NUS-NZSE-USA

INSTRUCTION BOOKLET



NINTENDO 64

NINTENDO 64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Zelda: Majora's Mask™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE

ESRB

EVERYONE
ANIMATED VIOLENCE

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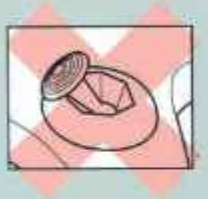
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The Nintendo® 64 Controller

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.



Holding the Nintendo 64 Controller

While playing the Zelda: Majora's Mask game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

N64 Rumble Pak™

This game is compatible with the Rumble Pak® accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting or removing the Rumble Pak accessory.



In the land of Hyrule, there echoes a legend. A legend held dearly by the Royal Family that tells of a boy...

A boy who, after battling evil and saving Hyrule, crept away from that land that had made him a legend...

Done with the battles he once waged across time, he embarked on a journey. A secret and personal journey...

A journey in search of a beloved and invaluable friend...

A friend with whom he parted ways when he finally fulfilled his heroic destiny and took his place among legends...



THE LEGEND OF ZELDA
MAJORA'S MASK

Link

Several months after rescuing Princess Zelda and saving the land of Hyrule, Link set foot into the mysterious world of Termina by chance while in the midst of a new journey. There, Link heard a frightful rumor that in just three days, the moon would fall from the heavens onto that land...



Skull Kid

Wearing a mystical mask, he appeared suddenly before Link. Hidden within that mask was tremendous power — a power that not even he understood.

N64 EXPANSION PAK



Is your N64 Expansion Pak inserted properly?
The Legend of Zelda: Majora's Mask REQUIRES the N64 Expansion Pak. Please refer to the Nintendo 64 Expansion Pak Instruction Booklet regarding inserting and caring for your N64 Expansion Pak.

NOTE: Games that do not require the N64 Expansion Pak can be played while the Expansion Pak is inserted in the N64 Control Deck. You do not need to replace the Jumper Pak to play such games. Carelessly inserting and removing the N64 Expansion Pak can cause damage.

Welcome to Termina

This is a kind of parallel world that is similar to and yet different from the land of Hyrule, which was the setting for the Legend of Zelda: Ocarina of Time. Termina is a mysterious place, and the people Link meets here may look vaguely familiar at first glance.

Clock Town rests at the heart of this world. Heading any direction from there will take you to the mysterious regions beyond. The centerpiece of Clock Town is the clock tower. It is the symbol of the town and the center of activity, as the townsfolk are busy with preparations for the annual carnival, despite rumors that the moon will fall from the heavens in just three days.





Tatl

A slightly overbearing fairy, Tatl is always thinking of her younger brother. She will be the companion that Link will often find himself relying on in this adventure.

Epona

The faithful, young horse that has journeyed with Link throughout his adventures is taken from him by the Skull Kid. Will Link and Epona ever meet again?

The Deku Tribe

The Dekus live primarily in a palace surrounded by the waters that flow from Woodfall. Their King is terribly stubborn and will not permit people of other tribes to enter his palace.





The Goron Tribe

The Gorons live in the small shrine east of Snowhead and its steep mountainous peaks. Though used to harsh weather, the Gorons are in the grips of an unusually fierce cold snap.



The Zora Tribe

Since this tribe lives in the water, they are particularly sensitive to environmental changes. The songs of the Zora band, The Indigo-gos, are popular with people of all races.

Starting the Game

Properly insert The Legend of Zelda: Majora's Mask Game Pak into your N64 Control Deck and turn the power ON. (Do not touch then Control Stick while doing so.) Press START on the Title Screen to access the File Selection Screen. Use the Control Stick to select one of the two files and press the A Button to continue to the Name Entry Screen.

THE DATA FILES

You can save your game progress to one of two data files. These save the items you have gotten, the number of Heart Containers you have and the notes you've written in your Bomber's Notebook. See page 10 regarding saving.

Title Screen



File Selection Screen



Name Entry

You can enter a name up to 8 letters long. Use the Control Stick to select a letter, then press the A Button to enter it. Select the back arrow and press the A Button to delete a letter. When finished, select END and press the A Button.

Name Entry Screen



Copying and Deleting Files

To copy a file, select Copy on the File Selection Screen and press the A Button, then select the file you'd like to copy and press the A Button again. Next, select which file you will copy the first one to. If there is no empty file at this time, you will not be able to copy the file you've chosen. You can also choose Erase on the File Selection Screen to erase a file. Once you erase a file, its data will be lost and cannot be recovered, so be careful.



Options

Options Screen



• Sound

Choose one of the following sound settings: Stereo, Mono, Headset or Surround. When choosing Stereo, Headset or Surround, check to be sure that both the left and right audio output cables are properly connected to your TV.

Headset Use headphones for more natural sound.

