Oot beta quest randomizer

Current data: Do you have upload data? This is the randomizer for the legend of Zelda: Ocarina's time for Nintendo 64. Installation It is strongly suggested that users get the latest edition from here: . Simply download .msi and run it. We support Windows, Mac, and Linux computers. If you have an incompatible OS or simply want to run the raw script, clone this repository and run 'Gui.py' for the graphical interface or ''OoTRandomizer.py'" for the command-line version. Both require Python 3.5+. This will be presented in full, but the semo of you you create will have a variety of random factors from the bundled release. This randomizer requires the Legend of Zelda: Ocarina of Time version 1.0 NTSC-US version. This randomizer includes a built-in decompressor, but if the user wants a pre-decompressive ROM, it may be available as an input. Make sure the input ROM is the file name .n64 or .z64. For users who play through all other means, such as the real N64 hardware, the use of the Hard Patched ROM flag is strongly encouraged, as it is impossible to inject unsutable ROMs for a virtual console and have random crash problems on all emulators. For general use, the retroarch emulator is recommended; has been shown to work with minimal questions. Bizhawk and Mupen64plus are generally good choices too. If you want to play on Project 64 for any reason, you can, but you will need to set the rand to use 8 MB of RAM and will want to play with cheat code 8109C58A 0000 to partially fix Project 64's tragic mistreatment of OoT's pause menu. Project 64 also has a certain crash that only occurs for some unknown configurations of settings; we cannot support this. I can't stress enough that this is a deterrent emulator for use. General description This program takes the Legend of Zelda: Ocarina time and randomizes the location of items for a more dynamic gaming experience. We use the correct logic to ensure that each semo can be completed without using errors and will be safe from the possibility of soft locks with possible use of keys in jails. Objects that randomly currently have all the objects in the chest, including those in grottos, items provided as rewards NPCs, including minigames and Deku Scrub Salesmen, items placed by free-bins of heart, heart containers, and keys, and items obtained in obtaining bottle and fire arrows on Lake Hylia or Ocarina time from Castle City trenches. All jails will always have the same number of maps, compasses, small keys and Boss Keys that they had in the original game, but the breasts inside these jails have these things random. The pool element will contain a Biggoron sword that won't interfere with Medigoron selling giant's knife (which is always vanilla), and The selected trading for adult quest element other than odd potion will be somewhere in the pool element. Some types of elements are now progressive, which means that whatever order the player encounters these elements will act as a series of upgrades. The following types of items will be progressive chains: -Hookshot on Longshot -Bomb Bag to Big Bomb Bag to Biggest Bomb Bag -Goron Bracelet to Silver Gauntlets to Gold Gauntlets -Slingshot to Big Bullet Bag to Biggest Bullet Bag -Knead Up Big Quiveru do Biggest Quiver -Silver to Gold -Adult Wallet to Giant's Wallet -Deku Stick Capacity Upgrades -Deku Nut Capacity Upgrades -Magic Meter to Double Magic -Fairy Ocarina to Ocarina of Time To be clear about what NPC items are shuffled , that's only once a permanent reward item for the most part, like NPCs, which originally gave chunks of heart or stock items. The only exception is that although the vanilla prize for 40 Gold Skulltula Tokens was only 10 Bombchus, which is still a random prize in randomizer (but 200 rupiah for all 100 Gold Skulltula Tokens is not randomized, so the maximum tokens that could be required to complete the seme is 50). As a grace for the player, Ocarina Memory game in The Lost Forest will begin on the last round, since the minigame was very long original, three days wait for the claim Check is removed, Bombchu Bowling will have a fixed sequence of awards, which is maximum convenient for the player, Dampe's Gravedigging Tour will always win the first excavation, and the fishing minigame is much simpler (8 lb fish for the child now , 10 lb for adults). In addition, any NPC that gives a trading quest item either to a child or to an adult other than Anju's initial gift as an adult does not have a random reward. A special note is required for six Great Fairy Fountains scattered around Hyrule. All six of these fountains now give random items of reward, and magic and life upgrade can now be found as ordinary objects scattered around the world. Happy hunting! Ocarina's songs are shuffled into the pool with each other, and each teach city will still have the original conditions that they always had. These conditions may not have been obvious, but there are some high points here. Saria will teach her song after the events in the castle yard have been completed. Warp songs can mostly only be learned by an adult, but the location for the Requiem of Spirit is also available for the child if it is possible to reach the Desert Colossus. The location for the Prelud of Light requires a Forest Medallion, and the location for the Night's Shadows requires a Forest Medallion, fire medallion and water medallions. There is a setting for moving all songs into a general pool of elements, rather than limiting them to individual slots of songs. Speaking of medallions, every boss in eight main jails will drop a random spiritual stone or And instead of the Light Medallion getting removed now become an adult cutscene, the player will start each sema with a random Spiritual Stone or Medallion. On the pedestal on which the spiritual stones rest in the Temple of time, there is precise text indicating the locations of spiritual stones and medallions. The child will be able to read clues for The Spiritual Stones, and adults will be able to read clues for medallions. This information and some other important information based on the jail can be seen in the pause menu by holding the A button in the c-item menu. As a service to the player in this very long game, many cutscenes have been greatly shortened or removed and the text is as often as either ossified or sped up. We have been as thorough as our exploration of the game and various technical limitations will allow you to make parts of the game where you are watching and reading as short as possible in order to make as much time with this randomizer as possible actual gameplay. I'm sure someone's going to miss the owls somewhere. For this person, I'm sorry. Some errors or other unwanted behaviors in the original game have been corrected. About this, getting Poacher's Saw will no longer prevent the player from gaining an award in the theater's grandfather's to display the masks of truth, and becoming an adult will not automatically equip the child with a Kokiri sword. The sheik will no longer prevent the player from returning to his childhood before he gets the Forest Medal. Princess Ruto will never disappear from Jabu Jabu's belly, and the condition for closing the castle yard now complements events as opposed to seeing Ocarina's time thrown into the shaft. One small detail that is important to know is that the doors in the Fiery Temple are locked, leading to a section with Boss Key Breasts removed. This was necessary because of the original design of the Fire Temple assumes that the player cannot have a hammer before unlocking the door leading to the depths of the jail. This is clearly not the case in the randomiser, and of all the possible solutions to this problem, this seemed the least disturbing. It is completely clear from the Fiery Temple it will simply cause the player to have one additional small key. Certain configurations of settings will disable this behavior. Two similar small details apply to Master Quest's versions of the barley. In Water Temple MQ, the locked door leading to Gold Skulltula in the northern basement was a mistake so that it will not appear in Gamecube release Master Quest, but was fixed in the OoT3D version of Master Quest. In a randomizer, locked ports act like a normal locked door similar to OoT3D. In Spirit Temple MQ, is a special chest that requires you to press the switch into the hole, which the adults will later push into the silver block. The randomizer makes some wizard under the hood to ensure that the block will never be on the way for the baby. To be clear about the logical rules of what may be where, the randomizer will ensure a flawless path through the seme will exist, but the randomizer will not prevent the use of errors for those players who enjoy such things, although we offer no assurances that all errors will have the same behavior as the original game. Glitchless can still mean there needs to be smart or nonintuitive strategies that involve using things like Hover Boots, Hookshot, or Scarecrow's Song, which may not have been important options in the original game. The lens of truth is guaranteed available and useful before the completion of the chest treasure game is required or before walking through all invisible objects or opening all invisible breasts is required with the exception of one invisible wall, which is required to enter the Bottom of the Well as the original game requires passage to the invisible wall to reach the lens of truth. The last detail is that the menu now looks more like the Majore Mask menu in that the player can move the cursor through the blank spaces. This addresses a major problem from the original game in that certain combinations of items would create menu shapes that would be impossible to fully menu through. As of version 3.0, this patch also extends to sub-sk equipment. Quirks know While all the gameplay details can't be detailed here, I want to inform you about some intimacy game sequences that are likely to keep you stuck and one small mistake we can't do anything about. -The condition for opening the door of time is just playing the song of time; Spiritual stones are not necessary. If you enter the Temple of Time via The Introduction of Light, playing The Songs of Time will create a glitchy cutscene and will not open the door (but you are safe to exit and re-enter and open it correctly). It's a prerequisite for the reproduction of Ocara's time and the realization that the song is three Spiritual Stones. The possession of the Forest Medallion is a prerequisite for learning the poem from the Sheikh in the Temple of Time. The possession of forest, fire and water medallions is a prerequisite for learning the poem from The Sheikh in Kakaric. The runner at Hyrule Field only reproduces if you have all three spiritual stones. The Skull Kid will only buy a skull mask if you played Saria's Song for him. The Death Mountain Crater Center as an adult can be reached from the top as an adult who goes left with Hover Boots or jumping down to the right and using a combination of Longshot and Scarecrow's Song. This gives access to Sheik and the Fire Temple without a bomb bag. - The sword must be equipped to play a fishing mini game. Slingshot is not to shoot at the targets of children, but adults need a bow to receive the right prize. Except for the fishing minigame, the child can do anything that seems to require a sword with Deku Sticks. As many as you want you can buy from the Kokiri Forest store. In the randomizer, the possession of a bomb bag requires him to get bomb drops, buy bombs or bombchus, or play Bombchu Bowling. If the bombchus setting is used Are Considered in Logic, finding any pack of Bombchus allows you to buy Bombchus and play Bombchu Bowling, while having a Bomb Bag allows you to buy bombs. Only Hookshot, not Longshot, should do everything on the roofs of Kakariko. You can open the Grottos with bombs or a hammer. The Boulder maze in Goron City can be solved with a hammer or partly by the Bombs, as is obvious, but the less obvious is that it can be fully solved by the Silver Gauntlets. Large color blocks, which only adults encounter, require a Goron push bracelet. In a few places, it's possible to call up a song of time blocks. The lava room in Gerud's training area, the beginning of Ganon's trial in the shadow of the castle and the last corridor of the Goron cage in the Fire Temple are the main examples. An adult connection can completely empty Dodongo's Cavern. He can skip the first part even because of the high. In a forest temple, you can use hover boots in a block to push a room with a floormaster (vanilla) or redead (MQ). In the fiery temple, you can reach the boss key door from the beginning with hover boots. -In the Water Temple, from the beginning with water down you can jump to the mid-level platform, very carefully target the hookshot to the target above, and pull it to the highest level of the central platform. Then a very well-exuding skate jump can reach the water exchange to raise the water to the highest level. If you've made a bad key choice in the Water Temple, this may be what you need to do to stir up the situation. -In the water temple, Hover Boots can be used to reach the Vanilla Boss Key bust without going through the room, which requires bombs and block pushing. Hover boots can also be used in this temple to avoid longshot requirements for mid-level breasts that require a bow. In the temple of water, Farore's wind can be placed in the central pillar and then raised to the highest level to reach the Golden Skulltula without Longshot. In the Temple of the Shadow, you can avoid the need for Longshot in a room with invisible tip by spilling over your chest for extra height. -In the Temple of shadows, you can hookshot a ladder to avoid pushing the block to get on the boat. In the Temple of the Shadows, we can use the combination of the scarecrow and Longshot to reach Bongo Bongo without needing the Bow. -In the Temple of the Spirit, a child can acquire A map of the breasts with Deku Sticks. No fire magic is required. -In Spirit Temple, you can collect silver rupee-free Hover Boots by jumping directly on to a loping wall or by jumping a slash. -In spirit temple, you can use longshot to cross out of your hand with a mirror shield in vanilla to the other hand. In Gaing 1800,000, the web can be burned with a precise shot through a torch with a normal arrow. No arrows required. He likes only shields, not tunics. -More Gold Skulltula Tokens can be achieved by clearing/accurately using jump slashes and spin attacks (perhaps magical spin attacks). -It's not a randomizer exclusive mechanic, but getting the ability to summon Pierre The Scarecrow requires playing an eight-note song for Bonooru scarecrow as a child first and then exactly the same song for him again as an adult. Known problems Sorry for this edition 3.0 there are some known issues. Let us hope that they will be discussed in future versions. -Fishing minigame sometimes refuses to allow them to catch fish when they play specifically on the Bizhawk. Save and leave (NOT savestate) and return to fix the problem. -Draining the bottom of the Well with Song of Storms sometimes crashes into certain configurations of project 64. We are not sure about the exact story, but this bug is easily avoided by playing on another emulator and probably avoiding changing settings and perhaps graphic plug-ins. -A delay in collection at various NPCs can have unpredictable and undesirable consequences. In