

NUS-P-NZSP-NEU5

INSTRUCTION BOOKLET  
SPIELANLEITUNG  
MODE D'EMPLOI  
HANDLEIDING  
MANUAL DE INSTRUCCIONES



Thank you for selecting the THE LEGEND OF ZELDA™ – MAJORA'S MASK™ Game Pak for the Nintendo®64 System.

Merci d'avoir choisi le jeu THE LEGEND OF ZELDA™ – MAJORA'S MASK™ pour le système de jeu 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.

WAARSCHUWING: LEES ALSTUBLIEFT EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR, DIE BIJ DIT PRODUCT IS MEEVERPAKT, VOORDAT HET NINTENDO-SYSTEEM OF DE SPELCASSETTE GEBRUIKT WORDT.

OBS: LÄS NOGA IGENOM HÄFTET "KONSUMENTINFORMATION OCH SKÖTSELANVISNINGAR" INNAN DU ANVÄNDER DITT NINTENDO®64 TV-SPEL.

HINWEIS: BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELCASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

LÆS VENLIGST DEN MEDFØLGENDE FORBRUGERVEJEDNING OG HÆFTET OM FORHOLDSREGLER, INDE DU TAGER DIT NINTENDO® SYSTEM, SPILLE-KASSETTE ELLER TILBØRØR I BRUG.

ATTENTION: VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRECAUTIONS D'EMPLOI" QUI ACCOMPAGNE CE JEU AVANT D'UTILISER LA CONSOLE NINTENDO OU LES CARTOUCHES.

ADVERTENCIA: POR FAVOR, LEE CUIDADOSAMENTE EL SUPLEMENTO DE INFORMACIÓN AL CONSUMIDOR Y EL MANUAL DE PRECAUCIONES ADJUNTOS, ANTES DE USAR TU CONSOLA NINTENDO O CARTUCHO.

HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTU TIETO-JA HOITO-OHJEVIHKO HUOLELLISESTI, ENNEN KUIN KÄYTÄT NINTENDO®-KESKUSYKIKKÖÄSI TAI PELIKASSETTEJÄSI.

*This 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.*



*Ce sceau est votre assurance que Nintendo a approuvé ce produit et qu'il est conforme aux normes d'excellence en matière de fabrication, de fiabilité et surtout, de qualité. Recherchez ce sceau lorsque vous achetez une console de jeu, des cartouches ou des accessoires pour assurer une totale compatibilité avec vos produits Nintendo.*

PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE MAXIMUM ENJOYMENT OF YOUR NEW GAME. THEN SAVE THIS BOOK FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEN SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

NOUS VOUS CONSEILLONS DE LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINEMENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING GOED DOOR OM ZOVEEL MOGELIJK PLEZIER VAN DIT SPEL TE HEBBEN EN BEWAAR HEM OOK OM ER LATER IETS IN OP TE ZOEKEN.

POR FAVOR, LEE DETENIDAMENTE ESTE MANUAL DE INSTRUCCIONES PARA DISFRUTAR AL MÁXIMO DE TU NUEVO JUEGO. GUARDA ESTE MANUAL PARA FUTURAS CONSULTAS.

LÄS NOGA IGENOM INSTRUKTIONERNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FÖR FRAMTIDA BRUK.

LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ KÄYTTÖOHJEET HUOLELLISESTI, NIIN NAUITT PELISTÄSI VARMASTI. SÄÄSTÄ VIHKKONEN VASTAISUUDEN VARALLE.

[0901/EU5/N64]

# CONTENTS / SOMMAIRE

English . . . . . 4

Deutsch . . . . . 32

Français . . . . . 62

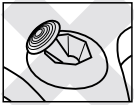
Nederlande . . . . . 90

Español . . . . . 118

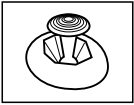
# THE NINTENDO<sup>64</sup> CONTROLLER

The Nintendo<sup>64</sup> Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle 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 centre position (as shown in the picture on the left), then press **START** while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



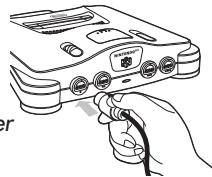
By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

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

This game is designed for one player, so only one controller is needed.



