



## Majora's mask gamecube differences

What is the difference between N64 and GameCube versions of Majora Mask? Are there differences in graphics or playing games? Or is it just a straight port without change? These are the Zelda Legends sub-pages: Majora Mask. This page or section requires more images. There are plenty of lotta words here, but not enough pictures. Please correct this. In particular: Certain parts of the article in general can use multiple images. Assume, and unlike in the Ocarina of Time, there are quite significant differences between differences between different version Build Date Version Build Date Japan 1.0 00-03-31 02:22:11 Japan 1.1 00-04-04 09:34:16 Minor differences When talking to Tatl, the zoom camera to the link face in v1.0, just like how to talk to Navi in the Ocarina of Time zooms up to the face. In v1.1, it moves in front of the Link but stays away from it. When you play a Double Time song in Clock City, music will continue playing at night in v1.0, while it stops as it should in v1.1. There are different cuts that play when you beat the boss, depending on whether you've beaten the boss before or whether it's your first time. For Goht, both cutscenes are mixed in v1.1. This however overcame near enemy music playing in v1.0 in the egg room, but disappeared in v1.1. At Deku Castle, the camera changes to an overhead view, but when you jump into one of the walls that includes the area, the camera moves back to the Link. In v1.1. On the Status Quest subscription, the Remains of Gyorg are totally misrepresented in v1.0. Their position has been corrected in v1.1. Japan 1.0 Japan 1.1 Koume's Red Potion glitch In v1.0, if you fill in all six bottle slots before ever getting a Red Potion bottle from Koume (which is easy to do using the mentioned Madame Aroma glitch below) and then get the bottle, the game will overwrite the first bottle with unused Longhot items. The routine that gives the Red Filled item Link is actually a bit strange – it tries to provide items with 11 IDs, and certain items are encoded to give bottle links filled with Red Potion if added to the Link inventory as a new item. If that fails because all the slots are full bottles, the first bottle value will be overwritten with 11 and therefore turned into Longshot. Other complimentary bottle items (such as Golden Dust bottles and bottles The romance given by Madame Aroma) calls for a different routine that does not indicate this behavior. This has been set in v1.1 and all subsequent versions. Change Between (J) & amp; amp; (U) Rantau Rantau Version Date 1.1 00-04-04 09:34:16 U.S. 1.0 00-07-31 17:04:16 Japan Ese Screen Title In Japanese version, The title logo uses gold pallets for THE LEGEND OF, ゼルダの伝 説 and trademarks, and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダの伝説 and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダのGN and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダのGN and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダのGN and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダのGN and trademarks, title logos using gold pallets for THE LEGEND OF, ゼルダのGN and trademarks, title logos using gold pallets for THE LEGEND OF, ゼル &Day US Japanese Time In the Japanese version, the names of the days on the Dawn screen \_\_\_\_ Day are translated to Day One, Next Day, Last Day, and New Day. In both the Japanese and international versions, the HUD clock sounds 1st and 2nd for the first two days. However, for the third day, HUD in the Japanese version sounds Last. In the international version, it said The End. Because Japan uses a 24-hour system of hours, in japanese version, the HUD clock sounds 12.00 PM and 12:00 AM. In the US version, the HUD clock sounds 12. Goron Link Japan US In the Japanese version, when Goron Link holds an item on its head, you can only see its face. In the US version, the camera was taken down to see the rest of his body. Text boxes are placed at the bottom to see the items you get. Japanese version but dimmed in the US version, certain control codes are not interpreted correctly, which means that it lost some of the sound effects played during dialogs in the Japanese version. This may be due to bugs introduced during contagion. Affected is the laughter of Happy Mask Salesman, Ka-ching mailbox!, some of the vocalizations used by Princess Deku when you save her from Woodfall Temple, and a handful of vocalizations used by Darmani's ghosts when she seized players about her problems. The bug has been set in all subsequent versions. On the other hand, some sounds have been added to certain cutscenes; for example, Deku King is not outspoken during the song Awakening cutscene in the Japanese version. In the Japanese version, the Bombers move silently as you chase them. In the US version, you can listen to their footsteps. During a cutscene where Skull Kidd tried to call the moon's son, he released a disturbing scream. In the Japanese version, it is the Kid's own Skull that releases this sound effect, which results in a reduced cry in volume as the camera moves away from its cast. In the US version, screams are a global sound. After first playing a Time song, you are entertained flashback everything that happens up to that point. In the Japanese version, during the flashback section where Link