particular, this can be devastating with Biggoron; is firmly proposing the player to save before turning on the verification claim. -Saving and shutting down on the first frame after you've become an adult, when you would trigger Light Arrow cutscene can have unca adverse consequences. Just don't do it. -This randomizer is based on the 1.0 version of Ocarina time, so some of his specific insects remain. Some of these, such as an empty bomb can be deprived of a player. Settings OoT Randomizer has many different settings that users can choose to customize their playback experience. Here's a perfectly detailed list! ROM options Specify the input ROM to be used by the randomizer. Please be sure that OoT US v1.0. Output directory Specify where the output ROM will be written on your computer. Create a spoiler log Decide whether you want to create a text file with details, where each item and playback sequence can be found that will lead to the completion of the seed. Selecting this option will create a different configuration of the item than if you use different same settings without printing the log; this is intended to prevent cheating in racial settings. Stisni Rom Decide the format of the output ROM. Compressed is generally recommended for most users; this is necessary for injection in .wad for use on a virtual console, and any known emulators have major crash problems with unstied roms. Real N64 hardware doesn't care, so generation time can be improved by using unsaved options if you play on the right N64 with a flash cart. You can also choose not to list the rom. this is useful if you just want to look at the spoiler logs. Default targeting option This option determines whether Z-targeting will be default in the Toggle or Hold style. In any case, this can still change in the game as usual. Multi-World Generation This option allows multiple worlds to be created for use in co-op play. Each player will get a different ROM, designed to work in conjunction with the other, to allow the two players to work together to complete the game. You can sync on Bizhawk using the following script: Number of players Use this to determine how many players will participate in this co-op playthrough. Player ID Use this to specify which player number you are in particular. Each participant in the codecid shall select a different number starting from 1 January 2014. Setting the string This is a character string 18 that determines the community of other gameplay settings, important (non-cosmetic) settings used throughout the randomizer. This string can be shared between players and then you can press the Import String Settings button to automatically change all settings to match another player. Seed This is a string that represents a specific configuration of the items that will appear in your seed; The purpose is to combine the seed string with the same set of settings so that the randomizer can create the same game for multiple players. If the field remains blank, a random seme will be selected. The main rules of Mido do not need to see swords and shields to reach the Deku tree and the Kokiri boy blocking the exit into the forest is gone. If this flag is not set, it is ensured that the tree can be completed without leaving the forest. This means that in the forest or in the Tree Deku itself it will be possible to find the Kokiri sword, Deku Shield for sale, and slingshot. The open Kakariko Gate Door, which leads to Death Mountain from Kakariko Village, has been open since the beginning of the game. It usually requires Zelda's letter to be opened. This allows for more diverse guidance early in the game and prevents very long walks in the seeds with The Weird Egg shuffled. Two things are important about that. Displaying Zelda's letter to the guard is still necessary to start the side part of Happy Mask and to receive a discount on the purchase of Hylian Shields. The door just went away for the adult, no matter what. Open time doors The gates of time are open from the beginning of the game. The song of time is still potentially useful for moving song of time blocks, playing songs for frogs on the River Dawn or for other such uses. If this flag is not used, of Time should be opened to become an adult as in the original game, but all it takes to open the door of time is a song of time and every ocarina. Especially Okarina's time and the spiritual stones have nothing to do with it. Gerudo Fortress Default Behavior Gerudo Fortress will work the same as in the original game. All four joiners must be rescued to be a gerudo woman who gives Gerudo a card, and that Gerudo will not be hostile. Saving the carpenter requires a gerudo fortress small key and the defeat of the proper guard. Rescue One carpenter Only the lower left joiner must be rescued to complete the Fort Gerudo. There's only one Fort Gerudo Small Key that's going to exist for this. Start with Gerudo Card Player will start with Gerudo Card from the beginning of the game. The carpenters will be saved beforehand, and the bridge to the Gerudo Fortress as an adult will be repaired from the beginning. The Gerudo card is required in a randomizer to enter gerudo training terrains so that it will be accessible area from the moment adulthood is available. The request of the rainbow bridge That determines the state under which the rainbow bridge to Gaing 8000 will reproduce. All The Moors' Bridges is required to have all medallions and spiritual stones in the possession of a player. All six medallions must be opened by Amine Castle. Vanilla Rainbow Bridge reproduces under the same conditions as in the original game, possession of the Light Arrow and when viewing Zelda cutscene. This incision in the Temple of Time is triggered by the possession of medallions of the Shadows and the Spirit. Open the rainbow bridge is always there. Random number of 100 000 100 attempts Selected will be a random number of experiments within Ga 0 to 6, and individual trials will be randomly disabled as needed to match this number. In addition, a certain number of tests can be determined by the lower slider. If multiple attempts are selected, except 0 or 6 and hints are enabled, tips will be added to the tip list to inform the player which attempts are present (if there are 1 to 3 attempts) or who are missing (if 4 or 5 attempts). All Locations Reachable This option will set logic to try to ensure link can reach each location of an item in the game with the exception of the key to the location key of the item (one location of the item for the locked port containing the key to open the door). If this option is not used, logic will allow some items to be in unmoiled locations as long as the set of available items is sufficient to complete the game. Bombchus are considered in logic This option fundamentally changes how bombchu objects are found worldwide features. With this option on, Bombchus have a progression element and act as a form of progressive element. The first bombchu package found will be 20 Bombchus and the next packages will be worth 10 or 5 Bombchus. Finding Bombchus will be considered a logical promotion, and once it has found each Bombchus will be a condition of playing Bombchu Bowling or buy Bombchu refills from stores. This flag will also be bombchu (5) to buy items in shops in Kokiri Forest, Castle City Bazaar and Kakariko Bazaar. With this option off, randomly find Bombchu items are not considered as logical progression, randomly find Bombchus will have special denopoenas based on values from the original game, and finding bomb bag is what makes it possible to play Bombchu Bowling and buy Bombchus from stores that will not have their stock arranged. Dungeons Have One Major Item This option places one main item and one only in each of the dungeons. For the purpose of the randomizer, the jails are defined as eight jails containing either medallions or spiritual stones, as well as the bottom of the garden, the Ice Cave, the Gerudo of the training terrain and Ionon's Castle. The main items are any element used with the c button, which is not simply a form of ammunition (Bombchus are the main only if Bombchus is considered in the logic it is on), songs, Mirror shield, swords, tunics, boots, Double Defense, Magic Meter/Double Magic, Bullet Bags, Quivers, Bomb Bags, Power Upgrades, Scales, Wallets, and Stone Agony. To be clear, this means that rupee, ammo, Deku Stick and Deku Walnut expands expansion ammunition, Heart Cuts, Heart Vessels, Gold Skulltula Tokens, Maps, Compass, Small Keys, Boss Keys, Deku Shields, Hylian Shields, and Ice Traps are not considered the main items. However, small keys and Boss Keys are considered the main elements if the corresponding keysanity settings are used. Note that unlike the distribution of jail-specific items such as keys, this flag does not treat the hands of Desert Colossus as a Spirit Temple location, and mirror the original game, Spirit Temple will get two elements instead of just one. Dungeon Quest This option determines the shape that dungeons will take. The pool of items will be updated to reflect items that were originally found in used jails. Vanilla Dungeons will have the same interior layout as they did in the original Legend of Zelda: Ocarina of Time. Master Quest Dungeons will have an internal layout found in The Legend of Zelda: Ocarina of Time Master Quest. Mixed jails will have each random internal layout selected between vanilla and Master Quest forms. Shuffle The Kokiri Sword This flag adds a koky sword to the shuffle. When it's off, the Kokiri sword will always be found in the original chest in the Kokira Forest. Shuffle The Weird Egg This flag adds a strange egg that baby Malon puts into mixing. With this flag on, the child of Malon will put a random element and the strange egg must be located to be going on at Hyrule Castle with Zelda and Impa. These events block the interaction with Talon Malon at Lon Lon's ranch as a child, as well as Saria in Sacred Forest Meadow and happy side mask. Shuffle Ocarinas This flag adds both villa Ocarina and Ocarina time in the shuffle. Ocarinas are a progressive point; The first one will always be the Villa Ocarina and the second will be Ocarina's time, although they are functionally identical. Without this flag on, leaving the Kokiri forest on the Lost Woods bridge as a child will always assign one ocarina, the other is always available at the castle city door as a child when all three Spiritual Stones are in the possession of the player. Shuffle Songs with Items This flag adds 12 standard ocarina songs to the shuffle as normal elements. With this flag on, the spots containing the songs in the original game will simply give link a random element, and the songs can be found as items free. Without this flag, the songs are still randomized, but only to each other. In both cases, the song scarecrows are not affected; it is still obtained by interacting with Bonooru on Lake Hylia first as a child and then as an adult. Shuffle Gerudo card This flag mixes the Gerudo card in the general element of the pool. In the randomizer this is necessary for access to the geruda of the training terrain, but it does not affect the hostility of Geruda in the Fort Gerudo, which are still checking the events of the carpenters' rescue. Without this flag, the gerudo card is always given by a woman who is married to the ultimate carpenter. If the gerudo fortress is clearance from the beginning of the game, the player starts the game with Gerudo Card and this setting is vo none. Shuffle Deku Salescrubs This flag makes every Deku Scrub Salesman in the world sell a random item instead of just three who have sold permanent upgrades in the original game. With this flag adds various low-level elements, which are mostly sold in groups of items; the potion is replaced by Recovery Hearts for red dope and blue rupees for green dope. For each Deku Scrub who sold arrows/seed, depending on age, there will be a 75% chance of adding a 30 arrow element and a 25% chance of adding a 30 seed element to the pool. If this is set when Deku Scrub Salesman is used, it will disappear from the world forever. Individual settings in the drop-down menu can be used to set the price of each Deku Scrub Salesman at 10 rupiah, leave prices as they were in the original game, or set each price at a random value of 0 to 99 rupee. In all cases, the text for The Salespeople from the Thuper will not be updated. Shopsanity This setting randomly adjusts items sold in stores. When used, all store items are randomly redeassigned between all 8 stores of the original game. This setting causes the Bombchu store to be open from the very beginning of the game, and this setting handles two stores in adults Village to have separate shops from two similar shops in the child's Grad City; However, shops in Kokiri Forest, Goron City and Zora Domain are the same shops as both ages. This setting overrides Bombchus discussed in the logic of editing the stores of pool elements. Turn off this disables shopsanity. Shuffled Shops (0 Items) This causes all of the above-described shopsanity features. Shuffled Shops (1-4 Items) It not only causes all the shopsanity features described above, but also adds 1-4 (depending on the exact settings) of items from the general pool element in the store to buy for randomly selected amounts of money. Store items with a lower value are removed to make room for it, and low-value unwanted items are added to the groups of items to fill additional blank breasts that this will implicitly generate. Using this feature will also replace several rupees of items found throughout the seed, with a higher value of rupees and will add a third upgrade of the wallet, Tycoon's Wallet, to a pool item that can hold up to 999 rupiah. Items from the general item added to the stores will always be on the left side of the store's stock, and these items can always be purchased if the player has enough rupees, even if they are explosives without a suitable container or tunic as a child. It's similar to version 1-4 items, but gives each store a random number of new items from 0-4. Each store can have a different amount of unique items with this setting. Shuffle Dungeon Items This setting allows the player to choose to naturally distribute barley. The objects of the jail can be found confined to their original jails, spread freely around the world or prevent a full existing one. Objects that are fully prevented from existing will be replaced in the item collection by a range of different low-level unwanted items. You can define this feature for maps/compasses, small keys and boss keys independently. If small keys or boss keys are prevented from existing, it will also remove all locks in order to apply these keys to existing ones as well. If the small keys remain in the original jails and the Fire Temple is not in the form of Master Quest, the locked door in the first room leading to the normal location of boss key will be removed. Maps and compasses Give information This setting, which is only available if you start with Maps and Compasses or are expanded around the world, disables pedestal in the temple time from giving information about the location of medallions and spiritual stones. Instead, Kompas from each of the eight eligible jails will tell the player which jail has any reward. If the jail quest is set to be mixed, each of the 10 Maps will tell the player whether any given jail is in the form of vanilla or Master Quest. Compasses from the bottom of the cavity and