Surround The Surround setting uses sound effects in the game to create the feeling of a 3D environment. You can actually sense distance and direction as you play. With a Dolby Surround Sound system, you'll feel like you're right in the middle of all the action.



• Z-Targeting

Change the Z-Targeting system to Switch or Hold.

Targeting Cursor



See page 14 about Z-Targeting.

Switch Press the Z Button once to make the Targeting Cursor appear. Press it again to stop targeting. When you first turn the power ON, Z-Targeting is set to this option.

Hold Target only while you hold the Z Button. This advanced mode is for those who have mastered using the Z-Targeting system.

• Check Brightness

If the game screen is dark and difficult to see, use the sample provided to adjust your television's brightness so that four levels of darkness ranging from gray to black are visible.

After changing the settings, press the (R) Button to save your changes.

Saving and the Passage of Time

Time in the Game



Time flows continuously in the game, except during conversations and when you've paused the game by pressing START.
If three days (72 hours) pass after starting, the game will end, so be careful. However, you can play the Song of Time on the Ocarina of Time to keep the game from ending. When you play the song, Link will pass through a time vortex to return to 6:00 a.m. on the first day. If the game ends, you will have to restart from the last time you saved using the Song of Time.

NOTE: Time in the world of Termina flows faster than you might expect. The hours seem to go by in mere minutes.

About Saving



When you play the Song of Time, your game progress will be saved as you travel back in time.
However, while items you have gotten are saved, puzzles within mazes (see page 37) and other events you have cleared will revert to their original status, so be careful when saving. Since Link is the only one who travels through time, the other characters in the game will not remember meeting him.
When you want to save your game and quit playing, play the Song of Time and wait until "Dawn of the First Day" appears on screen before turning the power OFF. The next time you play, you can continue your game from that point. If you turn the power OFF without saving, you will continue from Dawn of the First Day from the last time you saved. You can also temporarily save game progress using the Interrupt Save feature explained on page 12.

WHEN LIFE ENERGY REACHES ZERO

When you take damage and your Life Energy meter runs out, you will be returned to the entrance of the area where you lost all your Life Energy. At this time, you will restart with only three hearts, regardless of how many heart containers you have.

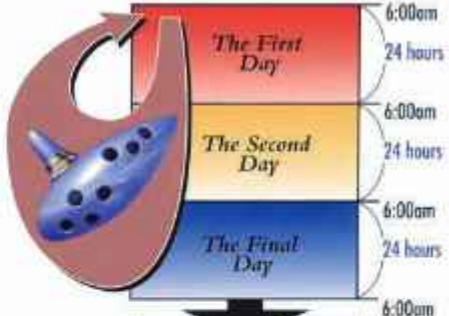




Playing the Song of Time

- You will always be returned to 6:00 a.m. of the first day.
- Your game progress (data) will be saved.

NOTE: There are some things in the game that can be saved and some that cannot, so timing your saves is very important.



Game Over
Restart the game from the last time you saved.

Things that can be saved:

- Masks → see page 24
- Instruments, the Hookshot, etc. → see page 29
- Songs and Items on the Quest Status Screen → see page 34
- Notes written in your notebook → see page 35
- Maps → see page 36
- Dungeon Maps and Compasses → see page 37
- Rupees deposited at the bank

Things that cannot be saved:

- Cleared maze puzzles, sub-events, conversations with people you've met, etc. (These all return to their original status.) → see page 33
- The number of usable items you have → see page 30
- Small Keys, Big Keys and Stray Fairies → see page 37
- The Rupees in your wallet

THE OPENING

When the game opens, Link does not have the Ocarina of Time. You cannot save the game without it, but you will definitely have an opportunity to get the Ocarina of Time before time runs out. Don't give up hope!



The Interrupt Save Feature



In addition to playing the Song of Time to save your game, you can also use the Interrupt Save Feature to interrupt your game, save your current status and quit playing. Your current status, including all masks, items, conversations and the time of day will be temporarily saved until the next time you play. Once you continue that game, though, the saved status will be lost, so after continuing your quest, be sure to save again using the Song of Time. If you just turn the power OFF without saving again, you will have to restart from the last time you saved using the Song of Time.



Saving With the Interrupt Save Feature

To temporarily save your status until the next time you play, visit one of the owl statues. Hit the statue with your sword if you haven't already done so, then press A to check it. After carefully reading the instructions, choose Yes and press A to interrupt your game and save your status. Wait until the Title Screen appears before turning the power OFF. Otherwise, your data may not be saved.



After saving and quitting, an owl mark will appear beside the save file on the File Selection Screen. When you select that file and press the A Button, the day (First, Second or Final) and time of day that the file was saved will be displayed. To continue playing, simply press the A Button again. After continuing, be sure to save using the Song of Time before you quit.





Tatl the fairy is your constant companion. She'll teach you the weaknesses of your enemies and give you hints to help you through your quest. If Tatl hides in the folds of Link's hood, you can call her out by pressing the A button while standing still, but only while Link or Zora Link.



