

The Legend of Zelda: Majora's Mask 3D

Play Journal Entries



Christian TheCalzoneZone

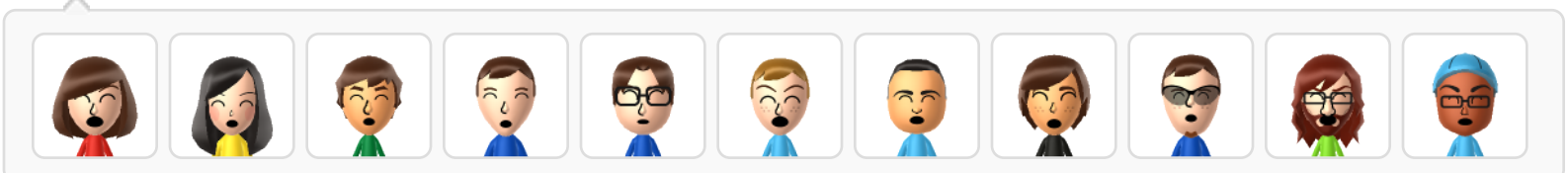
10/22/2016 8:06 PM



Join me for my first ever Spanish playthrough of Majora's Mask 3D. This will be a complete playthrough of the game, I'll be looking at as much text as possible and comparing it to the English in search of notable diversions from the original source and neat untranslatable concepts found only in Spanish. It's sure to be fun, so don't hesitate to comment if you think you'd be interested. :)

 Yeah!

 11  100 



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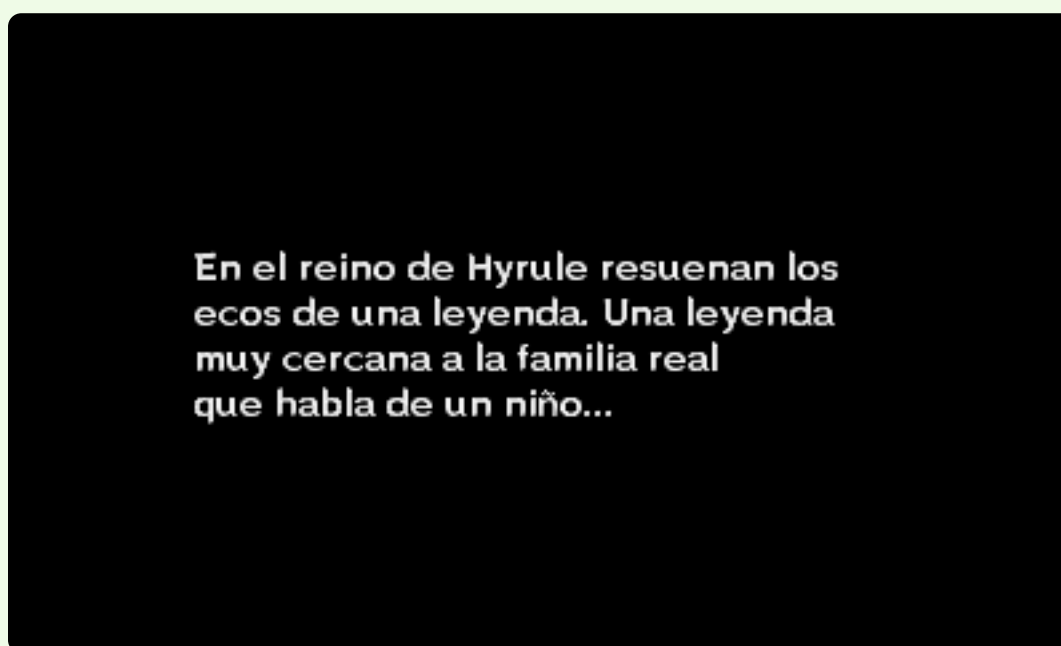
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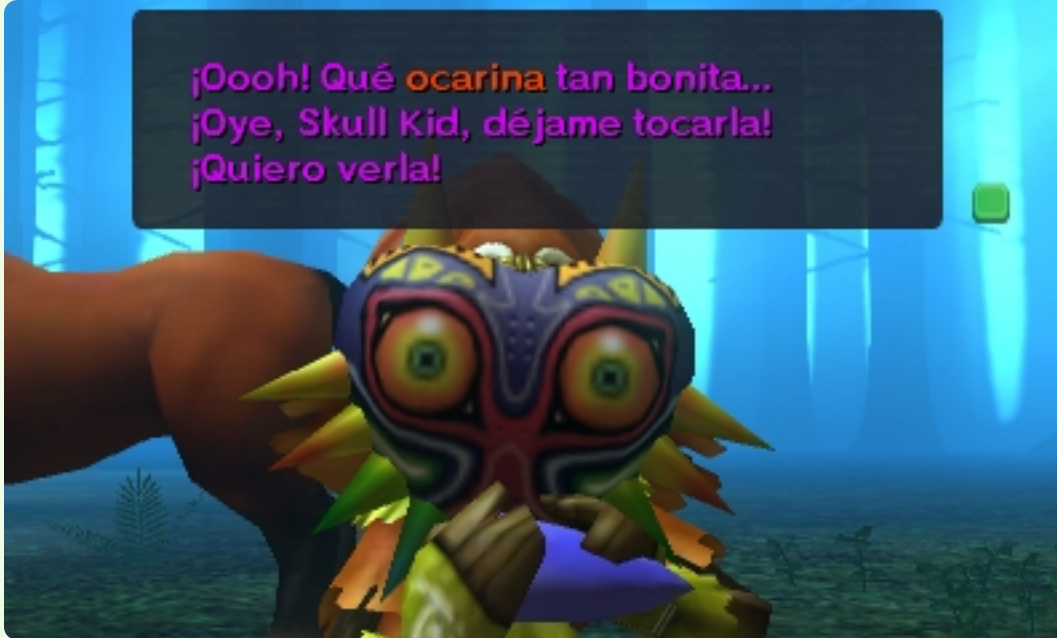
Christian 10/22/2016 8:17 PM

