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## Zelda majora's mask 3ds guide pdf download pc full version

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Welcome to the Legend of Zelda Majora's Mask Walkthrough. The walkthrough below is a complete 100% Majora's Mask walkthrough that will cover a full run through of the entire game, including strategies for all bosses and enemies, along with the collection of all Pieces of Heart, masks, Bombers' Notebook entries, and upgrades that take you through all of the many side quests within the game. This guide also serves as a Majora's Mask 3D Walkthrough for the Nintendo 3DS remake of the game. You can also check out the video version on our youtube page. The video walkthrough will follow the text version of the Majora's Mask Walkthrough's order of collection. Much like the text walkthrough, the video walkthrough will cover every item, collectible, and sidequest, while also providing excellent commentary. Chapter 2 – Southern Swamp Chapter 3 – Woodfall Temple Chapter 4 – Collection Chapter 5 – Snowhead Chapter 6 – Snowhead Chapter 7 – Spring, Ranch, Graveyard Chapter 8 – Great Bay & Zora Cape Chapter 9 – Great Bay Temple Chapter 10 – Ikana Canyon Chapter 11 – Well & Ikana Castle Chapter 12 – Stone Tower Temple Chapter 13 – The Moon Photo Courtesy: eclipse images/E+/Getty Images With the world still dramatically slowed down due to the global novel coronavirus pandemic, many people are still confined to their homes and searching for ways to fill all their unexpected free time. When it comes to escaping the real world and killing a little time, it's hard to beat the magic of some PC gaming. If you're worried about what a gaming hobby could do to your tight budget right now, we've got you covered. The fun of gaming gets even better when you find games you love that you can play for free on your PC. Let's take a look at a few of the top-rated free PC games, according to Tech Radar and PC Magazine, across a range of genres. Fortnite Fortnite is arguably the most popular of the Battle Royale games to hit the tech world in quite some time. The game dumps you into a world with 99 other players, where you engage in a free-for-all battle until only a single player is left standing. Think that sounds bloodthirsty? Well, one of the best parts about the game is that you can play with your friends — regardless of which platform they have. PC or gaming console — so get ready for some “friendly” backstabbing. Photo Courtesy: @FortniteGame/Twitter Even if you aren't playing with friends, it's easy to find a match to join, and the game is highly addictive. If gathering resources, building structures and shooting at your enemies is what you look for in a game, Fortnite is the game for you. League of Legends is one of the most highly played multiplayer online battle arena (MOBA) games available for the PC. In this game, you must coordinate with your teammates to destroy the opposing team's base. Don't expect to master the complexities of this game overnight, but the action starts as soon as you click the “play” button. Photo Courtesy: @LeagueOfLegends/Twitter The game rewards careful tactics and good teamwork and is always free to play, but if you want to keep your character after a week or add any special features and enhancements to your game play, you will have to pay a fee. League of Legends uses a freemium model where characters rotate weekly, and certain extras cost money. The game does provide opportunities to earn game currency as you play, which you can then use to purchase champions. Brawlhalla The “draw” in Brawlhalla pretty much says it all for this fighting game that is similar to the popular Super Smash Bros. by Nintendo. You fight in competitions with up to four players, and the ultimate goal is to knock your opponent out of the arena to score points. Each character has its own set of weapons to use during a match. Like League of Legends, Brawlhalla engages in a weekly rotation of playable characters, but you can always purchase your favorites using in-game currency you collect as you play. Screemant gave this fighting game a “Very Good” rating. Photo Courtesy: @Brawlhalla/Twitter Smité Smité is another popular MOBA, this one with its champions being gods from ancient pantheons and classic myths. Matches take place between five-person teams that focus on destroying their opponents' bases and towers. The game is played from a third-person perspective, making combat feel much more dynamic. Smité also features a rotating roster of free characters that can be permanently purchased with in-game currency or bought in packs with real cash. PC Gamer rated Smité an 86 out of 100, with particularly high marks for its arena combat. Photo Courtesy: @SMITEGame/Twitter Pro Evolution Soccer 2018 Lite Pro Evolution Soccer (PES) is one of the bestselling video game franchises of all-time around the world. Each year, new editions don't necessarily offer many new features versus previous years, but they do tend to introduce gaming improvements like better dribbling and player