
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On the Night of the Final Day, talk to the Stalchildren with the Captain's Hat. Ask them to open the grave. Then go inside. Talk to Dampé and he'll ask you to lead him to dirt patches. There are 7 patches, 5 are on the floor. 2 are on platforms, lead him onto the brown platforms and they will float over. To get to him now, you must quickly climb the stairs or if you lead him as Deku Link, you can stand on the platforms. I cannot tell you which dirt patches have blue fire in them (they're parts of a Big Poe) as it is random. I remember in one game, it was the middle one and the ones on platforms. And in another one, it was the middle one, the one in the lower right corner, and the one on the left platform. When you find all three parts, the Big Poe will come together. Kill him to reveal a chest with a Bottle.

Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Description: Swing them at something containable to put in it.
Returning item?: Yes

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/ 3.28. Fairy \
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Subscreen: Select Item
Location: Various Areas
Strategy: Cut grass, break pots, etc. Also, if you play the Song of Healing for a Gossip Stone, it'll leave one.
Price: 0-50 Rupees
Forms: Link, Deku Link, Goron Link, Zora Link
Description: You can use it and heal yourself with it, but, if you wait until you die, it will bring you back to life. This is most helpful while fighting Gyorg in the Great Bay Temple.
Returning item?: Yes

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/ 3.29. Fierce Deity's Mask \
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Subscreen: Masks
Location: The Moon
Strategy: After getting all 20 normal masks, when you go to The Moon, talk to the four kids wearing Guardian Masks and give them your masks and play hide and seek with them (e-mail me and I'll specify), then talk to the kid wearing Majora's Mask and he'll give it to you.
Price: N/A
Forms: Link
Description: This transforms Link into Fierce Deity Link. His Fierce Deity's Sword is twice as powerful as the Great Fairy's Sword (32x as powerful as the Kokiri Sword) and can hit Majora's Mask from the front. However, it only works against bosses.
Returning item?: No

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/ 3.30. Fire Arrow \
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Subscreen: Select Item
Location: Snowhead Temple
Strategy: You get it after defeating Wizrobe for the first time.
Price: N/A
Forms: Link
Description: This Arrow can burn its targets. It can also melt ice!
Returning item?: Yes

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/ 3.31. Fish \
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Subscreen: Select Item
Location: Certain shallow water
Strategy: If you see a fish swimming, swing a Bottle at it to catch it.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link

Description: Its only purpose I know of is to give to a Gibdo or feed the fish in the Marine Research Lab at Great Bay.
Returning item?: Yes

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/ 3.32. Garo's Mask \
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Subscreen: Masks

Location: Gorman Track

Strategy: After getting Epona back (see Bomber's Notebook Entries), take her to the Gorman Track on any dawn. Talk to the Gorman Brothers and race them for 10 Rupees. Beat them. To do so, use all your carrots but 1. Stay on the inside track and if they try to pass, try moving in front of them. At the very end of the race, use your last carrot, and when you beat them, they'll give it to you.

Price: N/A

Forms: Link

Description: This can be used to summon the enemy Garo Robe in Ikana Canyon, and you can defeat them for hints. Needed to enter Ikana Canyon.

Returning item?: No.

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/ 3.33. Giant's Mask \
=====

Subscreen: Masks

Location: Stone Tower Temple

Strategy: Kill the Eyegore in the room just before the room just before the Boss Room. A chest will appear with this mask in it.

Price: N/A

Forms: Link

Description: Put it on to transform into Giant Link. However, the only place where you can use it is in the Boss Room in Stone Tower Temple. Required to beat Twinmold, as far as I know.

Returning item?: No.

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/ 3.34. Giant's Wallet \
=====

Subscreen: N/A

Location: Oceanside Spider House

Strategy: On the shore of Great Bay, enter the house that doesn't have the sign (the other one is the Fisherman's Hut) and Bomb the wall. Kill all 30 Gold Skulltulas in here (e-mail me and I'll specify) and return to the front room. Talk to the guy to receive it. Also note that it must be the First Day, otherwise you'll just get Rupees.

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Description: This can hold up to 500 Rupees.

Returning item?: Yes.

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/ 3.35. Gibdo Mask \
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Subscreen: Masks

Location: Music Box House

Strategy: In Ikana Canyon, play the Song of Storms for Sharp the Elder. When he floods Ikana Canyon, place a Bomb near the Music Box house. Now go to near where Tingle is. Wait for Pamela to go a distance from the house, then put on the Bunny Hood and run over and enter the Music Box House. Go downstairs near the closet. Pamela's mummified father will come out. Quickly play the Song of Healing before Pamela runs in and stops you, then the father will be healed. They will leave the Gibdo Mask to you.

Price: N/A

Forms: Link

Description: You can talk to Gibdos with this mask on.

Returning item?: No.

=====
/ 3.36. Gilded Sword \
=====

Subscreen: Quest Status

Location: Mountain Smithy

Strategy: After getting the Razor Sword (it must be Day 2), revisit them. Zubora (yes, Zubora, not Shagora) will ask for some Gold Dust. Give him some. Now, on Day 3, return to get the Gilded Sword.

Price: N/A

Forms: Link

Description: This sword is as twice as strong as the Razor Sword, which means it's 4 times as powerful as the Kokiri Sword!

Returning item?: No.

=====
/ 3.37. Goht's Remains \
=====

Subscreen: Quest Status

Location: Snowhead Temple
Strategy: Defeat Goht in the Snowhead Temple.
Description: You have freed Goht from his evil spell caused by Skull Kid. So now you can call him from atop the Clock Tower with the Oath to Order.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: No

=====
/ 3.38. Gold Dust \
=====

Subscreen: Select Item
Location: Goron Racetrack
Strategy: Beat the Goron Races.
Description: Used to upgrade your sword.
Price: N/A
Forms: Link
Returning item?: No.

=====
/ 3.39. Gold Skulltula Spirit \
=====

Subscreen: N/A
Location: Spider Houses
Strategy: Kill a Gold Skulltula to receive one.
Description: Collect all 30 from a Spider House to break a curse on someone who lives there.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: Yes (but in Ocarina of Time, they were called Gold Skulltula Tokens).

=====
/ 3.40. Goron Mask \
=====

Subscreen: Masks
Location: Goron Graveyard
Strategy: Use the Lens of Truth and look near the Secret Shrine. You will see the ghost of Darmani. Follow him to the Goron Graveyard (like with the Poe in the Haunted Wasteland in Ocarina of Time), then play the Song of Healing for him (on the Ocarina) to receive it.
Description: Allows Link to transform into Goron Link.
Price: N/A
Forms: Link, Deku Link, Zora Link
Returning item?: Yes

=====
/ 3.41. Great Fairy Mask \
=====

Subscreen: Mask
Location: Great Fairy's Fountain (Clock Town)
Strategy: Return the lost Stray Fairy to the Fountain as Link. The Great Fairy will appear and give it to you.
Description: It attracts Stray Fairies to you (and also its hair shimmers when one is near).
Price: N/A
Forms: Link
Returning item?: No

=====
/ 3.42. Great Fairy's Sword \
=====

Subscreen: Quest Status
Location: Great Fairy's Fountain (Ikana Canyon)
Strategy: Return the 15 Stray Fairies from Stone Tower Temple to the Ikana Fairy Fountain. The Great Fairy will give it to you.
Description: Strongest sword in Zelda: MM (well, second to Fierce Deity's Sword), but this makes the Gilded Sword look like a toothpick, but don't actually use it as a toothpick. It's 16x as powerful as the Kokiri Sword.
Price: N/A
Forms: Link
Returning item?: No

=====
/ 3.43. Green Potion \
=====

Subscreen: Select Item
Location: Zora Hall or Goron Village, Trading Post, Magic Hag's Potion Shop
Strategy: You can buy it from the Business Scrub at Zora Hall in Lulu's room (or Goron Village if you moved him) for 40 Rupees or 10 Rupees at the Magic Hag's Potion Shop, or 30 Rupees at the Trading Post.
Description: Recovers all your magic.