"In the kingdom of Hyrule ring the echoes of a legend. A legend very close to the royal family that speaks of a boy..."



Christian 10/22/2016 8:33 PM

It's actually funny, the verb "tocar" means both "touch" and "play (an instrument)" in Spanish, so here Tael could be asking to do any combination of the two, the player is unsure.



👤+ Yeah!

👤 1 📦



Brandon 10/22/2016 8:37 PM

Muy interstingoo...hablo español mucho good... notificationes. El gato es rojo.

👤+ Yeah!

👤 2 📦



Nintendoer 10/22/2016 9:03 PM

This should prove interesting than the Ocarina playthrough, I should think. And that one was pretty entertaining to read through to begin with.

Notifications!

👤+ Yeah!

👤 2 📦



Christian 10/22/2016 9:08 PM

Bienvenidos, Brandon.

Two things;


1. They changed Tatl's name to "Taya", likely because of how much clearer it is to pronounce. This surprised me, as every character name (and most enemy names) from the Spanish OoT3D were left unchanged.

2. In English, Tatl says something to the effect of "pleased to meet you, I guess." What's doubly funny about this line in Spanish is that she uses the

word



 Yeah!

 0 





Christian 10/22/2016 9:14 PM

(Y bienvenidos Nintendoer. ¡Creo que sí!)

"encantada", which would sound very odd to actually say to someone in Spanish unless you were a non-native who didn't know any better. The effect here is that she's stuttering out this very awkward delivered formality, and it's played out way better than it could be in English. I think this line's awesome. :)

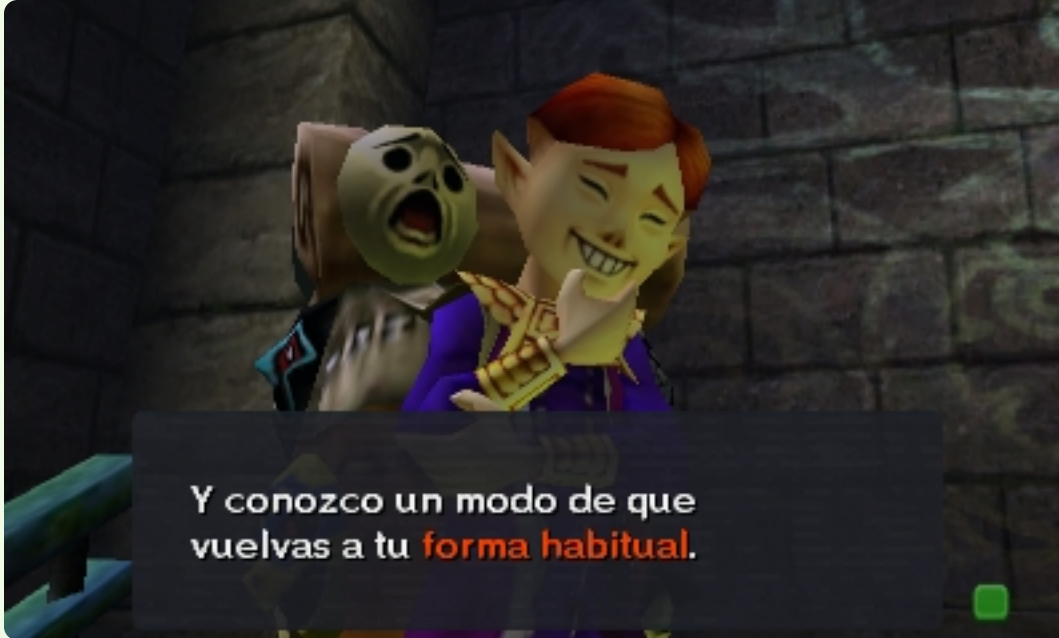
 Yeah!

