

# The Legend of Zelda: Majora's Mask 3D

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Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to Nintendo 3DS™ and Nintendo 3DS™ XL systems.

### Health and Safety Information

#### IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

## Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

## Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):  
[www.pegi.info](http://www.pegi.info)

USK (Germany):  
[www.usk.de](http://www.usk.de)

Classification Operations Branch  
(Australia):  
[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):  
[www.censorship.govt.nz](http://www.censorship.govt.nz)

## Advisories

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Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in

connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-P-AJRP-00

You can connect the Nintendo 3DS Circle Pad Pro (sold separately) by adjusting the Circle Pad Pro setting to USE on the first page of the Options menu (p. 4).

If the Circle Pad Pro is not used for five minutes, it will enter standby mode. To end standby mode, press the ZL/ZR Button.

- ◆ For detailed information on setup and use of the Circle Pad Pro, please refer to the Operations Manual of the accessory.

## Circle Pad Pro Calibration



If the Right Circle Pad is not responding correctly, or it is sending signals to the software without being touched, follow the instructions below to calibrate the accessory.

### ● Calibration

1. First go to the OPTIONS screen, and then select CALIBRATE CIRCLE PAD PRO.
  2. Follow the on-screen instructions to calibrate the Right Circle Pad.
- ◆ Calibration of the Nintendo 3DS system's Circle Pad can be carried out in the System Settings. Please refer to the Operations Manual for details.

THE LEGEND OF ZELDA™: MAJORA'S MASK 3D is an action-adventure game set several months after the events of THE LEGEND OF ZELDA™: OCARINA OF TIME, in which we find our hero Link on a quest to find a lost friend. This quest brings him to the strange world of Termina, where it is said that, in three days' time, the moon will come crashing down to the ground. Thus begins a new adventure!



Use **○** to choose a file, then press **Ⓐ** to select it.

### Starting a New Game

Select **NEW GAME** and enter a name for your character.

### Loading a Saved Game

Choose a file to load, then select **START** to begin the game.

### **○** Options

Once you have chosen a file to load, select **OPTIONS** to adjust the game options. You can also access the Options menu during gameplay via the **GEAR** screen (p. 9).

- ◆ If setting **ADJUST VOLUME** to **HIGHER** results in a distortion of the sound, then please return the setting to **NORMAL**.

### Saving Data

Stand in front of an owl statue or a quill statue and press **A** in order to save your progress.



◆ Note that returning to the dawn of the first day (p. 6) will not automatically save your game.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

### Erasing Data

#### ⦿ Selecting a File to Erase

Choose a file from the file selection screen (p. 4), and then select ERASE.

#### ⦿ Erasing All Data

You can delete all saved data by launching the software and then simultaneously holding (A) + (B) + (X) + (Y) after the Nintendo 3DS logo has disappeared but before the title screen is displayed.

◆ Data cannot be restored once deleted, so please be careful.

Controlling the hero Link, you have three days until the moon falls and must repeat this cycle of three days in order to progress with the adventure.

### Flow of Time

Time flows continuously during the game. When 24 hours pass, the day will

end. During your adventure, you will need to play the Song of Time on your ocarina to return to the dawn of the first day.



- ◆ Time will stop during conversations, or when you are accessing subscreens such as the Bombers' Notebook or Item Screen.
- ◆ When you return to the dawn of the first day, Rupees and some of the items you have collected will be lost. Dungeons and events will also revert back to their initial status.

## ⦿ After Three Days

If three days pass, the moon will fall and you will be returned to the dawn of the first day. Your inventory of items and masks will revert to whatever it contained when you last played the Song of Time. You will lose any items and masks that were obtained after that point.

## Game Over

If your life energy (p. 9) runs out while in a dungeon, you will have to restart from the entrance to that dungeon. If it runs out while in the field, you will have to restart from the entry point of that particular map.



## Don't Know How to Proceed?

Investigate the Sheikah Stone in the Clock Tower to view hints that will aid you in your adventure.



### Move/Swim/Jump

Slide **○** in any direction to move in that direction. If you run towards the edge of a platform or ledge, you will automatically jump in the direction you are running.

### Action

Press **Ⓐ** to perform various situation-dependent actions.

### Use Item/Put on Mask

Use items and put on masks by pressing **ⓧ** or **Ⓨ**, or by tapping the relevant item slot (p. 9) on the Touch Screen.

### Talk to Tatl

Press **⊕** when the Tatl icon appears to talk to Tatl. She will give you various useful hints to help you in your adventure.



### Change Perspective

You can adjust perspective settings via the **OPTIONS** screen (p. 4).

## 🎯 L-Targeting

When the targeting icon appears on an enemy, character or object, press and hold **L** to lock on to it. By targeting an enemy you can keep it in your sights as you fight it.



## 🎯 Look Around

Tapping the View/Pictograph Box Icon (p. 9) allows you to switch to first-person perspective. Use **🎯** or move the system to look around. Press **L** to return to third-person perspective.

◆ When using a Circle Pad Pro (p. 2), you can use the Right Circle Pad to look around.