## Contents

Prologue	5	The Masks	20
Welcome to Termina	6	Deku Link	20
Starting the Game	8	Goron Link	21
		Zora Link	21
Saving and the Passage of Time	10	The Select Item Subscreen	22
Tatl and Z-Targeting	12	The Quest Status Screen	24
Reading the Game Screen	14	The Map Subscreen	26
Basic Controller Functions	16	Hints	27

## Prologue

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...



# Welcome to Termina

This is a kind of parallel world that is similar to and yet different from the land of Hyrule. TERMINA is a very mysterious place... CLOCK TOWN rests at the heart of this world. Heading in any direction from there will take you to the mysterious regions beyond.



## Link

Several months after rescuing Princess Zelda and saving the land of Hyrule, Link sets foot into the mysterious world of TERMINA completely by chance while in the midst of a new journey. There, Link hears a frightful rumor that in just three days, the moon will fall from the heavens onto the peaceful land below...

## Skull Kid

Wearing a mystical mask, he appeared suddenly before Link. Hidden within the mask resides tremendous power – a power that not even he understands.



## Tatl

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



## Epona

The faithful, young horse that has journeyed with Link throughout many adventures is craftily 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 will not permit people of other tribes to enter his palace.



## The Goron Tribe

The Gorons live in the eastern part of SNOWHEAD and also 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

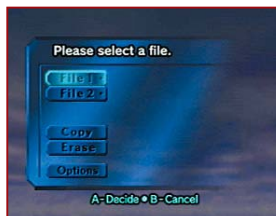
Correctly insert THE LEGEND OF ZELDA™ – MAJORA'S MASK™ Game Pak into your Nintendo<sup>64</sup> system and move the power switch to the ON position. When the Title Screen appears, press START to access the File Selection Screen. Use the Control Stick to select one of the two files. Press **A** to advance to the Name Entry Screen.



Title Screen

## The Data Files

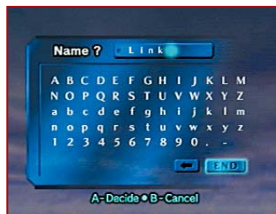
You can save your game progress to one of two data files. These save the key items you have received, the number of Heart Containers you have and the notes you've written in your BOMBER'S NOTEBOOK. See chapter "Saving and the Passage of Time" regarding saving.



File Selection Screen

## Name Entry

Use the Control Stick to select a letter, then press **A** to enter it. Select the back arrow and press **A** to delete a letter. When you have finished, select END and press **A**.

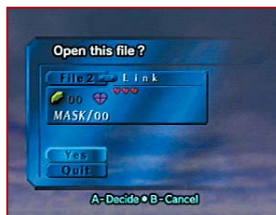


Name Entry Screen

## Copying and Deleting Files

To copy a file, select COPY on the File Selection Screen and press **A**, then select the file you'd like to copy and press **A** 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 to erase a file.

**WARNING:** Once you erase a file, its data will be lost and cannot be recovered.



## Options

### SOUND

Choose one of the following sound settings: STEREO, MONO, HEADSET or SURROUND. When choosing STEREO, HEADSET or SURROUND, always check that both the left and right audio output cables are properly connected to your TV.



Options Screen

### Z TARGETING

Change the Z-Targeting system to SWITCH or HOLD. See chapter "Tatl and Z-Targeting" about Z-Targeting.

#### SWITCH

Press **Z** 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

Targeting cursor only appears while you hold **Z**.



Targeting Cursor

### LANGUAGE

Select the language of the screentext: ENGLISH, DEUTSCH, FRANÇAIS, or ESPAÑOL.

### CHECK BRIGHTNESS

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 any of the settings, press **B** to save your changes.