responsiveness. The game also continues to make an effort to perfect the fan-favorite Master League mode. Photo Courtesy: @officialpes/Twitter The “Lite” version of Pro Evolution Soccer is free and gives players access to the Online MyClub and PES Matchday Mode in addition to playing in Local and Co-op Matches and honing their skills in Training Mode. Some teams and stadiums are only available with the paid version of the game, but fan favorites like FC Barcelona and Manchester United are included. MORE FROM QUESTIONSANSWERED.NET Majora's Mask was originally released in 2000 for Nintendo 64. In the game, Link must use magical masks to save Clock Town and the surrounding lands from impending destruction. When Nintendo revealed its The Legend of Zelda: Majora's Mask 3DS remake the other day it probably looked pretty similar to how you remember it, when in fact Nintendo put lots of effort into bolstering this handheld reborn's visuals over its 14-year-old counterpart. YouTube nintendo2tv has created a comparison video to show off just how much better this 3DS remake looks next to its original N64 source material. And yes, the moon's face is noticeably creepier now with newly flared nostrils, a bigger grimace and larger eye sockets. The horror... the horror... Nintendo 3DS Retro The Legend of Zelda: Majora's Mask 3D © 1996-2014, Amazon.com, Inc. or its affiliates updated Feb 15, 2015You may have met with a terrible fate, but it's not too late to make things right. Join us as we go step by step through the major events of Link's adventure in a quest to stop the sky from falling. Click on a Walkthrough below to learn more about how to complete that section. (Note that the “After” sections detail on where to find new Masks, Bottles, Pieces of Heart, and more between Dungeons). advertisementWas this guide helpful?In This Wiki GuideCheck out the teaser trailer for Avatar: The Way of Water, the upcoming movie starring Zoo Saldana, Sam Worthington, Sigourney Weaver, Stephen Lang, Cliff Curtis, Joel David Moore, CCH Pounder, Edie Falco, Jemaine Clement, and Kate Winslet. Set more than a decade after the events of the first film, Avatar: The Way of Water begins to tell the story of the Sully family (Jake, Neytiri, and their kids), the trouble that follows them, the lengths they go to keep each other safe, the battles they fight to stay alive, and the tragedies they endure.Avatar: The Way of Water, directed by James Cameron, opens in theaters on December 16, 2022. Nintendo has announced that The Legend of Zelda: Majora's Mask is the next title coming to Nintendo Switch Online's Expansion Pack subscription in February. The news comes via a tweet from the official Nintendo of America Twitter account, where it was revealed the iconic 2000 N64 classic would be coming to the ever-growing library of games available to download on the service from the big N's back catalogue. No set date of when the game will go live on the service has been revealed by Nintendo as of yet, outside of the broader February release window. — Nintendo of America (@NintendoAmerica) January 21, 2022 Majora's Mask follows the release of Rare's smash-hit Banjo-Kazooie, which has just gone live on the Switch Online Expansion Pack service. The Legend of Zelda: Majora's Mask is one of the darker games in the series, tasking the Hero of Time with saving the land of Termina before the giant, evil-looking moon comes crashing down into it. With only three in-game days until the collision occurs, the gameplay revolves around clever use of the time-manipulation mechanics and various masks with unique abilities to explore classic Zelda-style dungeons and defeat the bosses that await within. Will you be downloading Majora's Mask when it hits the Nintendo Switch Online Expansion pack service next month? Let us know down in the comments below. United States of America • February 13, 2015[2] Japan • February 14, 2015[2] Australia / New Zealand • February 14, 2015[2] South Korea • July 14, 2016[4] Taiwan • October 22, 2015[5] The UK / Ireland • February 13, 2015[6] ESRB: E10+PEGI: 12USK: 12 The Legend of Zelda: Majora's Mask 3D guideat StrategyWiki The Legend of Zelda: Majora's Mask 3D is a Nintendo 3DS remake of the Nintendo 64 game, Majora's Mask. It was officially announced during a Nintendo Direct on November 5, 2014,[9] and is directly comparable to Ocarina of Time 3D. The game's launch in both North America and Europe coincides with the launch of the New Nintendo 3DS and New Nintendo 3DS XL systems. Changes and Additions Graphics Much like Ocarina of Time 3D, the 3DS version of Majora's Mask is a remake of the original Nintendo 64 game, taking advantage of the more powerful hardware and fitting modern standards. It is the first major re-release of the game that is not an emulation, as the GameCube and Wii versions are. As such, most textures are significantly more detailed, and many models consist of more polygons than the original. Character designs have been updated to reflect their Ocarina of Time 3D counterparts. The frame rate has also been increased from the original