Price: 10-40 Rupees
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: Yes

=====
/ 3.44. Green Rupee \
=====

Subscreen: N/A
Location: Various Areas
Strategy: Cut grass, kill enemies, etc.
Description: It's worth 1 Rupee
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: Yes

=====
/ 3.45. Gyorg's Remains \
=====

Subscreen: Quest Status
Location: Great Bay Temple
Strategy: Defeat Gyorg in the Snowhead Temple.
Description: You have freed Gyorg from his evil spell caused by Skull Kid. So now you can call him from atop the Clock Tower with the Oath to Order.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: No

=====
/ 3.46. Heart Container \
=====

Subscreen: N/A
Location: All Temples
Strategy: Defeat a boss to get one.
Description: They add one heart to Link's maximum life energy.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: Yes

=====
/ 3.47. Hero's Bow \
=====

Subscreen: Select Item
Location: Woodfall Temple
Strategy: Defeat Gekko.
Description: Can shoot Arrows.
Price: N/A
Forms: Link
Returning item?: Yes (but in Ocarina of Time, it was called the Fairy Bow)

=====
/ 3.48. Hero's Shield \
=====

Subscreen: Quest Status
Location: Zora Shop, Trading Post
Strategy: Link's default shield. If it gets eaten by a Like Like, you can buy a new one at the Zora Shop or Trading Post.
Description: Can defend Link with R.
Price: 80 Rupees
Forms: Link
Returning item?: No (unless it resembles the Hylian Shield from Ocarina of Time)

=====
/ 3.49. Hookshot \
=====

Subscreen: Select Item
Location: Pirates' Fortress
Strategy: It's in the leader's room, but not even the Stone Mask can fool the Gerudos there. So you must go to the room above and shoot the beehive with an Arrow. It will leave 3 Honeycombs (not really) and the Giant Bees will scare the Gerudos away so you can enter and get it.
Description: Can grapple wooden objects and Hookshot targets, and certain enemies. It can also be used as a weapon
Price: N/A
Forms: Link
Returning item?: Yes

=====
/ 3.50. Hot Spring Water \
=====

=====
Subscreen: Select Item

Location: Goron Graveyard, Between Mountain Village and Goron Village, Beneath the Well

Strategy: Under Darmani's grave (Goron Graveyard), under a hole near Goron Village (you know where), in a corner Beneath the Well.

Description: Can melt ice.

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: No

=====
/ 3.51. Huge Rupee \
=====

Subscreen: N/A

Location: Termina Field, Ikana Canyon

Strategy: One of the random prizes Cremia gives you for protecting the milk delivery after getting Romani's Mask, or give the Business Scrub at Ikana Canyon the Ocean Title Deed as Zora Link.

Description: Worth 200 Rupees.

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: Yes

=====
/ 3.52. Ice Arrow \
=====

Subscreen: Select Item

Location: Great Bay Temple

Strategy: Defeat Wart.

Description: Will freeze enemies. Do this to Octoroks or the Blue Chuchu to use them as jumping platforms.

Price: N/A

Forms: Link

Returning item?: Yes

=====
/ 3.53. Kafei's Mask \
=====

Subscreen: Masks

Location: Mayor's Residence

Strategy: Go to the Mayor's Residence on Days 1 and 2, and go through the right door. Talk to Madame Aroma and she'll give you Kafei's Mask to help search for her lost son, Kafei.

Description: People will tell you about the missing Kafei (you only need to show it to Anju though).

Price: N/A

Forms: Link

Returning item?: No

=====
/ 3.54. Kamaro's Mask \
=====

Subscreen: Masks

Location: Termina Field

Strategy: Put on the Bunny Hood and hop onto one of the mushrooms near the entrance to Snowhead after midnight. Talk to Kamaro and he'll tell you about his troubled spirit. Play the Song of Healing to heal it and turn it into a mask, Kamaro's Mask.

Description: It enables you to dance.

Price: N/A

Forms: Link

Returning item?: No

=====
/ 3.55. Keaton Mask \
=====

Subscreen: Masks

Location: Kafei's House

Strategy: After delivering the Pendant of Memories to Anju, the Man from the Curiosity Shop will be in Kafei's house on the Night of the Final Day, talk to him to receive it.

Description: Wear it, and cut the grass that runs away. When it's all gone, Keaton the Ghost Fox will appear and ask you trivia questions about the game.

Price: N/A

Forms: Link

Returning item?: Yes

=====
/ 3.56. Kokiri Sword \
=====

Subscreen: Quest Status
Location: N/A (Kokiri Forest)
Strategy: Link's default sword. This is the same sword he found in Ocarina of Time.
Price: N/A (50 Rupees if stolen by Takkuri)
Description: Press B to use it, and hold B and release for a Spin Slash.
Forms: Link
Returning item?: Yes

=====
/ 3.57. Land Title Deed \
=====

Subscreen: Select Item
Location: South Clock Town
Strategy: Give the Moon's Tear to the Business Scrub in Clock Town.
Price: N/A
Description: Give to Business Scrub in Southern Swamp in exchange for a Swamp Title Deed, or give to ???.
Forms: Link
Returning item?: No

=====
/ 3.58. Lens of Truth \
=====

Subscreen: Select Item
Location: Secret Shrine
Strategy: It's right in the middle. To get to the Shrine without the Lens of Truth, follow Kaepora Gaebora's feathers. use the Lens to get back.
Price: N/A
Description: You can see invisible things with it.
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: Yes

=====
/ 3.59. Letter to Kafei \
=====

Subscreen: Select Item
Location: Stock Pot Inn
Strategy: Talk to Anju after she receives the letter from the Postman with Kafei's Mask on and go to the kitchen at midnight and talk to Anju. She'll give you the letter.
Price: N/A
Description: Put in postbox for delivery, or give to ???.
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: No

=====
/ 3.60. Light Arrow \
=====

Subscreen: Select Item
Location: Stone Tower Temple
Strategy: Defeat the Garo Master.
Price: N/A
Description: Arrows that work well against evil.
Forms: Link
Returning item?: Yes

=====
/ 3.61. Magic Bean \
=====

Subscreen: Select Item
Location: Southern Swamp or South Clock Town, Deku Palace
Strategy: Buy from Bean Seller under a hole in the Palace Gardens, or buy from Business Scrub in Southern Swamp (Clock Town if you moved him)
Price: 10 Rupees
Description: You can plant them in soft soil, and you can water them with Spring Water, or wait 'till the rainy Day 2.
Forms: Link
Returning item?: Yes

=====
/ 3.62. Magic Mushroom \
=====

Subscreen: Select Item
Location: Southern Swamp
Strategy: Get the Mask of Scents, put it on. Look for a purple powder (e.g. path to Potion Shop) and catch it in a Bottle. You got a Magic Mushroom!
Price: N/A
Description: Give to Kotake in exchange for a free Blue Potion

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: No

=====
/ 3.63. Mask of Truth \
=====

Subscreen: Masks

Location: Swamp Spider House

Strategy: Kill all 30 spiders in the Swamp Spider House and return to the entrance. Talk to the no-longer Skulltuguy and he'll give it to you.

Price: N/A

Description: Can talk to dogs and read Gossip Stones.

Forms: Link

Returning item?: Yes

=====
/ 3.64. Milk \
=====

Subscreen: Select Item

Location: Gorman Track, Milk Bar, place with cow.

Strategy: You can buy it at the Gorman Track for 50 Rupees, or from the Milk Bar for 20 Rupees. Or, play Epona's Song for a cow and get some for free (found that out in Ocarina of Time by fiddling around, I do that a lot in video games, especially Zelda and Banjo-Kazooie series).

Price: 20 to 50 Rupees

Description: Gives you 5 hearts per drink, 2 drinks per bottle.

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: Yes (but called Lon Lon Milk in OOT)

=====
/ 3.65. Mirror Shield \
=====

Subscreen: Quest Status

Location: Beneath the Well

Strategy: At the end of the well, just before Ikana Castle, light the torches with Fire Arrows (if only you had Din's Fire in this game) and a chest will appear with this inside.

Price: N/A

Description: Can reflect light on suns to get rid of them/do something special and bounce it off mirrors and kill enemies with it.

Forms: Link

Returning item?: Yes (but it looked different in OOT. As far as I know, these have been in Zelda forever)

=====
/ 3.66. Moon's Tear \
=====

Subscreen: Select Item

Location: Termina Field

Strategy: At the Astral Observatory, zoom in on Skull Kid (he's on top of the Clock Tower) and a Moon's Tear will shed out of the Moon. Exit through this door to get it.

Price: N/A

Description: Give to Business Scrub in Clock Town in exchange for a Land Title Deed.

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: No

=====
/ 3.67. Mountain Title Deed \
=====

Subscreen: Select Item

Location: Goron Village

Strategy: Give the Business Scrub the Swamp Title Deed.

Price: N/A

Description: Give to Business Scrub in Lulu's room in Zora Hall in exchange for an Ocean Title Deed, or give to ???.

Forms: Goron Link

Returning item?: No

=====
/ 3.68. Ocarina of Time \
=====

Subscreen: Select Item

Location: Clock Town

Strategy: On top of the Clock Tower, shoot Skull Kid with a Deku Bubble and he'll drop it. Run over and grab it.

Price: N/A

Description: Use it to play songs.

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: Yes

=====
/ 3.69. Ocean Title Deed \
=====

Subscreen: Select Item
Location: Zora Hall
Strategy: Give the Business Scrub in Lulu's room the Mountain Title Deed.
Price: N/A
Description: Give to Business Scrub in Ikana Canyon in exchange for a Huge Rupee, or give to ???.
Forms: Zora Link
Returning item?: No

=====
/ 3.70. Odolwa's Remains \
=====

Subscreen: Quest Status
Location: Woodfall Temple
Strategy: Defeat Odolwa in the Woodfall Temple.
Price: N/A
Description: You have freed Odolwa from his evil spell caused by Skull Kid. So now you can call him from atop the Clock Tower with the Oath to Order.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: No

=====
/ 3.71. Orange Rupee \
=====

Location: Termina Field
Strategy: Kill the Takkuri outside Milk Road and he'll leave it behind.

