

The Legend of Zelda: Ocarina of Time Guide Part 4

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Yet Another Zelda 64 Guide (Yes, that is the real name): Version 1, Part 4

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Hello, and welcome to yet another Zelda 64 Guide. Hopefully, you will find this one useful to you. I am making this so people who get the game on Christmas will find it useful. This guide lists many secrets not found on most internet based guides. If you would like to take from this guide, just give some credit to me. Now, on with the show!

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16. Version Updates for Part 4

Version 1: January 29, 1999 - Created this due to lack of room in Part 3, created Enemy List to increase importance of this file.

17. Enemy List

Deku Baba

Found: Kokiri Forest, Deku Tree, Forest Temple

The first enemy you face, the ones in Kokiri Forest don't do anything but stand there. The others attack, but have a limited range and can be easily blocked with your shield. When they die, they give out Deku Sticks or Nuts.

Deku Scrub

Found: Deku Tree

Deku Scrub are plant type creatures which pop out every so often to spit Deku Nuts at you. You can reflect them back with your shield, or if you are quick, you can attack them before they hide. They will hide if you get near or if they are reloading. You cannot kill them, just make them surrender.

Skulltula

Found: All over the world

Skullwalltulas may seem imposing and tough, but only to the beginner. Before you get a lot of weapons, you have to be patient with this enemy. It's weak

point is its back. A single jump attack can kill it. Watch out for its spin attack which can throw you back a far ways. A sword shot that hits its face will just make it go back and forth. A boomerang can stun this creature though.

Skullwalltula

Found: All over the world

Skullwalltula can only stay on ivy. Their only purpose is to knock you down while climbing. To know if they will attack, watch if they turn purple. You can pass by them if they don't see you, but you should always kill them with Slingshot/Hookshot when possible.

Gold Skulltula

Found: ALL OVER THE WORLD

Gold Skulltula are needed to count toward your Gold Skulltula total. They can't hurt you (unless you touch them) and they don't move around, so if you don't care about Gold Skulltula counts, then just skip these enemies.

Gohma Spawn

Found: Deku Tree

Crablike creatures which move pretty fast. Watch out for them since their attacks can hurt. The good thing is that they turn red before attacking. That way you can prepare as you like. When you hurt a Spawn, it will retreat, but come back sooner or later.

Peahat

Found: Hyrule Field

They only attack in the morning, and only if you get close to one. They start their attack two ways. Either they attack using their own body (usually if you charge at them) or they attack using Peheat Larva while they fly high above. Peahats take 6 Slingshot hits so there is little point in fighting them since your rewards are minimal. If you try to fight one in the night, it won't take damage, but it will release Peahat Larva.

Peahat Larva

Found: Hyrule Field

Peahat Larva attack you kamakaze style. They only die when they hit anything. Your shield, walls, or even you. Outrunning them is out of the question so either find shelter or get that shield ready.

Stalchild

Found: Hyrule Field

Stalchild are skeleton type enemies which you find in infinite numbers during night. They take only few hits, but keep coming back. If any are alive at daybreak, they retreat to the ground. They aren't much of a problem since you can easily outrun them. Little trick fighting Stalchildren, if you kill a lot of them in a single night, a big Stalchild will come out, but he only attacks faster.

Business Scrub

Found: All over the world

Like Deku Scrubs, except they offer you items in exchange for surrender.

Guay

Found: Lon Lon Ranch, Lake Hylia, Desert Colossus

You probably won't find these a problem since they die easily and don't attack a lot. But when they do, just block them and attack.

Wolfos

Found: Lost Woods, Forest Temple

The first of the attack or be attacked enemies, you have to do some real good fighting to beat him. When he attacks, block him and reply quickly with an attack of your own. You shouldn't attack him when he's running around since he can block pretty well. After some time, you should be able to kill him with practice.

18. Mini-Games

Many good RPGs have mini-games in them. Chrono Trigger had that soldier guessing game, FF7 had the Chocobo Racing. But, Zelda has MANY Mini-Games. Some are fun, some are tedious, but all are important to enhance your Zelda 64 experience.

The Treasure Game

FOUND AT: HYRULE MARKET

PLAYED AS: CHILD ONLY

OPEN IN: THE NIGHT

COST: 10 RUPEES

This game isn't really that fun. If you are wondering what the prize at the end is, it's a Piece of Heart the first time and a Purple Rupee every other time. The point is to pass through 5 rooms with 2 chests each. One of the chests has a key which is used to pass through the locked door to the next room. The other chest has a Rupee that depends on the room color. (The room color=Rupee color). You can come back here as a Child with the Lens of Truth. Use the Lens of Truth on the treasure chest. You can look through it so you can see what is inside it. Although cheap, it is the easy way to win.

The Hunt for Little Richard

FOUND AT: HYRULE MARKET

PLAYED AS: CHILD ONLY

OPEN IN: THE NIGHT

COST: NONE

Go into the back alleys and open the door you can only open at that time. In the house, you will see that fat woman talk about her dog that yelps around when you are in the market in the day. To find the dog, just touch the white dog that is behind the stand near the man in the window. If you pick up the wrong dog by mistake, just talk to the fat woman for her to get rid of it.

