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Ocarina of time 3ds song of storms

Something went wrong. Wait a moment and try again. The full list of Ocarina of Time songs will become available to you as you progress through the game, but there are a couple that you must seek out and learn yourself. advertisementIf you ever forget the notes of a song, you can access the song list and their notes from the touch-screen, and input the sequence while reading the notes. WARNING: Using the warp songs during the timed deliveries of the Biggoron Sword Quest will get you to the location, but leave only a single (1) second on the clock, making it impossible to succeed using them!Zelda's LullabyThe first song you learn is Zelda's Lullaby. To get it, find Zelda in Hyrule Castle and speak to her. Afterwards, Impa of the Sheikah Tribe will teach you the song, telling you it has special powers. Play this song any time you see a Triforce symbol, as it will usually cause something good to happen. Notes: X A Y X A YYou can learn this song from Lon Lon Ranch after you meet Zelda and awake Malon's Father. Approach Malon inside Lon Lon Ranch. Stand next to her and click on the touch-screen to use the Ocarina. She will then teach you this song. Play the song anywhere in Hyrule Field to call Epona to you. You can also play it in front of a cow, and it will give you Lon Lon Milk. Notes: A X Y A X YSaria's SongYou'll get this from, yeah you guessed it, Saria. You'll be needing this before you can attempt Dodongo's Cavern, as it needs to be played for Darunia. Seek out Saria in the Lost Woods near Kokiri. Follow the sound of the music through the tunnels so you don't get lost, and you'll eventually find your way to the Secret Meadow. At the end of this maze, she will be chilling out playing her song. Talk to her to acquire it. advertisementNotes: R Y X R Y XSong of StormsYou can learn this song only as Adult Link. First you need to head to Kakariko Village and enter the windmill. The man inside of the windmill will tell you about a song a kid played that made the windmill spin faster. Pull out your ocarina and he teaches you the Song of Storms. Notes: L R A L R

A Sun's SongYou can learn this song by going to Kakariko Village and heading to the Graveyard. Head all the way to the back of the Graveyard and you should see a Triforce symbol on the ground. Play Zelda's Lullaby and enter the grave. Go all the way to the back room and read the tombstone and you will learn the Sun's Song. This song is useful for freezing the undead and turning day into night or vice versa. Notes: Y R A Y R A Song of TimeThis song is taught to you by Princess Zelda after you retrieve the Ocarina of Time from the moat in front of Hyrule Castle Town. It can be used to make blocks disappear or appear in certain locations, which Navi will alert you to by hovering over the spot.

Notes: Y L R Y L RMinuet of ForestThis song is given to you by Sheik when you wander into the area at the end of the Secret Meadow where you acquired Saria's Song. This song will warp you back at the entrance of the Forest Temple. Notes: L A X Y X YBolero of FireThis song will be taught to you by Sheik when you enter the Death Mountain Crater. This song will warp you back at the entrance of the Fire Temple. Notes: R L R L Y R Y RSerenade of WaterThis song will be awarded to you by Sheik. This will transport you to Lake Hylia, nearby the entrance to the Water Temple. Notes: L R Y Y XRequiem of SpiritThis is a song that will be taught to you by Sheik upon your arrival at the Spirit Temple. This song warps you back here at the entrance of the Spirit Temple. You will need this song as Young Link to return for the Silver Gauntlets. Notes: L R L Y R LNocturne of ShadowTaught to you by Sheik when you return to Kakariko Village after having finished the Water Temple. This song warps you to the entrance of the Shadow Temple, on the ledge above the Kakariko Graveyard. Notes: X Y Y L X Y RPrelude of LightSheik will sneak up on you to teach you this song when you return to the Temple of Time as an Adult to replace the Master Sword. This handy song will warp you back to the Temple of Time whenever you want. Notes: A Y A Y X AScarecrow's SongThe Scarecrow's Song the only song in the game for which you can make up your own musical sequence. The only rule is that you cannot have repeating notes (i.e. L L L). You can, however, have alternating sequences. To make the song, visit Lake Hylia as a child and look for a scarecrow by the name of Bonooru. He claims that he never forgets a song, so play him a song that spans exactly eight notes to forever establish it as the "Scarecrow's Song." Revisit him later as an adult, replaying the same song. Now you can play it and summon him at certain points in the game to reach high ledges or platforms. It should be unique for everyone, but you could always use the one below for easy reference.