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Christian 10/23/2016 12:35 AM

Interesting, the HMS refers to your "former self" as your "habitual form." Is he trying to say I choose to be human, out of many forms at my disposal? I can just imagine Link saying, "Oh yeah, being human is a habit of mine." Makes little sense to me.



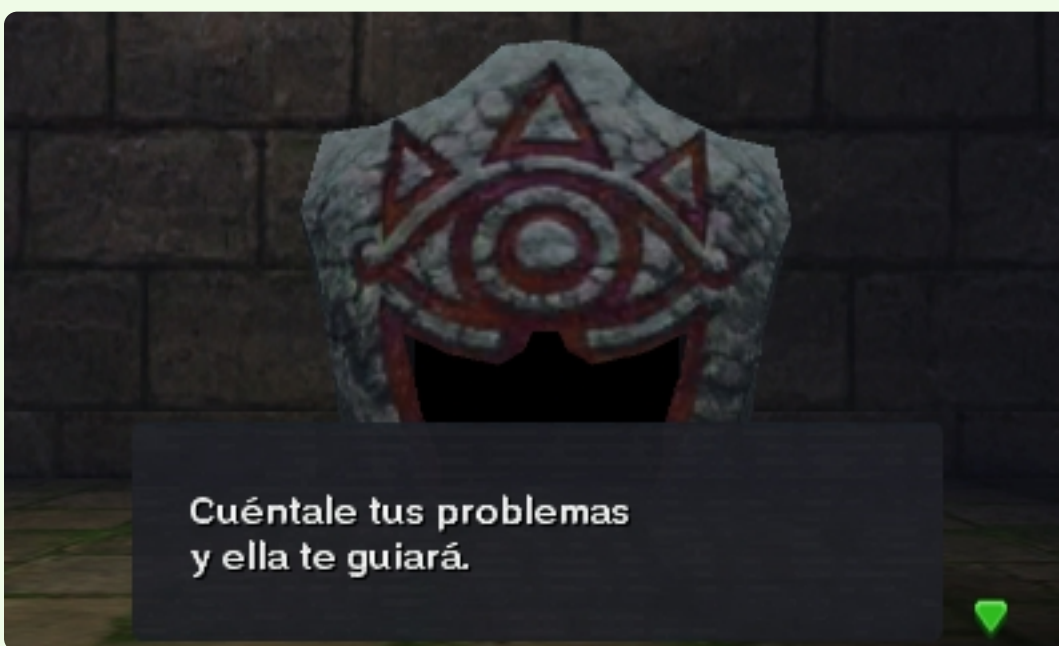
Yeah!

0



Christian 10/23/2016 12:42 AM

The HMS made sure to tell me that this here Sheikah Stone is in fact female. A little odd, but good to know.



Yeah!

1



Duke Haman 10/23/2016 12:46 AM

So the original names of the fairies were Tatl and Tael, which seems to be based on "tattle tale". Is something similar going on in Spanish?

Yeah!