is knocked from Epona in Lost Woods, the prologue Play. This is not the case in the US version. At the Ocarina of Time, when you collect a fourth piece of heart, extending your life meter, a unique sound effect is triggered. In the Japanese version of the Majora Mask, this is also true. However, in the US version, collecting a fourth Heart Piece triggered the same sound effect as collecting the first three. In the Japanese version, if you cure Mikau at night, the night sound effects of the atmosphere continue to play during Mikau's cut. This has been amended for the US version. In the Japanese version, Deku Link does not splash when falling into the water after skipping along its surface. In the Japanese version, guard Deku King is silent during their walking animation. In the US version, they make a vesty sound. In the US version, the intro to the song has been cut. This makes it sound like music is always played, even if you're not in store. In the Japanese version, if you use Soaring's song while in the store, the end of warp music sounds a little muffled as a result of a real-time intercom filter used for incorrectly used store music. This has been set for the US version. In the Japanese version, there are several places where the transition between maps causes music to restart, although both areas use the same background music. This has been amended for the US version, certain cutscenes are dropped when seeing them a second time. The notable scenes affected by these changes are turtle cutscene, and that is shown after you beat Goht and Twinmold. In the Japanese version, Zora Link will sometimes use Goron Link voices, such as when you play a Double Time song or grab a badge. This has been set for the US version. In the Japanese version, there is no audio indication when you are near the cattle grotto in Termina Field. The US version adds to the sound of mooing that plays when you are near it. Multiple revisions were made to the audio of the Stone Tower and the Temple of the Stone Tower: In the Japanese version, there Stone Tower, the Temple of the Stone Tower, and the Reverse Stone Tower Temple were silent at night. In the US version, their background music continues to play regardless of the time of day. In the Japanese version, if you go to the Stone Tower Temple or The Upside Down Stone Tower Temple at night. return to play. If you perform a trick above while in the reverse temple, then shoot the switch to convert the tower back into normal orientation, the music of the Upside-down Stone Tower Temple. This bug was set in the US version. Game A huge number of game changes have been made between the Japanese and US versions. Zora Link physics changed In the Japanese version, Zora Link is locked for the swimming direction the faces for the first moment of swimming. In the US version, he will instead try to face whatever direction the control stick held initially, in addition to turning sharper to the same end for the first moment of swimming. In the US version, Link is locked for the same end for the same. When you release the A button while swimming, Zora Link immediately stops swimming in the Japanese version. He kept swimming a little further in the US version, this change accidentally introduced the Zora Flying disorder, which allows you to swim in the air by swimming forward. If you just hover in the Japanese version, you can only use the Magic Blocker while swimming forward. If you just hover in the water, you can't use obstacles. This has been changed in the US version to make the game a little easier. When you press B to charge your boomerangs, Zora Link will do a shot first. In the Japanese version he took a step forward to do so, while in the US version he did not and remained in place. Interestingly, this change is returned for the gameCube release, unlike any other change, perhaps because it makes pot games in Great Bay very hard. In Waterfall Rapids, if you Z-Target beauties while sinking with B, Zora Link falls straight to the ground during the cutscene in the Japanese version. He remains frozen in place in the US version. Great Bay When pushing Mikau to the beach, the Japanese version has no Grab instructions. Getting him to the beach is harder as a result, as Link tends to devigate left or right while pushing instead of being able to move in a straight line. The puzzle of the Great Bay Temple Wheel Puzzle at great Bay Temple has been changed. It involves using Ice Arrows to stop the flow of water, thereingiation stopped, requiring you to time your shots properly so you can walk across the wheel. In the US version, the wheels always move to the right position before stopping, making the puzzle significantly easier. The first Pirates you face in the Aveil room are located further from the door in the US version, making this impossible. Double Time Songs In the Japanese version, if you play a Double Time song, the game only lasts its time and displays the / First / Second / End Night on the screen. The US version instead faded into black and reloaded the area. This enables disruption where can overcome other cutscenes by playing double Time songs at the right time. Postman Heart Piece The Heart Piece from Postman (obtained by pressing A when the exact timer is 1000) is harder to get in the Japanese version