game's 20 FPS to 30 FPS. Additionally, the touch screen interface and various other menus in the game now run and maintains a constant 60 FPS, allowing smooth interaction with inventory management. Controls Much like in Ocarina of Time 3D, the item system is revamped. Items can be assigned to the X and Y buttons, while two extra item slots were added to the two right corners of the touch screen. The Ocarina of Time is permanently assigned to bottom left corner of the touch screen, while the Pictograph Box is permanently assigned to the top left corner once obtained. Tat! is also now assigned to the right on the Circle Pad. Motion controls can also be optionally used when in first person view. They allow Link to look around during the game. The L button is held without anything being selected. Unlike the original game, the viewpoint does not reset to a neutral position when the Circle Pad is released or motion control movement is ceased. When playing on a New Nintendo 3DS or with the Circle Pad Pro, the extra Circle Pad allows full third-person camera control. User interface Most of the original HUD has been moved down to the touch screen, leaving the upper screen mostly clear of graphic overlays. On the A and B button prompts and clock still appear in the top screen. The clock was redesigned as a bar that displays the full three day cycle, which now also shows the minutes. Each cell in the bar is color coded blue, yellow, and red to represent each day respectively. The clock display no longer fades when Link is actively moving around. During the final six hours, a small icon of the Moon is displayed on top of the countdown, which gradually turns red as time runs out. The bottom screen displays the item inventory and map. It also displays Link's Heart Containers, Magic Meter, and Rupees. Gameplay The “Song of Double Time” now lets Link jump to a specific hour of the current day.[10] Link's Mask transformations have been altered. When performing Deku Link's Spin Attack, the tip of his hat transforms into a root. Deku Link also needs to build up speed in order to start running. This affects hopping farther on water, now requiring walking around before performing a Spin Attack. When shooting a Bubble Blast, a sight appears when going into first person perspective. Also, the bubble does not burst if charged for too long. When flying after using a Deku Flower, the R Button can be pressed to show a mark where Deku Link will land. Goron Link's attacks are executed faster. Curling is now done by simply pressing the A Button once. To uncurl, the A button must be pressed again. His turn rate while rolling has been reduced. Zora Link now swims at a slower speed, making navigation of tight underwater corridors easier. The original swimming mechanics are merged with the electric Barrier attack, which drains the Magic Meter when executed. Zora Link's attacks are executed faster, his boomerangs can go through walls, and they can be recalled instantly by pressing the B button. While riding Epona, if the Circle Pad is pulled, Epona will neigh and do a 180° turn depending on the angle the Circle Pad is held at. Doing so will also give Epona a speed boost in the direction. All bosses now feature a new weak point in the form of an eye. Some of them are fought in a different manner and include a second phase.[11] Sheikah Stones and Visions Main articles: Sheikah Stone and Vision Sheikah Stones make a return from Ocarina of Time 3D. They are large Gossip Stones that allow Link to see short gameplay clips called Visions. These Visions can be used to figure out puzzles or where to go next if stuck. In addition to visions, pictures of Piece of Heart and Stray Fairy locations were also added. Saving Owl Statues are now activated by just checking them, rather than striking them with a sword. Owl Statues now permanently save the game, and the “Song of Time” no longer saves the game at all. Some Owl Statues were also relocated. A new type of statue known as Quill Statues were also added; these statues allow saving, but cannot be warped to with the “Song of Soaring.”[12] Quill Statues appear all across Termina, including inside dungeons. After the credits, the game prompts a save. If the game is saved, upon replaying the file, Link will return to the Dawn of the First Day with all collected masks (including the Fierce Deity's Mask) back. The game now features three save files instead of two. Each file's Quest Status is displayed on the upper screen, including collected masks, Pieces of Heart, equipment, and any Rupees accumulated within the current cycle. Fishing Two Fishing Holes were added: one on the Road to Southern Swamp and the other in the Zora Cape.