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Majora's mask papercraft 3ds review

20 years of impossible game from Nintendo. The Legend of zelda: Art and Artifacts on April 27, 2000, on the shelves of Japanese stores for the first time appeared such a cartridge for the game console Nintendo 64: Not by itself, but, suddenly, in a box. From now on, you can count down the bigotry, the endless praise of the contents of this cartridge. And whether the game, crammed inside, at least part of its reputation as the darkest and most mysterious game in the series The Legend of zelda, I will try to reveal on a personal example. The adventure of Link, from which I started zelda-fever. I first came into contact with the game a year ago while passing a volley of all parts of the series, impressed by the most recent of them at that time, Breath of the Wild. I did not recommend jumping into it right after Ocarina of Time, and I do not advise to jump, because the game is a direct sequel and expects from you gameplay experience and knowledge of the backstory. Here I realized that nintendo's gameplay is power. There's a lot to be said for the history of the game over these 20 years, but who cares? Most importantly, the best version lives on the Nintendo 3DS, coupled with a restoration mod via CFW or a Citra emulator. Playing on a real 3DS is the most juice, but if you want a version for Nintendo 64, look for the texture pack from Nerrel. Also, fans have made a translation of both versions, however, high hopes for quality is better not to pin. What you won't see on the Nintendo 3DS. What is the difference between this game series and others? In it, the main role is occupied by the system of the time cycle, flowing in front of the player. The characters have their own routine, and grabbing them at the right moment is part of the game. What happens is divided into 3 days, on which the side quests are based: the focus of the game they are no less than on the dangene, so that fans of stories outside the main here is a complete expanse. You can keep up with them with the reverse Song of Time, which in the pristine version of 3DS slows down the time by half, and in the original N64 and restored 3DS - three times. Among the quests there are those that require the player only to find themselves at the right time and in the right place, and others - giants, stretching to the last minute before the fall of the Moon. At the end of many quests, the player receives a Mask: sometimes directly applicable in different game situations, and sometimes a simple memento, without function, except reminder. At least once the quests are intertwined: preventing the crime on the night street of the Clock City, it will not be possible to investigate its consequences otherwise. There's something to remind you of. When the player performs the Song of Time, many things return to their places: characters, bombs and arrows, rupees. All who the player helped during the last cycle, return to their former existence in anticipation of death. But this does not mean that to help solve their problems will not work at all: before the last fight, the Time Hero has a choice, who to come to the rescue for the last time. However, if the Mask from the quest has already received, do it again is not necessary. A picture with a sound. The biggest impressions come from the vivid emotions that the game masterfully evokes. The consequences, past and coming, fall on the head of the player with a large coma of awareness of the situation. Surely you yourself are afraid of death, and here every resident meets this fear directly, it is only necessary to raise his eyes to the sky. Its tragic path Aversion to (not) readiness to die they pass not only next to the main character, but sometimes with those who are dear to them, which makes the player an observer, not a hero in their last moments, before jerking back in time. It is impossible not to empathize with these characters, gathered together by an imminent threat. Mood. As much as we would like to limit ourselves to empathy, the effect of what is happening is transferred to the player, and not only because of this vague term, the atmosphere. The fourth wall, if not broken at all, then repeatedly loosens. Some of the speeches of the characters met (especially among the last four) appeals to the player, and something and do take on your account. The question is addressed to several characters. The game is arranged so that (optimally) with each entry into the game the world around begins from the first day, and the player chooses for himself an occupation: to move on the history, go to storm the dangen, to collect items, to play mini-games, or to harass the characters. But not everyone is suitable for this way of playing. Jeez... It was my second zelda, and, as it turned out in the future, the most difficult. Judging by the reaction of the Internet, many do not like the constantly ticking timer. I didn't think I'd like it either. And although I'm the last person among fans of such countdowns, this mechanic has taken root. Yes, I used save-states in difficult situations (curses!) and read the guide (bloody me!), but even so, time was enough. The failure of quests can force you to return to the beginning of the cycle, and if one of the big ones fails, it will make you sad. But..... and don't cheat! Closure. I keep hearing that It's the theater of the absurd. Everybody knows that on television they'll see the end of the story in the last 15 minutes of the thing. It's like a drug. To me, that's the beauty of 'Twin Peaks.' We throw in some curve balls. As soon as a show has a sense of closure, it gives you an excuse to forget you've seen the damn thing. The mask of The Majora is significantly different from the other games in the series, which was influenced by the choice of the engine of the previous game, The Ocarina of Time. The story of the game does not give affirmative answers to what exactly happened, and with whom link actually met. This has led to a bunch of different fan theories, and to this day the history of the Term haunts controversy. Thematic tricks are arranged appropriately, evoking emotions in a not very coherent, non-linear story. All this is very interesting to watch, especially when the producer and in fact the guiding force of the entire series, Eiji Aonum, ask about them during the interview. Nintendo herself does not mind giving fans food for thought, so we learned that Link from Okarina and Majora - the same character, as the sparring partner of Link in Princess Twilight, which causes vivid images in the imagination. A rather sad fate overtakes the Hero of Time. What's my point? It is very difficult to approach the creation of anything and competently arrange bread crumbs for those interested and not to break into the explanation of everything and everything. Sometimes your vision may not be the same as that of the fans, sometimes they will deny your vision - the death of the author. In Maggiore, it's just fine. It's been a year since I first played this game, but I never mind about it. Even after all the subsequent games in the series, it never ceases to influence my attitude to the series as a whole. What two Eiji Aonum and Yoshiaki Koizumi, as well as the others, managed it in just a year, not just worthy of praise. In many ways, it is for this reason that the game is embodied in the fact that I try to moderately praise in this text. When there is no time to think and compare focus tests, and prototyping is almost no time, the development turns into an intuitive approach, in which, sorry for the expression, the game is given the form that it itself brings to life. A failed attempt to simplify it in the remake only confirms that from too close a look at the game you can lose its essence, even if you already did it 15 years ago. We all forgive, but to be ashamed of the original game still should not. It's a game that uses the relationship between the characters as a driving force, permeating the entire world of Terms by the trials of friendship and love against the backdrop of inevitable death. It brings unique gameplay for the series and does not forget about quality dangenes, complementing all this with extraterrestrial musical accompaniment. I say with confidence that this is the most outstanding game among the already unique series The Legend of zelda. If you haven't played this game yet, you'll get a lot of surprises and metaphorical blows under your breath. This is one of the most unforgettable gaming experiences in front of you, even if you don't like it in the end. The influence of the Mask of Majora will not weaken after the passage, and it will be difficult not to try it again. I almost (ha) managed to let go, only a little giving way to the dawn of the new day. I hope that this text did not turn away from the idea of passing the game for the first time. I wanted to write something decent, but Who needs it? stacked my ideas for two months of preparation. So I decided to write what was on my soul, and not bother. It's one night-night work, so don't judge strictly. Original joke joke