The rest of the information is the exact same thing as the Huge Rupee.

=====
/ 3.72. Pendant of Memories \
=====

Subscreen: Select Item
Location: Kafai's House
Strategy: Talk to Kafai.
Price: N/A
Description: Give to Anju.
Price: N/A
Forms: Link
Returning item?: No

=====
/ 3.73. Piece of Heart \
=====

Subscreen: Quest Status
Location: Almost Everywhere
Strategy: See "Pieces of Heart" section
Price: Various (I know 150 is the maximum)
Description: Collect 4 to get an extra Heart.
Forms: Link
Returning item?: Yes

=====
/ 3.74. Poe \
=====

Subscreen: Select Item
Location: Stone Tower Temple
Strategy: There are 3 in the room with the Death Armos maze entrance. Kill them, then swing a bottle at their spirits.
Price: N/A
Description: Sell at Curiosity Shop or drink to occasionally replenish/remove health.
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: Yes

=====
/ 3.75. Postman's Hat \
=====

Subscreen: Masks
Location: East Clock Town
Strategy: Give the Special Delivery to Mama to the Postman in his office. He'll deliver it to Madame Aroma, and then talk to him when he's outside. He'll give it to you.
Price: N/A

Description: Enables you to look in postboxes.

Forms: Link

Returning item?: No

=====
/ 3.76. Powder Keg \
=====

Subscreen: Select Item

Location: Bomb Shop, Goron Village

Strategy: Buy from Goron in Bomb Shop as Goron Link for 50 Rupees, or from the Goron in the Powder Keg shop as Goron Link for 100 Rupees

Price: 50-100 Rupees

Description: It has a much larger explosion than a normal Bomb and you can only carry 1 of them?

Forms: Goron Link

Returning item?: No

=====
/ 3.77. Quiver \
=====

Subscreen: Quest Status

Location: Woodfall Temple

Strategy: Gotten with the Hero's Bow. You can upgrade it.

Description: Holds your arrows.

Price: N/A

Forms: Link

Returning item?: Yes

=====
/ 3.78. Razor Sword \
=====

Subscreen: Quest Status

Location: Mountain Smithy

Strategy: Talk to Zubora on Day 1 or 2, then pay him 100 Rupees, to reforge your sword. On the next day, you will have this.

Description: Is twice as powerful as the Kokiri Sword, but breaks after 100 (exactly) hits.

Price: 100 Rupees

Forms: Link

Returning item?: No

=====
/ 3.79. Red Potion \
=====

Subscreen: Select Item

Location: Trading Post, Magic Hag's Potion Shop, Goron Shop

Strategy: Buy from Trading Post for 30 Rupees, from Hag's Shop for 20 Rupees, or from Goron Shrine for 80 Rupees (50 after beating Snowhead Temple).

Description: Drink it to replenish all your health.

Price: 20-80 Rupees

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: Yes

=====
/ 3.80. Red Rupee \
=====

Subscreen: N/A

Location: A few random places

Strategy: Kill certain enemies with certain objects (e.g. ReDeads), usually in chests, etc.

Description: Worth 20 Rupees.

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: Yes

=====
/ 3.81. Romani's Mask \
=====

Subscreen: Masks

Location: Termina Field.

Strategy: At 6:00 PM, there will be a wagon in front of the barn. Talk to Cremia and she'll ask you if you want a ride to Clock Town. Say Yes. However, there will be a fence in the middle of Milk Road. Instead, she will head left into the Gorman Track. There, the Gorman Bros. will come up on their horses. You must fend them off with your arrows or they'll break the milk bottles (reminds me of the motorcycle thing in Final Fantasy VII...), but if you put on the Circus Leader's Mask BEFORE talking to Cremia, they won't attack (remember, they're scared of it). At the end, if you protect all the bottles, Cremia will give you this the first time.

Description: Allows you to enter the Milk Bar at 10:00 PM

Price: N/A

Forms: Link

Returning item?: No

=====
/ 3.82. Room Key \
=====

Subscreen: Select Item

Location: Stock Pot Inn

Strategy: After Anju brings her grandmother lunch, before Link-goro (I call him that because Goron Link is Link as a Goron, and Link-goro adds "goro" onto everything) comes, talk to Anju, and say Yes. She'll give you the Room Key.

Description: When the Stock Pot Inn is closed, you can simply waltz your arse* through the door, and enter to room up the stairs. You can get a Silver Rupee, plus hear a conversation with Anju and her mother on Day 2 at 9:30 PM.

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: No

=====
/ 3.83. Sea Horse \
=====

Subscreen: Select Item

Location: Fisherman's Hut

Strategy: Take a good picture of a Gerudo from Pirates' Fortress (or maybe if we finally solve this "Stop 'n' Swop" mystery I recently found in Banjo-Kazooie, you can give him a picture of Nabooru by using "Stop 'n' Swop" to get the Pictograph Box to Ocarina of Time... nah, maybe not) and talk to the seahorse. He will tell you to take him to Pinnacle Rock, so show the Fisherman the picture and he'll let you keep the Sea Horse.

Description: Take him to Pinnacle Rock and he'll lead the way.

Price: N/A

Forms: Zora Link

Returning item?: No.

=====
/ 3.84. Silver Rupee \
=====

Subscreen: N/A

Location: A few chests

Strategy: Look in some chests

Description: Worth 100 Rupees

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: Yes

=====
/ 3.85. Special Delivery for Mama \
=====

Subscreen: Select Item

Location: Kafai's House

Strategy: You get it along with the Keaton Mask

Description: Priority mail to take to Madame Aroma by yourself or the Postman. Or for use as toilet paper (by ???).

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: No.

=====
/ 3.86. Spring Water \
=====

Subscreen: Select Item

Location: Swamp Area

Strategy: Catch any water in a Bottle with a sign that says, "Feel free to take home our fresh spring water" or something like that.

Description: Can be used to water Magic Beans

Price: N/A

Forms: Link, Deku Link, Goron Link, Zora Link

Returning item?: No.

=====
/ 3.87. Stone Mask \
=====

Subscreen: Masks

Location: Termina Field

Strategy: Before the cliff that leads to Ikana Canyon, look in a corner to see a circle of stones. In the middle is an invisible guard named Shiro, use the Lens of Truth to see him. He'll tell you that everyone who walks by doesn't see him (at the message boards at GameFAQs, I always appear to be un-noticed, my topics barely get any posts, so I know how he feels). He needs something that gives him energy. Give him a Red Potion and he'll give you the Stone Mask.

Description: You become as plain as stone so you can't be seen by Gerudos, Blue Bubbles, and Death Armos.

Price: N/A

Forms: Link

Returning item?: No

=====
/ 3.88. Swamp Title Deed \
=====

Subscreen: Select Item
Location: Southern Swamp
Strategy: Give the Business Scrub the Land Title Deed in exchange for this.
Description: Give to Business Scrub at Goron Village in exchange for a Mountain Title Deed, or give to ???.
Price: N/A
Forms: Deku Link
Returning item?: No

=====
/ 3.89. Twinmold's Remains \
=====

Subscreen: Quest Status
Location: Stone Tower Temple
Strategy: Defeat Twinmold in the Stone Tower Temple.
Description: You have freed Twinmold from his evil spell caused by Skull Kid. So now you can call him from atop the Clock Tower with the Oath to Order.
Price: N/A
Forms: Link, Deku Link, Goron Link, Zora Link
Returning item?: No

=====
/ 3.90. Zora Egg \
=====

Subscreen: Select Item
Location: Pinnacle Rock, Pirates' Fortress
Strategy: In Pinnacle Rock, kill the Sea Snakes that are guarding them. In Pirates' Fortress, Hookshot into the water tanks. Catch them in your Bottles.
Description: Drop them in the tank at the Marine Research Lab as they are Lulu's and she lost them.
Price: N/A
Forms: Zora Link.
Returning item?: No

=====
/ 3.91. Zora Mask \
=====

Subscreen: Masks
Location: Great Bay Coast
Strategy: Push Mikau on to land (he's under the seagulls) then play the Song of Healing to get it.
Description: Put it on to transform into Zora Link.
Price: N/A
Forms: Link, Deku Link, Goron Link
Returning item?: Yes

| |
| 4) S O N G S |
| |

=====
/ 4.1. Elegy of Emptiness \
=====

Play: C>, C<, C>, Cv, C>, C^, C<
Found: Ancient Castle of Ikana
Strategy: Defeat Igos du Ikana, then you will see a hilarious death (yet again) scene with the two Stalfos fighting over and over about their feebleness (word?) and Igos du Ikana will settle it and teach you the Elegy of Emptiness.
Description: When Link plays this, a clone of himself is made, one for each form, so you can have up to 4 statues. This can be used to hold down switches that won't stay down (like the ones in the Stone Tower area).