The Tatl Icon

When Link approaches an object that Tatl can explain, Tatl will fly in the direction of the object. A targeting mark will then appear above the object. If you press the Z Button, Link will face Tatl and the object will be surrounded by the Targeting Cursor. This is called Z-Targeting.

While Z-Targeting, the Tatl Icon in the top-right corner of the screen may blink. Press C-Up at this time to listen to Tatl's advice. Tatl will tell you about enemy weaknesses and give you hints about your adventure, so be sure to listen to what she has to say.



Press Z when the targeting mark appears.



Targeting Cursor

When Z-Targeting is activated, black bands appear at the top and bottom of your screen.



When Z-Targeting, press C-Up when the Tatl icon flashes to listen to Tatl's advice.



NOTE: The Tatl icon may flash when Z-Targeting is not activated, as well. Since she will give you very important hints at these times, press C-Up to listen to her.

Using Z-Targeting

You may find that your adventure progresses more smoothly if you use Z-Targeting in the following types of situations, too. (Please see page 23, also.)

Talking to People From a Distance



Use Z-Targeting to speak to people from a distance. Press A when the person is surrounded by the Targeting Cursor.

Aiming



When using shooting devices like the bow, use Z-Targeting to aim accurately at your enemy. This is very handy for dealing with fast-moving enemies.

Changing the Camera Position

If you ever find yourself stuck with a poor view during your game, press the Z Button. The camera will immediately center behind Link, giving you a better look at your surroundings. See page 17 about other camera positions.



When there is more than one possible target, press Z to switch to the next target. To deactivate Z-Targeting, face away from your enemies and press Z again.



The targeting mark colors:



Yellow

C-Up Find out about enemy weaknesses when the Tatl icon flashes.



Green

C-Up Listen to hints when the Tatl icon flashes.



Light Blue

Green

Press A to get information from people or signs.

The Camera



While Z-Targeting, pivot around your enemy.

When there is no active target,



the camera moves parallel to Link when you hold Z.

The Game Screen



Life Energy
This gauge displays Link's life energy. When Link takes damage, the number of hearts decreases, but energy can be replenished by collecting the hearts that appear after defeating enemies.

B Button Icon
This icon uses words or graphics to show the actions Link performs when the B Button is pressed. In most cases, this is the button to press when attacking. (See page 22.)

Action Icon
All the actions Link can perform by pressing the A Button will be listed here. For instance, the SPEAK command will appear when Link stands in front of a person, or OPEN will appear when he stands beside a door. (See page 20.)

Magic Meter
This meter displays Link's remaining Magic Power. It will not be displayed until Link has earned Magic Power.

C Icons
These represent the items currently set for use with C Buttons. (See pages 24 and 28.)

Rupees
The number of Rupees (currency) Link is currently carrying is displayed here. Rupees are often hidden under clumps of grass.

Clock
The clock displays the day and time in Termina.

Map
If Link has a map of his current location, it will be displayed here. The red arrow marks the point at which Link entered the area, while the yellow arrow marks his current position. Orange dots represent chests. Press L to turn off the map display.

Reading the Clock



Hour Display
The number indicates the current time. When it passes one line, it means one hour has passed. When 12 hours pass, the sun and moon indicators change.

Minute Display
Each time the light passes around the day display, one minute passes.

Day Display
This displays the current day as 1st 2nd or Final.

Link's View

Press C△ during game play to change the viewpoint to Link's View (first person perspective). While in Link's View, you cannot move or use items, but you can use the Control Stick to view your surroundings. You may find Link's view to be particularly helpful in exploring mazes.



The Subscreens

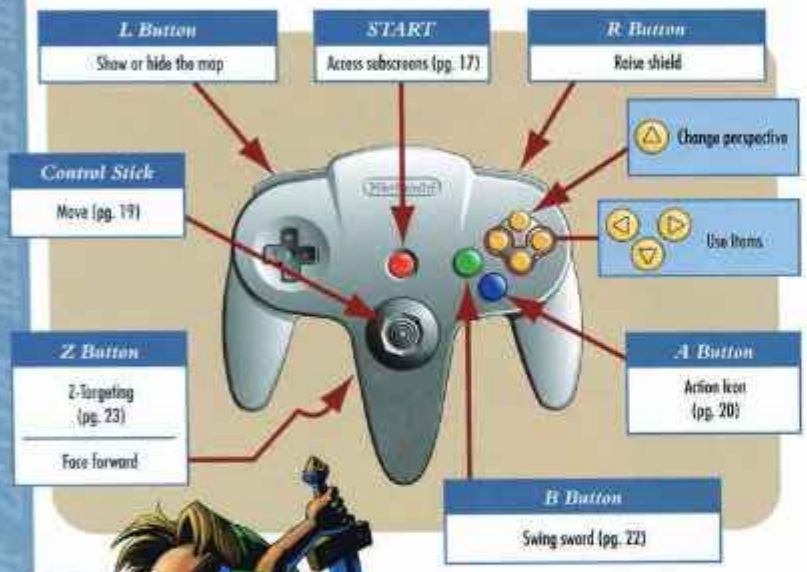
Press START during game play to access the subscreens. The game pauses while you access the subscreens, so time does not pass. The subscreens are divided into the four areas shown below. Press Z or R or use the Control Stick to cycle through the screens. Press START again to resume your game.