because you need exactly the perfect frame. In the US version, the last digits of the misecond counter have been cut, which allows for a certain margin of error and make it easier to press A at the right time. Japanese Version of City Shooting Gallery gives you exactly a minute to shoot all Octoroks at the City Shooting Gallery. In the US version you get another 15 seconds that makes the game a little easier. Swordsman School In the Japanese version, if you manage to complete the Specialist course by scoring 30 points you can still take a while and do things like leaving the area. In the US version, you lose immediate control after defending the last log. Madame Aroma gives you a bottle on The Final Day night if you give her Special Delivery to Mama. The Japanese version doesn't actually check whether you've collected this bottle anymore, so you can get it over and fill out all six bottle slots this way. This was set in the US version. Boxe In the Japanese version, The Boxe won't stop and lower when you Z-target it in the woods until you talk to him with A. Besides, you must talk to him twice after seeing his injured sister before receiving a red. In the US version, he'll stop and be automatically lower for you with the Z target before you talk to him. You also just have to talk to him once to receive a red poem after seeing his injured sister. Down Time song and Double Time Song. He did this in the US version, perhaps so the existence of these songs was more evident to the players. On the other hand, if you teach Scarecrow a song in the Japanese version, he will automatically tell you about these songs without asking, which is not the case in the US version. Therefore, the international version contains unique text for scarecrow that is not present in the Japanese version: By the way ... I know the mysterious song that allows you to manipulate the flow of time. And if you play every note twice in a row, you can move half a day forward through time. How is that? Interesting enough, right? But I'm sure I'd like to Songs written by you are better, baby! If you like, you can play one for me! Take care of yourself... I know a mystery song that lets you manipulate the flow of time... Do you want to learn it? Yes Oh, sorry! too bad. In that case, see you later! oh yes! Now listen! It seems that if you play that mysterious song backwards, you can slow the passage of time. And if you want to see me again, play a song you just played for me. See you later, baby! The small differences the following differences affect the game, but are relatively small and so it is not worthy of having their own part. In the first battle against the Kidd Skull, when you pull out Ocarina after stealing off him, cutscene starts. In the Japanese version, Link then removes Ocarina and you need to use it again. This has been changed in the US version. When your Note message resonates away, but nothing happens ... appears, you can take a stroll in the Japanese version. You cantake a stroll in the Japanese version. In the 3DS remake, you can take a stroll in the Japanese version. When your Note message resonates away, but nothing happens ... appears, you can take a stroll in the 3DS remake, you can take a Happy Mask Salespeople talks about the Majora Mask, it shows the scene where Skull Kidd cried, and the message box appeared. In the Japanese version so you need to close the box using A. When you talk to a imprisoned monkey in Woodfall with Ocarina, the place to activate the conversation with imprisoned monkeys is more accurate in the Japanese version when compared to the US version, the in-room pot contains a heart. In the US version, it contains a heart piece. In the Japanese version, the in-room pot contains a heart. In the US version, it contains a rows. In the Japanese version when compared to the US version, the in-room pot contains a heart. Link when wearing a Gibdo Mask. This surveillance has been set in the US version. Cutscenes Transformation Cutscene When you wear a transformation is complete. This is actually quite annoying, and it has been altered in the US version so Link faces the way he did before wearing a transformational mask. Epona Cutscene is completely different in the Japanese version. It starts from the farm and flies down in Epona. In the US version, cutscene shows links running towards the Epona fence standing behind in the view of the first person, which Reasonable. Aliens Cutscene Japanese U.S. Ox shown in alien pieces has a nose in the Japanese version. It has been dubbed out in the US version. Although based on JP 1.1, and every one having a nose like Ocarina of Time 3D, the cow has nose in the 3D Major Mask. Goht Cutscene Japanese version. Although based on JP 1.1, and every one having a nose like Ocarina of Time 3D, the cow has nose in the 3D Major Mask. Link as he was raised, whereas in v1.1 he did not. However, the US version decided to follow Japan's original release in having links carried out. The Cutscene Cafei cafei runs significantly faster in the game was released overseas. Bug Lights Playing Time's Upside Down Song at night often causes the area to get very dark. This is not the case in the US version. In Pinnacle Rock, if the eel eats you and you try to use Magic Barrier to escape, Zora Link falls straight to the ground