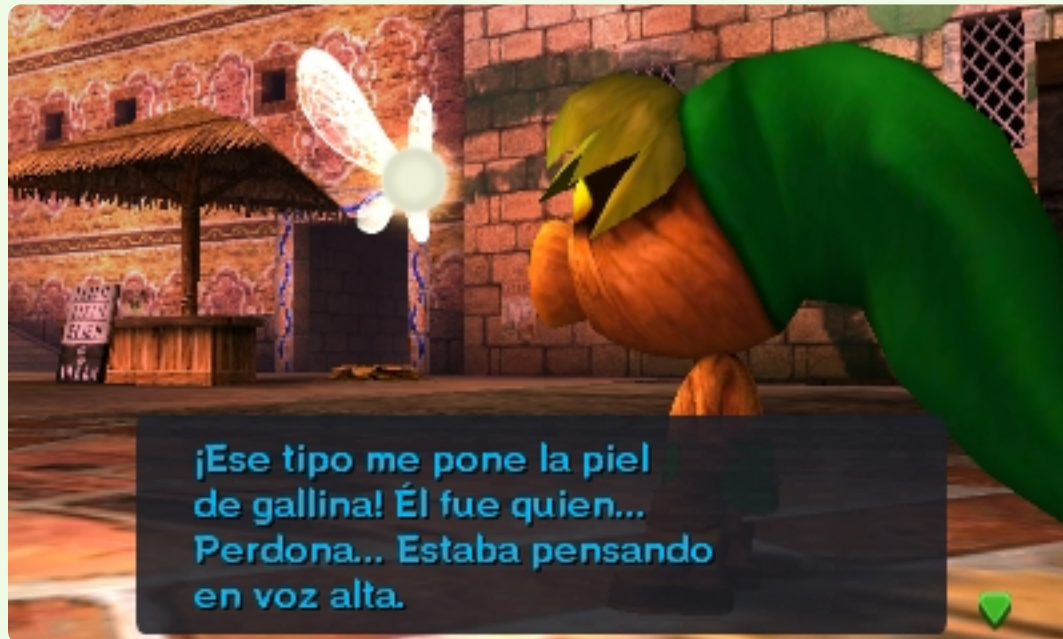
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Christian 10/23/2016 12:57 AM

At first glance, I see no name connections Duke.

But surely it can be inferred that Taya was raised in the South, due to her preference over calling it "chicken skin" over "goosebumps." But really, I think the more important question is just how a white ball of light can get goosebumps anyway.



👤+ Yeah ♥

😊 1 📦



Sciz 10/23/2016 5:52 AM

The Spanish word "habitual" is more commonly used to mean "usual" or "regular" than it is to mean the English word "habitual".

I would also like to point out that the tattle tale joke is lost in Spanish, even if they used that exact phrase. In Spanish, Tael is pronounced tah-EL or tai-EL, depending. Taya more closely resembles this pronunciation, with TAH-ya or TAI-ya as opposed to TAH-tul.

👤+ Yeah!

😊 2 📦



Sciz 10/23/2016 6:02 AM

Also, in every other language, her name is Taya, and his name is Tael or Taël so that it is pronounced with two syllables as I mentioned above.

👤+ Yeah!

😊 1 📦



Ed 10/23/2016 9:12 AM

Did I somehow miss the end of your OoT log, or am I just blanking on it?

Oh well. Notificaci3ns!



Blake 10/23/2016 9:25 AM

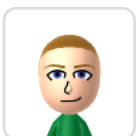
What ND said. The dialogue in this game should be much more diverse than in OoT.

Notificaciones!



Duke Haman 10/23/2016 10:26 AM

I don't know what the names are in Japanese though, which would be the most important of course.



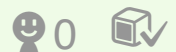
Sciz 10/23/2016 10:33 AM

Chatto and Toreiru. Chat and Trail. No obvious pun from what I can see. Both have to do with talking?



Christian 10/23/2016 12:56 PM

Thank you for your insight, Sciz. I was unsure what to make of the term "habitual" as used here. I can confirm your mentions of Taël (as seen in French) and Chatto & Tareiru to be correct.



Christian 10/23/2016 12:57 PM

*Toreiru



Nintendoer 10/23/2016 1:39 PM

Wait...the English translation is the only one where she is known as Tatl?

Does that mean the Spanish translation in this case is based on the Japanese version, or was just the name changed because the joke would have been lost in Spanish?

Also, I'm pretty sure there was supposed to be a "more" in there somewhere in my first comment...

 Yeah!?



 1 



Christian 10/23/2016 1:48 PM

Taya's name however is beginning to grow on me. My initial impression of how Taya speaks is that much of her wry humor and quick wit that I've come to love in the English version falls short, or has otherwise been edited out. She's plenty bossy alright, but I'm missing her snappy sense of humor and general spunk.

 Yeah!



 0 



Christian 10/23/2016 1:53 PM

As was said previously ND, TatI is known as "Chatto" in the Japanese version, so the name Taya does not originate from there. Instead, Taya appears in the Spanish and French translations I know for certain, and what Sciz is saying would have me believe this is the name in German and Italian versions as well. The reason behind the change still remains uncertain.

 Yeah!