=====
/ 4.2. Epona's Song \
=====

Play: C^, C<, C>, C^, C<, C>
Found: Romani Ranch
Strategy: Go to Romani Ranch on the 1st day (use a Powder Keg) and talk to Romani. She'll let you ride Epona and shoot 10 ghost balloons. Shoot them all in less than 2 minutes (real time) and she'll teach you Epona's Song.
Description: With this you can call Epona over to you, just like in Ocarina of Time.

=====
/ 4.3. Goron Lullaby \
=====

Play: A, C>, C<, A, C>, C<, C>, A

Found: Goron Shrine

Strategy: After learning the Lullaby Intro, go to the Goron Shrine. Play it for the Baby Goron on the drums, and he'll sing the next part. The Lullaby Intro will become the Goron Lullaby.

Description: This song puts Gorons to sleep.

=====
/ 4.4. Inverted Song of Time \
=====

Play: Cv, A, C>, Cv, A, C>

Found: Clock Town

Strategy: You know this song after you learn the Song of Time. But you can "learn" it from the Scarecrow in the Astral Observatory.

Description: This slows down the flow of time so a minute in Termina is 2 seconds real time.

=====
/ 4.5. Lullaby Intro \
=====

Play: A, C>, C<, A, C>, C<

Found: Between Mountain and Goron Village

Strategy: After getting the Goron Mask, pull back Darmani's grave. Get some Hot Spring Water, and take it to between Mountain Village and Goron Village. Smash the big snowball to find a frozen Goron. Thaw him (NOTE: Despite what you have heard, it is a boy. It's the father of another Goron, besides, there are no female Gorons.) and talk to him (as Goron). Link will tell him his son is crying, so he'll teach you a lullaby to play to him, actually, only the first part, because it's too cold for him to play. (NOTE: You must have already talked to the baby Goron)

Description: It's the first part of the Goron Lullaby.

=====
/ 4.6. New Wave Bossa Nova \
=====

Play: C<, C^, C<, C>, Cv, C<, C>

Found: Marine Reseach Lab

Strategy: Find all 7 Zora Eggs and bring them to the lab (drop them in the cage). Then they will form notes. Get out your guitar and play the notes to learn the New Wave Bossa Nova. (You must use the guitar, or the guy will say you used the wrong instrument.)

Description: This song will give Lulu her voice back.

=====
/ 4.7. Oath to Order \
=====

Play: C>, Cv, A, Cv, C>, C^

Found: Woodfall Temple

Strategy: Defeat Odolwa and he'll teach it to you.

Description: After beating all 4 bosses, go to the top of the Clock Tower and play it to summon the Four Giants so you can reach The Moon. (NOTE: If you have less than 4, then it won't stop and you must play the Song of Time to return)

=====
/ 4.8. Scarecrow's Song \
=====

Play: You decide

Found: Astral Observatory

Strategy: Go to the Scarecrow and play a song for him, one you made up. It must be 8 notes long.

Description: Play it for a scarecrow to receive items such as Rupees.

=====
/ 4.9. Sonata of Awakening \
=====

Play: C^, C<, C^, C<, A, C>, A

Found: Deku King's Chamber

Strategy: Go to the Monkey Cage and talk to him as Deku Link. Then talk to him as Link and try to cut the pole. Then talk to him again, transform into Deku Link, and show him your instrument. He'll teach you the Sonata of Awakening.

Description: It awakens people... and the Woodfall Temple.

=====
/ 4.10. Song of Double Time \
=====

Play: C>, C>, A, A, Cv, Cv

Found: Clock Town

Strategy: You know this song after you learn the Song of Time. But you can "learn" it from the Scarecrow in the Astral Observatory.

Description: It speeds time 12 hours ahead... not literally, just to the next night or dawn (e.g. if it's Dawn of the First Day, then it'll go to Night of the First Day, then play it again to go to Dawn of the Second Day, etc., etc.)

=====
/ 4.11. Song of Healing \
=====

Play: C<, C>, Cv, C<, C>, Cv
Found: Inside the Clock Tower
Strategy: After getting your Ocarina back, go inside the Clock Tower and talk to the Happy Mask Man and he'll teach you the Song of Healing.
Description: This heals troubled spirits and turns them into masks.

=====
/ 4.12. Song of Soaring \
=====

Play: Cv, C<, C^, Cv, C<, C^
Found: Southern Swamp
Strategy: On the way to Woodfall Temple, you'll meet up with Kaepora Gaebora. He'll tell you about owl statues. Read the statue he's sitting on to learn it.
Description: You can use it to warp to any owl statue you've activated.

=====
/ 4.13. Song of Storms \
=====

Play: A, Cv, C^, A, Cv, C^
Found: Beneath the Graveyard
Strategy: You must have the Captain's Hat. On the Night of the First Day, go to the Stalchildren walking around a grave. Order them to open it, then jump inside. Jump across the platforms. In the next room, kill all the Keese, and light the torches to enter a door. In here, kill the Iron Knuckle, then Flat the Younger will appear. He'll tell you that his brother, Sharp the Elder, imprisoned him in the graveyard. You have freed him, so he'll teach you the Song of Storms.
Description: This will create a rainstorm, just like in Ocarina of Time.

=====
/ 4.14. Song of Time \
=====

Play: C>, A, Cv, C>, A, Cv
Found: South Clock Town
Strategy: After you get the Ocarina back from Skull Kid, Link will have memories of him and Princess Zelda of Hyrule. She'll teach him the Song of Time.
Description: Saves your game and starts over time, making you lose all your Rupees, Sticks, Nuts, and everything you can collect.

| |
| 5) B O M B E R ' S N O T E B O O K E N T R I E S |
| |

(Special thanks to Croco for the accurate times)

=====
/ 5.1. Bombers, Secret Society of Justice. Helping people 24 hours a day. \
=====

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: 5.1.1. Days 1, 2, and 3 :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 5.1.1.1. From 6:00 AM to 5:59 AM !

EXCLAMATION POINT: Secret code: <your code here> North of Town
Code for entering Bombers' Hideout

At the beginning of the game when you're a Deku, pop the Majora Balloon. Talk to Jim the Bomber Leader who was trying to pop the balloon, ask him to play Hide and Seek. He and the other 4 Bombers will hide somewhere. The first two are obvious: they're right in North Clock Town. One is below the ledge with the Great Fairy Fountain, tag him. Jim is behind the slide, tag him. Another one is in West Clock Town, around the bank area. The last two are in West Clock Town. One is on the roof of the Milk Bar, holding a Cucco. Chase him off and tag him. The last one is on the roof of the Stock Pot Inn. You can either use the Deku Flower to get up there or if the Inn is open, go inside, head upstairs to the "Knife Chamber" and head through the left door, which is the veranda door. It has carelessly been left unlocked. Tag the last one to be warped to North Clock Town. The kids won't let you join because you're a Deku (they say, "No Scrub!") but will still teach you the code. It's random, so I can't say it. And I thought nothing was random in Zelda games. Oh well, at least it's just this and in the Banjo-Kazooie games it's a helluva lot of stuff.

GIFT: Bomber's Notebook North of Town
Members-only schedule book

Later, when you become human again (I thought he was a Hylian... Oh well), you can pop the balloon again as Deku, then talk to Jim as Link and play hide-and-peek again, or, you can simply go to the Astral Observatory and tell the kid the code (or enter it from the back entrance in Termina Field, use the Deku Flower) enter it briefly, then go back out. As you exit, Jim will be surprised that you have figured out the code without him telling you, and will make you a member as you're good. He'll give you a Bomber's Notebook and these entries will be recorded. Ta-da! You've made the first people happy! They were the easiest, not to mention the most required. So get ready to help some more!

=====
/ 5.2. Anju, Stock Pot Inn's Innkeeper. A corteous woman. \
=====

^^^^^^^^^^^^^^^^^^
: 5.2.1. Day 1 :
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! 5.2.1.1. From 1:50 PM to 4:00 PM !

EXCLAMATION POINT: Recieved Room Key Inn Lobby
Got it by mistake. Enter at night.

Talk to Anju at this time at her desk (you must have not talked to her before 1:50 or it will get messed up) and when she asks you if you have a reservation, say Yes. She'll give you the Room Key. This is used to enter the middle room on the "Knife Chamber", which actually belongs to a Goron. (This part of the game strangely resembles the Jolly Roger Inn in Banjo-Tooie.) In this room, which has a crack in it, there is a chest with a Silver Rupee worth 100 Rupees. At 4:00 the Goron will come in and ask for his reservation, talk to them for some laughs)

! 5.2.1.2. From 2:30 PM to 7:50 PM !