in a relatively awkward stand, where you are frozen for a short time before being able to continue swimming. This bug was set in the US version. The case of how developers don't catch that, when you play Honey and Darling games on Dead as Deku Link, no C button is disabled correctly in the US version. The second outage involved a Bombchu game on Day One. In the Japanese version, there is no limit to how much Bombchus you can launch at once, leading to many misses and sometimes even ramming the game if too much Bombchus limits. Grab Bug Slowly running from the slope badge will cause Link to get trapped inside the wall, causing him to slowly move down while the sound grabs repeatedly continuously. This has been set in the US version for the most part. Power Crouch Stab Bug Bug Japanese Version has the same Stab Power Crouch bug that appears in Ocarina time: stabbing a sword is as strong as the last attack you did (so if you have not been attacked since you entered the area and tried to stab, the sword would not do any damage. The whole disruption has been set in the US version. Swamp Shooting Bug Gallery Yet another case of how the developer didn't catch that, the fence at The Swamp Shooting Gallery was so low that you could just launch it as Goron Link to get into the scenery behind, which shouldn't be possible. There is no way to get back unless jumping into the vole. An invisible wall has been added in the US version to prevent you from doing this. where Sakon stole a Bomb Bag from an old lady came across the Japanese version. Once the first text box, you can walk running anywhere and leave Clock City, even as Deku. This was set in the US version. Japanese Version. Japanese Version, but you can't actually talk to Toto until 10:14 PM, unlike in the Japanese Version. Japanese Skull Model Skull Kid's faces completely black in the Japanese version. This was consistent with his appearance at the Ocarina of Time, but due to racial issues, his face was altered in the US version to use dark wood texture. US Japanese Maps Clock Town Japan US A collision wall has been added above the entrance to the Laundry Pool to prevent you from flying out of bounds using nearby Deku Flowers. The Peanut Seller's Path is completely different in the Japanese version: To begin with, you can't go through the right side of the park to get to the Peanut Seller. Instead, you have to go through the left side and enter the hole leading up to a rather challenging grotto with Skullwalltullas and plenty of Black Boes dropping you from above. Once you go through that grotto, you arrive in another part of Deku Gardens. Once there you have to go through the gardens for another grotto. This one is pretty much the opposite of the previous grotto, since it contains a Baba Deku. The grotto takes you to this place. You can jump down from here into the grotto where the Seller of Nuts lives. Of course, if you jump too far you have to do it again. This is a rather challenging route, and it is made significantly easier in the US version by removing all those grotto. Even if they're still in the game, you can only reach them using GameShark. On a related note, this grottoes removal reduces the appearance of Skullwalltulas to one in the US version, this enemy is only present in one of the grotto in Termina Field. U.S. Japanese In the Japanese version, you can't climb into the platform using Zora Link. It has been changed probably because it is considered too difficult. Oceanside Spider House Japan US In one room at Oceanside Spider House, there is a bunch of barrels that can be broken down in the Japanese version. This has been converted to a regular Hookshot target and a common pot in the US version to fix a small bug that occurs if you break a barrel containing the Golden Skulltula and it lands on another bin, and then you break that, which will cause the Golden Skulltula to float in the air. Pirate Fortress Hookshot Japanese US Fort Pirates in japanese version have shortcuts that you can use to go from a room where you shoot a live bliss nest to the throne. This shortcuts that you can use to go from a room where you are now in from the other side. The US Japanese Stone Tower Temple is arranged differently in the Japanese version. They assumed the shape of the V when there was no switch off, which was altered in the US version. They do not exist in the Japanese version. They may only be added for convenience purposes. Termina Field Japan US Two Real Bombchus near the entrance to The Canyon Fish has their position changed in the US version. US Japanese Austerity System In the Japanese version, there are three storage files, while the US version limits you to two. However, this comes at a price: saving on the Statue of Owl is unlikely at all in the Japanese version, so you are required to use the song Time whenever you want to save the game. Apparently, that turned out to be really annoying, so Owl Saves was added to the US version requiring to issue a third savings slot. Japanese US Once you select a file to load, the Japanese version shows the storage counter. However, due to the nature of the game, it is impossible to achieve 000 saves (because you need to play a Time song at least once when you retrieve your Ocarina from Kids Skull). This may be a reason to remove the