

## Majora's mask all mini bosses

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These are enemies that are harder to kill than most, but are not located at the end of a dungeon, but rather in the middle of it, or outside it. Dinolfo[edit] Places Woodfall Temple, Snowhead Temple (Two at once), Ikana Canyon (Secret Shrine, Three at once), The Moon (Twinmold section) Strategy Woodfall Temple: Dinolfo's main attack is the claw, so block it with your shield and counter with your sword. Use Z targeting so you can jump slash it. Every so often, it will make an attack fire breath, so bypass to avoid it. Do not fight it with Deku Link, which said fire attack will kill you immediately. For a simpler fight, use Deku Nuts to stun it, then follow up with a jump slash. Snowhead Temple: Use the same strategy as above, but use spin attacks to hit both if you can. Secret Shrine/Moon: By now you should have the Great Fairy's Sword. Use it to make quick work of them. Gekko and Snapper[edit] Location Woodfall Temple Strategy First, attack Gekko as it jumps harmlessly at you until it calls Snapper over and mounts it. Then, transform into Deku Link and hide in one of the flowers around the area as it tries to spin towards you, and jump out as it rides over your flower (Alternatively, use bombs or Blast Mask). It will make it fly by Snapper and try to get away by climbing the walls. Turn back to Normal Link and pull out your bow, and shoot it with an arrow. It will take damage, fall down, and reassemble snapper, so repeat the process one more time to defeat it. Wizzrobe[edit] Places Snowhead Temple (Fought twice in different rooms), Ancient Castle of Ikana, Stone Tower Temple, Ikana Canyon (Secret Shrine) Strategy Snowhead Temple: Basically, this guy can teleport around the room to certain places, and it will fire an icy blast on the floor that freezes you if you touch it before you teleport again. There are two ways to damage it; The normal method it to shoot your arrows (or fire arrows the second battle.) at it before it can attack, the second method is roll up to it like Goron Link and punch it before it can teleport away, doing more damage. After enough damage is treated, he will create illusions of himself running around trying to distract you; The real one has the most color and is represented by a red dot on the minimap. Deal a little more damage to it and it will kick the bucket. Ancient Castle of Ikana/ Stone Tower Temple: Instead of shooting ice, it will throw a fireball that explodes when it hits the ground. In addition, Stone Tower Temple Wizzrobe has fire falling from the ceiling while you fight it. Other than these changes and more health and different layout rooms, the fight is the same as before, so use Fire/Light arrows or blows to defeat it will. Secret Shrine: It's an ice Wizzrobe, but most of the platforms are raised and there is no mimimap, so use light arrows to kill it. Gerudo Pirate[edit] Site Pirates' Pirates' (Fought three times in different rooms) Strategy Wart [edit] Places Great Bay Temple, Secret Shrine Strategy Gekko and Mad Jelly [edit] Place Great Bay Temple Strategy Captain Keeta [edit] Site Ikana Graveyard Strategy Iron Knuckle[edit] Places Ikana Graveyard (Inside graves on 1st and 2nd nights), Moon (Twinmold Section) Strategy Big Poe [edit] Places Ikana Graveyard (Inside Graveyard (Inside Grave on Final Night, appears after digging up the three blue flames), During the well strategy igos du Ikana Servant[edit] Site Ancient Castle of Ikana Strategy King Igos du Ikana [edit] Site Ancient Castle of Ikana (Fight starts immediately after above battle) Strategy Garo Master [edit] Places Stone Tower Temple, Secret Shrine, Moon (Twinmold section) Strategy Eyegore [edit] Place Stone Tower Temple (Fought several times in different rooms) Strategy Gomes[edit] Place Stone Tower Temple Strategy Poe Sisters [edit] Site Ikana Canyon (Spirit House) Strategy Odolwa : Masked Jungle Warrior[edit] Place Woodfall Temple Description Odolwa is a giant warrior who wields many attacks. He can call flame circles, tiger moths and his own insects as well as use many sword techniques. The easiest way to defeat him is to run towards him with Bunny Hood equipped and stab his legs. The arrows will also stun him. When he calls moths use a bomb flower or bomb to lure them away. Goh!: Masked Mechanical Monster [edit] Location Snowhead Temple Description Goh! will run circles around the arena. You can attack and defeat him in one of two ways, either shoot him with the fire arrows you will have gotten through this time Chase him 'round and ' around the arena (which is surprisingly funny!) Gyorg: Giant masked fish [edit] Place Great Bay Temple Description Gyorg can be beaten in two ways. Use arrows to