[13] Each includes 12 different types of Fish that can be caught, some of which require certain Masks to be worn. Link can transform into the Fierce Deity Link inside the two Fishing Holes. A new item called the Fishing Hole Pass was added, which lets Link fish for free. They replace the Purple Rupees and other rewards when completing mini-games or sidequests. They are often given to Link for completing sidequests or minigames that give a Mask or Piece of Heart, if Link has already obtained that prize. Other Changes Event Notes from the Bombers' Notebook Regional Differences Majora's Mask 3D is mostly based on the Japanese Nintendo 64 1.1 version of Majora's Mask, which was a more unpolished game than what was released internationally. This is evident in places such as the Pirates' Fortress where a shortcut to the Hookshot Treasure Chest can be found.[14] Places South Clock Tower has been expanded with a larger plaza and symmetrical staircases leading up to the Clock Tower balcony. The Clock Town Bank is now located in South Clock Town, embedded into the back of the Clock Tower. The icon representing the Takkuri in Termina Field has been removed on the mini-map. The poisonous water in the Southern Swamp has different coloration. The Secret Grotto with the Bean Seller was redesigned, now having an exit to the soil east of the Deku Palace. The moving platforms in the Deku Palace no longer move until Link is standing upon them. The labyrinth of fire inside the Deku Shrine now contains metal gates that shoot out of the floor. Unlike the flames, the gates do not damage Link on contact. Romani Ranch now features an arch that properly represents the ranch instead of a copy of the arch of Kakariko Village from Ocarina of Time. Zora Cape now has its proper name displayed on the screen upon entering the area. The Gold Skulltula that was behind a coffin in the Oceanide Spider House was moved to a nearby wall. The Pirates' Fortress exterior now has platforms containing Hookshot targets along the rightmost wall, allowing for easier access inside and outside upon receiving the Hookshot. In the Pirates' Fortress, prior to shooting the beehive, the front door of the skulltula is now locked. The aquariums inside the Pirates' Fortress that contained Shell Blades no longer have them. Characters Link was given additional expression textures and animations. Tat! no longer knows the exact location of the Great Fairy on the first cycle, telling Link that she does not visit Clock Town often and to ask the Bombers for information. Some members of the Bombers have been relocated to different hiding spots, in order to fill all five areas of Clock Town. They no longer challenge Link a second time, as the Bombers' Notebook is now given by the Happy Mask Salesman instead. They also tell Link rumors that are added to the Bombers' Notebook. In addition, prior to the hide-and-seek game, Jim also forbids the use of Deku Nuts, saying the flash hurts their eyes, but he does not disqualify Link if they are used anyway. Stray Fairies now have full 3D models as opposed to 2D sprites. When viewing Skull Kid from the Astral Observatory, he no longer jumps away from the tower after taunting Link. Anju now only gives Link the Room Key if he is in Goron form. The Swamp Tourist Cento guide now hints at visiting Kotake when Koume is not at the window. Koume, when on the boat tour, now acknowledges killing the Octorok when the boat gets close to hitting it. The Deku guards patrolling the mazes inside the Deku Palace no longer show their vision range at nighttime. The Great Fairy of Power and Wisdom have switched places, along with their rewards. The frozen Goron Elder is now found near the first of the lake's Twin Islands. He will be encased in a snowball on the Final Day. Shiro is now found in the Pirates' Fortress, next to the fortress watch tower. Tat! will alert his presence when he is approached. Captain Keeta now speaks to Link before their battle in the Ikana Graveyard.[15] He also moves at a slower speed. Dinoflors and Wizzrobe now have their names spelled correctly, instead of the misspelled “Dinoflors” and “Wizzrobe.” Epona can no longer run over Deku Flowers. She also neighs more frequently than before when not mounted; additionally, shooting Arrows at her no longer causes her to neigh. Tat!'s comments no longer asks Link if he always knows an enemy previously encountered in Ocarina of Time. Kafei no longer has a hurt animation if Link uses explosives next to him. Temples Boss Remains are no longer required to activate the boss portals; the boss must simply have been fought at least once, beaten or not. Three Stray Fairy locations have changed, two in Woodfall Temple and one in Snowhead Temple. Odolwa can now be stunned by using Deku Nuts while flying from a Deku Flower. It can also be stunned with an Arrow or Sword attacks from the back or side while he is reviving up a dash attack. If Odolwa is close enough to a yellow Deku Flower, it can also be stunned by launching from the flower as Deku Link. Additionally, its dancing animations have been altered, and will remain mostly passive for much of the battle. The entrance to the Snowhead Temple features a gate which bounces Goron Link inside the temple. The Stone Tower Temple no longer has the Triforce shape on the blocks when the Temple is inverted. Also, the Red Emblem that inverts the temple now hangs over the entrance, instead of behind a block. The blocks in front of the