ice caves do not give Information. Remove Ionon's Boss Lock door This setting removes the Boss lock from the Gate tower. This removes the need to locate Ganon's Tower Boss Key to complete the game. Tokensanity This setting mixes the gold Skulltula element falls into the general pool of locations. The player can only choose to include Gold skulltulas found in jails for a more mild version of this setting. Detailed logic This setting can be used to reduce the number of Gold Skulltula tokens that may be needed to complete the game. No Nighttime Skulltulas without The Sun's Song This setting causes logic to expect the actor to have ocarina and Sun's Song to get Gold Skulltula locations to be found only at night. No Big Poes This setting will ensure that the Big Poe vendor will not have an important element. No children's fishing This setting will ensure that the prize from children's fishing is not an important point. This is mostly recommended if the player must simply play on bizhawk. Without adult fishing This setting will ensure that the prize from adult fishing is not an important element. This is mostly recommended if the player must simply play on bizhawk. Without the reward of the skull mask This setting will ensure that the element obtained by displaying the skull mask in the boy theatre is not an important element. Without a reward for the mask of truth This setting will ensure that the element obtained by displaying the mask of truth in the boy theatre is not an important element. No. 1500 Archery Horse Archery This setting will ensure that the element obtained by point 1500 points per horse archery challenge at Fort Gerudo is not an important element. No Lost Woods Memory Game This setting will ensure that the element gained by winning the Ocarina memory game in Lost Woods is not an important element. No Racing Dampe a Second Time This setting will ensure that the item obtained by finishing with a sub-minute time in the second Dampe race is not an important element. No Biggoron Prize This setting will ensure that the item obtained by displaying the claim verification to biggoron is not an important element. Adult Store Sequence This pair of settings can be used to determine the most influential and up-to-date items that can be allowed to appear randomly in a general item. There will only be one item in the item regardless of this setting; this can only be used to limit the scope of options. Enable all tricks This is the power button for all flags associated with tricks. Various advanced tricks This setting allows for a huge number of small tricks that logic allows. Here's the full list: -Precise jumpslash with either Deku Stick or Kokiri Sword can be used to reach Golden Skulltula on some vines in the Standad Deku Tree. The bow can be used to knock down stairs in Dodongo's Cavern with two well-timed shots. -Vine in the temple of forest leading to the stone switch is in standard format can hardly be achieved with a standard Hookshot. -Good in the Forest Temple you can cross with only a Hookshot by shooting as low as possible on the vine from the far side and swimming under the ceiling. This is possible in both versions, but can only be required in the MQ Forest Temple. -Bombchu from the ground level can be used to hit the switch to get around the block pushing puzzles into the MQ Forest Temple. -A rusty switch under the Song of Time block in the standard Fire Temple can be hit using the Hammer in the block. -You can get to the location with the Boss Key chests in the Fire Temple MQ you can get without a bow with a very special use of Din's Fire. The upper level of the old boulder maze in the Fire Temple MQ can be reached without explosives using a hammer through the wall. In the standard Spirit Temple, the bridge on the children's side can be lowered at a carefully timed bombchu pace. -The frozen switch in Spirit Temple MQ can be hit without a fire source using Bow and Songs of Time very clever. The chest in the basement of the bottom of the Well standard can only be achieved by upgrading the power by using a jump slash with illuminated Deku Stick to access the flower bombs in the basement. -The silver rupee on the left side of the Gerudo Training Grounds MQ can be collected with only a hookshot with a slightly special jump oblique. The first room of the Spirit Trail in Ga'500 can be cleaned without a bow with a hammer jump slash to hit a rusty switch through the thrones. The golden skulltule in the adult Kokiri forest can be accessed without a hookshot using hover boots made of one of the roots. -A child can reach the chest on the Death Mountain trail with only a Goron bracelet with backwalking with Bomb Flower intending to open Dodongo's Cavern and throw the Bomb Flower on the wall very quickly. Fort Gerudo can be cleaned without objects other than those needed for access. Logic usually provides one of Bow, Hookshot, or Hover Boots to help navigate the kitchen. With this setting, you will also preset all the following logical flags to a reasonable configuration to match the level of the tricks. You can then edit these the way the player wants you if the specified configuration is not desired. Man on Roof without Hookshot This allows logic to consider a trick in which an actor makes a sidehop off a tall tower in Kakariko Village in order to reach the man on the roof without objects. Child Deadhand without The Cokie Sword It allows logic to consider defeating Deadhand in the Bottom well with Deku sticks. It's not hard using a power crouch stab error, but consistently landing an actual jump slash on his unusual hitbox is quite difficult and using normal slashes consumes 9 Deku Sticks. Dodongo's Cavern Spike Past Room Jump Without Hover Boots This allows logic to take into account that adults can do Helpful jump into Dodongo's Cavern to reach the area with bomb bag breasts early. Due to the precision of the jump, the usual logic expects Hover Boots to complete this route. Windmill PoH as an adult with nothing It allows logic to consider the leap that an adult can make in a windmill to reach a piece of heart inside without objects. Jump requires a jump from an object on which there is no obvious Link is allowed to stand and has a contraintuitive time, so it is not in standard logic. Crater's Bean PoH with Hover Boots This allows logic to consider using Hover Boots to reach a piece of heart on top of a volcano in death mountain crater. The trail involves walking on a very steep slope that is not visible walking, so it is not in normal logic. Zora's Domain Entry with Cucco This makes it possible to consider using Cucco on the dawn river to enter Zora's Domain as a child without playing Zelda's Lullaby. You have to slide from the left side behind the waterfall. Zora's Domain Entry with Hover Boots This allows logic to deal with this similar trick as above, except as an adult with Hover Boots. It's actually a lot harder, although it can be done from both sides of the waterfall. Less Tunic Requirements That slightly relaxes the requirements of tunics by logic. Usually logic expects Goron Tunic to enter the Fiery Temple or finish a fire trial in Gaing Castle and Zora Tunic to enter the Water Temple, collect underwater silver rupees in Gerudo training terrain, or obtain a piece of heart at the bottom of the frozen Zorine fountains. With this flag set, Goron Tunic will not actually have to enter the Fiery Temple, just to fight Volvasia or up to the upper floors. The requirements of Zora Tunic are completely removed, except to reach the chest at the bottom of the central column in the Water Temple. Morpha with a gold scale This setting allows entry into the Water Temple with a gold scale to take into account. Since you cannot return to the Water Temple without iron boots, logic can in any way deal with only the spiritual stone or medallion obtained by the defeat of Morph; since you need Water Temple Boss Key and Longshot to access Morpha normally, this means that this setting is only important in keysanity or keysy depending on the location of boss keys. Lens of Truth This setting changes the expectations of interacting with an invisible object without the Lens of Truth. Requires everywhere This setting requires a truth lens to interact with any invisible object except what was needed in the original game to obtain the Lens of Truth. Wasteland and Chest Minigame This setting expects the truth lens to be used only to pass through the devastation and to win the Minigame Treasure Chest in Castle Town at night. Only Chest Minigame This setting expects the use of the truth lens To win the minigas in Castle Town at night. Another this setting causes the defeat of Ganondorf to skip directly to ganon fight without the need to match Ganon's Tower sequence. Skip Interior Castle Guard Stealth Sequence This setting causes entry into the creeping space at Hyrule Castle depositing the player directly into the castle yard, past the guard evading the sequence. Skip Epona Race This setting causes that Epona is stolen from Ingo from the beginning of the game, only requires Eponin Song and ocarina as an adult to be summoned. Quick chest cuts This setting causes all breasts to open with quick animation. If this setting is turned off, some important items will trigger the animation to open slowly. Random Big Poe Target Count This setting causes a number of Great Poets to be converted into a seller to obtain his item to be random from 1-10. Alternatively, the number of Large Poes required can be selected manually with the slider below. Note that Big Poes can be found as the pre-stocked contents of the Bottle, and logic can be expected if the required number is low enough. Start with the song Scarecrow This flag causes Pierre the scarecrow that is available to retrieve for adults from the beginning of the game. You can use the box below to specify the specific haunting songs you want. This song must be exactly eight notes long and must contain at least two different notes. Randomize Ocarina Song Notes This flag randomizes special notes in 12 standard ocarina songs. This can be predictably quite unsocitable. In general, the patterns selected for the songs in the top row will be simpler than the patterns selected for warp songs. Chest size matches the contents Of this flag causes keys, led paste and objects marked as elements of progression to appear in large treasure chests, while other objects will be in small treasure chests. This means that players can choose to skip small treasured breasts, as they will contain only handy, not essential, items. Clearer Hints This flag changes the text of Gossip Stone hints that it is very explicit. This is helpful to players who don't have English as a first language, but the hints will be less fun and less similar to the kind of things you would say in the original game. Gossip Stones This flag changes the behavior of gossip stones give clues to players. The tips will be divided as such: -If the required number of trials is 1-3, a tip is added for each trial to be performed. If the required number of trials is 4 or 5, a hint shall be added for each skipable trial. -Hints will be added to each of the always locations that are allowed to have a randomly valuable item under the current settings. These tips will tell the Player which item is in each of these locations. These locations are prizes for 30, 40 and 50 gold skulltula tokens, the item obtained from Biggorone, so that it shows the claim, the item obtained from the Seller Big Poe, both the song and items in Ocarina's time, and the item obtained by displaying the Mask of Truth in the Boy Theater. -Some tips will be given for items at random selected number of other locations, which are generally somewhat uncomfortable to check. The total number of these tips will be 11 or 12 minus the number of tips ever been ordered. -3 or 4 tips will be given the naming of a specific non-edily specific item that can be found in a randomly selected jail. -1 to 4 tips will be named a specific item found in a specific region. Which part of this scope is used is partly determined by how many trial cues are given. -4 to 6 tips will be given to naming which regions specific promotion items, except Gold Skulltula Tokens can be found. -3 or 4 tips will get the naming of certain regions that are in the path of the hero, thus containing at least one required progression point. -All remaining clues (33 common unique Gossip Stones exist) will be filled with non-information junk hints. This setting allows the player to determine which item is needed to interact with the Gossip Stones. Stone of Agony is the default option because it gives a fairly purposeless vanilla element to use and allows both child and adult to interact with gossip stones. The default mask of truth can be used, but it has this flaw that the mask of truth can only be obtained with all the spiritual stones that is tinged, that clues are not useful, and the use of the Mask of Truth requires that the child be another great site. There is also the possibility that information is only free for those who want an easier way. Text transfer This setting allows you to move all text in the game. This is mostly for comedy and it's not meant to be a serious plaything option. Without shuffling text Leave the text alone. Shuffled except Tips and keys Shuffle any text that is not useful text that gives information about the Player. All Text Shuffled Shuffle all text even in the mechanical disadvantages of the player. Difficulty This setting allows the player to expire pool elements to make a slightly harder experience. He usually leaves the pool. Hard-heart containers, Double Defense and other Magic Upgrade are replaced by an unwanted object. One of the expansion ammunition (Quiver, Bullet Bag, Bomb Bag Deku Stick Capacity, Deku Nut Capacity) will also be replaced with junk items, and all Bombchu pick-ups except the three will be similarly replaced with junk. Very difficult in addition to items from Hardy, Pieces of The Heart and Nayru's Love are also replaced by unwanted objects. One more of each ammunition expansion is removed, resulting in zero additional ammunition capacity for these types of items, and only one Bombchu pick-up can be found. OHKO In addition to changing the element from Very difficult, Link in one hit. Ice traps are replaced by a heart for recovery. Cosmetics Do not change the background of music. No music Disables background music. The sound effects will continue to play. That's what actors who like to listen to their music want. Random background music is shuffled so that different tracks can be played in different areas. That might be stupid. Kokiri Tunic Color That sets the color Link default Kokiri Tunic. This only affects the color when it wears it, not the color of the icon in the menu. Most colors simply get a certain color selected. Available colors are Kokiri Green, Goron Red, Zora Blue, Black, White, Azure Blue, Vivid Cyan, Light Red, Fuchsia, Purple, MM Purple, Twitch Purple, Purple Heart, Persian Rose, Dirty Yellow, Blush Pink, Hot Pink, Rose Pink, Orange, Gray, Gold, Silver, Beige, Teal, Blood Red Blood, Orange, Royal Blue, Sonic Blue, NES Green, Dark Green, And Lumen. Random selection Select a random color from a set of prefabriding colors. Completely randomly Create random color with numeric random RGB values. Custom Color Special Interface will appear, which will allow the user to select any color from a different colored wheel or enter the desired RGB value. Goron