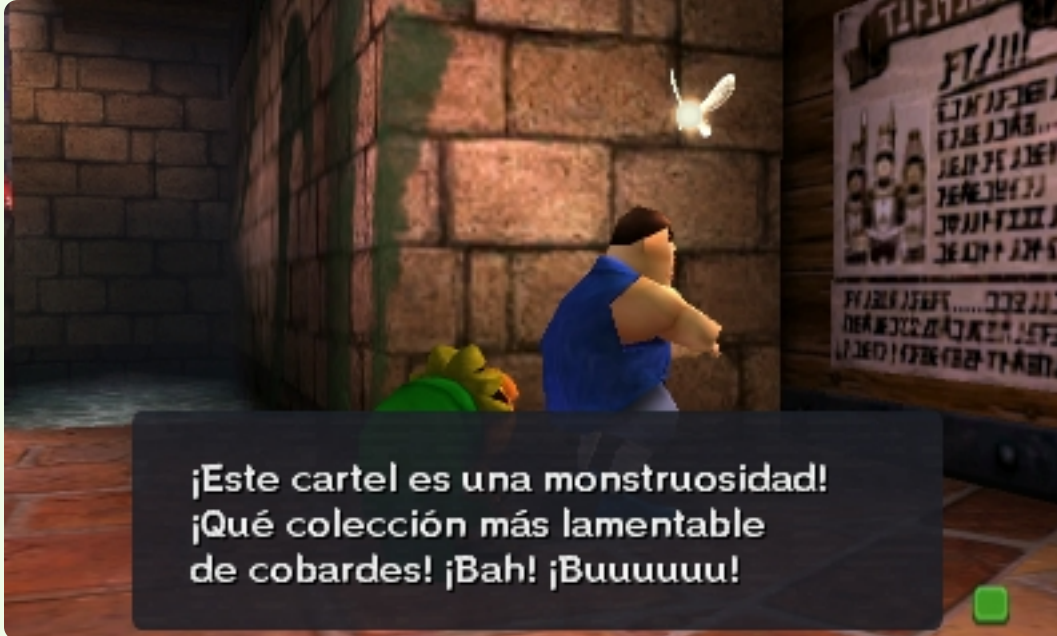
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Christian 10/23/2016 2:05 PM

Here's what this guy says about the poster:

"This poster is a monstrosity! What a collection of the most regrettable of cowards! Bah! Boooooo!"



+ Yeah!

0



Nintendoer 10/23/2016 5:15 PM

Ah, sorry. I missed that part...

+ Yeah!

0



Christian 10/23/2016 6:55 PM

It's fine, Sciz's "every language" remark was a little misleading, so it's understandable.

+ Yeah!

0



Christian 10/23/2016 8:50 PM

Neat!

In Spanish, they don't have AM or PM. They instead use 3 phrases: en la mañana, en la tarde, and en la noche, meaning "in the morning", "in the afternoon", and "at night" respectively. Realizing the many text formatting headaches they might encounter using this system, they instead decided to use the sun and moon symbols on signs such as these. What a neat way of addressing this problem.



+ Yeah!

1



Christian 10/23/2016 10:15 PM

What will the Spanish translation do when it comes time to translate this English-only pun? Let's find out.

"Have you heard talk of the Stutterer?"



+ Yeah!

0



Christian 10/23/2016 10:16 PM

"Oh! The Stutterer?"



+ Yeah!

0



Christian 10/23/2016 10:23 PM

"Yes! The one who went to sleep a little while ago. Get it? Stutterer (Tato)... little while (rato)... Heh, heh... I'm the funniest!"

The joke is that "the Stutterer" or "el Tato" was made up simply because someone stuttered on the word "rato." Funny how they felt the need to still tie it to sleeping, since it isn't centrifugal to the new pun at all. If you actually boil it down, his joke doesn't



+ Yeah!

0



Christian 10/23/2016 10:28 PM

/quite/ make sense, but I'll let them have their laugh anyway.