temple's entrance are now in a V-shaped formation rather than being aligned horizontally. The wooden crates behind the bombable wall in the western room of the Stone Tower Temple have been replaced by a single stone block, which must be pushed onto a switch. The Treasure Chest that contains a Small Key in one of the Stone Tower Temple's water-filled areas must now be summoned by navigating onto a small platform that contains a floor switch. Zora Link's dungeon inside the Moon is redesigned, with new puzzles involving striking Crystal Switches to open gates, while retaining the water pipe maze. The unused Moon dungeon cutscenes are now used, and a new cutscene was made for the Twinmold dungeon. Items The scrapped Ocarina transformation icons seen in early versions of Majora's Mask are now used. The Bombers' Notebook is received from the Happy Mask Salesman rather than Jim. It also now includes more entries, a schedule, and a new events section, which includes ongoing, rumored, and completed events. Link can also set an alarm to a specific time so that Tat! reminds him of any given event. However, Jim and Shiro's character entries that were on the schedule have been removed. The Trading Post now sells Magic Beans for 100 Rupees each instead of 50 Arrows. The Goron Powder Keg Shop now sells Powder Kegs for 20 Rupees instead of 100 Rupees. The Keaton Mask and Priority Mail can now be obtained as soon as the Final Day starts during the Reuniting Kafei and Anju side quest. Songs learned can now be displayed in the touch screen while playing the Ocarina of Time, including the “Inverted Song of Time”, “Song of Double Time”, and “Scarecrow's Song”. The “Song of Soaring” is learned at the Southern Swamp entrance rather than Woodfall's entrance. The “Inverted Song of Time” causes the time to move at 50% of its normal speed instead of the original's 30%. The Pictograph Box now takes full color Pictographs. It is now also set to its own permanent button on the touch screen, similarly to the Ocarina. The Bottle found Beneath the Graveyard and the Piece of Heart received from Koume's Target Shooting have swapped places. Boss Remains no longer glow their respective colors on the menus. The Garo's Mask now resembles the Garo Master rather than a Garo Ninja. The Circus Leader's Mask A seventh Bottle was added, obtainable from a new sidequest given by Gorman. After delivering him some Mystery Milk from the Gorman Brothers, he gives it to the player. The Fire, Ice, and Light Arrows are now their own items rather than being compressed into a small menu like in Ocarina of Time 3D, allowing more than one type of arrow to be equipped at once, and the unique sound effect that played when equipping them is no longer present. The Ice Arrows can only freeze sparkling patches of water, as well as certain sparkling blue enemies, with the exception of boss areas, where the water can be frozen wherever an Ice Arrow is shot. The Giant Wallet can now be obtained during any of the three days. The Gibdos who asked for 10 Bombs, 5 Magic Beans, and 10 Deku Nuts now only ask for one of each. The Gibdo who asked for a Blue Potion now also accepts a Red Potion. The Gibdo who asked for Milk now also accepts half a Bottle of Milk, as well as Chateau Romani. Their clues have also changed. The Giant's Mask now appears after the blue Twinmold is defeated. The Mask of Truth can now find hidden Grotto. The positioning of the individual Boss Remains on the Green screen has been changed to better represent their locations on the Map. Miscellaneous The camera follows Link after going through a loading zone. Most cutscenes are shortened after the first time they are watched. The cutscene played after playing the “Song of Soaring” can now be skipped. Pressing the B button while climbing a ladder now makes Link climb faster. Additional text has been added after the Moon destruction sequence. The Happy Mask Salesman also greets Link with a text box after this sequence, rather than the original text on a black background. The exit bases in Secret Grottos are redesigned. Link can no longer go into first person while swimming as a human. Zora Link can now play the Zora Guitar underwater. Sun Blocks and Sun Switches feature an eye instead of a face. Two new dance animations were added to the ReDeads in the Ancient Castle of Ikana. These ReDeads can be found in the second staircase room of basement 2. As in Ocarina of Time 3D, a new credits sequence for the 3DS version staff now plays at the end of the original credits. It features a new orchestral styled medley of various songs from the game. Sound effects for item pick ups, menu transitions, and Link's yells will fully play through before playing again rather than resetting the sound over. Small waterfalls no longer show a graphic of water hitting Link's model when he is standing beneath them, unlike Ocarina of Time 3D. When Link tries to draw his sword after being injured by a Blue Bubble, the on-screen text no longer uses the word “jinxed”, now using the word “cursed” instead. Bugs/Glitches Sometimes while viewing in first