Tunic Color This determines the color of Link's Goron Tunic. This only affects the color when it is worn, not the color of the icon in the menu or when it holds it after acquisition. The odds are the same as those for Kokiri Tunic. Zora Tunic Color That determines the color of Link's Zora Tunic. This only affects the color when it is worn, not the color of the icon in the menu or when it holds it after acquisition. The odds are the same as those for Kokiri Tunic. Low Health SFX This determines which sound effect to play multiple times when the link is very low on health. Several of these options are designed to be potentially more enjoyable to listen to, while some are designed to be more fun. Special sounds Set this special sound for the heart bip. The options available are Defaults, Softer Beep, Rupee, Timer, Tambourine, Recovery Heart, Carrot Refill, Navi - Hey!, Zelda - Gasp, Cluck, Mweep!, Iron Boots, Hammer, Sword Bounce, Bow, Gallop, Drawbridge, Switch, Bomb Bounce, Bark, Ribbit, Broken Path, Business Scrub, Guay, and Bongo Bongo. One of these is the sound the king could make when moving... very slowly. Random Choice Play random SFX from the selection list. None Disable low health heart rate completely. Navi Color These options can be used to set the Navi color in different contexts. The lists of preset colors are different here, but there are the same types of options as for selecting tunic colors. Tip Navi This option specifies the SFX that will play when Navi is ready to give a hint. The options are very similar to SFX low Health. Navi Enemy Target This option specifies the SFX that will be played when Navi targets The options are very similar to SFX low Health. Command-h, --Help options Display the Help message and exit. --check_version Check the latest version number online (default: False) --checked_version CHECKED_VERSION Check for the specified version number instead of the number from the web. -ROM ROM Path to the legend of Zelda: Ocarina time NTSC-US v1.0 ROM. (default: ZOOTDEC.z64) --output_dir OUTPUT_DIR path to the output directory for the generation of roma. -Seed SEED Specify a seed number to create. (default: None) --count COUNT Set the counting option (default: None) --world_count WORLD_COUNT Use to create a multisea ed generation for koo-op sema. The world count is the number of players. Warning: Increasing the number of the world will drastically increase the time of a generation. (default: 1) --player_num PLAYER_NUM Use to select the world you want to create when there are multiple worlds. (default: 1) --create_spoiler Spoiler output file (default: False) --compress_rom [{True,False,None}] Create a compressed version of the output rom file. It's true: it squeezes. Improves stability. It will take longer to create False: Uncompressed. It's relentless on the emulator. Faster Generation None: No rom output. Create only the spoiler log (default: True) --open_forest Or kids Kokiri obstruct your path at the beginning of the game. (default: False) --open_kakariko Doors in Kakariko Village to Death Mountain Trail are always open, instead of needing Zeld's letter. (default: False) --open_door_of_time whether the time port is open from the beginning of the game. (default: False) --gerudo_fortress [{normal,fast,open}] Select how much gerudo fortress is needed. (default: normal) --bridge [{medallions,vanilla,jails,open}] Select the condition for the communion of the Rainbow Bridge to Ganno Castle. (default: medallions) --all_reachable Allows option Just provide seed Beatable (default: False) --all_reachable Allows option Just provide seed Beatable (default: False) --bombchus_in_logic Change how the logic menus Bombchus and other Bombchu-related mechanics (default: False) --one_item_per_dungeon Each jail will have exactly the main one thing. (default: False) --trials_random Set the number of attempts, to be cleaned in Gaing 50 (default: False) --attempts [{0,1,3,4,5,6}] Set U Ga (default: 6) --no_escape_sequence Removes the tower collapse sequence after defeating Ganondorf (default: False) --no_guard_stealth Removes the guard evasion sequence in Hyrule Castle (default) --no_guard_stealth Removes the guard sequence evasion in Hyrule Castle (default) : False) --no_epona_race Remove the need to race Ingo to obtain Epona (default: False) --fast_chests Causes all breasts to open with quick animation (default: False) --big_poe_count_random Sets the number of Great Poets, they must be sold to the seller for the random value item (default: False) --big_poe_count --big_poe_count Nastavi število Velikih Poes, ki jih je treba prodati prodajalcu za element (privzeto: 10) --free_scarecrow Začnite igro z aktivirano pesem strašila in Pierre je mogoče, da odrasla oseba prikliče (privzeto: False) --scarecrow_song [SCARECROW_SONG] Nastavite Pesem strašila, če se uporablja --free_scarecrow. Veljavne opombe: A, U, L, R, D (default: DAAAAAAAA --shuffle_kokiri_sword Uključiti Kokiri Sword u randomiziranu točku (default: False) --shuffle_weird_egg Include the Weird Egg as a randomized item (default: False) --shuffle_ocarinas Include the two ocarinas as randomized items (default: False) --shuffle_song_items Treat the ocarina songs as normal items and shuffle them into the general items pool (default : False) --shuffle_song_items Treat the ocarina songs : False) --shuffle_gerudo_card Vključite Gerudo kartico za dostop do Gerudo vadbenih podlag kot randomiziran element (privzeto: False) --shuffle_scrubs [{off,low,regular,random}] Vključite vse Deku Scrub Salesmen kot naključno i določiti njihove cene (default: off) --shopsanity [{off,{off,0,1,2,3,4,random}] Randomize shop items and add the chosen number of items from the general items pool to shop inventars (default : off) --shuffle_mapcompass [{remove,startwith,dungeon,keysanity}] Izberite lokacije Zemljevidi in kompasi so na voljo (privzeto: ječa) --shuffle_smallkeys [{remove,dungeon,keysanity}] Izberite lokacije Majhne tipke lahko biti naden (default: dungeon) --shuffle_bosskeys [{remove,dungeon,keysanity}] Choose the locations Boss Keys can be found (default: dungeon) --enhance_map_compass Change the functionality of the Map and Compass to give information about their dungeons. Tempelj časovnega oltarja ne bo več zagotavljal nobenih ječ. (privzeto: False) --unlocked_ganondorf Odstrani vrata boss ključa, ki vodijo v Ganondorf (privzeto: False) --tokensanity [{off,dungeons,all}] Vključite izbrane gold Skulltula Token lokacije v element shuffle (privzeto: izklop) --quest [{vanilla,master,mešano}] Izberite notranjo postavitev Dungeons (default: vanilla) --logic_skulltulas [{0,10,20,30,40,50}] Odaberi maksimalni number Gold Skulltula Tokensa za koga bi se mogla zahtevati (default: 50) --logic_no_night_tokens_without_suns_song Change logic to expect Sun's Song to defeat nighttime Gold Skulltulas (default : 50) --logic_no_night_tokens_without_suns_song : False) --logic_no_big_poes Preprečite prodajalcu Big Poe, da bi imel zahtevani element (privzeto: False) --logic_no_child_fishing Preprečite, da bi bila nagrada kot otrok zahtevani element (privzeto: False) --logic_no_adult_fishing logic_no_trade_skull_mask da nagrada ne ribolova u odraslom mestu (default: False) --logic_no_trade_skull_mask Prevent the item obtained by showing the Skull Mask at the Deku Theater from a required item (default : False) --logic_no_trade_mask_of_truth Preprečite, da bi element, pridobljen s prikazom maske resnice v the teater, the item was requested (default: False) --logic_no_1500_archery prevent the retrieved item item scoring 1500 points in archery horse archery from the required element (default: False) --logic_no_memory_game Prevent, that the item obtained by completing the ocarina memory game in the Lost Forest is the required item (default: False) --logic_no_second_dampe_race Prevent the reward that you get by completing the second Dampe race in under 1 minute that the required item (default) :False) --logic_no_trade_biggoron Prevent that an item obtained by displaying the claim verification to biggoron would be the required item (default: False) --logic_earliest_adult_trade [{pocket_egg,pocket_cucco,cojiro,odd_mushroom,poachers_saw,broken_sword,recipe,eyeball_frog,eye caps,claim_check}] Place the nauri thing in the adult store, a can be seen in the pool of the item (default : pocket_egg) --logic_latest_adult_trade [{pocket_egg,pocket_cucco ,cojiro,odd_mushroom,poachers_saw,broken_sword,recipe,eyeball_frog,eye drops,claim_check}] Set the latest item in the adult trade sequenceNce that can be found in the item pool (default: claim_check claim_check: --logic_tricks Enable the logic to consider a large number of minor tricks (default) --logic_man_on_roof Enable the logic to consider the trick to reach the man on the roof in Kakariko Village with sidehop from the tower : False) --logic_child_deadhand Enable logic, to consider a child's defeat of Deadhand with le Deku Sticks (default: False) --logic_dc_jump Enable logic to consider the trick to bypass the Second Lickfos Room for Fighting u Dodongo's Cavern as an adult with a simple jump (default: False) --logic_windmill_poh Enable the logic to consider the trick to reach the Piece of Heart in the windmill as a adult with nothing (default) : False) --logic_crater_bean_poh_with_hovers Enable logic to follow the trick, to reach a piece of the heart on a volcano in Death Mountain Crater with Hover Boots (default: False) --logic_zora_with_cucco Enable logic to consider the trick to enter Zora's Domain as a child using a Cucconstead of playing Zelda's Lullaby (default: False) --logic_zora_with_hovers Enable the logic to consider the trick to enter Zora's Domain as a adult Hover Boots instead of playing Zelda's Lullaby (default) : False) --logic_fewer_tunic_requirements Reduce the number of locations for which logic expects to upgrade the tunic (default: False) --logic_morpha_with_scale Allows you to enter the Water Temple and beat Morph with a Gold Scale instead of iron boots. Longshot and Boss Key are still needed to get to the boss. This means that this option is only relevant to key ness or lockiness. (default: False) --logic_lens [{chest,chest-wasteland,all}] Set which hidden objects logic expects the truth lens to be applied to (default: all) --ocarina_songs Randomly use specific notes to be played for each 12 standard enchanted songs (default: False) --correct_chest_sizes breast size setting o vsebini (privzeto: False) --clearer_hints Reword namigi biti neverjetno neposredni (privzeto: False) --namigi [{none,mask,agony,always}] Omogočite namige iz Gossip Stones in izberite pogoj za branje (privzeto: agonija) text_shuffle [{none,except_hints,complete}] Premještanje naključno (default: none) --difficulty [{normal,hard,very_hard,ohko}] Alter the item pool to increase difficulty. Ohko možnost povzroči tudi link umreti v enem zadetku. (privzeto: normalno) --default_targeting [{hold,switch}] Nastavite privzeto nastavitev ciljanja na Z. Še vedno se lahko spremeni v meniju z možnostmi igre. (privzeto: držite) --background_music [{normal,off,random}] Izberite, ali bo glasba v ozadju igre ostala sama, onemogojena ali naključno premešana. (privzeto: normalno) --kokiricolor [{'Naključna izbira', 'Čisto naključno', 'Kokiri Green', 'Goron Red', 'Zora Blue', 'Black', 'White', 'Azure Blue', 'Vivid Cyan', 'Light Red', 'Fuchsia', 'Purple', 'MM Purple', 'Twitch Purple', 'Purple Heart', 'Persian Rose', 'Dirty Yellow', 'Blush Pink', 'Hot Pink', 'Rose Pink', 'Orange', 'Gray', 'Gold', 'Silver', 'Beige', 'Teal', 'Blood Red', 'Blood Orange', 'Royal Blue', 'Sonic Blue', 'NES Green', 'Dark Green', 'Lumen'}] Select the color of Link's Kokiri Tunic. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Kokiri Green) --goroncolor [{'Naključna izbira', 'Čisto naključno', 'Kokiri Green', 'Goron Red', 'Zora Blue', 'Black', 'White', 'Azure Blue', 'Vivid Cyan', 'Light Red', 'Fuchsia', 'Purple', 'MM Purple', 'Twitch Purple', 'Purple Heart', 'Persian Rose', 'Dirty Yellow', 'Blush Pink', 'Hot Pink', 'Rose Pink', 'Orange', 'Gray', 'Gold', 'Silver', 'Beige', 'Teal', 'Blood Red', 'Blood Orange', 'Royal Blue', 'Sonic Blue', 'NES Green', 'Dark Green', 'Lumen'}] Select the color of Link's Goron Tunic. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Goron Red) --zoracolor [{'Random Choice', 'Čisto naključno', 'Kokiri Green', 'Goron Red', 'Zora Blue', 'Black', 'White', 'Azure Blue', 'Vivid Cyan', 'Light Red', 'Fuchsia', 'Purple', 'MM Purple', 'Twitch Purple', 'Purple Heart', 'Persian Rose', 'Dirty Yellow', 'Blush Pink', 'Hot Pink', 'Rose Pink', 'Orange', 'Gray', 'Gold', 'Silver', 'Beige', 'Teal', 'Blood Red', 'Blood Orange', 'Royal Blue', 'Sonic Blue', 'NES Green', 'Dark Green', 'Lumen'}] Select the color of Link's Zora Tunic. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Zora Blue) --navicolordefault [{'Random Choice', Completely Random, Gold, White, 'Zeleno', 'Svetlo plavo', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi barvu Navia u nedelu. Prav tako lahko custom (#RRGGBB) from hexadedmical RGB values to set the custom color. (default: (default: --navicolorenemy [{'Random Choice', 'Completely Random', 'Gold', 'White', 'Green', 'Svetlo plava', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi navijevu ko cilja na sovražnika. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: rumeno) --navicolornpc [{'Random Choice', Completely Random, Gold, White, Green, 'Svetloplava', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi barvo Navija, a ona cilja NPC. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Svetlo modra) --navicolorprop [{'Random Choice', Completely Random, Gold, White, Green, 'Svetloplava', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi barvo Navija, a ona cilja rekvizit. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Zeleno) --navisfxoverworld [{'Default', Random Choice, None, Cluck, Rupee, Softer Beep, Recovery Heart, Timer, Low Health, Notification, Tambourine, Carrot Refill, Zelda - Gasp, Mweep!, Ice Break, 'Eksplozija', 'Crate', 'Great Fairy', 'Moo', 'Bark', 'Ribbit', 'Broken Pot', 'Cockadoodledoo', 'Epona', 'Gold Skulltula', 'Redead', 'Poe', 'Ruto', 'Howl', 'Business Scrub', 'Guay', H'lo!}] Izberite zvočni učinek, ki se predvaja, ko želi Navi govoriti z igralcem. (privzeto: privzeto) --navisfxenemytarget [{'Privzeto', 'Random Choice', 'None', 'Cluck', 'Rupee', 'Softer Beep', 'Recovery Heart', 'Timer', 'Low Health', 'Notification', 'Tambourine', 'Carrot Refill', 'Zelda - Gasp', 'Mweep!', 'Ice Break', 'Explosion', 'Crate', 'Great Fairy', 'Moo', 'Bark', 'Ribbit', 'Broken Pot', 'Cockadoodledoo', 'Epona', 'Gold Skulltula', 'Redead', 'Poe', 'Ruto', 'Howl', 'Business Scrub', 'Guay', H'lo!