Please see the pages listed below for information about the subscreens.



Link's Basic Actions

Link can perform the moves explained here when he is not wearing any masks. When Link wears a mask and assumes special new abilities, the controls may change slightly. Please see pages 25 – 27 for more information.





LIMITS ON CONTROL

During the game, there may be times when your controls are limited. Buttons that cannot be used will appear transparent.



Control Stick

The Control Stick is used mostly to move.

Walk / Run

Tilt the Control Stick in the direction you want to move.



The speed Link moves at will vary depending on how much you tilt the Control Stick. It is best to tilt the Control Stick lightly and walk slowly on tricky ledges.
If you hold Z while moving, Link can move forward, back, left or right while facing forward.



Jump

Run toward the edge of a ledge.

If you run toward the edge of a low ledge or cliff, you will automatically jump in the direction you are running. (Depending on height and distance, there may times when you cannot jump.)

Swim (on the surface)

Tilt in the direction you want to swim.

Press B to swim faster.



Dive



Press and hold A

2 — Length of time you can dive.

The number shows how long you can stay underwater. Zora Link can do amzing things underwater. (See page 27.)

A Button

The Action Icon

The blue icon at the top of the game screen is the Action Icon. The text appearing on the icon changes depending on where Link stands, and it tells you what action Link can perform at that particular time. Press A to perform the action shown on the action icon.

Grab



When standing in front of a block, press A to grab it. After grabbing a block, keeping holding A and tilt the Control Stick to move the block in that direction.





Drop

When hanging from the edge of a ladder or ledge, press A to let go and drop to the ground. If you move the Control Stick without pressing A, Link will climb back up the ledge.



Depending on height, you may be able to use the Control Stick to make Link climb some blocks and ledges. Link may or may not be able to climb certain ledges depending on the mask he is wearing at the time, though. You can climb ladders this way, too.



Throw Place



After pressing a C Button to take out a bomb, you can press A to throw the bomb after tilting the Control Stick and running. If you press A while standing still, you will place the bomb at your feet.





Open

"Open" will show on the Action Icon when you're standing in front of a door. For chests, you must stand directly in front for the icon to change.





OTHER ACTIONS

Speak

"Speak" will display on the Action Icon when you're standing in front of a person. (You can also use Z-Targeting to speak to people from a distance.) When a person's conversation continues, "Next" will be displayed. Many conversations contain important information, so continue to the next message only after first reading everything someone has to tell you.



Check

When Link is able to read signs, "Check" will display.



B Button

This Button is mostly used to attack.

Swing Vertically

Z or + B



Swing Horizontally

B or

Z + + B



Stab

Z + + B



When performing horizontal or vertical swings, press the B three times with just the right timing for a third swing that is much wider.



Spin Attack

+ B



You can quickly rotate the Control Stick once and press the B to attack in an arc around you.

Hold B, then release.

You can do this to perform a Spin Attack, but after you gain Magic Power, it will use up magic.



Other Battle Actions

Jump Attack

Z + A after drawing your sword.

The jump attack does twice as much damage as a normal swing, but it will take a moment to move again afterwards.



Back Flip

Z + + A



Side Jump

Z + + A



Back flips and side jumps allow you to move more quickly than standard movement. They are very effective for dodging enemy attacks.

Raising Your Shield

R

Normally, Link will crouch as he raises his shield, but he can also move with his shield raised when Z-Targeting is activated. You can also change the direction Link guards against by tilting the Control Stick while he is crouched behind his shield.



Roll Attack

+ A

Press A while running to perform a roll attack. Rolling can have the same effect as raising your shield—it protects you and deflect things that come flying at you.

USE Z-TARGETING IN BATTLES!

By using Z-Targeting to lock on to your opponents, you will gain a great advantage in battle. For instance...

1. You won't lose sight of your enemy.
2. You can keep your enemy at a distance or close in on it.
3. Your attacks are more likely to find their marks.



A variety of masks can be found throughout the game. Several of these masks actually have the power to change Link's shape when he wears them. As Link's shape changes, he will be given new, unique abilities.

Viewing the Masks Subscreen

Press START to access the subscreens and open the Masks Subscreen. The masks can be used in the same way as C Items. (See page 28.) Move the cursor to the mask you want to wear and press ⓒ⓵⓶ to set it.



Normal Masks

Link can wear these masks, but they will not change his form.

Masks of the Various Tribes

When Link wears one of these masks, the power of that mask is transferred to him.