EXCLAMATION POINT: Secret Night Meeting Inn Lobby
Promised to meet in kitchen at 11:30

At this time (the Postman must have already given her the letter, talk to them for some laughs), talk to her with the Kafei Mask on. She'll ask that at 11:30 PM, you go to the kitchen and talk to her for a "Secret Night Meeting" about Kafei.

! 5.2.1.3. From 11:30 PM to 5:59 AM !

EXCLAMATION POINT: Promised to Meet Kafei Inn Kitchen
Promised to meet Anju's boyfriend

AND:

EXCLAMATION POINT: Recieved Letter to Kafei Inn Kitchen
Asked to drop in postbox in morning

OK, now you must go to the kitchen. If you have the Room Key, you can simply walk in through the door, but if you don't, you'll have to get onto the rooftop and enter the carelessly unlocked door. Just get to the kitchen and talk to Anju. She'll give you the Letter to Kafei to take to a postbox in the morning.

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: 5.2.2. Days 2, 3 :
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! 5.2.2.1. 4:45 PM to 8:30 PM (Day 2) or 6:00 AM to 12:00 PM (Day 3) !

EXCLAMATION POINT: Delivered Pendant Inn
Conveyed Kafei's intentions to Anju

After getting the Pendant of Memories from Kafei, visit Anju, talk to her and give her the Pendant.

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: 5.2.3. Day 3 :
vvvvvvvvvvvvvvvvvv

! 5.2.3.1. 4:30 PM to 5:59 AM !

MASK: Couple's Mask Inn's Employee Room
Sign of Anju and Kafei's happiness

After helping Kafei recover the stolen Sun's Mask, you must return to town. Warp there using the Song of Soaring. Go to the Stock Pot Inn's Employee Room (it's in the "Knife Chamber", you'll see it as you climb the stairs) and stick around. Now wait until the clock runs down to 1:30:00, then Kafei will run in. (Of course it would take him 4 hours 30 minutes. He did have to run all the way from Ikana Canyon. But I'm stumped about this part. How come by the time he gets there, he doesn't have to stop to catch his breath?) Now Kafei will combine his Sun's Mask with Anju's Moon's Mask. It will form the Couple's Mask (which I like to call the Odd Couple's Mask, because it looks odd, and... listen to Tat1). Advising Link to get his arse* out of town while they stay there and die, they give you the Couple's Mask.

=====
/ 5.3. Kafei, Strange youth seen near Laundry Pool \
=====

^^^^^^^^^^^^^^^^^^
: 5.3.1. Day 2 :
vvvvvvvvvvvvvvvvvv

! 5.3.1.1. 3:25 PM to 8:30 PM !

EXCLAMATION POINT: Pendant of Memories Backroom
Promised to deliver it to Anju

After you deliver the letter to a postbox, go to Kafei's house (you don't need to wait for him to get out, then dash behind him and enter, it just has to be at this time) and talk to him. He will reveal himself as Kafei. He was transformed into a kid by Skull Kid. But that's not why he's hiding. He promised to greet Anju with his wedding mask, the Sun's Mask, which was stolen by Sakon. (NOTE: In the Japanese version, Kafei stole the Sun's Mask from the Happy Mask Man, but then he placed a curse on him to transform him into a child. So if you heard any rumors like that, that's what it means.) So he asks you to deliver the Pendant of Memories to Anju.

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: 5.3.2. Day 3 :
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! 5.3.2.1. 6:15 PM to 7:00 PM !

EXCLAMATION POINT: Escaped from Sakon's Hideout Ikana
Helped Kafei recover stolen mask

After doing that, go to Ikana Canyon. Anytime on the Final Day, go to Sakon's Hideout (past the bridge with two Octoroks) and go to the rocks to the right of it. Behind them is Kafei, waiting for Sakon to come and open his hideout. At 6:15 PM he'll arrive, but either hide behind the rocks, or use the Stone Mask so he doesn't see you. If he does, he'll leave. At 7:00 he'll open his hideout, run inside, and Kafei will follow. Well, what are you waiting for? Get your arse* in there before he closes it!

When you get inside, Kafei will spot the Sun's Mask and walk over to it, but when he hits a switch, it opens a door and sets off an alarm to move the mask away from you. He will run for the door, but it will close as soon as he gets off the switch. So step on the switch to control Kafei. Push the block onto the blue switch. This will open another door and enable you to control Link again. In this room, kill the 2 Deku Babas. This will open a door and enable you to control Kafei again. In the next room, avoid the red switches or they'll speed up the convayer belt. Instead, hit the yellow switches to slow it down, then hit the blue switch to control Link (again). In his room, kill the two Deku Babas. Then you will control Kafei again. In the next room, push the first block below you down, then step on the yellow switch, then pull the block onto it. Now run around, and push the center block down and onto the blue switch, thus enabling you to control Link again. In the next room, kill the Wolfos to control Kafei again, then step on the blue switch to control Link again (like a Banjo-Kazooie pad), then as Link, step on the blue switch to close the convayer belt so Kafei can get the Sun's Mask back.

! 5.3.2.2. 4:30 PM to 5:59 AM !

After doing that, you must return to town. Warp there using the Song of Soaring. Go to the Stock Pot Inn's Employee Room (it's in the "Knife Chamber", you'll see it as you climb the stairs) and stick around. Now wait until the clock runs down to 1:30:00, then Kafei will run in. (Of course it would take him 4 hours 30 minutes. He did have to run all the way from Ikana Canyon. But I'm stumped about this part. How come by the time he gets there, he doesn't have to stop to catch his breath?) Now Kafei will combine his Sun's Mask with Anju's Moon's Mask. It will form the Couple's Mask (which I like to call the Odd Couple's Mask, because it looks odd, and... listen to Tat1). Advising Link to get his arse* out of town while they stay there and die, they give you the Couple's Mask.

=====
/ 5.4. Man from Curiosity Shop, Buys and sells stolen goods. Open at night only. \
=====

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: 5.4.1. Day 3 :
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! 5.4.1.1. 1:00 PM to 9:59 PM !

MASK: Keaton Mask Backroom
Kafei and Curiosity Shop's mask

AND

EXCLAMATION POINT: Letter to Mama Backroom
Letter to Kafei's mom: High Priority

After delivering the Pendant to Anju, go back to Kafei's house. Talk to the Curiosity Shop man and he'll give you the Keaton Mask Kafei was wearing: he had found Sakon. Also, he said that he wanted Link to take a letter to his mother, Madame Aroma. So he'll give you the Special Delivery for Mama.

! 5.4.1.2. 10:00 PM to 5:00 PM !

MASK: All-Night Mask Curiosity Shop
Strange mask at a bargain. Valuable.

On Day 1, you must have stopped Sakon from stealing the Bomb Bag (see Old Lady from Bomb Shop), and you must also have Kafei's Mask. Now go into the shop on the Final Day, and buy the All-Night Mask from him.

=====
/ 5.5. Old Lady from Bomb Shop, Runs town Bomb Shop. Always open. \
=====

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: 5.5.1. Day 1 :
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! 5.5.1.1. 10:20 PM !

MASK: Blast Mask North of Town
Thanks for guarding bag from thief

In North Clock Town, you'll see Sakon the thief behind the slide. He claims he's not doing anything suspicious, but at 10:20, the Lady comes with her Bomb Bag. Sakon will come buy and steal it. Slice Sakon with the sword and he'll drop it. Do not shoot an arrow, or it will make the Bomb Bag explode, killing Sakon. Now talk to the lady to receive the Blast Mask.

=====
/ 5.6. Romani, Young girl living at ranch with sister \
=====

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: 5.6.1. Day 1 :
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! 5.6.1.1. 6:00 AM to 5:59 PM !

EXCLAMATION POINT: Became ranch hand Romani Ranch
Help get rid of ghosts at 2:30 a.m.

Go to Romani Ranch on the 1st day (use a Powder Keg) and talk to Romani. She'll tell you about the ghosts who come every year before the carnival, and they steal the cows from the barn. Romani will ask that you become her ranch hand to help get rid of ghosts. For practice, she'll let you ride Epona and shoot 10 ghost balloons. Shoot them all in less than 2 minutes (real time) and she'll tell you to come at 2:30 AM to get rid of the ghosts.

! 5.6.1.2. 2:30 AM to 5:14 AM !

EXCLAMATION POINT: Saved cows from "them" Romani Ranch
Protected cows and Romani 'til morn

OK, at 2:00 AM, Romani will go into the ranch. Talk to her to let her know you're there. At 2:30, the ghosts will appear. You must shoot them with Arrows. I recommend playing the Inverted Song of Time because it will slow down the ghosts too. I always circle around the barn and Romani's house, shooting the closest ghosts. If they hit the barn, then all the cows will be abducted... and Romani. You must fend off the ghosts 'til 5:15 AM. (NOTE: Despite what you have heard, you can not put on the Bunny Hood and hit them with the Sword. I have tried that already.) Reminds me of the Twinkly thing in Banjo-Kazooie or the Fairy thing in Donkey Kong 64...

! 5.6.1.3. 5:15 AM !