stun the fish and then jump in like a Zora and use the electric shield. Quite complex. Or, jump in like a Zora, sink to the bottom and lay into him with the boomerang gfenas. They will stun him, then start another volley and they will cause injury. NOTE: If he charges you in the water, RUN. No one likes to be chomped by a fish. Twinmold: Giant Masked Insect[edit] Location Stone Tower Temple Description Use the Giant's mask and chop off their heads and tails. Majoras Mask [edit] Location The Moon Description Your strategy on Majora's Mask is to try to hit his back, where he is weak. If you haven't received the Fierce Gods Mask, you should use Zora Link's boomerangs to attack, then switch to link if the mask drops low enough. If you have the Fierce Deity, Majora's Mask is a cakewalk, /-goal and keep hitting and majora mask will soon be defeated. Majora's Incarnation[edit] Location The Moon Description Probably the funniest boss in the game. All it does is run around and dance (sometimes attack). Boomerangs or arrows to bring him down him then strike. Majoras Wrath[edit] Place Moon Description Final form. Use light arrows to stun it and then attack it. Avoid its whips. 6.1 First FloorTotal LifeHeart Pieces 19/52Masks 10/24Bottles (N64) 1/6Bottles (3DS) 2/7Stray Fairies 0/15 Enemies:White Boe, Freezard, Real Bombchu Items:Dungeon Map, Compass Stray Fairies:#1, #2, #3 Entrance Before you start, it is strongly recommended that you have time slowed down (played Song of Time backwards). As you move forward, you will encounter a new enemy called a White Boe. As cute as these things are, they intend to cause you harm. Turn on the Goron Mask if you don't have it on already and use a Goron Pound (A+B) to take care of them quickly. Fire Punch ice stalagmites and Tatt will point out that the block is quite darn heavy. Grab the block while using the Goron Mask and press it until it falls to the floor. Front in the second half of this room where a white Wolfos will appear. Kill it (from behind) if you want, or simply ignore it. There are three doors, but you can only enter the dark blue one (right) for now. Freezard Corridor This room contains a new enemy called a Freezard, which you will simply want to avoid at the moment. Before you really pass through this room, you can collect two Stray Fairies. The first Stray Fairy can be seen in the pillar near the center of the room. Aim for it with an arrow, then use the Great Fairy Mask to draw it. The second Stray Fairy differs in Nintendo 64 and 3DS version. In the 3DS version it can be seen at the east end of the room and you can shoot it with an arrow. Alternatively, if you don't have arrows, you'll be able to walk around to it shortly. In the Nintendo 64 version, the Stray Fairy can be found along the north end of the room. You can just drop down to ground level and then use the Goron Mask so you can go over the lava. At the north end of the room, you can see the Stray Fairy under the platform. Shoot it with an arrow and snag it using the Great Fairy Mask. If you fell down, climb the ladder to get back to the top of the room and check out the bridge. It has a small ramp at the end of it, indicating that you need to use a Goron Roll. Stand on the isiga patch just before the bridge itself so that there is not much friction, giving you enough room to upload your roll. Scroll across the platform to reach the other side. NOTE: In the Nintendo 64 version, Freezards on the pages can freeze the Goron Link, where as in the Nintendo 3DS, he can roll right through. The northern end of this room also looks a tad different in the Nintendo 64 version, but nothing major has changed. Take off the Goron Mask and climb the nearby staircase. Elevator room You will see a new enemy in this room called a Real Bombchu. Kill it, if you like, by entering it while using your Shield. You can also break the slopes for extra if you need them. Open the large chest to get the Dungeon Map, which will make navigation a little easier. There are two Stray Fairies in this room, and you can get one right away, as it floats around near the northwest part of the room. Catch it if you want. Go back down the stairs, then jump over and enter the blue door on the right. Central Chamber Welcome to the main room of the dungeon. As you can see, it's huge, and yes, it's a real pain to fall all the way down. Run over to the opposite side and enter the gold door. Double-Block Room Put on your Goron Mask and pull back on the two stones stacked on top of each other. This will reveal an alcove with a coffin containing a small key. Points! Before you go, there's one more thing you can do. Push the two blocks all the way to the most remote edge of the snowy area. This will snap it on top of a floor breaker