## Nintendo<sup>64</sup> Expansion Pak™

To play THE LEGEND OF ZELDA – MAJORA'S MASK, you must have a Nintendo<sup>64</sup> Expansion Pak inserted into your Control Deck. Before using it, make sure to read the Expansion Pak accessory instruction booklet carefully. Always make sure that the Control Deck is turned OFF when inserting the Expansion Pak accessory.



# 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 one 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. However, while major items you have received are saved, puzzles within mazes 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 have to continue from the DAWN OF THE FIRST DAY that you saved last.

## The Interrupt Save Feature

If you use this feature 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 game will be deleted, so after continuing your quest, be sure to save again using the SONG OF TIME or visit one of the OWL STATUES again. 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.

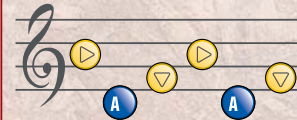


## Saving with the Interrupt Save Feature

Visit one of the OWL STATUES and hit it with your sword if you haven't already done so, then press **B**. After carefully reading the instructions, confirm and press **A** to interrupt your game and save your status. Wait until the Title Screen appears before turning the power OFF. To continue playing, simply choose the saved file marked by an owl on the File Selection Screen and press **B** again. After continuing, be sure to save using the SONG OF TIME or visit one of the OWL STATUES before you quit.

## When Life Energy Reaches Zero

When 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.



## Things that can be saved:

- Masks
- Instruments, the Hookshot, etc.
- Songs and Items on the Quest Status Screen
- Notes written in your notebook
- Maps
- Dungeon Maps and Compasses
- Rupees deposited at the bank

## Things that cannot be saved:

- Cleared maze puzzles, sub-events, conversations, etc. (These all return to their original status.)
- The number of usable items you have
- Small Keys, Big Keys and Stray Fairies
- The Rupees in your wallet



# Tatl and Z-Targeting

Tatl the fairy will teach you the weaknesses of your enemies and give you hints to help you through your quest. If Tatl hides, you can call her out by pressing **A** while standing still, however only while Link or Zora Link are ashore.

## 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 **Z**, 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 **Y** at this time to listen to Tatl's advice. Tatl will tell you about enemy weaknesses and give you hints about your adventure.



Standard Game Screen

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.



Z-Targeting Screen

## The Targeting mark colors:

### Yellow

Press **Y** to find out about enemy weaknesses when the Tatl icon flashes.

### Green

Press **Y** to listen to hints when the Tatl icon flashes.

Press **A** to read signposts.

### Light Blue

Press **A** to get information from people.



## Using Z-Targeting

You may find your adventure progresses more smoothly if you use Z-Targeting in the following situations. (Please see chapter "Basic Controller Functions" for more information.)

### 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.

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.

### Changing the Camera Position

If you ever find yourself stuck with a poor view during your game, press **Z**. The camera will immediately center behind Link, giving you a better look at your surroundings. Also, see chapter "Reading the Game Screen" about other camera positions.

## Selecting Items During Conversations



The item is not set.



Select Item Subscreen

The item is set.

After setting the item.





# Reading the Game Screen

## 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.

### 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.

### Magic Meter

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

### 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. You can press the L Button to turn off the map display.

### C Icons

These represent the items currently set for use with C Buttons.



## Reading the Clock

### Hour Display

The number indicates the current hour. 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. This equals one hour in the game.

### Day Display

This displays the current day as 1ST, 2ND, or FINAL.



## Link's View

Press  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.

### Link's View





Masks  
Subscreen (P. 20)

Select Item  
Subscreen (P. 22)

Map  
Subscreen (P. 26)

Quest Status  
Subscreen (P. 24)

## 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 on the left. Press ,  or use the Control Stick to cycle through the screens. Press START again to resume your game.