Shooting Gallery

FOUND AT: HYRULE MARKET & KAKARIKO VILLAGE

PLAYED AS: CHILD & ADULT

OPEN IN: THE DAY

COST: 20 RUPEES

Use your Slingshot (or Bow when adult) to fire at oversized Rupees. You get 15 Nuts (or Bows) to use to fire at 10 Rupees. Break them all to get a special prize (first time child=Bullet Bag, first time adult=Large Quiver). If you only get 8 of them, you play again for free. 7 or less means you lose and have to pay to start over. BTW, there is a set order when you are a child. It is MIDDLE, LEFT, RIGHT, JUMPING MIDDLE, LEFT & RIGHT, MOVING TO THE LEFT, MOVING TO THE RIGHT. The adult gallery combines these orders in a random setting.

Bombchu Bowling

FOUND AT: HYRULE MARKET
PLAYED AS: CHILD ONLY
OPEN IN: 24-HOURS
COST: 30 RUPEES

You get 10 Bombchus to use to blow up the target. The prize is randomly selected, but you can pick from purple rupee, bombs, Bomb Bag, Bombchus, and Piece of Heart. Once dropped, they go in a line in the direction you were facing. The first wall is always dead center with only a spike moving back and forth. Drop the bombchu when the spike is away and when you are in the center. If good, it will pass the spike area and continue on until it hits the target. The second wall can be either on the sides or the top center. If it is on the sides, throw it in a straight line toward it. The chicken should not be a problem with the side targets. The center target can just be done like the first wall, just watch for the small chicken. The third wall is the hardest. Just time your shot so it passes by the small and big chicken. The time to best use it is when the big chicken is in the center. By the time it gets there, hopefully it will be gone from the center. Good luck!

Mask Trading

FOUND AT: HYRULE MARKET
PLAYED AS: CHILD ONLY
OPEN IN: DAY ONLY
COST: FREE

This game takes you across the world selling masks to all types of people. Here is what you do to beat it (as said in How do I get the Mask of Truth?).

First, sell the Keaton Mask to the guard of Death Mountain in Kakariko Village. Next, sell the Skull Mask to the lone Skull Kid in the Lost Woods. After that, sell the Spooky Mask to the kid who walks around the Kakariko Graveyard in the morning. Last, sell the Bunny Hood to the man who runs around Hyrule Field. After all this, you will be able to select the Mask of Truth and 3 other masks at the Happy Mask Shop.

Forest Stage

FOUND AT: LOST WOODS
PLAYED AS: CHILD ONLY
OPEN IN: 24-HOURS
COST: FREE

Find the hidden hole somewhere in the brush in the room with the two Business Scrubs (and the Soft Soil spot). Jump in wearing a mask. Go onto the small platform and the scrubs will rate your mask. Only the Skull and Mask of Truth produce good results. The Skull Mask gives you a Deku Stick upgrade and the Mask of Truth gives you a Deku Nut upgrade.

Uncurse the Skulltulas

FOUND AT: KAKARIKO VILLAGE

PLAYED AS: CHILD & ADULT

OPEN IN: 24-HOURS

COST: FREE

Go to the Skulltula House. In the center of the room, the big Skulltula-Human will drop down. Talk to him to learn about the curse. Your mission for this game is to kill as many Gold Skulltulas as possible. There are 100 in all. The prizes are as follows.

10 Skulltulas - Adult's Wallet

20 Skulltulas - Stone of Agony

30 Skulltulas - Giant's Wallet

40 Skulltulas - Bombchus

50 Skulltulas - Piece of Heart

100 Skulltulas - Yellow Rupee (as much as you want)

Frog Songs

FOUND AT: ZORA'S RIVER

PLAYED AS: CHILD ONLY

OPEN IN: 24-HOURS

COST: FREE

While at Zora's River, walk onto the little platform on the log that sticks out into the river (Navi turns green in this area). Take out your Ocarina and play any one of your top row songs for them. You get 50 Rupees each time you play a new song. When you play them the Song of Storms, you get a Piece of Heart. Play all 6 top-row songs for them to get a new game. In the new game, you have to press the button needed to have a frog eat the butterfly above him. Waiting too long or pressing the wrong button results in failure. Just so you know, the order of buttons is, A, C+Left, C+Right, C+Down, C+Left, C+Right, C+Down, A, C+Down, A, C+Down, C+Right, C+Left, and A.

Diving Game

FOUND AT: ZORA'S DOMAIN

PLAYED AS: CHILD ONLY

OPEN IN: 24-HOURS

COST: 20 RUPEES

Go into the little cave west of the room of King Zora. Talk to the Zora standing at the source of the waterfall. After he throws the Silver Rupees into the water, jump after them and use your dive skills to grab them. After you get them all, go back to him to receive the Silver Scale. After getting the Silver Scale, you play it again for real Rupees.