}] Izberite zvočni učinek, ki se predvaja, ko Navi cilja na sovražnika. (privzeto: privzeto) --healthSFX [{'Default', Random Choice, None, Cluck, Softer Beep, Recovery Heart, Timer, Notification, Tambourine, Carrot Refill, Navi - Random, Navi - Hey!, Zelda - Gasp, 'Mweep!', 'Iron Boots', 'Hammer', 'Sword Bounce', 'Bow', 'Gallop', 'Drawbridge', 'Switch', 'Bomb Bounce', 'Bark', 'Ribbit', 'Broken Pot', 'Business Scrub', 'Guay', 'Bongo Bongo'}] Select the sound effect that loops at low health. (privzeto: Privzeto) --gui Odprite grafični uporabniški vmesnik. Prednaložene izbire z nastavitvijo parametrov ukazne vrstice. --loglevel [{error,info,warning,debug}] Izberite raven sečnje za izhod. (privzeto: info) --settings_string SETTINGS_STRING Vnesite encoding and overrides most of the individual settings. Page 2 This is a randomizer for the legend of Zelda: Ocarina time for Nintendo 64. Installation It is strongly suggested that users get the latest edition from here: . Simply download .msi and run it. We support Windows, Mac, and Linux computers. If you have an incompatible OS or simply want to run the raw script, clone this repository and run 'Gui.py' for the graphical interface or "OoTRandomizer.py"' for the command-line version. Both require Python 3.5+. This will be presented in full, but the semo of you you create will have a variety of random factors from the bundled release. This randomizer requires the Legend of Zelda: Ocarina of Time version 1.0 NTSC-US version. This randomizer includes a built-in decompressor, but if the user wants a pre-decompressive ROM, it may be available as an input. Make sure the input ROM is the file name .n64 or .z64. For users who play through all other means, such as the real N64 hardware, the use of the Hard Patched ROM flag is strongly encouraged, as it is impossible to inject unsutable ROMs for a virtual console and have random crash problems on all emulators. For general use, the retroarch emulator is recommended; has been shown to work with minimal questions. Bizhawk and Mupen64plus are generally good choices too. If you want to play on Project 64 for any reason, you can, but you will need to set the rand to use 8 MB of RAM and will want to play with cheat code 8109C58A 0000 to partially fix Project 64's tragic mistreatment of OoT's pause menu. Project 64 also has a certain crash that only occurs for some unknown configurations of settings; we cannot support this. I can't stress enough that this is a deterrent emulator for use. General description This program takes the Legend of Zelda: Ocarina time and randomizes the location of items for a more dynamic gaming experience. We use the correct logic to ensure that each semo can be completed without using errors and will be safe from the possibility of soft locks with possible use of keys in jails. Objects that randomly currently have all the objects in the chest, including those in grottos, items provided as rewards NPCs, including minigames and Deku Scrub Salesmen, items placed by free-bins of heart, heart containers, and keys, and items obtained in obtaining bottle and fire arrows on Lake Hylia or Ocarina time from Castle City trenches. All jails will always have the same number of maps, compasses, small keys and Boss Keys that they had in the original game, but the breasts inside these jails have these things random. There's going to be a big mountain sword in the pool that won't hinder the Mediogoro sales of the Giant's knife. is always vanilla), and randomly selected trading for an adult quest element other than odd potion will be somewhere in the pool element. Some types of elements are now progressive, which means that whatever order the player encounters these elements will act as a series of upgrades. The following types of items will be progressive chains: -Hookshot on Longshot -Bomb Bag to Big Bomb Bag to Biggest Bomb Bag -Goron Bracelet to Silver Gauntlets to Gold Gauntlets -Slingshot to Big Bullet Bag to Biggest Bullet Bag -Knead Up Big Quiveru do Biggest Quiver -Silver to Gold -Adult Wallet to Giant's Wallet -Deku Stick Capacity Upgrades -Deku Nut Capacity Upgrades -Magic Meter to Double Magic -Fairy Ocarina to Ocarina of Time To be clear about what NPC items are shuffled , that's only once a permanent reward item for the most part, like NPCs, which originally gave chunks of heart or stock items. The only exception is that although the vanilla prize for 40 Gold Skulltula Tokens was only 10 Bombchus, which is still a random prize in randomizer (but 200 rupiah for all 100 Gold Skulltula Tokens is not randomized, so the maximum tokens that could be required to complete the seme is 50). As a grace for the player, Ocarina Memory game in The Lost Forest will begin on the last round, since the minigame was very long original, three days wait for the claim Check is removed, Bombchu Bowling will have a fixed sequence of awards, which is maximum convenient for the player, Dampe's Gravedigging Tour will always win the first excavation, and the fishing minigame is much simpler (8 lb fish for the child now , 10 lb for adults). In addition, any NPC that gives a trading quest item either to a child or to an adult other than Anju's initial gift as an adult does not have a random reward. A special note is required for six Great Fairy Fountains scattered around Hyrule. All six of these fountains now give random items of reward, and magic and life upgrade can now be found as ordinary objects scattered around the world. Happy hunting! Ocarina's songs are shuffled into the pool with each other, and each teach city will still have the original conditions that they always had. These conditions may not have been obvious, but there are some high points here. Saria will teach her song after the events in the castle yard have been completed. Warp songs can mostly only be learned by an adult, but the location for the Requiem of Spirit is also available for the child if it is possible to reach the Desert Colossus. The location for the Prelud of Light requires a Forest Medallion, and the location for the Night's Shadows requires a Forest Medallion, fire medallion and water medallions. There is a setting for moving all songs into a general pool of elements, rather than limiting them to individual slots of songs. Speaking of medallions, every boss in the eight main jails will be A random spiritual stone or medallion, and instead of the Bright Medallion, which has now become an adult cutcene, the player will begin each seme with a random Spiritual Stone or Medallion. On the pedestal on which the spiritual stones rest in the Temple of time, there is precise text indicating the locations of spiritual stones and medallions. The child will be able to read clues for The Spiritual Stones, and adults will be able to read clues for medallions. This information and some other important information based on the jail can be seen in the pause menu by holding the A button in the c-item menu. As a service to the player in this very long game, many cutscenes have been greatly shortened or removed and the text is as often as either ossified or sped up. We have been as thorough as our exploration of the game and various technical limitations will allow you to make parts of the game where you are watching and reading as short as possible in order to make as much time with this randomizer as possible actual gameplay. I'm sure someone's going to miss the owls somewhere. For this person, I'm sorry. Some errors or other unwanted behaviors in the original game have been corrected. About this, getting Poacher's Saw will no longer prevent the player from gaining an award in the theater's grandfather's to display the masks of truth, and becoming an adult will not automatically equip the child with a Kokiri sword. The sheik will no longer prevent the player from returning to his childhood before he gets the Forest Medal. Princess Ruto will never disappear from Jabu Jabu's belly, and the condition for closing the castle yard now complements events as opposed to seeing Ocarina's time thrown into the shaft. One small detail that is important to know is that the doors in the Fiery Temple are locked, leading to a section with Boss Key Breasts removed. This was necessary because of the original design of the Fire Temple assumes that the player cannot have a hammer before unlocking the door leading to the depths of the jail. This is clearly not the case in the randomiser, and of all the possible solutions to this problem, this seemed the least disturbing. It is completely clear from the Fiery Temple it will simply cause the player to have one additional small key. Certain configurations of settings will disable this behavior. Two similar small details apply to Master Quest's versions of the barley. In Water Temple MQ, the locked door leading to Gold Skulltula in the northern basement was a mistake so that it will not appear in Gamecube release Master Quest, but was fixed in the OoT3D version of Master Quest. In randomizer, locked doors act like a simple locked door ooT3D. In Spirit Temple MQ, there is a special chest that requires hitting a switch in the hole that the adults will later push a silver block in. The randomizer makes some wizard under the hood to ensure that the block will never be on the way for the baby. To be clear about the logical rules of what may be where, the randomizer will ensure a flawless path through the seme will exist, but the randomizer will not prevent the use of errors for those players who enjoy such things, although we offer no assurances that all errors will have the same behavior as the original game. Glitchless can still mean there needs to be smart or nonintuitive strategies that involve using things like Hover Boots, Hookshot, or Scarecrow's Song, which may not have been important options in the original game. The lens of truth is guaranteed available and useful before the completion of the chest treasure game is required or before walking through all invisible objects or opening all invisible breasts is required with the exception of one invisible wall, which is required to enter the Bottom of the Well as the original game requires passage to the invisible wall to reach the lens of truth. The last detail is that the menu now looks more like the Majore Mask menu in that the player can move the cursor through the blank spaces. This addresses a major problem from the original game in that certain combinations of items would create menu shapes that would be impossible to fully menu through. As of version 3.0, this patch also extends to sub-sk equipment. Quirks know While all the gameplay details can't be detailed here, I want to inform you about some intimacy game sequences that are likely to keep you stuck and one small mistake we can't do anything about. -The condition for opening the door of time is just playing the song of time; Spiritual stones are not necessary. If you enter the Temple of Time via The Introduction of Light, playing The Songs of Time will create a glitchy cutscene and will not open the door (but you are safe to exit and re-enter and open it correctly). It's a prerequisite for the reproduction of Ocara's time and the realization that the song is three Spiritual Stones. The possession of the Forest Medallion is a prerequisite for learning the poem from the Sheikh in the Temple of Time. The possession of forest, fire and water medallions is a prerequisite for learning the poem from The Sheikh in Kakaric. The runner at Hyrule Field only reproduces if you have all three spiritual stones. The Skull Kid will only buy a skull mask if you played Saria's Song for him. The Death Mountain Crater Center as an adult can be reached from the top as an adult who goes left with Hover Boots or jumping down to the right and using a combination of Longshot and Scarecrow's Song. This gives access to Sheik and the Fire Temple without a bomb bag. -The sword must be equipped to play Minigame. The roast isn't required to shoot at a child's target, but adults need Lok to receive the right prize. Except for the fishing minigame, the child can do anything that seems to require a sword with Deku Sticks. As many as you want you can buy from the Kokiri Forest store. In the randomizer, the possession of a bomb bag requires him to get bomb drops, buy bombs or bombchus, or play Bombchu Bowling. If the bombchus setting is used Are Considered in Logic, finding any pack of Bombchus allows you to buy Bombchus and play Bombchu Bowling, while having a Bomb Bag allows you to buy bombs. Only Hookshot, not Longshot, should do everything on the roofs of Kakariko. You can open the Grottos with bombs or a hammer. The Boulder maze in Goron City can be solved with a hammer or partly by the Bombs, as is obvious, but the less obvious is that it can be fully solved by the Silver Gauntlets. Large color blocks, which only adults encounter, require a Goron push bracelet. In a few places, it's possible to call up a song of time blocks. The lava room in Gerud's training area, the beginning of Ganon's trial in the shadow of the castle and the last corridor of the Goron cage in the Fire Temple are the main examples. An adult connection can completely empty Dodongo's Cavern. He can skip the first part even because of the high. In a forest temple, you can use hover boots in a block to push a room with a floormaster (vanilla) or redead (MQ). In the fiery temple, you can reach the boss key door from the beginning with hover boots. -In the Water Temple, from the beginning with water down you can jump to the mid-level platform, very carefully target the hookshot to the target above, and pull it to the highest level of the central platform. Then a very well-exuding skate jump can reach the water exchange to raise the water to the highest level. If you've made a bad key choice in the Water Temple, this may be what you need to do to stir up the situation. -In the water temple, Hover Boots can be used to reach the Vanilla Boss Key bust without going through the room, which requires bombs and block pushing. Hover boots can also be used in this temple to avoid longshot requirements for mid-level breasts that require a bow. In the temple of water, Farore's wind can be placed in the central pillar and then raised to the highest level to reach the Golden Skulltula without Longshot. In the Temple of the Shadow, you can avoid the need for Longshot in a room with invisible tip by spilling over your chest for extra height. -In the Temple of shadows, you can hookshot a ladder to avoid pushing the block to get on the boat. In the Temple of the Shadows, we can use the combination of the scarecrow and Longshot to reach Bongo Bongo without needing the Bow. -V Temple, the child can get a vanilla breast map with Deku Sticks. No fire magic is required. -In Spirit Temple, you can collect silver rupee-free Hover Boots by jumping directly on to a loping wall or by jumping a slash. -In spirit temple, you can use longshot to cross out of your hand with a mirror shield in vanilla to the other hand. In Gaing 1800,000, the web can be burned with a precise shot through a torch with a normal arrow. No arrows required. He likes only shields, not tunics. -More Gold Skulltula Tokens can be achieved by clearing/accurately using jump slashes and spin attacks (perhaps magical spin attacks). -It's not a randomizer exclusive mechanic, but getting the ability to summon Pierre The Scarecrow requires playing an eight-note song for Bonooru scarecrow as a child first and then exactly the same song for him again as an adult. Known problems Sorry for this edition 3.0 there are some known issues. Let us hope that they will be discussed in future versions. -Fishing minigame sometimes refuses to allow them to catch fish when they play specifically on the Bizhawk. Save and leave (NOT savestate) and return to fix the problem. -Draining the bottom of the Well with Song of Storms sometimes crashes into certain configurations of project 64. We are not sure about the exact story, but this bug is easily avoided by playing on another emulator and probably avoiding changing settings and perhaps graphic plug-ins. -A delay in collection at various NPCs can have unpredictable and undesirable consequences. In particular, this can be devastating with Biggoron; is firmly proposing the player to save before turning on the verification claim. -Saving and