person, the camera may abruptly stop. While loading East Clock Town for the first time, if Gorman is traveling to the Mayor's Official Residence, he will be facing the wrong direction. The Worker carrying a wooden beam and walking around South Clock Town does not actually move when off-screen. The Moon is invisible inside the Laundry Pool on the First Day, Second Day, and during the daytime of the Final Day. The Moon is rendered incomplete on the night of the Final Day. If Link wears the Zora's Mask and dives into the pool and looks up in first person, the Moon will be fully rendered on all other days. L-Targeting a Garo after defeating it will keep the camera under L-Target motion control while the Garo's speech box is displayed If Anju's Letter is deposited into a mailbox after the Postman has done his collection round on the Second Day, he will still collect the letter on the Final Day and try to deliver it to the Laundry Pool, but will vanish at 3:00 PM, right before he can ring the bell. When riding on Epona in Termina Field, if Link stands still and waits for the day transition with the screen shrinking in, after the sequence is complete, Epona will bolt into full speed without any input. When Link is cursed by a Blue Bubble, the curse effect on his model temporarily disappears when entering other areas or talking to NPCs's. While using the Circle-Pad Pro, or while playing on a New Nintendo 3DS, the camera on the first few frames of activation twitches for a short duration after L-targeting something, or after talking to an NPC. Game Information Development Eiji Aonuma, producer of The Legend of Zelda series, had previously discussed if Majora's Mask should be remade for the Nintendo 3DS, taking into consideration the positive reception of Ocarina of Time 3D.[16] Fans in response had created a campaign named “Operation Moonfall” aiming to convince Nintendo to create the 3D remake.[17] On November 4, 2011, he announced that the remake is already in consideration.[18] On October 11, 2013, he hinted at the possibility of a 3DS remake at the New York Comic Con, stating that fans may get an answer as to whether one will be released by playing a Link Between Worlds.[19] On November 5, 2014, Nintendo confirmed via their Nintendo Direct that Majora's Mask 3D would be scheduled for a spring 2015 release. On Miiverse, Eiji Aonuma stated that Majora's Mask 3D had been in development since 2011, shortly after finishing Ocarina of Time 3D.[20] To commemorate the game's release, the 3DS eShop temporarily replaced its normal theme with the “Song of Storms.”[citation needed] Limited Editions The New Nintendo 3DS XLMajora's Mask Edition In both North America and Europe, a limited special edition of the game was released. The North American version of the game included a copy of the game plus a Skull Kid figurine. The European version included a copy of the game, a steelbook case, a pin badge, and a double-sided poster. A special edition New Nintendo 3DS XL was also released on launch day of both the game and the new console. It featured a black console with a gold top and bottom with Majora's Mask and the four transformation masks. In Europe and Japan, it included a digital copy of the game pre-installed into the system, while the North American version did not include the game at all. In Europe, the Skull Kid figurine was also included when buying the console in the official Nintendo UK store.[21] Pre-Order Bonuses By pre-ordering the game in the English retailer GAME, a Majora's Mask paperweight was also included. Other retailers through Europe offered a Majora's Mask necklace and a black sack with the game's logo on it when pre-ordering the standard edition. When pre-ordering Code Name S.T.E.A.M. on the American retailer GameStop, a Majora's Mask pin from the European special edition was also included. A set of 24 postcards was also included when pre-ordering the game in Amazon Japan. Speedrun Records Main article: Speedrun Records Update A patch was released for Majora's Mask 3D on February 27, 2015. It can be downloaded for free on the Nintendo eShop. Version 1.1 update fixes several bugs in the game's code. It removes the “ERROR!\*\*\*” message, which now shows an empty text box instead. It fixes a glitch at Honey and Darling's Shop which causes Link to become swordless and moves the Ocarina of Time to the B Button. The update also fixes a bug in the European version of the game where depositing 0 Rupees to the Clock Town Bank while playing in the English language results in the game softlocking.[22] Reception Sales As of March 2015, Majora's Mask 3D had sold 2.03 million copies worldwide.[23] Gallery View Gallery External Links Official UK Official Site Official UK Official Site Official UK Japanese site References 1 “開発、任天堂、グレッツ” — [1], published November 13, 2014, retrieved November 15, 2014. 1 2 0 2.1 Encyclopedia (Dark Horse Books) pg. 7 1 The Legend of Zelda: Majora's Mask 3D, Nintendo Australia & New Zealand (archive), retrieved February 10, 2020. 1 [2]. 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