Kellen Rouff

Music Capstone

Dr. Groffman

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Majora’s Mask Medley

My music capstone project was to make a medley using the music from the game *Legend of Zelda: Majora’s Mask* to tell the story of the game. At first, I decided to try and do a medley of the whole game, but later decided to focus on a smaller portion, about 25%, of the game to make the project more concrete. These pieces of music are used throughout to game to help push the narrative or settings with most pieces being underscoring. Some pieces are diagetic except they are not as heard as often as the underscoring pieces. These pieces are used to trigger small events, for the purpose of fast travel, or act a bit like leitmotif that is used sparsely. But all the music is used in a way to help push or set up the story of the game.

The story of the game starts off by having Link set off from Hyrule to find his friend, Navi, who left after the ending of the prior game, Legend of Zelda Ocarina of Time. While traveling through a forest, Links horse gets spooked and stolen by a Skull Kid and his two fairy friends, Tatl and Tael. Link chases them and when he finally catches up, the skull kid has gotten rid of Link’s horse and proceeds to transform Link into a Deku Scrub. Afterwards, the skull kid flees again but leaves his friend Tael behind, who then fallows Link around. They then arrive at Clock Town and meet with a guy named, The Happy Mask Salesman, who turn link back to normal. He then warns Link that the mask the Skull Kid is wearing is named Majora’s Mask.

The mask is possessed by an old evil god and that he needs to get it back within 3 days for him before he destroys the world. To do this, Link needs to and does rescue the four giants so they can stop the moon from crashing. But the power of Majora’s Mask is too great for the giants to stop the moon. As the Four Giants struggle to keep the moon up, Majora retreats to the moon, where him and Link have their final show down with Link and Link wins. The skull kid apologizes to everyone, the Happy Mask Man gets his mask back, and Link sets back off to keep searching for his lost long friend. This is the premise of the game in a nutshell and the medley for the project goes up to saving the first giant.

The first piece used in the medley, bars 1 through 20, is the trailer cinematics when starting up the game which gives off the basic feel and setting of the game. This piece helps create a feeling of and upbeat and busy town, but it changes to a dark and ominous feel as the piece progresses. The next piece, bars 21 through 31, is the file select screen for the game, besides being the place where the player enters their name and selects the file for loading. The only other things the piece is used for is for nostalgic feel as it is the same piece used in every game. Then the game truly starts once the player confirms their selection and the opening cinematics starts up.

In the opening cinematics, Link is riding his horse through the woods and is accompanied by the music in bars 32 through 46 that helps set the setting of the forest being mysterious and strange. But the song changes up when the Majora appears and scares Link of his horse, the song then becomes mischievous to help build the character personality. Then at bar 47 and 48 is used for transitioning and to simulate Link falling down a hole after pursuing Majora. But then we see Majora and hear his theme in bars 49 through 52 which is a darker theme than the previous one that was used to describe Majora to present him as a more villainous and eviler being.

Link is then changed into a Deku scrub, which is a plant like creature, and Majora runs away again with Link making haste after him. Link then finds himself in the Clock Tower which plays the music in bars 56 through 71, which is a recurring theme throughout the game. It gives off a slight sad and mysterious feeling because of the setting the character you meet, The Happy Mask Salesman. This song is used throughout the game to transform link back to his normal self, heal others, or force the dead to pass on. Then is the next piece that is heard several times.

From bars 73 to 108 is the song that is heard throughout the town which is the central hub of the game. The piece is heard over and over as the player returns here after completing each area and every time that the player resets time. Then for bars 111 to 114 is the song that is played in the meeting room with the Mayor. Everyone in this scene are either angry, worried, or upset and the song helps build this feeling of anxiety and uneasiness. After this short meeting, the song that plays next is the observatory from bars 115 to 127 which is one of the places Link must visit to progress the story. The song gives off the feeling of wonder, mystery and a bit of calming as Link looks through the telescope to find Majora on top of the Clock Tower and the moon then cries a tear that drops to earth.

The final piece in the medley goes from bar 128 to 145 which is another song that is heard several times throughout the game as it is the area between the main town and the other 4 main areas. The song is a nostalgia piece as the treble clef plays the main theme of every Zelda game as the bass clef helps push this feeling of unease and the need to hurry as time is essential. The overall song is played quickly which helps push the idea of the need to hurry. Then the piece ends with notes that makes the listeners feel like there is something off but that it is the end of this piece. This is to help push the idea that there is still more to the story that needs to be heard before the true resolve.