that reveals a coffin. This will help you get a Stray Fairy later. Go back to the central room. Back to the entrance head over to the frozen red door. Note that it has a torch on either side of it. Stand next to one and shoot an arrow through it to melt the ice blocking the door, creating a shortcut! Alternatively, you can walk back through the room with Freezards. Once back in the Entrance Chamber, use small key to get into the cyan-colored door. White Wolfos & Ice Chunk Room There are two White Wolfos in this room that will only attack you if you get close, so it's best to just ignore them. Open the large chest in the middle of the room to get the Compass. There are three Stray Fairies in this room, but as you can only get one at the moment, they will all be covered a little later. Run to the opposite side of the room where you will find a cracked wall between two pillars. Use either Bomber or Blast Mask to blow it up. Run up the stairs. 6.2 Second FloorTotal LifeHeart Pieces 19/52Masks 10/24Bottles (N64) 1/6Bottles (3DS) 2/7Stray Fairies 3/15 Enemies:Wizrobe Items:Fire Arrows Stray Fairies:#4, #5 Icicles of DEATH In this room there are several pillars sticking out of the ground, but many of them are covered with large chunks of ice. If you look up at the ceiling, you will find several icicles/stalactites. There are two varieties: the type you can shoot with your Bow to make them fall down and break things, and the smaller ones that try to kill you as you pass under them. Use your Hero's Bow to pave the way by shooting the big stalactites and then start climbing. You will see a patch of frosty snow on the wall on the right, seemingly clinging to nothing. It's a little suspicious, isn't? If you use Lens of Truth, you'll see there's actually an alcove there with a coffin inside! Either wear the Bunny Hood and jump to it or destroy the nearby to get closer and jump to it regularly, then open your chest to get the fourth Stray Stray Turn around and work your way to the opposite side of the room. Wear the Goron Mask and Fire Punch the snowy boulder to reveal a coffin containing a

small key. Let go down and go into the locked door. Swap puzzles in this room, jump into the snowy area and use a Goron Pound to kill the white Boes. Put on the Great Fairy Mask, use Lens of Truth and look straight up where you'll find a bubble in the middle of the ceiling. Shoot it with the Hero's Bow and wait for the fifth Stray Fairy to come your way. Put on the Goron mask and go back up to the top level to solve this little puzzle. You must use Goron Mask to pound (A+B) the big gears in the correct order: Pound the first yellow gear on the top platform. This raises it in the middle. Take off the Goron mask and jump over to the other side. Pound the green gear. Drive back to the middle and pound the yellow gear (thus unveiling the door again). Quickly take off the Goron Mask and climb on top of the green, using it to jump to the other side and walk through the door. Central Chamber Goron Roll to the opposite side, where you will find some stairs that are blocked with ice (don't worry, you'll be able to do something about it soon). Turn right and roll over the snow drift in the corner. If you fall into the wooden canopy, just go back to the ladder and try again (hopefully you don't fall all the way down). Break the snowballs here for goodies if you like, then Goron Roll to the west side. Smash these snowballs here, then enter the door to confront the first mini-boss of this dungeon. Wizrobe There are four teleportation pads around the room that Wizrobe will use randomly. When he shows up, he'll run away if you get too close. Once he's hooked, he'll do a little dance just before you shoot yourself with a whisper of magic that might freeze you. Try to stand in the middle part of the room, a little closer to one of the pillows in particular, and place yourself so that you can see them all at once. This way you can quickly attack him no matter what direction he comes from. There are some methods to hurt him. You can either attack him from a distance using Bombs or shoot him with arrows. The latter is definitely a safe option, although it doesn't do much damage. The second method is to get close and stab him with your sword. This is a bit difficult in your normal form (unless you have Bunny Hood of course) but it's pretty easy to do when wearing Goron Mask. Simply hold the A while waiting for him to appear and when he's stuck, rush forward, let go of A and Fire Punch him, dealing with lots of damage. No matter how you choose, after you've done him enough damage, he'll create three identical illusions. When they appear, wait until you see which one is the most solid, then attack it. In addition, if you have your mini-map on, (by button), you will see the correct one on your map marked with a red dot. It's pretty simple really. Just discern which one is real, then use the same methods as before to defeat him. Once he is defeated, open the big coffin to get the Fire Arrows. This nifty upgrade allows you to explore much more of the dungeon. 