Fishing

FOUND AT: LAKE HYLIA

PLAYED AS: CHILD & ADULT

OPEN IN: 24-HOURS

COST: 10 RUPEES

In this game, all you have to do is cast your line and reel in the fish. Talk to the fisherman for control help. The big fish can be found near the bamboo shoots or logs. When you spot a slow fish that doesn't grab at once, that is the one you want. Stagger the reeling by using slow, sudden

movements (press B slowly). The fish will get interested in time and will grab. Use A and R to reel him in. Reel in the opposite the direction he is pulling. Getting a big fish (9-10 as child, 15-20 as adult) nets you a special prize.

Big Poe Hunting

FOUND AT: HYRULE MARKET

PLAYED AS: ADULT ONLY

OPEN IN: 24-HOURS

COST: FREE

Talk to the thing in the room that used have all those pots. He will say he is a Ghost Hunter. He also talks of something good happening at 1,000 points. In order to get those 1,000 points, you must capture 10 Big Poes (100 points each). You can find the 10 Big Poe locations in Part 2. Bringing him a Big Poe also nets 50 Rupees. You can bring him a small Poe for no points and 10 Rupees.

Dampe's Graveyard Race

FOUND AT: KAKARIKO GRAVEYARD

PLAYED AS: ADULT ONLY

OPEN IN: 24-HOURS

COST: FREE

Jump into the grave that is right next to the magic plant (or the former soft soil spot with hole if you did not plant a magic bean). When you fall onto the platform, go towards the open archway. Dampe's ghost will appear asking you to follow. You have follow as best as possible in order to beat the race. If you go the wrong way, he will close the door to the next part of the maze and you will lose. You have to do this race the first time to get the Hookshot. In order to get a special prize, beat the race in less than a minute. In order to do this, you must get hit by a flame and you must roll in the straightaways.

Epona Racing

FOUND AT: LON LON RANCH

PLAYED AS: ADULT ONLY

OPEN IN: DAY ONLY

COST: 60 RUPEES MINIMUM

(As said in the How to get Epona section)

Make sure you learn Epona's Song as a child. Malon will teach it to you when you go to Lon Lon Ranch.

When you are an adult, go to Lon Lon Ranch. Something has changed as Ingo now seems to control the ranch and praises Lord Ganondorf. Talk to him and pay to ride a horse. Play Epona's Song and Epona will come to you. Climb on her and talk to Ingo while on her. He will propose a race for 50 Rupees. Agree.

The 1st race is very easy, use a carrot, stay in Ingo's way and use a carrot when it comes back. The race is only one lap so you can gun it at the end.

He is a sore loser and he will ask for another race. The 2nd race is a bit harder. You should use more carrots and stay in his way as much as possible. If you run of carrots (you shouldn't, but it is easy to do) just stay in his way. You will get all 6 carrots back at once after some time.

If you win the 2nd race, you get Epona, but you can't get her out of the ranch the easy way. Instead, run around the track for a few laps. Go toward one of the barriers and jump it at full blast. If you are good, you will switch to a small cinema showing you jumping out of Lon Lon Ranch onto Hyrule Field. Good job, you got Epona!

Obstacle Course

FOUND AT: LON LON RANCH
PLAYED AS: ADULT ONLY
OPEN IN: DAY ONLY
COST: FREE

After beating Ingo for Epona, go back to Lon Lon Ranch. Talk to Malon while on Epona and she will ask if you would like to use her on the obstacle course. Say yes, and get ready to run through it. It is made up of fences ranging in 3 sizes. You have to get through 2 laps jumping all the fences. Beating the race in 49 seconds or less nets you a little prize at your house.

Horseback Archery

FOUND AT: GERUDO FORTRESS
PLAYED AS: ADULT ONLY
OPEN IN: DAY ONLY
COST: FREE

If you get Epona, go to the east part of the outside Fortress. Talk to the Gerudo under the canopy while on Epona. Accept her challenge for the archery practice. You get 20 arrows to get as many points as possible. Breaking the pots with the arrows gets you 100 points, hitting a bullseye gets 100 points. You can also hit the other sections of the target to get 60 and 30 points. On one pass you should break all the pots, and on the other pass you should get as many bullseyes as possible. Getting 1000 points gets you a Piece of Heart and 1500 gets you a Large Quiver.

19. Thanks

Well, I would have to thank me, because without me, this wouldn't be possible. Also, a big thanks to Nintendo and Shigeru Miyamoto for making this great game and releasing it in the states (finally!).

The people who email me with their questions and comments also get thanks. Without them, I wouldn't have the Frequently Asked Questions Section and something to read in my formerly empty mailbox.

Dwayne Agiao also gets a thanks for telling me that the 100 Gold Skulltula prize can be taken many times.

Chris Braun gets a thanks for reminding me about the Sixth Great Fairy.

John Clay, a real-life friend I see every day, also gets a thanks for using my guide for his game as well as editing it.

I can't think of anyone else at this point, but if you want to be known, just contribute any information that you think will be helpful in this guide.

20. Disclaimer

This guide can and should be given out as long as it is not altered in any way. The guide's purpose is to help people play Legend of Zelda: Ocarina of Time and that is its only purpose. This guide cannot be used in any commercially such as, but not limited to, Magazines, Books, Guides, without first contacting the author for his consent. Credit must given if you take information from this guide.

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