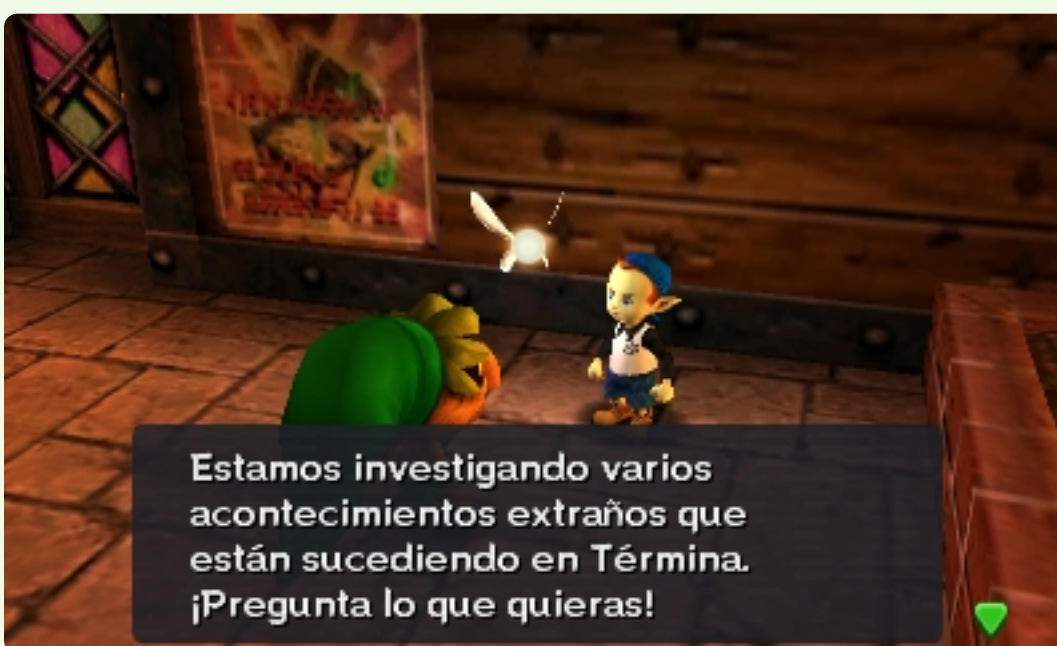
👤+ Yeah ♥

👤 1 📦



Christian 10/23/2016 10:46 PM

Remember how Termina was so named because of a couple foreign languages in which the word means "end"? Spanish is one of those languages. The verb "terminar" is the verb "to end; "la termina" meaning "it ends." Needless to say, the origin of Termina's name is unambiguous to Latin audiences. Nintendo's only attempt at disguising it was adding an accent to the e, as shown here, which subtly changes



👤+ Yeah!

👤 2 📦



Christian 10/23/2016 10:47 PM

the pronunciation.

👤+ Yeah!

👤 0 📦



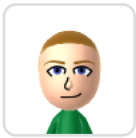
Sciz 10/24/2016 12:17 PM

After some research, even sites in foreign only list the etymology of Tatl's English name, completely ignoring where her name in their language might have come from, though the Spanish makes a comment that I don't quite understand about a theatre play...

Also, she was originally called Tatl in Italian, but her name was changed to Taya in 3D.

+ Yeah!

1



Sciz 10/24/2016 12:18 PM

the Spanish Wikia page

+ Yeah!

0



Ray 10/24/2016 4:49 PM

Lots of interesting insights here, Christian. 'Terminal' in English means 'at the end of' too. That's how you get an airplane terminal, at the end of the route. Or terminal flowers on a plant, which are on the tip of the branches.

+ Yeah!

1



Christian 10/24/2016 10:21 PM

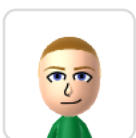
I looked up the line in question on the Spanish Wikia you mentioned, Sciz:

"Taya is also a theater play in that the fairy's method is giving information about enemies."

Why this is under "Etymology" I've no idea.

+ Yeah!

0



Sciz 10/24/2016 11:14 PM

But why is she a theatre play? How does that make any sense?

+ Yeah!

1



Christian 10/24/2016 11:16 PM

Ladies and gentlemen. Wikia.

Yeah♥

0



Ed 10/25/2016 4:55 AM

In early versions of the game, Tatl actually had a more civilized personality, used British phrases, and quoted Shakespeare constantly. Her etymology is based on this, I'm sure.

Source: National Wikiquirer.

Yeah!

0



Christian 10/26/2016 3:33 PM

Before I miss the opportunity, Happy 16th Birthday Majora's Mask!



Yeah!

1



Christian 10/27/2016 12:44 AM

Here's a unique case of expanded dialogue:

English: "No way! No scrubs!"

Spanish: "Don't even talk about it! We don't want any deku!"



+ Yeah!

0



Christian 10/27/2016 12:56 AM

On the subject of deku, let me share something I learned about the French translations. When OoT was first translated into French, a problem occurred when the translator learned of the term "Deku" used throughout the game. The name had to be changed, as it sounds almost identical to the French "d'è çú!", which actually translates to s**tty. Yikes. Good call there, Nintendo. The new name was "Mojo."



+ Yeah!