6.3 Raising PillarTotal LifeHeart Pieces 19/52Masks 10/24Bottles (N64) 1/6Bottles (3DS) 2/7Stray Fairies 5/15 Enemies:Bubble (Red), Flying Jar Stray Feies:#6, #7, #8, #9, #10 Central Chamber Your next destination is the basement (the lowest level in the dungeon). Use the Goron mask, hold A and roll off the ledge to get to the bottom (and avoid damage). Here you will find a new enemy called a Red Bubble, which you should just swerve around and ignore. Find the patch of lava that has a large floor switch in it and step on it (while wearing the Goron Mask obviously). This creates a large coffin containing the sixth Stray Fairy. Climb the stairs to get back to the first floor (where the colored doors are) and shoot a Fire Arrow at the green doors. Either of the green doors will take you to your destination, but the one in the west will make it a little easier for you. Pillar filled room This large room has quite a drop if you fall down. If you do, simply use the flowers (with Deku Mask) to get back up. Skip the small platforms and be careful for Freezard's freezing breath. Either jump to them and kill them with Fire Punches or slash swords, or simply shoot them from a distance with fire arrows, which is much safer. Once all three of them are defeated, a coffin will appear containing the seventh Stray Fairy. Next, stand on one of the middle pillars and shoot the three torches with fire arrows. Alternatively, you can light one, then jump around (preferably with bunny hood) with a Deku Stick, but it's quite a bit harder. When all three are lit, the central standard-colored door in the center of the room will open. Enter and use The Goron Mask to pound down the gear. This raises the stone pillar in the middle of the main room up to the top floor, blocking a lot of the bridges you've used so far. Fortunately, now that you have Fire Arrows, you don't need these bridges anymore. ~ Optional Stray Fairies ~ Back to the entrance Back to the previous room and slash the cans to get your arrows and magic back up, then enter the green door on the west side of the map. Back in the central room, into the red door. Ignore the White Wolfos and go into the cyan door. Wolfos & Ice Chunk Room Dead White Wolfos if you like, then drive over to the opposite side of the room. There's a suspicious box on top of one of the pillars on either side. To crush it, you have to use Bombs. Whip one out and snitline it at the last moment so it blows up in the air hopefully you won't be harmed). If you you This difficult, you can simply stand next to it and keep the bomb above your head, letting it explode. When the box is destroyed, use Great Fairy's Mask to reel in the eighth Stray Fairy. Slash the jars if you wish for any more arrows and magic. Use Fire Arrows to melt the two giant pieces of ice that enclose the block and floor switch. Step on the switch to reveal a coffin that only begs to be examined. Look at your mini map. Press the block UP, RIGHT, DOWN. From here you can climb on top of it and reach the chest holding the ninth Stray Fairy. Jump down and press the left, UP, LEFT block to access the northern platform. Climb up and walk in the door. Double-Block Room You remember this room, don't you? If you've come along, then double blocks have been snapped into place in the west side of the snow, creating a coffin as well as a platform that you can now skip. Use the blocks to get to the other side where you'll face another new enemy: Flying Jars. Simply hold up your Shield and let them smash against it, then go open your chest to get the tenth Stray Fairy. Return to the previous room. 6.4 Boss KeyTotal LifeHeart Pieces 19/52Masks 10/24Bottles (N64) 1/6Bottles (3DS) 2/7Stray Fairies 10/15 Items:Boss Key Stray Fairies:#11, #12, #13, #14 Freezard Corridor Head back to the entrance room and into the dark blue door, leading you to the room with the three Freezards and the bridge you had to roll over. Now that you have the Fire Arrows, you can kill them all and melt that piece of ice. NOTE: In the Nintendo 64 version, when you defeat all three of them, a chest will appear on the edge of the left of you. But in the 3DS version, that treasure chest is already there, just covered in ice. Open up your chest to get a Small Key. Go to the north end of the room and go up the stairs. Elevator Room First of all, snag the Stray Fairy just to the right if you didn't already. You can kill Real Bombchu if you