thrive counter from the US version, which is replaced with something more useful: counters for Rupees, Heart Pieces, and Masks. The following Text-Only Text Text only exists in the English version of the game. No equivalent message exists in Japanese. Tatl Some additional indicators have been added to Tatl for the English release. The power of this mask allows you to see what you can smell ... If possible, put the smell in something and bring it to the Magic Hags Potion Store. This is said by Tatl when calling it if you Z-Target smells while wearing a Smell Mask. It is impossible for Z-Target aroma in the Japanese version. We have a good view of their leader room from here. And I bet if you stand inside the Pirate Fort in the room where you shoot a flat nest after the cutscene has played. I think this room is pretty dark ... but now I get it. !?! Don't tell me you still haven't figured it out?!? Tatl says this is at the Temple of the Stone Tower when Z-Targeting holes are wrapped on the ceiling in a dark room with statues of Lava and Armos. See! Can't you use Hookshot in that chest? This is said by Tatl at the Temple of the Stone Tower when Z-Targeting holes are wrapped on the ceiling in a dark room with statues of Lava and Armos. switch. It hints towards a to reach the nearby door in the room. If you can somehow step on that Octorok, I bet you'll be able to climb onto that central pole. But Octorok is so squishy and it keeps fishing around... There needs to be something you can do! This clue is given at the Great Bay Temple shortly after you beat Wart. It hints at freezing the Octorok into ice blocks using the newly acquired Ice Arrow to reach the red valve, which instead is too high for Links to jump up. In slick places like this, you can curve as Goron and roll your way across! Why don't you give it a try? These clues are given to you by Tatl at Snowhead Temple while you enter a room with a wooden bridge and some Freezzards near the beginning, to tell you to crash at the beginning where the ice so you get enough speed to jump across the gap on the bridge. Sign the signature text for The Graveyard Fish. This mark does not exist in the Japanese version. Grave Fish in front. Swamp Boxe complains if you drink the drug intended for Koume. ... Well, I will! You're a hopeless child. Other times, make sure you actually give it to it! This Owl statue has been added to accommodate a new austerity system at the Owl Statue added for US release. The first message is used when you talk to the Owl Statue to save the game, the second one used when you relocate the saved game on the Owl Statue. when you reopen your files afterwards, you will lose the progress you saved here... When you open a file, you'll restart on Day One with the status you had when you last saved using Time Songs. Keep your progress up to this point and stop playing? No Yes Ye holding a sacred sword... Yes have returned to the appointed place. If you want to interfere with your (game) adventure again, talk to me, which you have ticked to prove your encounter. US Japan credit for Ocarina Time staff in the US version. The Range Of Screen Transition Screen Transition is about 0.2 seconds slower in the Japanese version when compared to the US version. Water Woodfall poisoned when you haven't beaten Odolwa in the current three-day cycle. If you jump to poisoned water as Zora Link and died, she began to burn despite being in the water. Interestingly, it only happens in this particular area, and not in any other area that contains poison water. This obviously makes no sense of anything, and has been set in the US version. In the Japanese version, you can fish to the dirt road in Romani Ranch as a Deku Link without flower helicopters. What a good thing this is unclear, but developers may have intended to beat foreigners like this. Because that actually doesn't work - you're hurt - this may be the reason to remove this from the US version. Region Version Build Date Region Build Date USA 1.0 00-07-31 17:04:16 Europe 1.0 00-09-25 11:16:53 Glitches Again, the development team came out to set the bug seriously for European release. Any Epona Item of Additions Owl Saves to the US version lets two bugs slip into the game, both of which are related to the current savings in Epona. The main one occurs when you save and relocate files while on a horse; this will not disable the C button correctly, allowing you to use any of the current items in Epona, which in turn leads to many distractions. The less primary allows you to transfer Epona between two save files if you are stored on the Owl Statue in both storages, then do the above on one and load the other. In the European version, Epona is not saved and will disappear as soon as the storage file loads, which fixes all these bugs. Sakon's Hideout Bug Usually, you can't put anything on the C button if that's occupied by the mask link wearing it at the moment. A single exception occurs while controlling the Cafei in Sakon's Hideout, where you can complete anything over any C button. If you happen to replace the Mask Link wearing it with another mask, he will automatically put the mask once the control is moved back, even in case of a Fierce Deity Mask. This was set in the European Version simply by disabling the pause menu while controlling