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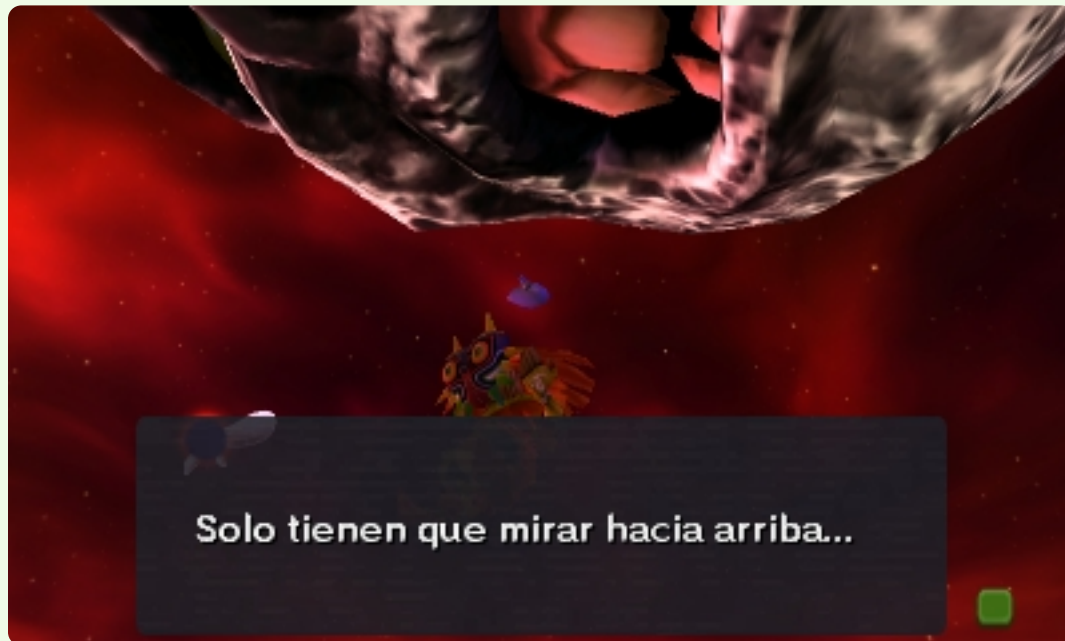


Christian 10/27/2016 1:39 AM

English: "Just look above you..."

Spanish: "They'd just have to look up..."

Notice what happened? The Spanish Skull Kid continues to talk about the Giants, like in the previous text box (Even if they were to come now... etc.)
A funny thing to change.



+ Yeah!

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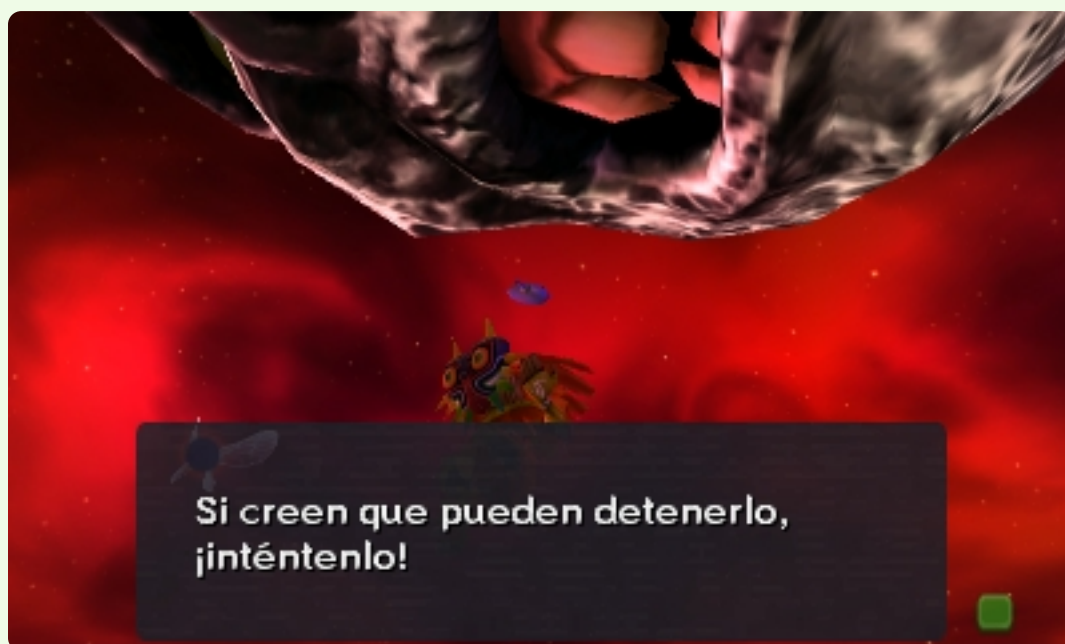


Christian 10/27/2016 1:46 AM

He continues:

EN: "If it's something that can be stopped, then just try to stop it!"

ES: "If they think they can stop it, try it!"



+ Yeah!