want, but it doesn't matter. Stand on top of the platform in the middle of the room and slide Freezard onto the top edge with a Fire Arrow. Once defeated, shoot another Fire Arrow at the frozen Eye Switch right behind it. This will raise the platform temporarily. Jump onto the top ledge and walk around. Face the center of the room and use Lens of Truth to see invisible blocks floating in the air. Skip them (without wearing bunny hood) and follow them to an alcove in the south wall containing a coffin with the eleventh Stray Fairy. Either jump back along the invisible blocks or jump onto the platform and shoot the Eye Switch with a regular arrow to raise the platform again. Go through the door. Central Chamber This will take you to the room opposite where you fought Wizrobe earlier. Use the Goron Mask to roll along the snow drift on the right (or jump down the wooden catch-net and climb the ladder) and use the Fire Arrows to melt the ice blocking the stairs. Take this to reach the next floor, and roll along the snow drift to the right. You don't have a net to catch you this time, so be careful! Roll over to the lower platform and enter the locked door. Eeno Room This room has a new enemy called an Eeno. It is best to use Goron Mask, because a single Fire Punch will kill each one and your shield (R) will defend against all sides at once. Kill the larger one, which is divided into three smaller ones, then take them out one at a time. Once they're all taken care of, put on the Great Fairy's Mask and check out the snow that hangs from the invisible edge. That's where the next Stray Fairy is. Use your Hero's Bow to shoot in the middle of the diamond-shaped hole in the wall, which pops the bubble. Wait for the twelfth Stray Fairy to come your way. Melt the ice that covers the stairs and go up yet again. Dinofols Room This room does not have one, but TWO Dinofols. You fought them as mini-bosses in the last dungeon, and they're already a regular enemy! Use Goron Mask and you can either NOT Z target, Fire Punch them and roll away to escape their flames, OR... you could easily get close and use a Goron Pound (A+B) to kill them both instantly. When they are both defeated, gather the thirteenth and fourteenth Stray fairies and finish through the door. Central Chamber Why did Cucco cross the elevated platform in the middle of the dungeon? To get to the mini-boss on the other side... Okay, that's lame. Seriously, but do it. NOTE: If you punched out some of the blue ice cylinders in the middle of the pillar already, you need to punch out the rest and walk through the snow boulder room, then use Deku Flower at the top of the dungeon to fly over to the mini-boss door. As soon as you come in, you come across a new one- wait... Deja vu? This works exactly the same as the last battle with Wizrobe. The only difference is that there are more teleportation pads and one of them is on top of a platform at one end of the room. He can be defeated by exactly the same methods. Just look at your mini-map and as soon as the red dot appears, face to it and either get your Bow ready or get pretty close using Goron Mask. When he shows up, shoot or run forward and fire punch. Repeat. That's all there is to it. If he appears on the upper platform, it is best to use Bow, as climbing up there takes some time. When he is defeated, slash the cans to replenish the magic and arrows, then enter the door to the north. Open the big chest here to get Boss Key, then exit through the only other door. 6.5 Temple BossTotal LifeHeart Pieces 19/52Masks 10/24Bottles (N64) 1/6Bottles (3DS) 2/7Stray Fairies 14/15 Characters:Giant (Snowhead) Enemies:Goh't Container Masks: Goh't's Remains Stray Fairies: #15 Punching Out the Ice At this point, all that's left to do is go to the boss door on top of the dungeon, but how do you get there? You will notice that there is a suspicious hall that is filled with gigantic blocks of snow, but it is blocked by the pillar. There must be some way to access it. Hmm... If you look at the central pillar itself, it has four cylinder discs that are a light blue color. This is because they are ice, and if you could get rid of them, maybe you could reach that hall! From the door you walked out on top, turn right, then hold down A and roll forward. You should easily land on the lower platform (and not take damage when landing) just one level down. Go down the stairs here. This will take you to the bottom set of ice cylinders, so run forward (Tat will have a clue for you at this point) and Fire Punch them both out. Groovy. Go back up the stairs. This top set is just a tad lower than your current location. Roll over the snow drift on the right side, then punch them both out. Roll clockwise again to get on the top. The