Wear the Masks Often

Trying different masks in the different areas of Termina is a key strategy. If you find yourself stuck in your quest, it might be a good idea to try to continue as a different character.



WHEN WEARING MASKS...

Some people may tell you different things when you speak to them while wearing different masks. Even people who are always rude may open their hearts to you when you wear a different mask.



Controls for Link's Altered Shapes

Deku Link



Special Abilities

- Use Deku Flowers to fly around (for a limited distance)
- Attack enemies by shooting bubbles (magic power is required)
- Hop across the surface of the water (a limited number of times)

Weaknesses

- It is susceptible to fire, since it originates from plants.
- Deku Link doesn't fare well when falling from great heights.

Attack (A)

Spin in a circle to attack enemies. This can also be done while running.



Bubble (B)

Attack from a distance by shooting a bubble. Hold B and then release to shoot larger bubbles.



Deku Flower Jump

On top of a Deku Flower, press and hold A, then release

After burrowing into a Deku Flower, Deku Link can jump into the air and fly for a short time. Press B during flight to drop Deku Nuts on enemies. You can also sometimes defeat enemies by simply jumping out of a Deku Flower.



Water Hopping

on water

Deku Link can hop across the surface of the water five times. If you try more than five, he will sink into the water and be returned to the spot he jumped from.



Goron Link



Special Abilities

- Curl into a ball and roll around. When your body becomes armored, defeat enemies by rolling into them. (Magic power is required.)
- While curled, jump up and pound the ground with great force, damaging nearby enemies.
- Use your might to let loose powerful punches. Use good timing to unleash consecutive blows (three stages).

Weaknesses

- Because of his great girth, Goron Link can't go into deep water and can't handle falling from heights.

Curl — A

Curl into a ball. Tilt the Control Stick while holding A to roll in that direction. After rolling a short time without bumping into any obstacles, spikes will come out of Goron Link's body, and he will be able to defeat enemies by rolling into them. (This consumes magic.)



Punch — B

Unleash a mighty, far-reaching punch that is capable of even smashing boulders. Press B with good timing for a barrage of up to three consecutive punches.



Pound — Press B while holding A to curl

After curling, jump in the air and then strike the ground with tremendous force. Use this attack to defeat surrounding enemies.



Zora Link

Special Abilities

- Move through the water and along the sea floor at will.
- Create a barrier of electric current (requires magic power).
- Attack with up to three swift chops.
- Shoot arm fins at enemies for long-distance attacks

Weaknesses

- Because the Zora live in water, they are susceptible to both fire and ice.



Swim — A in water

Swim swiftly through the seas. Use the Control Stick to change direction.



Dive — B on the surface

Dive deep into the water. After reaching the sea floor, move around as if on land.



Attack — B

Attack in kung-fu style. Time B presses well for up to three consecutive attacks.



Boomerang — Hold and release B

Attack by firing the fin from each arm. Use Z-Targeting to home in on your enemy. Zora Link cannot perform other attacks while his fins are flying.



Barrier — R while swimming, or press and hold R + B

Generate an electric current, creating a barrier around your body. Use it to defend against enemy attacks, too. (Magic is consumed while the barrier is in use.)



As Link continues his quest, he will collect a wide array of items from treasure chests in mazes. Items can be set to and used with either ◁, ▽, or ▷. In order to complete the quest, you will need to match these items to and use them in the different situations you will face.

Viewing the Select Item Subscreen

Press START to access the subscreens. Items that can be set to ◁, ▽, or ▷ will be displayed on the screen shown below.



Magic Arrows

These bestow special abilities on the arrows you shoot with the Hero's Bow. They consume magic when fired.

Event Items

Items obtained in a variety of special events will be displayed here. You may exchange some items during the course of your adventure. When you play the Song of Time, any Event Items you have will be lost.

Bottles

Only the bottles you currently have will be displayed. You can carry a maximum of six bottles.

Setting the C Items

Press START during your adventure to access the subscreens. Press Z or R to display the Item Select Subscreen. Use the Control Stick to move the cursor to the item you want to use, then press ◁, ▽, or ▷ to set the item. The Button you pressed to set the item becomes the Button you will press to use the item.



Set with ◁, ▽, or ▷



In this game, Link will use masks to assume the role of many different characters. (See page 24.) Among the many items are some that you'll use while wearing a particular mask. Items that cannot be used when wearing a particular mask are shown in black and white.

See pages 30-33 about specific items.

C Item Introductions

Items shown with a number beside them on the Select Item Subscreen (or on the C Button icons in the top-right corner of the screen) are ones which have limited use. You can replenish these items by collecting them when they appear after you defeat enemies, but each of them has a maximum number you can carry at once. (The number is shown in green when you have reached the maximum.) For some items, you may be able to increase the maximum limit.

The face icons beside an item name indicate when Link can use the items.