shutting down on the first frame after you've become an adult, when you would trigger Light Arrow cutscene can have unca adverse consequences. Just don't do it. -This randomizer is based on the 1.0 version of Ocarina time, so some of his specific insects remain. Some of these, such as an empty bomb can be deprived of a player. Settings OoT Randomizer has many different settings that users can choose to customize their playback experience. Here's a perfectly detailed list! ROM options Specify the input ROM to be used by the randomizer. Please be sure that OoT US v1.0. Output directory Specify where the output ROM will be written on your computer. Create a spoiler log Decide whether you want to create a text file with details, where each item and playback sequence can be found that will lead to the completion of the seed. Selecting this option will create a different configuration of the item than if you use different same settings without printing the log; this is intended to prevent cheating in racial settings. Stisni Rom Decide the format of the output ROM. Compressed is generally recommended for most users; necessary for injection in .wad for In the virtual console and all known N64 emulators have significant problems with crashing with unstymed ROMs. Real N64 hardware doesn't care, so generation time can be improved by using unsaved options if you play on the right N64 with a flash cart. You can also choose not to list the rom. this is useful if you just want to look at the spoiler logs. Default targeting option This option determines whether Z-targeting will be default in the Toggle or Hold style. In any case, this can still change in the game as usual. Multi-World Generation This option allows multiple worlds to be created for use in co-op play. Each player will get a different ROM, designed to work in conjunction with the other, to allow the two players to work together to complete the game. You can sync on Bizhawk using the following script: Number of players Use this to determine how many players will participate in this co-op playthrough. Player ID Use this to specify which player number you are in particular. Each participant in the codecid shall select a different number starting from 1 January 2014. Setting the string This is a character string 18 that determines the community of other gameplay settings, important (non-cosmetic) settings used throughout the randomizer. This string can be shared between players and then you can press the Import String Settings button to automatically change all settings to match another player. Seed This is a string that represents a specific configuration of the items that will appear in your seed; The purpose is to combine the seed string with the same set of settings so that the randomizer can create the same game for multiple players. If the field remains blank, a random seme will be selected. The main rules of Mido do not need to see swords and shields to reach the Deku tree and the Kokiri boy blocking the exit into the forest is gone. If this flag is not set, it is ensured that the tree can be completed without leaving the forest. This means that in the forest or in the Tree Deku itself it will be possible to find the Kokiri sword, Deku Shield for sale, and slingshot. The open Kakariko Gate Door, which leads to Death Mountain from Kakariko Village, has been open since the beginning of the game. It usually requires Zelda's letter to be opened. This allows for more diverse guidance early in the game and prevents very long walks in the seeds with The Weird Egg shuffled. Two things are important about that. Displaying Zelda's letter to the guard is still necessary to start the side part of Happy Mask and to receive a discount on the purchase of Hylian Shields. The door just went away for the adult, no matter what. Open time doors The gates of time are open from the beginning of the game. The song of time is still potentially useful for moving song time blocks, playing songs for frogs on the River Dawn or for others Used. If this flag is not used, the door of time must be open to become an adult as in the original game, but all it takes to open the door of time, song of time and every ocarina. Especially Okarina's time and the spiritual stones have nothing to do with it. Gerudo Fortress Default Behavior Gerudo Fortress will work the same as in the original game. All four joiners must be rescued to be a gerudo woman who gives Gerudo a card, and that Gerudo will not be hostile. Saving the carpenter requires a gerudo fortress small key and the defeat of the proper guard. Rescue One carpenter Only the lower left joiner must be rescued to complete the Fort Gerudo. There's only one Fort Gerudo Small Key that's going to exist for this. Start with Gerudo Card Player will start with Gerudo Card from the beginning of the game. The carpenters will be saved beforehand, and the bridge to the Gerudo Fortress as an adult will be repaired from the beginning. The Gerudo card is required in a randomizer to enter gerudo training terrains so that it will be accessible area from the moment adulthood is available. The request of the rainbow bridge That determines the state under which the rainbow bridge to Gaing 8000 will reproduce. All The Moors' Bridges is required to have all medallions and spiritual stones in the possession of a player. All six medallions must be opened by Amine Castle. Vanilla Rainbow Bridge reproduces under the same conditions as in the original game, possession of the Light Arrow and when viewing Zelda cutscene. This incision in the Temple of Time is triggered by the possession of medallions of the Shadows and the Spirit. Open the rainbow bridge is always there. Random number of 100 000 100 attempts Selected will be a random number of experiments within Ga 0 to 6, and individual trials will be randomly disabled as needed to match this number. In addition, a certain number of tests can be determined by the lower slider. If multiple attempts are selected, except 0 or 6 and hints are enabled, tips will be added to the tip list to inform the player which attempts are present (if there are 1 to 3 attempts) or who are missing (if 4 or 5 attempts). All Locations Reachable This option will set logic to try to ensure link can reach each location of an item in the game with the exception of the key to the location key of the item (one location of the item for the locked port containing the key to open the door). If this option is not used, logic will allow some items to be in unmoiled locations as long as the set of available items is sufficient to complete the game. Bombchus are considered in logic This option fundamentally changes how bombchu objects are found worldwide features. With this option on, Bombchus have a progression element and act as a form of progressive element. The first bomber package will be worth 20 Bombchus and the next packages will be worth 10 or 5 Bombchus. Finding Bombchus will be considered a logical promotion, and once it has found each Bombchus will be a condition of playing Bombchu Bowling or buy Bombchu refills from stores. This flag will also be bombchu (5) to buy items in shops in Kokiri Forest, Castle City Bazaar and Kakariko Bazaar. With this option off, randomly find Bombchu items are not considered as logical progression, randomly find Bombchus will have special denopoenas based on values from the original game, and finding bomb bag is what makes it possible to play Bombchu Bowling and buy Bombchus from stores that will not have their stock arranged. Dungeons Have One Major Item This option places one main item and one only in each of the dungeons. For the purpose of the randomizer, the jails are defined as eight jails containing either medallions or spiritual stones, as well as the bottom of the garden, the Ice Cave, the Gerudo of the training terrain and Ionon's Castle. The main items are any element used with the c button, which is not simply a form of ammunition (Bombchus are the main only if Bombchus is considered in the logic it is on), songs, Mirror shield, swords, tunics, boots, Double Defense, Magic Meter/Double Magic, Bullet Bags, Quivers, Bomb Bags, Power Upgrades, Scales, Wallets, and Stone Agony. To be clear, this means that rupee, ammo, Deku Stick and Deku Walnut expands expansion ammunition, Heart Cuts, Heart Vessels, Gold Skulltula Tokens, Maps, Compass, Small Keys, Boss Keys, Deku Shields, Hylian Shields, and Ice Traps are not considered the main items. However, small keys and Boss Keys are considered the main elements if the corresponding keysanity settings are used. Note that unlike the distribution of jail-specific items such as keys, this flag does not treat the hands of Desert Colossus as a Spirit Temple location, and mirror the original game, Spirit Temple will get two elements instead of just one. Dungeon Quest This option determines the shape that dungeons will take. The pool of items will be updated to reflect items that were originally found in used jails. Vanilla Dungeons will have the same interior layout as they did in the original Legend of Zelda: Ocarina of Time. Master Quest Dungeons will have an internal layout found in The Legend of Zelda: Ocarina of Time Master Quest. Mixed jails will have each random internal layout selected between vanilla and Master Quest forms. Shuffle The Kokiri Sword This flag adds a koky sword to the shuffle. When it's off, the Kokiri sword will always be found in the original chest in the Kokira Forest. Shuffle The Weird Egg This flag adds a strange egg that baby Malon puts into mixing. With this flag on, the child of Malon will put a random element and the strange egg must be located to be going on at Hyrule Castle with Zelda and Impa. These Block interactions with Talon and Malon at Lon Lon Ranch as a child, as well as Saria in Sacred Forest Meadow and Happy Side Mask. Shuffle Ocarinas This flag adds both villa Ocarina and Ocarina time in the shuffle. Ocarinas are a progressive point; The first one will always be the Villa Ocarina and the second will be Ocarina's time, although they are functionally identical. Without this flag on, leaving the Kokiri forest on the Lost Woods bridge as a child will always assign one ocarina, the other is always available at the castle city door as a child when all three Spiritual Stones are in the possession of the player. Shuffle Songs with Items This flag adds 12 standard ocarina songs to the shuffle as normal elements. With this flag on, the spots containing the songs in the original game will simply give link a random element, and the songs can be found as items free. Without this flag, the songs are still randomized, but only to each other. In both cases, the song scarecrows are not affected; it is still obtained by interacting with Bonooru on Lake Hylia first as a child and then as an adult. Shuffle Gerudo card This flag mixes the Gerudo card in the general element of the pool. In the randomizer this is necessary for access to the geruda of the training terrain, but it does not affect the hostility of Geruda in the Fort Gerudo, which are still checking the events of the carpenters' rescue. Without this flag, the gerudo card is always given by a woman who is married to the ultimate carpenter. If the gerudo fortress is clearance from the beginning of the game, the player starts the game with Gerudo Card and this setting is vo none. Shuffle Deku Salescrubs This flag makes every Deku Scrub Salesman in the world sell a random item instead of just three who have sold permanent upgrades in the original game. With this flag adds various low-level elements, which are mostly sold in groups of items; the potion is replaced by Recovery Hearts for red dope and blue rupees for green dope. For each Deku Scrub who sold arrows/seed, depending on age, there will be a 75% chance of adding a 30 arrow element and a 25% chance of adding a 30 seed element to the pool. If this is set when Deku Scrub Salesman is used, it will disappear from the world forever. Individual settings in the drop-down menu can be used to set the price of each Deku Scrub Salesman at 10 rupiah, leave prices as they were in the original game, or set each price at a random value of 0 to 99 rupee. In all cases, the text for The Salespeople from the Thuper will not be updated. Shopsanity This setting randomly adjusts items sold in stores. When used, all store items are randomly redeassigned between all 8 stores of the original game. This setting causes the Bombchu store to be open from the very beginning of the game and this setting two shops in the adult Kakariko Village that have separated shops from two similar stores in the child's Grad City; However, shops in Kokiri Forest, Goron City and Zora Domain are the same shops as both ages. This setting overrides Bombchus discussed in the logic of editing the stores of pool elements. Turn off this disables shopsanity. Shuffled Shops (0 Items) This causes all of the above-described shopsanity features. Shuffled Shops (1-4 Items) It not only causes all the shopsanity features described above, but also adds 1-4 (depending on the exact settings) of items from the general pool element in the store to buy for randomly selected amounts of money. Store items with a lower value are removed to make room for it, and low-value unwanted items are added to the groups of items to fill additional blank breasts that this will implicitly generate. Using this feature will also replace several rupees of items found throughout the seed, with a higher value of rupees and will add a third upgrade of the wallet, Tycoon's Wallet, to a pool item that can hold up to 999 rupiah. Items from the general item added to the stores will always be on the left side of the store's stock, and these items can always be purchased if the player has enough rupees, even if they are explosives without a suitable container or tunic as a child. It's similar to version 1-4 items, but gives each store a random number of new items from 0-4. Each store can have a different amount of unique items with this setting. Shuffle Dungeon Items This setting allows the player to choose to naturally distribute barley. The objects of the jail can be found confined to their original jails, spread freely around the world or prevent a full existing one. Objects that are fully prevented from existing will be replaced in the item collection by a range of different low-level unwanted items. You can define this feature for maps/compasses, small keys and boss keys independently. If small keys or boss keys are prevented from existing, it will also remove all locks in order to apply these keys to existing ones as well. If the small keys remain in the original jails and the Fire Temple is not in the form of Master Quest, the locked door in the first room leading to the normal location of boss key will be removed. Maps and compasses Give information This setting, which is only available if you start with Maps and Compasses or are expanded around the world, disables pedestal in the temple time from giving information about the location of medallions and spiritual stones. Instead, Kompas from each of the eight eligible jails will tell the player which jail has any reward. If the jail quest is set to be mixed, each of the 10 Maps will tell the player whether any given jail is in the form of vanilla or Master Quest. Compasses from the bottom and Ice Cavern do not give any information. Remove Ionon's Boss Lock door This setting removes the Boss lock from the Gate tower. This removes the need to