GIFT: Milk Bottle Romani Ranch

Thanks for saving the cows from ghosts

Immediately after that happens, Romani will talk to you. She'll give you a Milk Bottle in return for saving the cows.

=====
/ 5.7. Cremia, Manager of Romani Ranch. Milk is her specialty \
=====

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: 5.7.1. Day 2 :
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! 5.7.1.1. 6:00 PM to 8:59 PM !

EXCLAMATION POINT: Protected milk delivery Romani Ranch
Saved milk from bandits

OK, directly after you complete Romani's entry in the Bomber's Notebook, when the real dawn comes, enter the barn. Talk to either of them to strike a conversation with them. Cremia will ask Link if he wants a ride to Clock Town (you can guess what this is leading to...), so at 6:00 PM, there will be a wagon in front of the barn. Talk to Cremia and she'll ask you if you want a ride to Clock Town. Say Yes. However, there will be a fence in the middle of Milk Road. Instead, she will head left into the Gorman Track. There, the Gorman Bros. will come up on their horses. You must fend them off with your arrows or they'll break the milk bottles (reminds me of the motorcycle thing in Final Fantasy VII...), but if you put on the Circus Leader's Mask BEFORE talking to Cremia, they won't attack (remember, they're scared of it).

! 5.7.1.2. 9:00 PM !

MASK: Romani's Mask Romani Ranch
Shows Cremia considers you as an adult

If you are successful in protecting the milk delivery, Cremia will give you Romani's Mask (if you start over with the Song of Time and do it again, she'll randomly give you a Huge Rupee worth 200 Rupees, or a hug).

=====
/ 5.8. Mr. Dotour, Mayor of Clock Town V.I.P. \
=====

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: 5.8.1. Day 1, 2, 3 :
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! 5.8.1.1. 10:00 AM to 7:59 PM (Days 1 and 2), 10:00 AM, to 5:59 PM (Day 3) !

GIFT: Dotour's Thanks Mayor's Residence
Thanks for ending a looong meeting

OK, go to the Mayor's Residence and show someone the Couple's Mask. It will make them think of their families, and since you ended the looong meeting where all Dotour said was, "Ahhh...hmm...well..." he gives you a Piece of Heart.

=====
/ 5.9. Madame Aroma, the Mayor's Wife. In charge of town performances. \
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: 5.9.1. Days 1, 2 :
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! 5.9.1.1. 10:00 AM to 7:59 PM !

MASK: Kafei's Mask Mayor's Drawing Room
Show it to help the search

Go to the Mayor's Residence, and go through the right door. Talk to Madame Aroma and she'll give you Kafei's Mask to help search for her lost son, Kafei.

^^^^^^^^^^^^^^^^^^
: 5.9.2. Day 3 :
vvvvvvvvvvvvvvvvvv

! 5.9.2.1. 6:00 PM to 5:59 AM !

GIFT: Chateau Romani Milk Bar
Thanks for delivering letter to mom

After getting the Special Delivery for Mama, go see her in the Milk Bar. (If you don't have Romani's Mask, enter before 10:00.) Talk to her (with Kafei's Mask on, if not, she'll advise Link to get his arse* out of there while she stays there and dies) and give her the Letter and she'll give you a Bottle of Chateau Romani.

=====
/ 5.10. Toto, Famed Manager of the Indigo-Gos \
=====

(He he he. Indigo-Gos. I love the Go-Gos! We got the beat, we got the beat, we got the beat, yeah, we got the... Oops! FAQ, FAQ, FAQ!)

^^^^^^^^^^^^^^^^^^^^
: 5.10.1. Day 1,2 :
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! 5.10.1.1. 10:00 PM to 5:59 AM !

MASK: Circus Leader's Mask Milk Bar
Thanks for moving Gorman with song

You need to have Romani's Mask and all the Transformation Masks. Enter the Bar and talk to Toto as any Link. He'll tell you about the canceled show, but he asks for your help so you can do a miniature concert. So get in the spotlight he tells you to get in, and play your instrument the way he tells you to. Do that with all 4 Links, then you will make Gorman cry. Toto will tell him about the song, then Gorman will give you the Circus Leader's Mask.

=====
/ 5.11. Gorman, leader of a traveling troupe. Has fine clothes, but a frightful face \
=====

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: 5.11.1. Day 1,2 :
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! 5.11.1.1. 10:00 PM to 5:59 AM !

MASK: Circus Leader's Mask Milk Bar
Thanks for moving Gorman with song

You need to have Romani's Mask and all the Transformation Masks. Enter the Bar and talk to Toto as any Link. He'll tell you about the canceled show, but he asks for your help so you can do a miniature concert. So get in the spotlight he tells you to get in, and play your instrument the way he tells you to. Do that with all 4 Links, then you will make Gorman cry. Toto will tell him about the song, then Gorman will give you the Circus Leader's Mask.

=====
/ 5.12. Postman, town's postal carrier. A very serious public servant. \
=====

(Is he the Running Man from Ocarina of Time?)

^^^^^^^^^^^^^^^^^^^^
: 5.12.1. Day 1, 2 :
vvvvvvvvvvvvvvvvvvvv

! 5.12.1.1. 3:00 PM to 11:59 AM !

GIFT: Training Award Post Office
Prize for getting time exactly right

Go to the Post Office, and talk to the Postman. He'll let you play his training game. You must hit A when you think 10 seconds (real time) have passed. There are two ways to do this:

1. After two seconds pass, the timer and the tcking stops, so think, 1 tick tick tick, 2 tick tick tick, 3 tick tick tick, 4, tick tick tick.... 9 tick tick tick 10! (Press A right while saying 10). Yes, tick tick tick, at the speed of what the game said. None of your Locomotives or Mississippi or Banjo-Tooies or whatever.
2. Put on the Bunny Hood, then the clock, though shorter, will stay on screen for the entire time.

If you win, he'll give you a Heart Piece. If not, you can try again for 2 Rupees. If you win, when he says, "I can't be like this. I have to train harder! More!" Something about this: When I play Banjo-Tooie with my friend, William Webster-reynolds, even after playing a whole lot, I keep losing, so I know how he felt.

! 5.12.1.2. 12:00 AM to 12:00 PM !

EXCLAMATION POINT: Deposit Letter to Kafei Postbox
Deposited letter for delivery

After Anju gives you the Letter to Kafei, you can deposit it in a postbox.

^^^^^^^^^^^^^^^^^^^^
: 5.12.2. Day 3 :
vvvvvvvvvvvvvvvvvvvv

! 5.12.2.1. 6:00 PM to 5:59 AM !

MASK: Postman's Hat Town: Near Milk Bar
Thanks for enabling him to flee

After getting the Special Delivery for Mama, go to the Post Office. Talk to the Postman. He'll tell you that he wanted to flee from town, but it's not written on the schedule, even though he has the option to. Give him the letter and he'll notice the priority seal and will deliver it to the Milk Bar. You can hear the conversation with the Postman and Madame Aroma if you talk to either one. Aroma will tell the Postman to get his arse* out of there while she sits there and dies, as an order. So when he goes outside the Milk Bar, talk to him and he'll give you his hat since he doesn't need it anymore and has quit his job. Now you have relieved him of his job and you are the Postman! Now you can look in mailboxes! Who knows what surprises await you? (Well, I do, but I'll let you discover for yourself)

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/ 5.13. Rosa Sisters, Twin dancers. Members of the Gorman Troupe. \
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: 5.13.1. Day 1, 2 :
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! 5.13.1.1. 6:00 PM to 5:59 AM !

GIFT: Rosa sisters' thanks West of Town
Thanks for teaching the dance

After getting Kamaro's Mask, go to the Rosa Sisters in West Clock Town. Put on Kamaro's Mask and go in front of the sisters and hit B to dance. They will see the dance, call you Master, and give you a Heart Piece.

=====
/ 5.14. ??? (Person living in the inn's restroom). Details are unknown. \
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: 5.14.1. Day 1, 2, 3 :
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GIFT: Thanks for the paper Inn Restroom
Thanks for helping person in toilet

! 5.14.1.1. 12:00 AM to 5:59 AM !

Go to the restroom of the Stock Pot Inn after midnight, and go to the restroom (across from the study, where Anju's Grandmother is). ??? will pop his hand out of the toilet and ask for a paper to wipe his arse* with (e.g. toilet paper). So give him a Letter of a Title Deed and he'll give you a Piece of Heart, start over time and do it again for Rupees.

=====
/ 5.15. Anju's Grandmother, Storyteller and grandmother at Inn \
=====

(NOTE: On Day 1, when Anju brings her lunch [a bit before you can get the Room Key], you can talk to them for some laughs. Now Whewwwwwwwwwwwould you like me to continue the FAQ?)

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: 5.15.1. Day 1, 2 :
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! 5.15.1. 8:00 PM to 5:59 AM !