the Cafei. Text of The European Ranch House Change Mama Apparently, Mama's House is quite vague and unclear, so it is renamed ranch House in the European version. USA Great Bay Temple Beware from Leevers, dangerous-sea life forms! Great Bay CoastBeware from Leevers, dangerous-sea life forms! Great Bay Temple isn't exactly because it's actually not the temple itself Leevers appears, so it's set to match japanese scripts. However, Leevers is still wrongly referred to as a deep-sea life form. USA Tsk! Does Brac work no night? I wonder if that will be finished. Heigh-ho, heigh-ho! It looked like another night. I wonder if this is going to make it? Heigh-ho, heigh-ho! It's going to be another one all night as I think. I wonder if it will be greeted on time. Tsk! I know ... It's a 'startin' to feel like this job would be impossible. Heigh-ho, heigh-ho! I know It's 'startin' to feel like this job is going to be impossible. The original Japanese used テツ古 (tetsuya) in an all-night context, but the US version apparently misused it as someone's name and slipped it into Brac. The original intent has been set out in later versions, including remakes, which use text more similar to European Nintendo 64 version above from the (also corrected) version of GameCube. [1] US Europeans Do you see an old hag namedKoume that looks like me? He did not return from MushroomPicking... This appears to be a translation error. In the original Japanese text, Koume came out to choose mushrooms. In the US version, it was changed so that he collected herbs. This has been corrected in the European version, but with a rather strange capitalization. US European Ocean temperatures have rented to normal. Do you come to splash at sea? Seeing as Majora Mask contains a lot of text, it's no surprise that some spelling mistakes like this are slipping through. It has been corrected for the Great Fairy found by Snowhead Temple introduced itself as the Great Fairy of Wisdom, and then the Great Fairy of Courage on the next visit. Similarly, the Great Fairy near the Great Bay Coast says he is the Great Fairy of Courage, and then the Great Fairy of Snowhead is the Great Fairy of Snowhead is the Great Fairy of Snowhead is the Great Fairy of Wisdom. This was set in the European version to match the Japanese script, where the Great Fairy of Snowhead is the Great Fairy of Snowhead is the Great Fairy of Snowhead is the Great Fairy of Wisdom. This was set in the European version to match the Japanese script, where the Great Fairy of Snowhead is the Great Fairy of Snowhead is the Great Fairy of Wisdom. This was set in the European version to match the Japanese script, where the Great Fairy of Snowhead is the Great Fairy of Snowhead i version, some text boxes that are automatically closed in the Japanese version have been changed so press the A button is required. The European version corresponds to the Japanese version of the text box. An example is Tatl's dialogue when seeing the Great Fairy shattered in the North Clock for the first time, the story of a Mask Saleswalk about Majora Mask, and a few lines up when fighting Garo. Changes Between (E) 1.0 & Changes Between (E) 1.1 Region Version Build Date Europe 1.0 00-09-25 11:16:53 Europe 1.1 00-09-25 11:16:53 Europe 1.1 00-09-29 09:29:41 There are two Europe 1.0 Nous obtenez un Rubis Rougell vaut 20 Rubis! Voilà qui est bien! Vous obtenez un Rubis Rouge! Il vaut 20 Rubis! Voilà qui est bien! As if the changes could not be smaller, punctuation was put in this message. Europe 1.1 Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, pour nous ... Oups! Désolée... Forgive. Si seulement nous avions uncheval, pour nous ... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, pour nous ... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolée... Forgive. Si seulement nous avions uncheval, nous pour... Oups! Désolé mistakes have been fixed in this message. Europe 1.1 Si prends quelques moment deretard, les conséquences pour stairs du courrier serontterribles... Dur d'tre fonctionnaire. It's a little awkward to only have one word in the second part of the message. Therefore, the message has been changed in v1.1 so that everything fits in four lines. Europe 1.0 Europe 1.0 Europe 1.1 Nan, j'connais PAS ce gamin. Et lechef est pass là, alor je peux past'aider. Nan, j'connais PAS ce gamin. Et lechef est pass là, alor je peux past'aider. The double comma was accidentally present in the message because the tycoon was set in 1.1. Europe 1.0 Europe 1.1 Quoi? Tu veux une Potion Bleue,n'est-ce PAS? Strictly, France needs space on both sides of the punctuation like? And!. This case indicates that the translator writes the original text with an additional distance, and this is the only case in which the removal of such distances was originally missed. Europe 1.0 Europe Europe 1.1 Oh! Un Goron! Tu vis and lesmontagnes? Pourquoi? These changes should be quite obvious. Missing space has been added here. Europe 1.1 Masque de VéritéPortez-arm comedre des animaux et despierres-potin. Masque de VéritéPortez-melting pour langage des animaux et despierre-potin. Another spelling mistake has been set here. Europe 1.0 Europe 1.0 Europe 1.1 Votre bouteille a été remplie deCuvée Romani! Buvez-en pour régénérer votreénergie magique. The character has been lost