Ocarina of Time



Use this item to play songs you learn throughout your adventure. If you play them as you were taught, they can cause a wide variety of effects. However, some songs may not have any effect unless played in a particular place or for a particular person. When Link uses masks to change shape, his instrument changes shape as well, but the effects of the songs remain the same.

Check songs you have learned at any time on the Quest Status Subscreen. (See page 34.)

PLAYING THE OCARINA

Set the Ocarina of Time to one of the C Buttons and press that Button to play it. Press ◁, ▷, ▽, ▷, and A to play notes on the ocarina. If you play the notes of a song you have learned in the proper order, the song's full melody will play.

Play with these five Buttons



PLAYING SPECIAL NOTES

These notes will not have any particular effect on your quest, but they do allow you to play a wide range of notes.



R — Raise notes half an octave

Z — Lower notes half an octave

Lower a full octave

Raise a full octave

Vibrato (notes reverberate)

Deku Nuts



Deku Nuts release a blinding flash when thrown on the ground, stopping enemies in their tracks. They don't effect all enemies, though.

Deku Sticks



These are longer than your standard sword, and you can swing them at enemies, but they break very easily. If you put their ends into flames, you can use them to light fires.

Bombs



Press the C Button once to lift bombs above your head, then press it again to either throw them or place them at your feet. Bombs will explode after a few moments and can be used to defeat enemies or knock down walls.

Bombchu



Use these in the same manner as bombs, but the second time you press the C Button, they will automatically start rolling away. If they hit an obstacle, or if time runs out, they will explode.

Powder Kegs



These special bombs used only by Gorons are much more powerful than standard bombs. After you set them, they will explode when the fuse burns up.

Hookshot



This item has an expanding and retracting chain with a hook on the end that can grab on to certain objects, pulling you to them as the chain retracts. When you aim, a red dot indicates the hook's range. It can also be used as a weapon or to grab items in hard-to-reach places.





Hero's Bow

Use this to shoot at enemies and switches from a distance. Press the C Button once to take out the bow. Press the C Button again to set an arrow to the string. When you release the C Button, you will shoot the arrow. (You can also press and hold the C Button once to take out the bow and automatically set an arrow to the string.) When aiming, the screen will switch to Link's perspective, as shown in screen 1, but when using the bow while Z-Targeting, a screen similar to screen 2 will appear. If you shoot an arrow while Z-Targeting, you are more likely to hit your target.





THE MAGIC ARROWS

In the world of Termino there are three types of Magic Arrows. When you shoot them, magic will be consumed in units displayed as MP (magic points). When you run out of Magic Power, the effect of the magic arrows will be lost.



Lens of Truth

Use this item to see through trickery and deception and to find hidden enemies or reveal fake walls. Your magic will gradually be consumed as you use this item.



REPLENISHING MAGIC POWER

The green gauge in the top-left corner of the screen indicates how much magic power you have. (Nothing will be displayed until you earn magic power for the first time after a particular event). When magic power has been consumed, you can replenish it with Magic Jars or Green Potions. Magic Jars may appear after you defeat enemies, while Green Potions can be purchased in shops. (You must have an empty bottle to purchase a green potion. See page 32 for details.)



Large jars will replenish even more magic power.

Empty Bottles

You can carry up to six bottles at once. You can fill them with things like milk and potions and carry them around until you need to use them. When you have something in a bottle, you can press the C Button to use that item. When the bottle is empty, press the Button to fill it with certain items nearby. (If you aren't standing near anything you can put in a bottle, you will just swing the bottle in the air.)





THINGS TO KEEP IN BOTTLES

Most liquids, like spring water or potions, and small items can be kept in bottles. If you find something, try standing next to it and swinging an empty bottle at it to see if you can keep it.



The Potions

Red Potions
Fully replenish your Life Energy

Green Potions
Fully replenish your Magic Power

Blue Potions
Fully replenish both Life Energy and Magic Power

Pictograph Box

This is the camera used to enter the Boat Cruise Photo Contest. Press the C Button to take it out and the A Button to snap a pictograph. You can take only one photo at a time, but you can retake the photo as many times as you like.







Press A



There are other items besides those shown here. Have fun finding them!

Event Items and Trading Sequences

On the right edge of the Select Item Subscreen are three spaces where Event Items will be displayed. As you use the Event Items you have received or pass them on to someone else, you will see events unfold before your eyes. This sequence of events is called a trading sequence. After clearing a trading sequence, something good will come to you in the end.







When you show him the item he wants...

WARNING: Event Items cannot be saved

When using the Song of Time to save your game and return to dawn of the first day, Event Items obtained in trading sequences will be lost. The memories of characters who spoke with Link during trading events revert to their original state, so you will have to start any trading sequences over again.

Selecting Items During Conversations

When someone you are speaking to is looking for a particular item, a screen like the one on the right will appear during your conversation. When it does, you can press the C Button to show them the item if it is set to the C Button. If it is not already set to a C Button, you can press START to access the Select Item Subscreen and set the item.