## 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.)

## MAGIC JARS



Large

Small

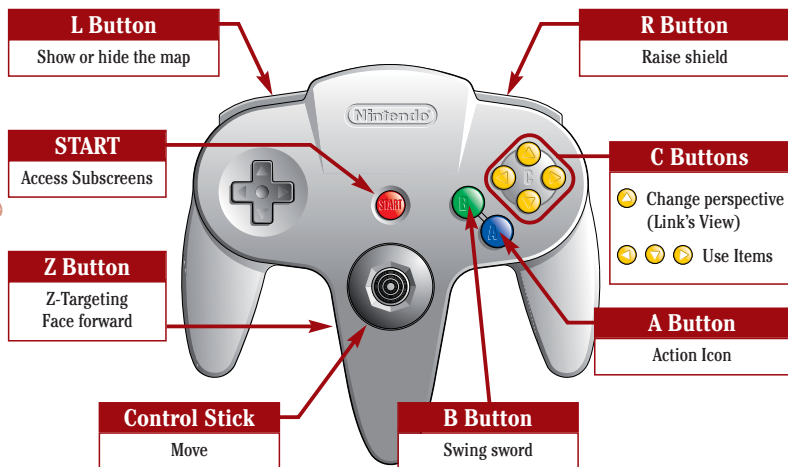




# Basic Controller Functions

## 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 following pages for more information.



## Control Stick

Used mostly to move.

### Walk / Run

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

The move Link performs 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 towards the edge of a ledge.

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

### SWIM (on the surface)

Tilt in the direction you want to swim. Press **R** to swim faster.

### DIVE

Press and hold **A**. The number shows how long you can stay underwater. Zora Link can do amazing things underwater. (See chapter "The Masks".)

## 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 tells you what action Link can perform at that particular time. Press **A** to perform the action shown on the Action Icon.

### GRAB

**T** or **B** after grabbing with **A**.

When standing in front of a block, press **A** to grab it. After grabbing a block, keep 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. You can climb ladders this way, too. Also, Link may or may not be able to climb certain ledges depending on the mask he is wearing at the time.

### THROW + Place

**T** + **A** after grabbing with **A**.

After pressing a C Button to take out a bomb, you can press **A** to throw the bomb while 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 be displayed.

## B Button


This Button is mostly used to attack.

### Swing Vertically

Z (or ) + 



### Swing Horizontally

 or Z +  +  + 







### Stab


Z +  + 



### Spin Attack

 +  or  
hold , then release.


You can do this to perform a Spin Attack, but after you gain Magic Power, it will use up magic. You can quickly rotate the Control Stick once and press  to attack in an arc around you.

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



## Other Battle Actions

### Jump Attack

Z +   
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 +  +  + 

Back Flips and Side Jumps allow you to move more quickly than standard movement. They are very effective for dodging enemy attacks.



### Side Jump

Z +  +  + 




### Raising Your Shield

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

 + 

Press  while running to perform a roll attack. Rolling can have the same effect as raising your shield – it protects you and deflects 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.








# The Masks

Several of the masks you find throughout the game 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 chapter "The Select Item Subscreen.") Move the cursor to the mask you want to wear and press , , or  to set it.



### Masks of the Various Tribes

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

### Normal Masks

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

## When wearing masks...

Some people may tell you different things when you speak to them while wearing different masks. People who have always been rude before 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

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

#### Bubble

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

#### Deku Flower Jump

After burrowing into a Deku Flower, Deku Link can jump into the air and fly for a short time. Stand on top of a Deku Flower, press and hold the A Button, and then release. Press the B Button during flight to drop Deku Nuts on enemies.

### 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 originally jumped from.

### 🍌 Goron Link 🍌

#### Special Abilities

- Curl into a ball and roll around. Defeat enemies by rolling into them with your armored body. (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.

#### Weaknesses

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

#### CURL

Tilt the Control Stick while holding the A Button to roll in that direction. After rolling a short time without bumping into any obstacles, spikes will come out of Goron Link's body, enabling him to defeat enemies. (This consumes magic.) He will then continue rolling without you pushing forward on the Control Stick unless your Magic Power runs out or he gets stopped by an obstacle.