locate Ganon's Tower Boss Key to complete the game. Tokensanity This setting mixes the gold Skulltula element falls into the general pool of locations. The player can only choose to include Gold skulltulas found in jails for a more mild version of this setting. Detailed logic This setting can be used to reduce the number of Gold Skulltula tokens that may be needed to complete the game. No Nighttime Skulltulas without The Sun's Song This setting causes logic to expect the actor to have ocarina and Sun's Song to get Gold Skulltula locations to be found only at night. No Big Poes This setting will ensure that the Big Poe vendor will not have an important element. No children's fishing This setting will ensure that the prize from children's fishing is not an important point. This is mostly recommended if the player must simply play on bizhawk. Without adult fishing This setting will ensure that the prize from adult fishing is not an important element. This is mostly recommended if the player must simply play on bizhawk. Without the reward of the skull mask This setting will ensure that the element obtained by displaying the skull mask in the boy theatre is not an important element. Without a reward for the mask of truth This setting will ensure that the element obtained by displaying the mask of truth in the boy theatre is not an important element. No. 1500 Archery Horse Archery This setting will ensure that the element obtained by point 1500 points per horse archery challenge at Fort Gerudo is not an important element. No Lost Woods Memory Game This setting will ensure that the element gained by winning the Ocarina memory game in Lost Woods is not an important element. No Racing Dampe a Second Time This setting will ensure that the item obtained by finishing with a sub-minute time in the second Dampe race is not an important element. No Biggoron Prize This setting will ensure that the item obtained by displaying the claim verification to biggoron is not an important element. Adult Store Sequence This pair of settings can be used to determine the most influential and up-to-date items that can be allowed to appear randomly in a general item. There will only be one item in the item regardless of this setting; this can only be used to limit the scope of options. Enable all tricks This is the power button for all flags associated with tricks. Various advanced tricks This setting allows for a huge number of small tricks that logic allows. Here's the full list: -Precise jumpslash with either Deku Stick or Kokiri Sword can be used to reach Golden Skulltula on some vines in the Standad Deku Tree. The bow can be used to knock down stairs in Dodongo's Cavern with two well-timed shots. - A vine in a forest temple. where the outflow switch is in standard form, it can hardly be reached with a standard hookshot. -Good in the Forest Temple you can cross with only a Hookshot by shooting as low as possible on the vine from the far side and swimming under the ceiling. This is possible in both versions, but can only be required in the MQ Forest Temple. -Bombchu from the ground level can be used to hit the switch to get around the block pushing puzzles into the MQ Forest Temple. -A rusty switch under the Song of Time block in the standard Fire Temple can be hit using the Hammer in the block. -You can get to the location with the Boss Key chests in the Fire Temple MQ you can get without a bow with a very special use of Din's Fire. The upper level of the old boulder maze in the Fire Temple MQ can be reached without explosives using a hammer through the wall. In the standard Spirit Temple, the bridge on the children's side can be lowered at a carefully timed bombchu pace. -The frozen switch in Spirit Temple MQ can be hit without a fire source using Bow and Songs of Time very clever. The chest in the basement of the bottom of the Well standard can only be achieved by upgrading the power by using a jump slash with illuminated Deku Stick to access the flower bombs in the basement. -The silver rupee on the left side of the Gerudo Training Grounds MQ can be collected with only a hookshot with a slightly special jump oblique. The first room of the Spirit Trail in Ga'500 can be cleaned without a bow with a hammer jump slash to hit a rusty switch through the thrones. The golden skulltule in the adult Kokiri forest can be accessed without a hookshot using hover boots made of one of the roots. -A child can reach the chest on the Death Mountain trail with only a Goron bracelet with backwalking with Bomb Flower intending to open Dodongo's Cavern and throw the Bomb Flower on the wall very quickly. Fort Gerudo can be cleaned without objects other than those needed for access. Logic usually provides one of Bow, Hookshot, or Hover Boots to help navigate the kitchen. With this setting, you will also preset all the following logical flags to a reasonable configuration to match the level of the tricks. You can then edit these the way the player wants you if the specified configuration is not desired. Man on Roof without Hookshot This allows logic to consider a trick in which an actor makes a sidehop off a tall tower in Kakariko Village in order to reach the man on the roof without objects. Child Deadhand without The Cokie Sword It allows logic to consider defeating Deadhand in the Bottom well with Deku sticks. It's not hard using a power crouch stab error, but consistently landing an actual jump slash on his unusual hitbox is quite difficult and using normal slashes consumes 9 Deku Sticks. Dodongo's Cavern Spike Past Room Jump Without Hover Boots That Allows Logic to Consider An adult can make a particularly useful jump in Dodongo's Cavern to reach the area with bomb bag breasts early. Due to the precision of the jump, the usual logic expects Hover Boots to complete this route. Windmill PoH as an adult with nothing It allows logic to consider the leap that an adult can make in a windmill to reach a piece of heart inside without objects. Jump requires a jump from an object on which there is no obvious Link is allowed to stand and has a contraintuitive time, so it is not in standard logic. Crater's Bean PoH with Hover Boots This allows logic to consider using Hover Boots to reach a piece of heart on top of a volcano in death mountain crater. The trail involves walking on a very steep slope that is not visible walking, so it is not in normal logic. Zora's Domain Entry with Cucco This makes it possible to consider using Cucco on the dawn river to enter Zora's Domain as a child without playing Zelda's Lullaby. You have to slide from the left side behind the waterfall. Zora's Domain Entry with Hover Boots This allows logic to deal with this similar trick as above, except as an adult with Hover Boots. It's actually a lot harder, although it can be done from both sides of the waterfall. Less Tunic Requirements That slightly relaxes the requirements of tunics by logic. Usually logic expects Goron Tunic to enter the Fiery Temple or finish a fire trial in Gaing Castle and Zora Tunic to enter the Water Temple, collect underwater silver rupees in Gerudo training terrain, or obtain a piece of heart at the bottom of the frozen Zorine fountains. With this flag set, Goron Tunic will not actually have to enter the Fiery Temple, just to fight Volvasia or up to the upper floors. The requirements of Zora Tunic are completely removed, except to reach the chest at the bottom of the central column in the Water Temple. Morpha with a gold scale This setting allows entry into the Water Temple with a gold scale to take into account. Since you cannot return to the Water Temple without iron boots, logic can in any way deal with only the spiritual stone or medallion obtained by the defeat of Morph; since you need Water Temple Boss Key and Longshot to access Morpha normally, this means that this setting is only important in keysanity or keysy depending on the location of boss keys. Lens of Truth This setting changes the expectations of interacting with an invisible object without the Lens of Truth. Requires everywhere This setting requires a truth lens to interact with any invisible object except what was needed in the original game to obtain the Lens of Truth. Wasteland and Chest Minigame This setting expects the truth lens to be used only to pass through the devastation and to win the Minigame Treasure Chest in Castle Town at night. Only chest Minigame This setting The lens of truth is used only to win the Minigame treasure chest in Castle Town at night. Another this setting causes the defeat of Ganondorf to skip directly to ganon fight without the need to match Ganon's Tower sequence. Skip Interior Castle Guard Stealth Sequence This setting causes entry into the creeping space at Hyrule Castle depositing the player directly into the castle yard, past the guard evading the sequence. Skip Epona Race This setting causes that Epona is stolen from Ingo from the beginning of the game, only requires Eponin Song and ocarina as an adult to be summoned. Quick chest cuts This setting causes all breasts to open with quick animation. If this setting is turned off, some important items will trigger the animation to open slowly. Random Big Poe Target Count This setting causes a number of Great Poets to be converted into a seller to obtain his item to be random from 1-10. Alternatively, the number of Large Poes required can be selected manually with the slider below. Note that Big Poes can be found as the pre-stocked contents of the Bottle, and logic can be expected if the required number is low enough. Start with the song Scarecrow This flag causes Pierre the scarecrow that is available to retrieve for adults from the beginning of the game. You can use the box below to specify the specific haunting songs you want. This song must be exactly eight notes long and must contain at least two different notes. Randomize Ocarina Song Notes This flag randomizes special notes in 12 standard ocarina songs. This can be predictably quite unsocitable. In general, the patterns selected for the songs in the top row will be simpler than the patterns selected for warp songs. Chest size matches the contents Of this flag causes keys, led paste and objects marked as elements of progression to appear in large treasure chests, while other objects will be in small treasure chests. This means that players can choose to skip small treasured breasts, as they will contain only handy, not essential, items. Clearer Hints This flag changes the text of Gossip Stone hints that it is very explicit. This is helpful to players who don't have English as a first language, but the hints will be less fun and less similar to the kind of things you would say in the original game. Gossip Stones This flag changes the behavior of gossip stones give clues to players. The tips will be divided as such: -If the required number of trials is 1-3, a tip is added for each trial to be performed. If the required number of trials is 4 or 5, a hint shall be added for each skipable trial. -Hints will be added to each of the always locations that are allowed to have a randomly valuable item under the current settings. These tips will tell the Player which item is in each of these locations. These locations are prizes for 30, and 50 Gold Skulltula Tokens, an item obtained from Biggorona by displaying the claims, an item obtained from the Seller of Big Poe, both the song and items in Ocarina's time, and an item obtained by displaying the Masks of Truth in the Dece theatrical. -Some tips will be given for items at random selected number of other locations, which are generally somewhat uncomfortable to check. The total number of these tips will be 11 or 12 minus the number of tips ever been ordered. -3 or 4 tips will be given the naming of a specific non-edily specific item that can be found in a randomly selected jail. -1 to 4 tips will be named a specific item found in a specific region. Which part of this scope is used is partly determined by how many trial cues are given. -4 to 6 tips will be given to naming which regions specific promotion items, except Gold Skulltula Tokens can be found. -3 or 4 tips will get the naming of certain regions that are in the path of the hero, thus containing at least one required progression point. -All remaining clues (33 common unique Gossip Stones exist) will be filled with non-information junk hints. This setting allows the player to determine which item is needed to interact with the Gossip Stones. Stone of Agony is the default option because it gives a fairly purposeless vanilla element to use and allows both child and adult to interact with gossip stones. The default mask of truth can be used, but it has this flaw that the mask of truth can only be obtained with all the spiritual stones that is tinged, that clues are not useful, and the use of the Mask of Truth requires that the child be another great site. There is also the possibility that information is only free for those who want an easier way. Text transfer This setting allows you to move all text in the game. This is mostly for comedy and it's not meant to be a serious plaything option. Without shuffling text Leave the text alone. Shuffled except Tips and keys Shuffle any text that is not useful text that gives information about the Player. All Text Shuffled Shuffle all text even in the mechanical disadvantages of the player. Difficulty This setting allows the player to expire pool elements to make a slightly harder experience. He usually leaves the pool. Hard-heart containers, Double Defense and other Magic Upgrade are replaced by an unwanted object. One of the expansion ammunition (Quiver, Bullet Bag, Bomb Bag Deku Stick Capacity, Deku Nut Capacity) will also be replaced with junk items, and all Bombchu pick-ups except the three will be similarly replaced with junk. Very difficult in addition to items from Hardy, Pieces of The Heart and Nayru's Love are also replaced by unwanted objects. One more of each ammunition expansion is removed, resulting in zero additional ammunition capacity for these types of items, and only one Bombchu pick-up can be found. OHKO In addition to changes from Very hard, Link dies in one hit. Ice traps are replaced by a heart for recovery. Cosmetics Do not change the background of music. No music Disables background music. The sound effects will continue to play. That's what actors who like to listen to their music want. Random background music is shuffled so that different tracks can be played in different areas. That might be stupid. Kokiri Tunic Color That sets the color Link default Kokiri Tunic. This only affects the color when it wears it, not the color of the icon in the menu. Most colors simply get a certain color selected. Available colors are Kokiri Green, Goron Red, Zora Blue, Black, White, Azure Blue, Vivid Cyan, Light Red, Fuchsia, Purple, MM Purple, Twitch Purple, Purple Heart, Persian Rose, Dirty Yellow, Blush Pink, Hot Pink, Rose Pink, Orange, Gray, Gold, Silver, Beige, Teal, Blood Red Blood, Orange, Royal Blue, Sonic Blue, NES Green, Dark Green, And Lumen. Random selection Select a random color from a set of prefabriding colors. Completely randomly Create random color with numeric random RGB values. Custom Color Special Interface will appear, which will allow the user to select any color from a different colored wheel or enter the desired RGB value. Goron Tunic Color This determines the color of Link's Goron Tunic. This only affects the color when it is worn, not the color of the icon in the menu or