

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



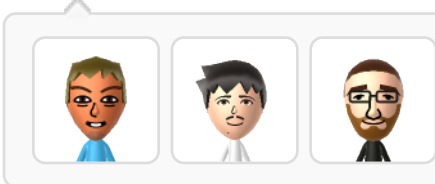
Matt 3.14159265
02/27/2015 12:28 PM



Gripe #16: Please tell me the map for Pinnacle Rock filled in as I went through it...

Yeah!

3 17



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Steve 02/27/2015 12:29 PM

The seahorse tells you once you reach the destination that they've marked the correct path on your map for if you need to return.



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Stagger 02/27/2015 12:43 PM

What Steve said, it's only there after the Seahorse is deployed. Handy for 1-bottling on a minimal run ...



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Matt 02/27/2015 12:49 PM

I remember speeding through the text and read something along the lines of "Oh, and I took the liberty of..." and missed everything after that. Good to know now, thanks!



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Matt 02/27/2015 12:54 PM

#17: He originally begged Link to "sheathe your weapon." Captain Keeta did not "admit defeat." Furthermore, he originally just started running after being awakened and did not blatantly tell the player what to do.



+ Yeah!

2



Matt 02/27/2015 1:01 PM

Yep, it's still as fun to prank Dampè with the Captain's Hat.



+ Yeah!

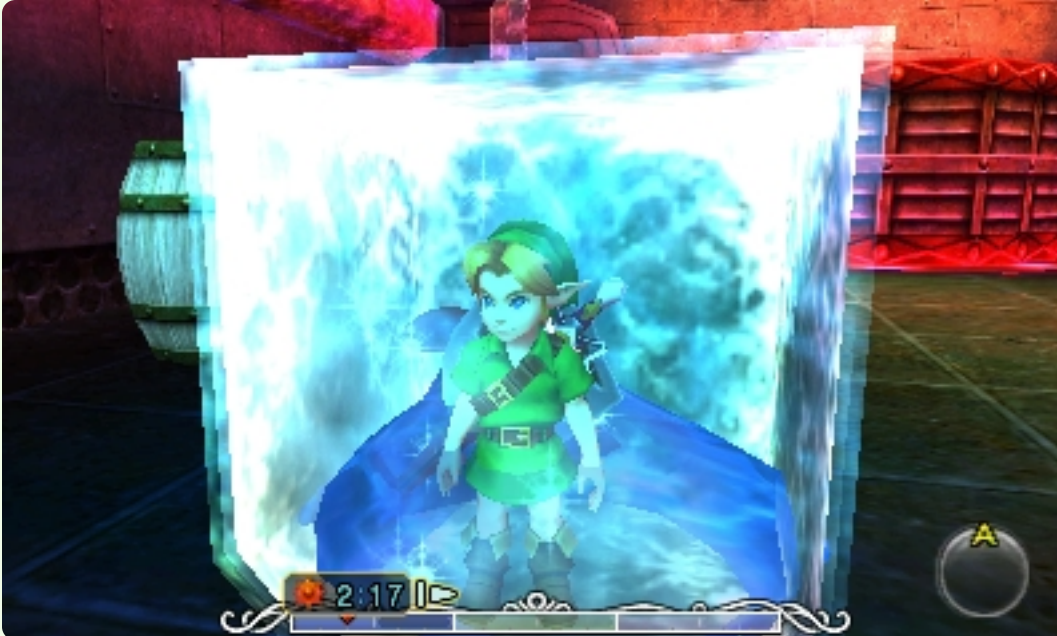
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Matt 02/27/2015 1:42 PM

For a limited time, see "Link on (ChuChu) Ice."

#17: Why can't we use Ice Arrows anywhere we want anymore?



Yeah!

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Matt 02/27/2015 1:42 PM

That should have been #18.

Yeah!

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Stagger 02/27/2015 10:53 PM

Possibly they disliked the exploit to reach Great Bay Temple's out of proportion exterior model using them, but more likely as a hint to players to shoot them at the sparkles ... which is absolute handholding garbage.

I've noticed boss changes haven't bothered you, unless I've missed some numbered gripes.

Yeah!

1



Matt 02/28/2015 6:33 AM

This one is long overdue. #19: Even when I play the Inverted Song of Time, it feels like time passes much faster in the remake than the original game.

I had actually played the original to completion while my brother was playing the remake, and I sped through both Woodfall and Snowhead Temples in one cycle. In the remake, I think it took me one cycle per region.

Yeah!

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Matt 02/28/2015 6:35 AM

#20: I can't be the only one still trying to activate Owl Statues with my sword, can I?



Yeah!

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Matt 02/28/2015 6:40 AM

I've actually liked the boss changes so far. The changes are refreshingly more difficult, although I liked being able to hit them anywhere and not just on Majora's eye.

Yeah!

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Stagger 02/28/2015 8:32 AM

So true about trying to slice the Owl Statues heh ... I thought it was great that Deku Link actually became preferable on Odolwa. You could still hit him or Goht anywhere though, it just became tougher on the Jungle Warrior than it used to be. Adding a step and a reference to the puppet master in one stroke was genius.

At first I thought Gyorg had been nerfed, but then it got super cool.

Yeah!

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Stagger 02/28/2015 8:34 AM

Just broadside shots w/ the Bow? I was crestfallen. But you could still dive in during the first phase and the second was prime!

Also, I felt that with Time Inversion at first too, but I think that it's just rust. During my second playthrough it has felt more dilated again.

 + Yeah!

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Steve 02/28/2015 11:00 AM

Inverted Song of Time only doubles time, not triples it like before. Can't do a two-cycle run anymore, oh well.

 + Yeah!


 2 



Matt 02/28/2015 11:59 AM

So time is slowed down to $\frac{1}{2}$ rather than $\frac{1}{3}$ of regular time? I knew it felt quicker...

 + Yeah!

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Stagger 02/28/2015 12:05 PM

Super cool to know Steve, thanks!

 + Yeah!

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Steve 02/28/2015 2:27 PM

It's a double-edge blade. Newcomers using still get the challenge of a time crunch/sense of dread. Vets can't speedrun as efficiently or go some challenges.

 + Yeah!

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Details about Miiverse



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