central pillar is now low enough to have access to this new area. Last Stray Fairy If you open your map in your start menu, you'll see there's a coffin left in the northwest corner of the central room on the second floor. This is the final Stray Fairy, and if you look at that place, you'll see that there's a hidden alcove in the wall (it has snow dripping off the edge). To get to that, it's easiest to get to the top of the central pillar once you've knocked out the ice cylinders. Head to the northern end of the room along the narrow platform and then turn west. Use Lens of Truth and line yourself up so that directly ahead you can see Deku Flower below. Use Bunny Hood and jump down, keep moving forward and you should land right on top of Deku Flower. Open your chest to get the 15th Stray Fairy. Pooh! Use Deku Flower to fly to the platform on the left side and walk up the stairs. Enter The Boss Chamber Once you have all the ice cylinders punched out of the central pillar, it should be low enough for you to access the gigantic snow-boulder-filled area. Fire Punch your way through (or Goron Roll if you're really ambitious) and go up the stairs to get to the fourth and final floor. The Boss Door is just on the other side, so simply roll over, smash ice stalagmites to recover your magic, and enter. Inside you will find the dreaded demon gorons were afraid of is actually frozen. Sadly, you have no choice but to use a Fire Arrow to melt him, thus starting this relatively simple battle. Couldn't Link have left him like that? You know... Already defeated? Punch him in the face and crush him? Masked Mechanical Monsters: Goh't NOTE: Unlike the battle with Odolwa, this one quite quite nintendo 3DS and Nintendo 64 versions of the game. The big difference is the big eye that Goh't has on his back in the 3DS version of the game. Be like in the Nintendo 64 version when Goh't is stunned you can slash his body, in the 3DS version, you need to hit the eye instead. Quickly put on the Goron Mask and start rolling after it in the doughnut-shaped room. All you have to do is swerve back and forth as you follow it, restore your magic with the green cans along the path that recurs, and hit Goh't with your nails. Although it is possible to hurt Goh't by beating the stomach or legs, it is difficult to accomplish as well as dangerous, because he counterattacks (and can potentially hit you with boulders like spring from the hind legs). The better method is to use the speed bumps you find along the way to jump into the air. Roll along with Goh't until you get to one, then use it to throw yourself up on his vulnerable back, which will stun it for several seconds. At this point, it depends on how Goh't has fallen to the ground. If the eye is at ground level, just go ahead and slash on it. If it's above goht, than whip out your arrows and shoot your eye to deal with some damage. NOTE: In the Nintendo 64 version, Goh't will just lie on the ground and you can fire punch the heck out of him, or if you're lucky, you can use one of his legs to stick next to him as you roll into him for several seconds, dealing lots of damage very quickly. The alternative method of hurting him is to roll after him, take off The Goron Mask when you get close and use the Fire Arrows to stun him. Run over with Goron Mask quickly to do damage before he gets up. The only problem with this method is that if you get too far away, Goh't will turn around and snipe you with electric bolts, so it's a bit risky. There is an exception to this rule, and it is the entrance area (where there are more arrows in jars). By standing in the little slot at the door, Goh't will not attack you. Simply wait for him to circle around and shoot him with Fire Arrows. This method is not very fast, but it is effective if you have problems with this manager. All in all, he's not a hard boss. As the battle progresses, he will begin to throw more and more things your way, such as bombs, and probably the most aggravating, stalactites that fall from the ceiling (which won't hurt you, but you bonk in them, interrupting your spiked roll). Just keep the same way as usual, zigzagging to avoid his attacks and stunning him whenever you can to deal with massive damage. After Goh't decides to bury himself (to return later in the game ... just kidding...) Go over and snag the heart container, extend your life energy with a whole heart – Yippeel Enter the glowing light to receive Goh't's Remains. You will then be taken to the foggy world meet up again with the next of Giants. It will reveal that they are guardians, but it does not specify exactly how. Talking to the townspeople of Clock Town actually reveals much more about them. Them.

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