#### PUNCH

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

#### POUND

Press the B Button while holding the A Button to pound while curled up. You will then strike the ground with tremendous force. This attack can be used 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

Press the A Button while underwater to swim swiftly through the seas. Use the Control Stick to change direction.

#### DIVE

Press the B Button on the surface to dive deep into the water. After reaching the sea floor, you can move around as if on land.

#### PUNCH

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

#### Boomerang

Hold and release the B Button to attack by firing a 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

If you press the R Button while swimming, or press and hold the R Button and the B Button you are able to generate an electric current, creating a barrier around your body. Use the barrier to defend against enemy attacks. (This consumes magic.)



# The Select Item Subscreen

As Link continues his quest, he will collect a wide array of items from treasure chests hidden within the dungeons and other areas. Items can be set for use with either , , or . In order to complete the quest, you will need to match and use these items to the different situations that you face.

## Viewing the Select Item Subscreen

Press START to access the Subscreens. Press (or ) to display the **Select Item Subscreen**. Items that can be set to , , or will be displayed on the screen shown below. You can get a short description on each item by selecting it with .

### Magic Arrows

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

### Bottles

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



### 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.

## Setting the C Items

Press START during your adventure to access the Subscreens. Press (or ) to display the **Select Item 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.**

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



Set with , , or .



## 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. 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**.

## Ocarina of Time



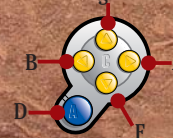
Use this item to **play songs you learn throughout your adventure**. Playing them can cause a wide variety of effects. However, some songs may not have any effect unless played in a particular place or for a particular person. You can check songs you've learned at any time on the **Quest Status Screen**. (See chapter "The Quest Status Screen")

## Playing the Ocarina

Set the OCARINA OF TIME to one of the C Buttons and press that Button to play it. Press , , , , and to play notes on the ocarina. If you play the notes of a song you have learned in the proper order, you will then play the song's full melody.

Play with these five Buttons

High D



## 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. Hold any of these buttons or directions when you press a note button for one of these effects.

- Raise notes half an octave
- Lower notes half an octave
- Raise all notes – half tone step
- Lower all notes – similar to modulation
- Vibrato (notes reverberate)



# The Quest Status Screen

## Viewing the Quest Status Screen

This screen shows the equipment you are always equipped with and certain types of items necessary to complete your quest. Also, after receiving the BOMBER'S NOTEBOOK, you can check its contents from this screen.

**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 currently have are displayed here. When you collect four, your maximum Life Energy is increased by one, and this area will become empty.

**Boss Masks**  
Masks received after defeating bosses are displayed 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 the A Button to listen to the melody.

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

**Quiver and Bomb Bag**  
Link used 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.



## Using the Bomber's Notebook

If you move the cursor on the Quest Status Screen to the BOMBER'S NOTEBOOK and press **B**, 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.

**Current Time**  
The current time of day is displayed at the top.

**Characters**  
Pictures of the characters you meet will be displayed here. (maximum = 20 people)

**Schedule**  
The time of when you spoke to a character or received items from them are shown here.

**Details**  
Information about your conversations or the items you received.

- 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 those people are not.

# The Map Subscreen

# Hints

There are two types of Map Screens. 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 each area, the clouds covering them will lift, revealing that area on the world map.



### Adventure Point

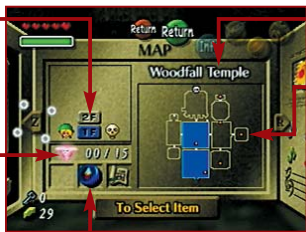
When you move the cursor to points you have visited, the name of that place will be displayed.

### Link's Current Location

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

## 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 will be marked by an orange dot.

### 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.



Boss Room and Level



Link's Level

## The lives of the Terminians

In the three days before the moon falls, the people 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.

## 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 how much time you have remaining after earning new items. Do your best to make the most of each 72-hour period.

## The Basic Flow of the Game

### 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. Tat'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 only get 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.





Nintendo®