The item is set.





The item is not set.

After setting the item

Viewing the Quest Status Subscreen

This screen shows the equipment you are always equipped with and certain types of items necessary to complete your quest. After receiving the Bomber's Notebook, you can check its contents from this screen too.



Bomber's Notebook

This is the notebook Link uses to keep notes on the different characters he meets throughout his adventure. Conversations with and promises made to these people will be recorded automatically.

Pieces of Heart

The pieces of heart you now have are displayed here. When you collect four, your maximum Life Energy will increase by one, and this area will become empty.

Boss Masks

Masks gotten from defeated bosses are displayed here.

Sword and Shield

The sword and shield Link is currently equipped with are shown here.

Ocarina Melodies

Check here to confirm the notes of songs you have learned. You can also move the cursor to the note and press A to listen to the melody.

Quiver and Bomb Bag

You'll use these items to hold bombs and the arrows you shoot using the Hero's Bow. When these get larger, you can carry more bombs and arrows.

Pieces of Heart

Link's Life Energy is initially only three hearts, but as you collect more Heart Containers, you can increase his maximum Life Energy. Each time you collect four of the many Pieces of Heart found throughout Termina, they will combine to form one Heart Container.



When you get a Piece of Heart or Heart Container, your Life Energy will be replenished.

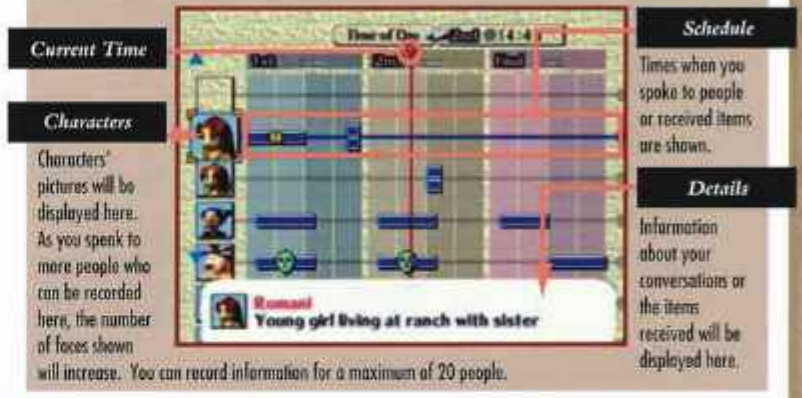
Sword and Shield Power-Ups

You'll be able to power up Link's sword and shield during the quest. When you do, the new sword and shield will replace the ones on the Quest Status Subscreen.



Using the Bomber's Notebook

If you move the cursor on the Quest Status Subscreen to the Bomber's Notebook and press A, a screen similar to the one below will appear. You can use it to confirm appointments and schedules recorded here. Use the Control Stick to move the cursor to view the details of a particular person's schedule. Link must work hard to make the troubled people of Termina happy!



Current Time

Characters

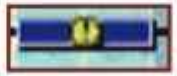
Characters' pictures will be displayed here. As you speak to more people who can be recorded here, the number of faces shown will increase. You can record information for a maximum of 20 people.

Schedule

Times when you spoke to people or received items are shown.

Details

Information about your conversations or the items received will be displayed here.



This mark is recorded for important conversations. Blue time bars mean that you can have that conversation at any time during that period. Tasks you must perform again after saving and returning to the first day will be marked by a gray icon.



When you receive an item from a person, this symbol will be shown at the time of day you got it.



This symbol will be added after you receive a mask from someone.



When you have solved the problems of a troubled person, this symbol will be added to the right of that character's schedule information as proof of completion.



The contents of your Bomber's Notebook are saved when you use the Song of Time, but your conversations with these people are not, so you may have to repeat some tasks and conversations.

The Map Subscreen

There are two types of Map Subscreens. When Link is outdoors, a map of the land of Termina will be displayed. When Link is inside temples or other mazes, a dungeon map will appear.

Viewing the World Map

Initially, the entire map will be covered in clouds, but as you purchase maps of areas, the clouds covering those areas will lift, revealing that area on the world map.



Link's Current Location

An icon of Link's face appears over the area where Link currently is.

Adventure Points

When you move the cursor to points you have visited, the name of that place will be displayed.

Viewing Dungeon Maps

When inside mazes, you can view the Dungeon Map on the Map Subscreen. The mazes can have very confusing layouts, so check your map if you get lost. If you check rooms you haven't been to yet, a path is sure open.



Temple and Maze Levels

This shows the number of floors. Move the cursor to view the map for a different floor.

Location Name

Layout

The layout for the selected floor will be displayed here. Blue rooms are rooms you have visited, and the blinking room is the one you are currently in. Outlined rooms are ones you haven't visited yet. Treasure chests are shown with orange dots.