GIFT: Reading Prize 1 Inn Study
Prize for not sleeping through study

Put on the All-Night Mask and talk to Anju's Grandmother. She'll ask you if she wants you to read her a story. Ask to read the Carnival of Time. Once done, answer with, "On the eve of the carnival." She'll give you a Heart Piece for listening so hard!

GIFT: Reading Prize 2 Inn Study
Prize for not sleeping through study

Put on the All-Night Mask and talk to Anju's Grandmother. She'll ask you if she wants you to read her a story. Ask to read The Four Giants. Once done, answer with, "I dunno." She'll give you a Heart Piece just for not falling asleep. (NOTE: I know the correct answer is "Sing a song", but you can't just sing that song anywhere. 100 steps north, 100 steps east, 100 steps south, 100 steps west. It must be in the very center of Termina, on top of the Clock Tower.

=====
/ 5.16. Kamaro, the ghost of a charismatic dancer. Enjoys Moonlight. \
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: 5.16.1. Day 1, 2, 3 :
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! 5.16.1.1. 12:00 AM to 5:59 AM !

MASK: Kamaro's Mask Termina Field
Sign of taking over for ghost dancer

Put on the Bunny Hood and hop onto one of the mushrooms near the entrance to Snowhead after midnight. Talk to Kamaro and he'll tell you about his troubled spirit. Play the Song of Healing to heal it and turn it into a mask, Kamaro's Mask.

=====
/ 5.17. Grog, Cucco Shack breeder. His crest is frightful \
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: 5.17.1. Day 1, 2, 3 :
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! 5.17.1.1. 6:00 AM to 7:59 PM !

MASK: Bunny Hood Cucco Shack
Thanks for turning chicks into cuccos

Go to the Cucco Shack in Romani Ranch. Grog wants to see the chicks there turn into roosters before the moon hits Termina. So, put on the Bremen Mask and march around. The chicks will mistake Link for their leader, a lá The Pied Piper. Lead them around for a while longer and they will grow. Grog will give you the Bunny Hood in return.

=====
/ 5.18. Gorman Brothers, Horse trainers. Suspicious... \
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: 5.18.1. Day 1, 2, and 3 :
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! 5.18.1.1. 6:00 AM to 5:59 PM !

MASK: Garo's Mask Gorman Track
Prize for winning Gorman horserace

After getting Epona back (see Romani's section), take her to the Gorman Track on any dawn. Talk to the Gorman Brothers and race them for 10 Rupees. Beat them. To do so, use all your carrots but 1. Stay on the inside track and if they try to pass, try moving in front of them. At the very end of the race, use your last carrot, and when you beat them, they'll give it to you.

^^
: 5.18.2. Day 2 :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 5.18.2.1. 6:00 PM to 8:59 PM !

EXCLAMATION POINT: Protected milk delivery Romani Ranch
Saved milk from bandits

OK, directly after you complete Romani's entry in the Bomber's Notebook, when the real dawn comes, enter the barn. Talk to either of them to strike a conversation with them. Cremia will ask Link if he wants a ride to Clock Town (you can guess what this is leading to...), so at 6:00 PM, there will be a wagon in front of the barn. Talk to Cremia and she'll ask you if you want a ride to Clock Town. Say Yes. However, there will be a fence in the middle of Milk Road. Instead, she will head left into the Gorman Track. There, the Gorman Bros. will come up on their horses. You must fend them off with your arrows or they'll break the milk bottles (reminds me of the motorcycle thing in Final Fantasy VII...), but if you put on the Circus Leader's Mask BEFORE talking to Cremia, they won't attack (remember, they're scared of it).

=====
/ 5.19. Shiro, the inconspicuous soldier. He really doesn't stand out. \
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: 5.19.1. Day 1, 2, and 3 :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 5.19.1.1. 6:00 AM to 5:59 AM !

MASK: Stone Mask Road to Ikana
Thanks for giving strength to a soldier

Before the cliff that leads to Ikana Canyon, look in a corner to see a circle of stones. In the middle is an invisible guard named Shiro, use the Lens of Truth to see him. He'll tell you that everyone who walks by doesn't see him (at the message boards at GameFAQs, I always appear to be un-noticed, my topics barely get any posts, so I know how he feels). He needs something that gives him energy. Give him a Red Potion and he'll give you the Stone Mask.

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/ 5.20. Guru-Guru, Musician in the Gorman Troupe \
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(Is he the windmill man from Ocarina of Time?)

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: 5.20.1. Day 1 and 2 :
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

! 5.20.1.1. 6:00 PM to 5:59 AM !

MASK: Bremen Mask Town Laundry Pool
Thanks for hearing confession

Talk to Guru-Guru at the Laundry Pool at night. He'll tell you about his secret confession of guilt about stealing a mask from a dog. If you keep it a secret, he'll give you the mask. That's it, you've completed your Bomber's Notebook! Now when you beat the game, you can sit back and enjoy the full-length ending! I know I did!

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| 6) P I E C E S O F H E A R T |
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/ 6.1. Clock Town \
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1. Near the entrance to the Clock Tower.
2. Use the Bunny Hood to climb the slide and jump from platform to platform to get it.
3. Go to the Post Office, and talk to the Postman. He'll let you play his training game. You must hit A when you think 10 seconds (real time) have passed. There are two ways to do this:
 - 3.1. After two seconds pass, the timer and the ticking stops, so think, 1 tick tick tick, 2 tick tick tick, 3 tick tick tick, 4, tick tick tick.... 9 tick tick tick 10! (Press A right while saying 10). Yes, tick tick tick, at the speed of what the game said. None of your Locomotives or Mississippis or Banjo-Tooies or whatever.
 - 3.2. Put on the Bunny Hood, then the clock, though shorter, will stay on screen for the entire time. If you win, he'll give you a Heart Piece. If not, you can try again for 2 Rupees.
4. In the first mailbox you look in with the Postman's Hat (I think).
5. After getting Kamaro's Mask, go to the Rosa Sisters in West Clock Town. Put on Kamaro's Mask and go in front of the sisters and hit B to dance. They will see the dance, call you Master, and give you a Heart Piece.
6. In West Clock Town, enter the Swordsman's School. Pay the guy (the Carpet Merchant from Ocarina of Time?) 10 Rupees to take the Expert Course. Use Jump Attack on the logs to destroy all 10 and win a perfect 30 point score. In return you get a Heart Piece.

7. Go to the restroom of the Stock Pot Inn after midnight, and go to the restroom (across from the study, where Anju's Grandmother is). ??? will pop his hand out of the toilet and ask for a paper to wipe his arse* with (e.g. toilet paper). So give him a Letter of a Title Deed and he'll give you a Piece of Heart.

8. In East Clock Town, enter the Shooting Gallery, and ask to play a game. Win 50 points by shooting Red Octoroks (Blue ones remove 3 seconds off your time) and you will win a Piece of Heart!

9. In Honey & Darling's Gaming Center (between Shooting Gallery and entrance to Stone Tower), on Day 1, pay 10 Rupees to play Bombchu Gallery. Bomb all the targets with Bombchus, and win a Purple Rupee. Now enter on Day 2, and play Basket Bomb. Throw Bombs in all the baskets, and win another Purple Rupee. Now, on Day 3, play Target Shooting, and shoot all the targets with Arrows, to win a Piece of Heart!

10. As Deku Link, go to the Deku Scrub Playground in North Clock Town by using the Deku Flower near the Great Fairy Fountain to launch over to the hole in the ground, which leads to the Playground. Go here anytime between 6:00 AM and 11:59 PM to play the game. Your goal here is to collect all of the Rupees from the platforms, all while NOT hitting the ground. Use the Deku Flowers to do this with success. If you play this game, and get the fastest time for three days in a row, you will get a Heart Piece.

11. As Goron Link, play the Treasure Chest Game. Go through a random path around raising platforms to reach a Treasure Chest with a Heart Piece as Goron Link.

12. OK, go to the Mayor's Residence and show someone the Couple's Mask. It will make them think of their families, and since you ended the looong meeting where all Dotour said was, "Ahhh...hmmm...well..." he gives you a Piece of Heart.

13. Put on the All-Night Mask and talk to Anju's Grandmother. She'll ask you if she wants you to read her a story. Ask to read the Carnival of Time. Once done, answer with, "On the eve of the carnival." She'll give you a Heart Piece for listening so hard!

14. Put on the All-Night Mask and talk to Anju's Grandmother. She'll ask you if she wants you to read her a story. Ask to read The Four Giants. Once done, answer with, "I dunno." She'll give you a Heart Piece just for not falling asleep. (NOTE: I know the correct answer is "Sing a song", but you can't just sing that song anywhere. 100 steps north, 100 steps east, 100 steps south, 100 steps west. It must be in the very center of Termina, on top of the Clock Tower.

15. Save up 5,000 Rupees in the bank.

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/ 6.2. Termina Field \
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16. I count this Heart Piece for Termina Field because it connects to everywhere. Wear it, and cut the grass that runs away. When it's all gone, Keaton the Ghost Fox will appear and ask you trivia questions about the game. E-mail me for answers. When you finish, he'll give you a Heart Piece.