when it holds it after acquisition. The odds are the same as those for Kokiri Tunic. Zora Tunic Color That determines the color of Link's Zora Tunic. This only affects the color when it is worn, not the color of the icon in the menu or when it holds it after acquisition. The odds are the same as those for Kokiri Tunic. Low Health SFX This determines which sound effect to play multiple times when the link is very low on health. Several of these options are designed to be potentially more enjoyable to listen to, while some are designed to be more fun. Special sounds Set this special sound for the heart bip. The options available are Defaults, Softer Beep, Rupee, Timer, Tambourine, Recovery Heart, Carrot Refill, Navi - Hey!, Zelda - Gasp, Cluck, Mweep!, Iron Boots, Hammer, Sword Bounce, Bow, Gallop, Drawbridge, Switch, Bomb Bounce, Bark, Ribbit, Broken Path, Business Scrub, Guay, and Bongo Bongo. One of these is the sound the king could make when moving... very slowly. Random Choice Play random SFX from the selection list. None Disable low health heart rate completely. Navi Color These options can be used to set the Navi color in different contexts. The lists of preset colors are different here, but there are the same types of options as for selecting tunic colors. Tip Navi This option specifies the SFX that will play when Navi is ready to give a hint. The options are very similar to SFX low Health. Navi Enemy Target This option specifies the SFX that Play when Navi targets the enemy. The options are very similar to SFX low Health. Command-h, --Help options Display the Help message and exit. --check_version Check the latest version number online (default: False) --checked_version CHECKED_VERSION Check for the specified version number instead of the number from the web. -ROM ROM Path to the legend of Zelda: Ocarina time NTSC-US v1.0 ROM. (default: ZOOTDEC.z64) --output_dir OUTPUT_DIR path to the output directory for the generation of roma. -Seed SEED Specify a seed number to create. (default: None) --count COUNT Set the counting option (default: None) --world_count WORLD_COUNT Use to create a multisea ed generation for koo-op sema. The world count is the number of players. Warning: Increasing the number of the world will drastically increase the time of a generation. (default: 1) --player_num PLAYER_NUM Use to select the world you want to create when there are multiple worlds. (default: 1) --create_spoiler Spoiler output file (default: False) --compress_rom [{True,False,None}] Create a compressed version of the output rom file. It's true: it squeezes. Improves stability. It will take longer to create False: Uncompressed. It's relentless on the emulator. Faster Generation None: No rom output. Create only the spoiler log (default: True) --open_forest Or kids Kokiri obstruct your path at the beginning of the game. (default: False) --open_kakariko Doors in Kakariko Village to Death Mountain Trail are always open, instead of needing Zeld's letter. (default: False) --open_door_of_time whether the time port is open from the beginning of the game. (default: False) --gerudo_fortress [{normal,fast,open}] Select how much gerudo fortress is needed. (default: normal) --bridge [{medallions,vanilla,jails,open}] Select the condition for the communion of the Rainbow Bridge to Ganno Castle. (default: medallions) --all_reachable Allows option Just provide seed Beatable (default: False) --all_reachable Allows option Just provide seed Beatable (default: False) --bombchus_in_logic Change how the logic menus Bombchus and other Bombchu-related mechanics (default: False) --one_item_per_dungeon Each jail will have exactly the main one thing. (default: False) --trials_random Set the number of attempts, to be cleaned in Gaing 50 (default: False) --attempts [{0,1,3,4,5,6}] Set U Ga (default: 6) --no_escape_sequence Removes the tower collapse sequence after defeating Ganondorf (default: False) --no_guard_stealth Removes the guard evasion sequence in Hyrule Castle (default) --no_guard_stealth Removes the guard sequence evasion in Hyrule Castle (default) : False) --no_epona_race Remove the need to race Ingo to obtain Epona (default: False) --fast_chests Causes the opening of all breasts with quick animation (default: False) --big_poe_count_random The number of Great Poets to be sold to the seller for an item random value (default: (default: --big_poe_count [{1,2,3,4,5,6,7,8,9,10}] Nastavi število velikih pesnikov, ki jih je treba prodati prodajalcu za element (privzeto: 10) --free_scarecrow Start the game with the Scarecrow's Song activated and Pierre possible to eam to the adult to summ (default: False) --scarecrow_song [SCARECROW_SONG] Set Scarecrow's Song if --free_scarecrow is used. Veljavne opombe: A, U, L, R, D (default: DAAAAAAAA --shuffle_kokiri_sword Ukljućiti Kokiri Sword u randomiziranu točku (default: False) --shuffle_weird_egg Include the Weird Egg as a randomized item (default: False) --shuffle_ocarinas Include the two ocarinas as randomized items (default: False) --shuffle_song_items Treat the ocarina songs as normal items and shuffle them into the general items pool (default : False) --shuffle_song_items Treat the ocarina songs : False) --shuffle_gerudo_card Vključite Gerudo kartico za dostop do Gerudo vadbenih podlag kot randomiziran element (privzeto: False) --shuffle_scrubs [{off,low,regular,random}] Vključite vse Deku Scrub Salesmen kot naključno i določiti njihove cene (default: off) --shopsanity [{off,{off,0,1,2,3,4,random}] Randomize shop items and add the chosen number of items from the general items pool to shop inventars (default : off) --shuffle_mapcompass [{remove,startwith,dungeon,keysanity}] Izberite lokacije Zemljevidi in kompasi so na voljo (privzeto: ječa) --shuffle_smallkeys [{remove,dungeon,keysanity}] Izberite lokacije Majhne tipke lahko biti naden (default: dungeon) --shuffle_bosskeys [{remove,dungeon,keysanity}] Choose the locations Boss Keys can be found (default: dungeon) --enhance_map_compass Change the functionality of the Map and Compass to give information about their dungeons. Tempelj časovnega oltarja ne bo več zagotavljal nobenih ječ. (privzeto: False) --unlocked_ganondorf Odstrani vrata boss ključa, ki vodijo v Ganondorf (privzeto: False) --tokensanity [{off,dungeons,all}] Vključite izbrane gold Skulltula Token lokacije v element shuffle (privzeto: izklop) --quest [{vanilla,master,mešano}] Izberite notranjo postavitev Dungeons (default: vanilla) --logic_skulltulas [{0,10,20,30,40,50}] Odaberi maksimalni number Gold Skulltula Tokensa za koga bi se mogla zahtevati (default: 50) --logic_no_night_tokens_without_suns_song Change logic to expect Sun's Song to defeat nighttime Gold Skulltulas (default : 50) --logic_no_night_tokens_without_suns_song : False) --logic_no_big_poes Preprečite prodajalcu Big Poe, da bi imel zahtevani element (privzeto: False) --logic_no_child_fishing Preprečite, da bi bila nagrada kot otrok zahtevani element (privzeto: False) --logic_no_adult_fishing logic_no_trade_skull_mask da nagrada ne ribolova u odraslom mestu (default: False) --logic_no_trade_skull_mask Prevent the item obtained by showing the Skull Mask at the Deku Theater from a required item (default : False) --logic_no_trade_mask_of_truth Preprečite, da bi obtained by displaying the truth mask in the boy theatre, an item was requested (default: False) False) Prevent an item obtained by completing a 1500-point item in horse archery to require an item (default: False) --logic_no_memory_game Prevent an item obtained by completing the ocarina memory game in Lost Forest, the required item (default: False) --logic_no_second_dampe_race Prevent the second Dampe race from being completed under 1 minute, the required item (default) --logic_no_second_dampe_race : False) --logic_no_trade_biggoron Prevent an item obtained by displaying the claim check to biggoron, was required item (default: False) --logic_earliest_adult_trade [{pocket_egg,pocket_cucco,cojiro,odd_mushroom,poachers_saw,broken_sword,recipe,eyeball_frog,eye caps,claim_check}] Place the nast thing in the adult store, but this can be seen in the pool of the item (default : pocket_egg) --logic_latest_adult_trade [{pocket_egg ,pocket_cucco,cojiro,odd_mushroom,poachers_saw,broken_sword,recipe,eyeball_frog,eye drops,claim_check}] Set the latest item in the adult trade sequence That can be found in the item pool (default: claim_check) --logic_tricks Enable the logic to consider a large number of minor tricks (default) --logic_man_on_roof Enable the logic to consider the trick to reach the man on the roof in Kakariko Village with sidehop from the tower : False) --logic_child_deadhand Enable logic, to consider a child's defeat of Deadhand with le Deku Sticks (default: False) --logic_dc_jump Enable logic to consider the trick to bypass the Second Lickfos Room for Fighting u Dodongo's Cavern as an adult with a simple jump (default: False) --logic_windmill_poh Enable the logic to consider the trick to reach the Piece of Heart in the windmill as a adult with nothing (default) : False) --logic_crater_bean_poh_with_hovers Enable logic to follow the trick, to reach a piece of the heart on a volcano in Death Mountain Crater with Hover Boots (default: False) --logic_zora_with_cucco Enable logic to consider the trick to enter Zora's Domain as a child using a Cucconstead of playing Zelda's Lullaby (default: False) --logic_zora_with_hovers Enable the logic to consider the trick to enter Zora's Domain as a adult Hover Boots instead of playing Zelda's Lullaby (default) : False) --logic_fewer_tunic_requirements Reduce the number of locations for which logic expects to upgrade the tunic (default: False) --logic_morpha_with_scale Allows you to enter the Water Temple and beat Morph with a Gold Scale instead of iron boots. Longshot and Boss Key are still needed to get to the boss. This means that this option is only relevant to key ness or lockiness. (default: False) --logic_lens [{chest,chest-wasteland,all}] Set which hidden objects logic expects the truth lens to be applied to (default: all) --ocarina_songs Randomly use specific notes by need to play for each of the 12 standard ocarina songs (default: False) False) Nastavite velikosti prsnega koša na podlagi vsebine (privzeto: False) --clearer_hints Reword namigi so neverjetno neposredni (privzeto: False) --namigi [{none,maska,agonija,always}] Omogočite namige iz Gossip Stones in izberite pogoj za branje (privzeto agonija) --text_shuffle [{none,except_hints,complete}] Premještanje naključno (default: none) --difficulty [{normal,hard,very_hard,ohko}] Alter the item pool to increase difficulty. Ohko možnost povzroči tudi link umreti v enem zadetku. (privzeto: normalno) --default_targeting [{hold,switch}] Nastavite privzeto nastavitev ciljanja na Z. Še vedno se lahko spremeni v meniju z možnostmi igre. (privzeto: držite) --background_music [{normal,off,random}] Izberite, ali bo glasba v ozadju igre ostala sama, onemogojena ali naključno premešana. (privzeto: normalno) --kokiricolor [{'Naključna izbira', 'Čisto naključno', 'Kokiri Green', 'Goron Red', 'Zora Blue', 'Black', 'White', 'Azure Blue', 'Vivid Cyan', 'Light Red', 'Fuchsia', 'Purple', 'MM Purple', 'Twitch Purple', 'Purple Heart', 'Persian Rose', 'Dirty Yellow', 'Blush Pink', 'Hot Pink', 'Rose Pink', 'Orange', 'Gray', 'Gold', 'Silver', 'Beige', 'Teal', 'Blood Red', 'Blood Orange', 'Royal Blue', 'Sonic Blue', 'NES Green', 'Dark Green', 'Lumen'}] Select the color of Link's Kokiri Tunic. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Kokiri Green) --goroncolor [{'Naključna izbira', 'Čisto naključno', 'Kokiri Green', 'Goron Red', 'Zora Blue', 'Black', 'White', 'Azure Blue', 'Vivid Cyan', 'Light Red', 'Fuchsia', 'Purple', 'MM Purple', 'Twitch Purple', 'Purple Heart', 'Persian Rose', 'Dirty Yellow', 'Blush Pink', 'Hot Pink', 'Rose Pink', 'Orange', 'Gray', 'Gold', 'Silver', 'Beige', 'Teal', 'Blood Red', 'Blood Orange', 'Royal Blue', 'Sonic Blue', 'NES Green', 'Dark Green', 'Lumen'}] Select the color of Link's Goron Tunic. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Goron Red) --zoracolor [{'Random Choice', 'Čisto naključno', 'Kokiri Green', 'Goron Red', 'Zora Blue', 'Black', 'White', 'Azure Blue', 'Vivid Cyan', 'Light Red', 'Fuchsia', 'Purple', 'MM Purple', 'Twitch Purple', 'Purple Heart', 'Persian Rose', 'Dirty Yellow', 'Blush Pink', 'Hot Pink', 'Rose Pink', 'Orange', 'Gray', 'Gold', 'Silver', 'Beige', 'Teal', 'Blood Red', 'Blood Orange', 'Royal Blue', 'Sonic Blue', 'NES Green', 'Dark Green', 'Lumen'}] Select the color of Link's Zora Tunic. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Zora Blue) --navicolordefault [{'Random Choice', Completely Random, Gold, White, 'Zeleno', 'Svetlo plavo', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi Navia u undelu. You can also set custom (#RRGGBB) using RGB hexademal values to set the Barvo. (privzeto: Bela) --navicolorenemy [{'Random Choice', Completely Random, Gold, White, Green, 'Svetlo plava', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi navijevu ko cilja na sovražnika. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: rumeno) --navicolornpc [{'Random Choice', Completely Random, Gold, White, Green, 'Svetloplava', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi barvo Navija, a ona cilja NPC. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Svetlo modra) --navicolorprop [{'Random Choice', Completely Random, Gold, White, Green, 'Svetloplava', 'Yellow', 'Red', 'Magenta', 'Black', 'Tatl', 'Tael', 'Fi', 'Ciela', 'Epona', 'Ezlo', 'King of Red Lions', 'Linebeck', 'Loftwing', 'Midna', 'Phantom Zelda'}] Izaberi barvo Navija, a ona cilja rekvizit. Prav tako lahko nastavite po meri (#RRGGBB) s heksadecimalnih RGB vrednosti, da nastavite barvo po meri. (privzeto: Zeleno) --navisfxoverworld [{'Default', Random Choice, None, Cluck, Rupee, Softer Beep, Recovery Heart, Timer, Low Health, Notification, Tambourine, Carrot Refill, Zelda - Gasp, Mweep!, Ice Break, 'Eksplozija', 'Crate', 'Great Fairy', 'Moo', 'Bark', 'Ribbit', 'Broken Pot', 'Cockadoodledoo', 'Epona', 'Gold Skulltula', 'Redead', 'Poe', 'Ruto', 'Howl', 'Business Scrub', 'Guay', H'lo!}] Izberite zvočni učinek, ki se predvaja, ko želi Navi govoriti z igralcem. (privzeto: privzeto) --navisfxenemytarget [{'Privzeto', 'Random Choice', 'None', 'Cluck', 'Rupee', 'Softer Beep', 'Recovery Heart', 'Timer', 'Low Health', 'Notification', 'Tambourine', 'Carrot Refill', 'Zelda - Gasp', 'Mweep!', 'Ice Break', 'Explosion', 'Crate', 'Great Fairy', 'Moo', 'Bark', 'Ribbit', 'Broken Pot', 'Cockadoodledoo', 'Epona', 'Gold Skulltula', 'Redead', 'Poe', 'Ruto', 'Howl', 'Business Scrub', 'Guay', H'lo!}] Izberite zvočni učinek, ki se predvaja, ko Navi cilja na sovražnika. (privzeto: privzeto) --healthSFX [{'Default', Random Choice, None, Cluck, Softer Beep, Recovery Heart, Timer, Notification, Tambourine, Carrot Refill, Navi - Random, Navi - Hey!, Zelda - Gasp, 'Mweep!', 'Iron Boots', 'Hammer', 'Sword Bounce', 'Bow', 'Gallop', 'Drawbridge', 'Switch', 'Bomb Bounce', 'Bark', 'Ribbit', 'Broken Pot', 'Business Scrub', 'Guay', 'Bongo Bongo'}] Select the sound effect that loops at low health. (privzeto: Privzeto) --gui Odprite grafični uporabniški vmesnik. Prednaložene izbire z nastavitvijo parametrov ukazne vrstice. --loglevel [{error,info,warning,debug}] Izberite raven sečnje za izhod. (privzeto: info) --settings_string Enter a set of settings that will encode and override most of the individual settings. Settings.

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