Stray Fairies

The number of stray fairies that you have rescued within that temple will be displayed.

Temple and Maze Items

Items will be displayed here once you get them.

Link's Level

Boss Room and Level

About Temples and Mazes

Clearing mazes is one of the major objectives of the game. There are a number of different puzzles and devices hidden within each one. Once you solve these puzzles, collect the items hidden in the mazes and then defeat the bosses that lurk at the end of the areas, you will have cleared it.

Temple and Maze Items



Map

Use the map to check the layout of all the rooms in the maze and to confirm Link's current position. Even before you get the map, rooms you have already visited will be displayed on the Map Screen.



Small Keys

Use Small Keys to open locked doors. Once you use a Small Key, it will be lost, but there will be several hidden throughout each maze. You can use Small Keys only in the mazes you found them in.



Compass

The compass displays the locations of treasure chests and the location of the Boss Room.



Big Key

Use this key to open the door to the Boss Room.

HELPING STRAY FAIRIES

Stray Fairies wander about temples and certain other areas. (You can confirm the total number in a particular area by checking the map screen.) After rescuing all of the Stray Fairies, you will receive some kind of reward if you take them back to their Fairy Fountain. The fairies' colors differ depending on where they're found, and you must take them to the Fairy Fountain of the same color. Finally, if you play the Song of Time to save your game, the fairies you have rescued will not be saved.



If you find fairies inside bubbles, burst the bubble to rescue the fairy.



In most cases, Fairy Fountains are located near temple entrances.

This section offers a few hints that should help you in your quest. May your courage and wisdom once again bring peace to Termina.

The lives of the Terminians

In the three days before the moon falls, the people of Clock Town and the rest of Termina carry on with their daily routines. For instance, in preparation for the carnival, the carpenters of Clock Town work on the moon-viewing platform in front of the Clock Tower. As the days go by, the platform grows taller and taller. As you can see, the people of Clock Town will have different actions and activities throughout the three days. (As you watch them, though, you will see that they will relive actions at the same time on the same day that you first saw the actions.)

Also, there are some stores that only open late at night, and other places that will change depending on the time of day.

You will find that different things can happen at the places you've visited when you go back on a different day or at a different time.





The person at the Stock Pot Inn's reception desk changes depending on the day.





Some stores have limited hours of operation.

Using of the Song of Time Wisely

Timing your use of the Song of Time is very important. If you time your saves poorly, you will find yourself having to once again solve puzzles that you have already cleared. In particular, be sure to check to see how much time you have remaining after earning new items. Do your best to make the most of each 72-hour period.



By playing the Song of Time, you can simultaneously travel back in time and save your game. (See page 10.)

The Basic Flow of the Game

This game is not solely about action and battling enemies--there are many puzzles and mysteries to solve, too. You will find yourself going on many small adventures to solve these mysteries, but if you keep the following tips in mind, you'll surely succeed in your quest.



Talk to the People You Meet

You'll get hints and perhaps even help in solving puzzles.

Use All of Your Items

There are objects that can be broken only by particular items, so using items effectively is the key to solving many mysteries.

Search All the Places You Visit

Use Link's View to get a good look at your surroundings. Tatl's hints should also be of help.

Take Part in as Many Events as You Can

To complete your quest, you will need certain items that you can get only by clearing particular events. The more events you participate in, the more it will help you.

Battling Powerful Enemies

As you journey, you will cross paths with a wide variety of powerful enemies that will threaten you with a wide array of powers and attacks. The most important thing to do is remain calm and use Z-Targeting. If you press (A), Tatl may be able to explain your enemy's weakness. All enemies have some kind of weakness. You must figure out where to aim and what to attack with.







The Owl Statues and the Song of Soaring

Throughout the world of Termina you will find mysterious owl statues. When you do something to one of these statues, it will change its shape.

And when you play the Song of Soaring, which you will learn at some point in your quest, you will be able to warp to areas where there are Owl Statues. As you explore the world of Termina, you'll find that the Song of Soaring will allow you to travel to distant places in a matter of seconds. Owl Statues also allow you to temporarily save your game. (See page 12.)





Owls mark the places you can warp to.



Sub-Events

There is much, much more to the world of Termina than simply exploring mazes and battling enemies. As you journey through the land, you'll get caught up in a number of hidden sub-events that aren't directly related to completing your quest. These events will draw you deeper into the world of Termina and give you a glimpse into the lives of its inhabitants. They may even reward in ways that you do not expect.



Track People's Schedules with the Notebook

Once you receive your Bomber's Notebook, talk to as many people as you can and keep track of their schedules and troubles. Since you can save this information, use it as a reference to help you decide when, where and how to take action. You may also be able to receive particular items at several different times of day, so these times will be shown in blue in your notebook. Regardless of when you receive the item an icon will be displayed on each of the appropriate bars, showing that you've gotten the item.



See page 35 about the Bomber's Notebook.



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Rev. B

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