Default option for all:

Inventory

Beginning:

You, the Hero of Time, find yourself in a cave with a shallow pond. You look around and see two torches on opposite sides of the pond, the light filling up most of the cave. Suddenly, you see a small fairy near the center of the pond that begins to glow, and a bright light blinds you momentarily. When you are able to see again, you see the small fairy has transformed into one of the Great Fairies you have heard stories about. She grins and says to you, “Welcome, Link. I have brought you here because I felt a deep desire within you that I wish to fulfill.” You begin think to yourself and remember that you wanted to get a present for Princess Zelda, since it has been a year since you saved her from the evils that plagued the kingdom. “I can give you what you need, but I will need something in return first. Go find me some Magic Powder, and this gift shall be yours.”

Options:

Talk

Leave

If you talk to Fairy before obtaining item:

“I await for you to bring the item I want Link.”

Upon exiting cave:

As you exit the cave, you find yourself in Kakariko Village, a location that you’ve visited many times before. Normally, the village is brimming with life and the residents are going on about their daily routine. However, since today is the celebration of Princess Zelda’s rescue, most of the village is gone. You go around and notice that most people are not in their home, except for the villages alchemist and the local bar owner. The Thieves Guild is also open, but you doubt anyone is in there. Where will you go?

Upon Leaving Any Other Building:

You wander back outside, and ponder on where to go next.

Options: Alchemists Home, Bar, Thieves Guild, Dig up Medallion(After getting Shovel, one time only)

Alchemists Home:

First Time:

As you enter the home of the village’s alchemist, you hear the broiling and bubbling you would normally expect, and you smell things that cannot be distinguished from your current knowledge. Hearing you enter, the alchemists turns around with a smile on his face. “Ah, hello Link! Fancy seeing you here today. I figured you’d be at the castle celebrating with the Princess!”

After first time:

You go back into the Alchemists home, and see that the alchemist is still hard at work.

Options:

Talk

First Time: “What’s that? You want some of my magic powder? Well I’d be glad to give it to you, but I’m actually low on some supplies. How about you get me a Moon Pearl and we’ll call it even?”

Before obtaining item: “Don’t worry, this magic power won’t be going anywhere Link. I’ll give it to you when you bring me the Moon Pearl I need.”

After obtaining item: “I can’t believe you actually got this for me Link! As promised, here’s the Magic Powder you need. Make good use of it!”

Leave

Bar:

First Time:

You enter the bar you’ve visited many times on your journey, as it continues to be famous for its Lon Lon Milk, which residents of the village never get tired of. The Milk Bar Owner greets you on your way in, “Well hello again Link! Come back for a drink? I’ll be at the celebration later today, so don’t worry about me closing up early.”

After first time(Before getting medallion):

The Bar Owner continues to clean up, and you decide not to bother him unless necessary.

After getting medallion:

The Bar appears to be closed, you conclude the owner left for the celebration.

Options:

Talk

First Time:

“Huh? You’re looking for a Quake Medallion? I’m sure I saw someone burying one in their front yard the other day, they probably don’t want it anymore. Here, borrow my shovel so you can get it. Don’t worry about returning it right away, you can give it to me after the celebration.”

Leave