This software involves moving the Nintendo 3DS system around while you play.

Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

### Using Your Sword

Take hold of your sword with **B** and you will be able to perform the following actions:

Horizontal Cut	<b>B</b> / <b>L</b> + <b>C</b> Left or Right + <b>B</b>
Vertical Cut	<b>C</b> Up + <b>B</b> / <b>L</b> + <b>B</b>
Thrust	<b>L</b> + <b>C</b> Up + <b>B</b>
Spin Attack	Hold down <b>B</b> and release / <b>C</b> (rotate) + <b>B</b>
Jump Attack	<b>L</b> + <b>A</b>

### Using Your Shield

Press **R** to raise your shield. You can adjust the angle of your shield with **C**.

### Other Controls

Roll	<b>A</b> (while running)
Side Jump	<b>L</b> + <b>C</b> Left or Right + <b>A</b>
Backflip	<b>L</b> + <b>C</b> Down + <b>A</b>



### 1 Life Energy

This will deplete when you are hit by an enemy or hurt in some other way.

### 2 View/Pictograph Box Icon

### 3 Rupees (current funds)

### 4 Gear

Touch this to check what Gear you currently have.

"Gear" refers to quest related items, and functional items such as the Adult Wallet and Quiver.



## 5 Magic Meter

This shows how much magic power you have left. It will deplete every time you use certain items or actions.

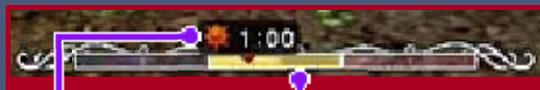
- ◆ The magic meter is only displayed once you have progressed past a certain point in your adventure.

## 6 Ocarina

Touch this icon to play on your ocarina (or whichever instrument is relevant to your current form). The number of melodies you're able to play will increase as you progress through your adventure. Tap  to check how to play any of the melodies you've learnt.

## 7 Clock

This is divided up into three days, with the current day highlighted. The clock is not displayed at any point when time has been stopped.



Current time

Current day



Day



Night

## 8 Action Icon

Displays the action currently performable using . This will change depending on the situation.

## 9 Item Slots

Your currently-assigned items and/or masks are displayed here. Items in the X and Y slots can be used by either pressing the corresponding button, or by tapping the item's icon on the Touch Screen. Items in the I and II slots can only be used by tapping the Touch Screen.

## 10 Masks

Touching this brings up the Mask Screen and allows you to check which masks you currently have in your possession. Touch and slide to assign a mask to one of your item slots.



## 11 Map Screen (p. 10)

## 12 Items

Touching this brings up the Item Screen and allows you to check which items you currently have in your possession. Touch and slide to assign an item to one of your item slots.



## Field

If you purchase a map, a detailed view of that area will be displayed.



### 1 Overview Map

Press  $\otimes$  to zoom in/out.

### 2 Current Location Map

Press  $\textcircled{A}$  or touch the screen to zoom in/out.

-  Save points
-  Current location and direction
-  Last used point of entry
-  Treasure chests

## Dungeons

The display of the current location map in dungeons differs slightly from when you are in the field.



**1** Dungeon Map/Compass/Boss Key/Small Key

Each of these will be shown once acquired.

**2** Stray Fairy Count

The number of Stray Fairies you have found in the current dungeon will be displayed here. If you find them all and take them to the correct Fairy's Fountain, something good might happen.

**3** Dungeon Floors

Touch or slide to switch between floors.

-  Current floor
-  Boss floor

Once you reach a certain point in your adventure, you will obtain a Bombers' Notebook. Details of events that Link is involved with, or things he has been asked to investigate, will be recorded in this notebook. Press **START** to open the notebook and check the event information that you have collected.

## Event Notes Screen



### 1 Event List

Completed events, ongoing events and rumours that you have heard from the Bombers are all displayed in the list.

## 2 Relevant Characters

These are displayed in chronological order. Switch the display using . When there are no characters connected to the event in question, the  will be displayed.

## 3 Event Details

More detailed information concerning the currently selected event is displayed here.

## 4 Event Location

Touch here to view a map of the location where the event in question occurs.

## 5 Schedule

Touch here to switch to the Schedule screen.

## Schedule Screen

Here you can check the respective schedules of the characters who appear on your Event Notes screen. Schedules are added by speaking to the characters in question.



### 1 Characters

A 🧑 icon will appear by a character once you have completed the event that he or she is connected with.

### 2 Event Occurrence Period

This is the period during which you must carry out some kind of action in order to complete the quest. When you perform the necessary action, the bar will turn blue.

### 3 Current Time

### 4 Alarm

You can set an alarm by touching this button and then selecting a time. Tat! will let you know when the selected time comes. The time that your alarm has been set for will be marked with 🕒.

◆ You can only set one alarm at a time.

## 5 Events

Touch here to return to the Event Notes screen.

For product information, please visit the Nintendo website at:  
[www.nintendo.com](http://www.nintendo.com)

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:  
[support.nintendo.com](http://support.nintendo.com)