

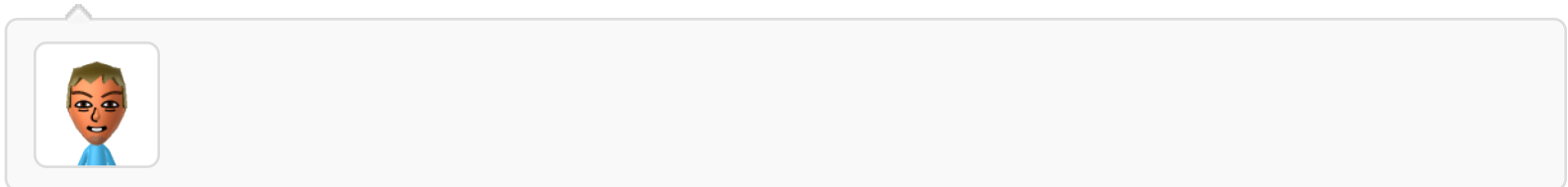
 **The Legend of Zelda: Majora's Mask 3D Community**

Matt 3.14159265
02/26/2015 12:05 PM

Gripe #11, long overdue: The Goron rolling controls are exactly like L-targeting on "Switch." Why not give us a similar option for Goron rolling like the original?

 Yeah!

 1  12 



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Ehi 02/26/2015 12:07 PM

That annoyed and confused me as well. And if I play the original, it's going to confuse me again.

 Yeah!

 0 



Matt 02/26/2015 12:17 PM

On the subject of Gorons, #12: Somehow all four competitors in a Goron race managed to fall off the side of the track at the same time. I also do not remember losing my magic spikes nearly as easily in the original. Infuriating...



+ Yeah!

0



Matt 02/26/2015 12:25 PM

That expression, though!



+ Yeah!

0



Matt 02/26/2015 1:33 PM

#13: Why is this save statue even here? There's an Owl Statue out in the middle of the area.



👤+ Yeah!

😊 0 📦



Matt 02/26/2015 1:50 PM

#14: Zora Link has been supremely nerfed in nearly every way: swimming speed has been reduced, standard B attacks cover no distance, and you can't execute underwater jump attacks.



👤+ Yeah!

😊 1 📦



Stagger 02/26/2015 8:14 PM

I don't dispute anything until the Zora Link part. I sense I will be in a vast minority on this. I love the changes. That speed should cost something. It is a rare nod to greater difficulty for once in this remake, and in a few spots you'll notice it.

I also think the flaws in Goron rolling are overcome by much more

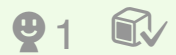
responsive control. Honestly, N64 controls were awful across the board.



Matt 02/27/2015 12:08 PM

To be honest, the only time I've ever held an N64 controller was about a month ago. I was lucky to get a GameCube bundle with the Zelda Collector's Edition around 2003 or 2004 at age 6 or 7.

The "C buttons" left something to be desired, and the frame rate was inconsistent. However, I still like the original better because of the GameCube controller and better controls for Link's transformations.



Matt 02/27/2015 12:12 PM

Also, #15: There were those clam enemies in those tanks in the original; those enemies are absent in this remake.



Stagger 02/27/2015 12:40 PM

I love switching to any Hylian Link mask out of a transformed state at the push of a button.



Matt 03/29/2015 9:12 PM



Now that I have an N64 with an Expansion Pak, I *might* consider getting the original version of Majora's Mask. The N64 controller is working much better than I had expected it to; it feels pretty intuitive on GoldenEye and Jet Force Gemini!

+ Yeah!

1



Stagger 03/29/2015 9:21 PM

Your brother shares huh?

+ Yeah ♥

0



Matt 03/29/2015 9:25 PM

I've actually been playing the N64 more often than he has!

+ Yeah!

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