Check the Scarecrow Locations section for where you can put this song to use! Notes: L, R, L, R, L, R, L, R (Example) The Song of Storms Ocarina of TimeMajora's Mask Oracle of Seasons (Ocarina of Time)Guru-Guru(Majora's Mask)Flat Creates a large, heavy storm "You who do not fear the dead, learn well the song that is inscribed behind me... And if you ever meet my brother, I'd like you to inform him... The thousand years of raindrops summoned by my song are my tears. The thunder that strikes the earth is my anger!" — Flat The "Song of Storms" (嵐の歌, Arashi no Uta?) is a recurring song in the Legend of Zelda series. One of the two major compositions of Flat and Sharp, the Composer Brothers, this song summons forth a rainstorm, that rages for a small amount of time. Link can play the "Song of Storms" by playing A, Down-C, Up-C, A, Down-C, Up-C. In the 3DS remake of Ocarina of Time, the notes can be played with L, R, A, L, R, A. The actual pitches of the notes translate as follows: D, F, high D, D, F, high D. When played, a short, swirling beam of yellow light surrounds Link on-screen. It also appears that a small storm surrounds Link on-screen, as well. Appearances Spoiler warning: Plot or ending details follow. The Legend of Zelda: Ocarina of Time Guru-Guru teaching Link the "Song of Storms" in Ocarina of Time The "Song of Storms" is learned from Guru-Guru in the Windmill in Kakariko Village, when Link is an adult. Guru-Guru tells Link that he learned the song from a green-clothed child seven years prior; apparently, the youth he speaks of is Link. Since Link plays the song as a child to drain the Well of Three Features in the first place, the creation of this song is a paradox of sorts, further adding confusion as far as timelines are concerned. Other than draining the well, Link can play the "Song of Storms" for the Fabulous Five Froggish Tenors in Zora's River. Once Link has played them the five other non-teleportation songs, he is given a Piece of Heart. Also, when played in the Desert Colossus, the "Song of Storms" creates an oasis containing Fairies. A similar effect occurs when young Link plays the song near a beanstalk, which will produce three Fairies. Also, a Big Fairy will appear when Link plays the "Song of Storms" in front of a Gossip Stone, or at certain spots that Navi turns green and flies to without allowing Link to Z-target. The Song of Storms is technically not required to complete the game, though without it one can not acquire the Lens of Truth, without which it is very difficult to complete the game. The Legend of Zelda: Majora's Mask The "Song of Storms" is learned from Flat after Link defeats an Iron Knuckle in the caves beneath the Ikana Graveyard on the First Day. It is the only song capable of countering the "Melody of Darkness", played by Sharp, one of the Composer Brothers that Link must later face. Additionally, it can cure Link of the jinxing inflicted on him by Blue Bubbles, and cause planted Magic Beans to grow. Like in Ocarina of Time, a Big Fairy will appear when the "Song of Storms" is played in front of a Gossip Stone. Guru-Guru can also be heard playing the song in the Stock Pot Inn during daytime, and near the Laundry Pool at night. The Legend of Zelda: Oracle of Seasons The "Song of Storms" is heard playing near the Windmill in the Eastern Suburbs, presumably emitted by Guru-Guru's Victrola contraption. Spoiler warning: Spoilers end here. Non-canonical appearances Super Smash Bros. Brawl The "Song of Storms" is an unlockable song, played as a medley together with "Ganondorf's Theme" and the "Serenade of Water," though the medley itself centers mostly around the "Song of Storms". The "Song of Storms" is also heard in the "Ocarina of Time Medley" in Brawl, along with "Zelda's Lullaby", the "Sun's Song", the "Minuet of Forest", the

"Bolero of Fire", "Epona's Song", the "Song of Time", and "Saria's Song". It was also planned to be an assist trophy, played by Guru-Guru, but did not make the cut in the final game. Hyrule Warriors As part of her Harp moveset, when her Harp is imbued with Lightning Affinity (caused by performing a specific combo) and uses her Strong Attack, she will play the Song of Storms to surround herself with barrier of lightning that damages any enemies within range. Non-canon warning: Non-canonical information ends here. See also