in the second part of the message, it has been added in 1.1. GameCube In addition to the obvious differences related to different consoles, some text changes Anyone who first translates text clearly doesn't know at all that again and yet means different things, leading to sentences like You can't carry anymore!. This error has been corrected in the GameCube version of all messages. Specific Changes N64 (US) GameCube Tsk! Is Brac working no night? I wonder if that will be finished. Tsk! Another night isn't that night? I wonder if that will be finished. Tsk! Is Brac working no night? I wonder if that will be finished. Tsk! Another night isn't that night? I wonder if that will be finished. Tsk! Is Brac working no night? I wonder if that will be finished. Tsk! Is Brac working no night? I wonder if that will be finished. Tsk! Is Brac working no night? I wonder if that will be finished. Tsk! Is Brac working no night? I wonder if that will be finished. Tsk! Is night... Can we solve this in time? Americans don't seem to be interested in fixed British heigh-ho so they make their own version. N64 (US) GameCube We Gorman Brothers andthis Our Horse Training Center! We are the Gorman Brothers andthis is our Horse Training Centre! Was the missing in the original sentence was restored. N64 (US) GameCube If you win, we'll give yousomethin' nice, kid. A coma has been added here. N64 (US) GameCube If you win, we'll give yousomethin' nice, kid. A coma has been added here. N64 (US) GameCube If you win, we'll give yousomethin nice kids. If you win, we'll give yousomethin nice kids. used to this! You feel all warm and lurred! Sigh ... You can get used to this! A wrong mark of the examination was removed. N64 (US) GameCube Potion: 50 RupeesI will buy itNo thanks Used when checking out the Red Potion in the store. It's obviously quite ridiculous to refer to potion as them. N64 (US) GameCube Continue to Day 2? YaNo Continue to Day Two? YaNo Ordinal was written in the gameCube release. Pressing Color N64 (U.S.) GameCube Save and returning to Dawn First? YaNo Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stolen goods... Lately, I've heard about ashady stores in the city selling stores in the city selli stolen goods... So it's true ... Lately, I've heard about shady shops in the city centre selling stolen goods at night. So it's true ... Lately, I've heard about shady shops in the city centre selling stolen goods at night. So it's true ... Lately, I've heard about shady shops in the city centre selling stolen goods at night. Wrong! Wrong south of the city called Milk Road. This could be someone's prank... You see, the road is blocked by ahuge rock. I can't get milk from teranch right now, so I can't delight mycustomers. It's horrible! There is a road to the south of the city called Milk Road. This could be someone's prank... You see, the road is blocked by ahuge rock. I can't get milk from teranch right now, so I can't delight mycustomers. It's horrible! Oh... Actually I don't think Ican lets you play... If dogs sniff you, I don't think I'll be able to attract theatre! Oh... Actually I don't think lcan lets you play... If dog sniffs you, I don't think I'll be able to attract theatre! Thank you for returning my broken body shattered to normal. As a thank you, I will ease your greatness. Thank you for returning my broken body shattered to normal. As a thank you, I will ease your greatness. You are given a letter to the Cafei! Quick! Tell it for it! Bring to the mailbox. You get Mask! Use it to teach her dance to theworld, so her move can be as popular as she has hoped theywould. You get a Kamaro Mask! Use it to teach her dance to the mailbox. dance to theworld, so her move can be as popular as she has hoped theywould. Your last record is## hits. If you get more than that, you'll marry a gift. Now, then. Here we go! I know Anju is worried... but I can't go out anymore. I made a promise to him that Iwould brought his dangreet marriage mask. I know Anju is worried... but I can't go out anymore. I made a promise to him that Iwould brought his dangreet marriage mask. How is that? Interesting enough, right? But I'm sure I'd like any songwriter by you better, baby! If you're like, you can play one my fan! How is that? Interesting enough, right? But I'm sure I'd like any songwriter by you better, baby! If you're like, you can play one my fan! How is that? Interesting enough, right? But I'm sure I'd like any songwriter by you better, baby! If you're like, you can play one my fan! We're pretty ready, but our leaders seem to be acting for some reason. Well, we haven't seen the stage yet... It looks like we're going to a big show without anonymous rehearsals. We're pretty ready, but our leaders seem to be acting for some reason. Well, we haven't seen the stage yet... It looks like we're going to a big show without anonymous rehearsals. rehearsals. But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the Fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the fish... There is still a sleef of passion that is heartbroken with lingerregrets... But beyond the fish... There is still a sleef of passi transfer notice had been posted, I would be able to toforce them all to leave... Zora eggs are very sensitive tochanges in temperature. The only way eggs can hatch