17. Enter the Astral Observatory and look to the left of the Clock Tower until a Business Scrub flies around. Watch him as he flies into a hole. Go down there and talk to him. He'll offer you a Heart Piece if you keep it a secret for 150 Rupees. Say no, and you'll get it for 100 Rupees!

18. In the grass where the Takkuri is flying around, there is a Deku Baba. Near it is a bunch of butterflies. It must be daytime. Drop down where the butterflies are and kill the Pea Hat to receive a Heart Piece.

19. In the hole underneath where you see Kamaro, kill the two Dodongos for a Heart Piece chest.

20. In a hole near the entrance to Great Bay, Bomb or punch the boulder and drop inside as Zora Link. Kill the Bio-Deku Babas and shoot down the beehives until you find a Heart Piece. Dive down as Zora Link and get it.

21. The holes near the entrance to Snowhead, beneath a boulder near the entrance to Great Bay (both on grass), left of the Observatory (right of Stone Tower entrance), and near Southern Swamp right near high grass have large Gossip Stones in them. Play the Sonata of Awakening on the pipes, the Goron Lullaby on the drums, or the New Wave Bossa Nova on the guitar. Do this to all 4, turning them the same color, to get a Heart Piece.

22. On the road to Woodfall, climb the large black tree.

23. Win the Swamp Shooting Gallery game twice (2,000 points each time).

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/ 6.3. Southern Swamp \
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24. On top of the Tourist House (use Deku Flower from Business Scrub, give him Land Title Deed).

25. Take a picture of the Deku King and show it to the Tourist Guy.

26. Beat Woodfall Temple, and rescue Koume. Talk to her to play her game. Shoot Koume's target 20+ times to win a Heart Piece, but hitting Koume 10+ times disqualifies you from the game!

27. Around the Spider House, on a platform in a chest.

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/ 6.4. Deku Palace \
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28. In the Inner Palace Garden without the Magic Bean Seller.

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/ 6.5. Mountain Village \
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29. After beating Snowhead Temple, find all 5 frogs from Termina and lure them to the mountains with Don Gero's Mask by talking to them. One is already there, one is in the Laundry Pool, one is in Southern Swamp on a log, and the last two are Gekkos (defeat them to get the frogs). Then talk to them and get the Heart Piece.

30. Underwater after beating Snowhead Temple, between Mountain Village and Goron Village, in a chest, must be Zora Link.

31. Use the Lens of Truth to see the invisible scarecrow in Mountain Village. Play the Scarecrow's Song for him to get the Heart Piece.

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/ 6.6. Goron Village \
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32. On a high ledge (use Deku Flower from Business Scrub, give him Swamp Title Deed).

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/ 6.7. Great Bay Coast (Part 1) \
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33. In the Oceanside Spider House, talk to all 6 Stalchildren (with the Captain's Hat on) and they'll tell you which order to shoot the skulls. Do so (with Arrows) to open the fireplace. Enter, and behind the Big Skulltula is a Heart Piece!

34. In the Marine Research Lab, feed the fish fish until one grows real large, he'll eat the other one and give you a Heart Piece.

35. After beating the Great Bay Temple, take the boat on the coast past the Marine Research Lab to find an island, so hookshot onto it. Now play his Jumping Game by jumping from torch-to-torch on each island, and if you win, you will get a Heart Piece.

36. Find the Scarecrow here by the coast where you play the Great Bay Jumping game, then hop onto the ledge using your hookshot on the ledge. Now use Magic Beans in the soft-soil here, then water it, and ride the leaf to the next ledge. Play your Scarecrow's Song to reveal the scarecrow here. Use your hookshot on him to get to him, and play your song to him to get a Heart Piece.

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/ 6.8. Pirates' Fortress \
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37. This heart piece is inside of the Pirates' Fortress, just near the first crystal switch. You must first plow out the barrels blocking a floor switch, then step on the switch to reveal a cage with the Heart Piece. Roll down to it before the cage's gate closes, and nab the Heart Piece.

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/ 6.9. Pinnacle Rock \
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38. Kill all the sea snakes and the seahorses will go over to each other, kiss, and give you a Heart Piece.

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/ 6.10. Great Bay Coast (Part 2) \
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39. Under the Beaver's Waterfall, underwater, kill the Like Like, then get the Heart Piece.

40. After getting the Beavers' bottle, race them again, and you'll win a Heart Piece.

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/ 6.11. Zora Hall \
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41. In Lulu's room, on her shelf (use Deku Flower from Business Scrub, give him Mountain Title Deed).

42. Go to Evan's room as anyone except Zora Link, and play for him C>, C>, Cv, A, A, Cv, C>, A, C<, C<, C>, Cv, Cv, C>, C<, Cv, and he'll use that song for his band. In return, you win a Heart Piece. To "learn" this song, go to Japas' room and have a jam session. He'll play C>, C>, Cv, A, so you play, A, Cv, C>, A. Then he'll play C<, C<, C>, Cv, so you play, Cv, C>, C<, Cv. To "learn" what you're supposed to play, go to Mikau's room, and Hookshot up the tree. The notebook, Mikau's diary, will tell you what to play.

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/ 6.12. Ikana Canyon \
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43. On the ledge across from Sakon's Hideout (use Deku Flower from Business Scrub, give him Ocean Title Deed).

44. In the Spirit House, pay 30 Rupees to defeat the 4 Poe Sisters (again). They are exactly the same as they were in Ocarina of Time, for Amy, Beth, and Jo, let them spin, then shoot/jump attack them. For Meg, when she splits into multiple images, the one that does a twist at the beginning is the real one, shoot her. (NOTE: These names came from a book called The Little Women.) The Ghost Hunter will give you a Piece of Heart.

45. In the Secret Shrine, defeat Wart, Wizrobe, Garo Master, and 3 Dinolfos to get a total of 400 Rupees, and a Heart Piece!

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/ 6.13. Ancient Castle of Ikana \
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46. It's on the left ledge, shoot the crystal to put out the fire, and use the Deku Flowers to reach it.

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/ 6.14. Romani Ranch \
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47. In Mammamu Yan's Doggy Racetrack, pick a dog to race with (most likely says, "Ruff" at beginning of his thoughts) and place your bet. If you win at least 150 Rupees (bet 10-90 Rupees. First place: 3x your bet. Second place: 2x your bet. Third-fifth place: Your bet) you will also win a Heart Piece!

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/ 6.15. Ikana Graveyard \
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48. Talk to the Stalchildren on the Night of the Second Day, and they'll open a grave. Use the Lens of Truth to guide your way through enemies to reach an Iron Knuckle. Kill him to receive a chest. Guess what's inside.

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/ 6.16. The Moon \
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49. In the Woodfall/Deku/Odolwa Dungeon, on the back right ledge.

50. In the Snowhead/Goron/Goht Dungeon, in the northwest corner.

51. In the Great Bay/Zora/Gyorg Dungeon, go, left, right, left, straight.

52. In the Stone Tower/Link/Twinmold Dungeon, in the 6th room.

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| 7) C R E D I T S |
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/ 7.1. Thanks \
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Jen Purosky (cutie_honey_bee@asianavenue.com)-Proofreader of this FAQ
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=====
/ 7.2. Special thanks to \
=====

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| |
| 8) C O N T A C T I N F O |
| |

So, got any questions! Or want me to list some more items? E-mail me at n64kg@netzero.net. I plan on putting up Gold Skulltulas and Stray Fairies soon, you can send me those if you want.

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| 9) C O N C L U S I O N |
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Well, that's about it. C-ya on the next FAQ!

Check out my other FAQ at GameFAQs/Neoseeker!

Banjo-Kazooie FAQ/Walkthrough

Coming soon...

Banjo-Tooie FAQ/Walkthrough

Gex 3: Deep Cover Gecko FAQ/Walkthrough

Logical Journey of the Zoombinis FAQ/Walkthrough

The Legend of Zelda: Ocarina of Time Chest FAQ

Maybe...

Pokémon Snap FAQ/Walkthrough

Kirby's Dreamland FAQ/Walkthrough

Kirby's Dreamland 2 FAQ/Walkthrough

Monty Python's Complete Waste of Time Demo FAQ/Walkthrough

Sonic Adventure FAQ/Walkthrough

Sorry I couldn't make a Zelda: OOT FAQ/Walkthrough, there are already too many, another wouldn't be posted, so here's one fact...

Link is a pimp!

- Donkey Kong Song -

Next Update:

* Gold Skulltulas in Spider Houses (maybe)

* Stray Fairies (maybe)

*I don't know why. I love using the word "arse". Thank you, Rareware! All your arse are belong to us! Eat some Bokkum, eat some Bokkum, eat some Bokkum, in your arse! Eekum-bokum, eekum-bokum, eekum-bokum, eat my arse! (Excerpt from Mumbo Jumbo, Banjo-Tooie)