if they are placed in this aquarium water, which I set aside them a long time ago. Zora eggs are very sensitive tochanges in temperature. set aside them a long time ago. Welcome.Hey, you're pretty fit. I'll bet a lot of training! Welcome.Hey, you're pretty fit. I'll bet a lot of training! Changes Between N64 (E) & amp;; GC (E) Only one change has been made to the French translation - milk-Bar has been made to the French translation - milk-Bar has been made to the French translation - milk-Bar has been renamed from Le Lactel to Le Crémeuh. Changes Between N64 (J) & amp; GC (J) Majora Mask Versions included with Zelda Japan's collection for GameCube is quite special as it returns some visual and audio style options of the original N64 Japanese version, but also adds many bug corrections and improvements from the US and Europe N64 versions. Therefore, the Zelda Collection version practices changes from different versions of the origins shown below. bottom. and audio NRD changes: Sound played correctly during the US dialogue: Bombers make noise when running NRD: Title screens, including larger fonts and different sky NRD: Clock says Last instead of NRD Day Final: Clock displays 0 hours instead of 12 hours NRD: Volume of violent crying Skull Kid relies on camera angles not a unique Former Heart Get Fanfare when getting the fourth piece of heart of the United States: SFX nighttime not directly into Mikau cutscene USA: Double Time songs do not reload the area (fading screens, skipping glitch cutscene possible) USA: The theme store fades, not starting from such a real start as in OoT USA: Going from Woodfall to the swamp doesn't fade out and fades in the same music of the United States: Cows in foreign cutscene without cutscene Nose USA: Stone Tower over blocks aligned next to each other USA: next Snowhead Temple cutscenes clearly shortened USA: The Face of the Kidding Skull has texture sticks, Non-NRD black texture: Credit staff mention Ocarina staff Time USA: Deku dealer makes noise when launching out of U.S. flowers : Only one use is required when using Ocarina/Deku Pipe for the first time NRD : Text boxes in keya Mask mask cuts are automatically disappearing USA: Can't walk when your Notes resonate away, but nothing happens ... Appears (using Double Time Songs in areas such as inside the clock tower) JPN: The camera is placed higher when Goron Link gets the Item USA: Wearing/off a transformational mask won't face Links to the camera after cutscene stop Gameplay USA: Save files: two remain + two owls save us: Easier bean seller route in Deku Palace USA: Scarecrow ask if you're curious about Double Time/Reverse Time song (after teaching songs or when not dancing) USA: Changing Usa Bombchu physics: Five Bomb limits in American Honey and Darling games: Grab instructions appear when pushing Mikau towards the united States coast: Changing Zora Link physics (swimming) NRD: Preserved physics Zora boomerang origin: Links take a big step forward (pot game possible with 4 backflips) USA: Marine Research Laboratory Platform revealed (no Zora leaps necessary) USA: No more jumps down in the U.S. Hookshot room: Easier Great Bay Temple wheel puzzles (platform always stop with horror alignment) of the United States : Spider House Ceilings in the ocean with pots instead of broken barrels of the United States: The Temple of the Stone Tower has three switch switches U.S. entrance: English-only texts put back into Glitches versions of japanese GC and US bugs: Song Song inverse united Time light bugs: A strange badge grabbing in the U.S. Astral Observation remains: Crouch stabbing a permanent USA glitch: Any item with a deck of interference in the Game of Honey and Darling remains the United States: Displacing into the path, therefore nonetheless of the United States: An invisible wall to block the exploration of the Paya Shooting Gallery as Goron, therefore nonetheless United States: Swallowed by permanent Eel glitch usa: Zora Link does not use Goron Link voice when Double Time Song is played, therefore fixed USA : Interference by burning Zora Link in US fixed Woodfall poison: Stone Tower glitch sets usA: Glitch edges fixed PAL: Button Start doesn't work while playing as Cafei, Intense God of disruption therefore remains the United States: God intensely sticks : Bottle adventure distraction has a strange effect of PAL: Transfer Epona to another owl saved the non-permanent distraction as in the PAL version of JPN 1.0 to 1.1 changes and glitch set 1.1: The camera did not zoom into the face of The Link when Tatl spoke to him 1.1: Music does not continue to play in Clock City at night (using Double Time Songs) 1.1: Deku Palace over the walls of the position camera behind Link 1.0: Goht runs links over 1.1: Snowhead cutscene clearly doesn't play Event Clear music 1.1: Music at Pirate Fort at night, no battle music near enemy 1.1: Gyorg's Remain properly placed on the EU's Virtual Search Status Screen Release Console is the only VC release to receive a modified ROM, not just using external texture files. Therefore, there is only one difference: In the French translation, Lactel is changed to Laktoz. Europe (N64) Europe (R64) Europe (VC) (Source: Special thanks to darkeye14 for the majority of this page.)

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