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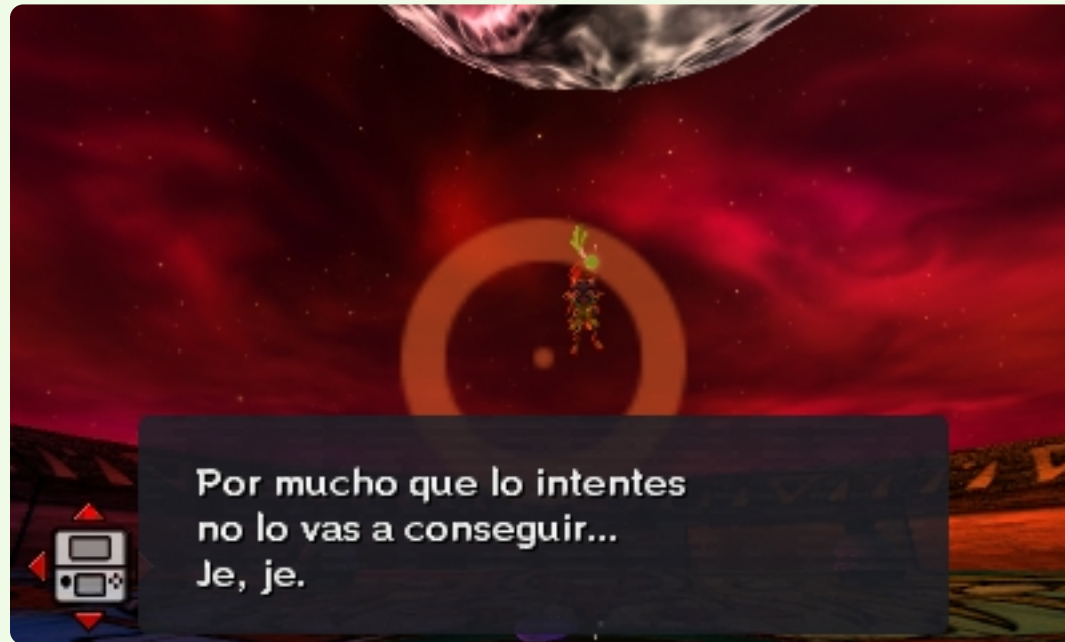
Christian 10/27/2016 1:56 AM



More elaboration.

EN: That won't do you any good. (I'm not sure if he then laughs.)

ES: As much as you try it, it won't get you anywhere. Heh, heh.



👤+ Yeah!

😊 0 📺

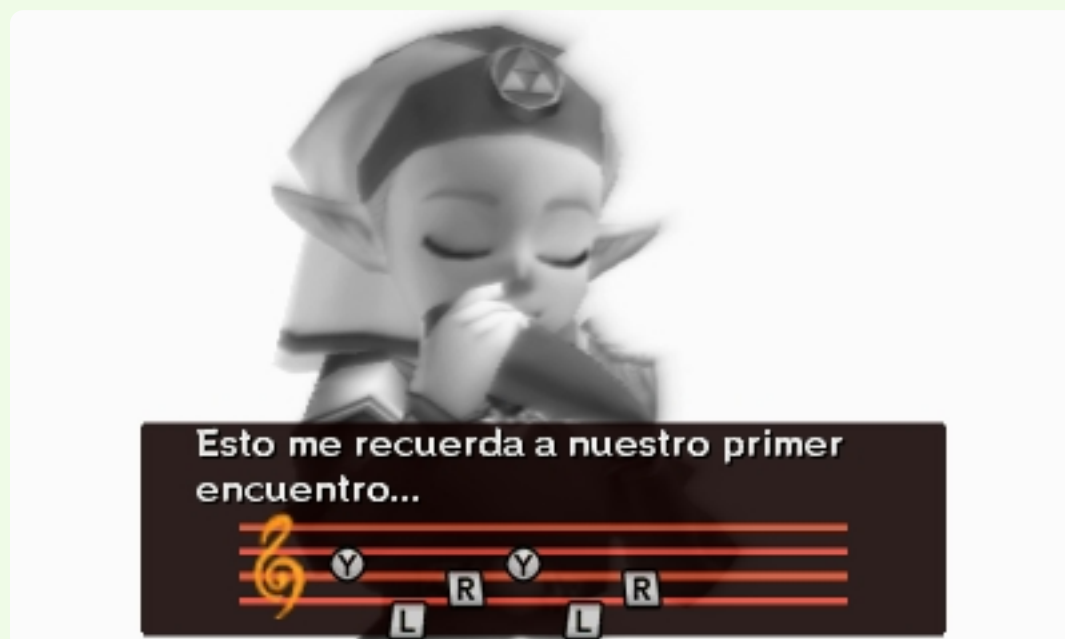


Christian 10/27/2016 2:15 AM

EN: "This song reminds me of us..."

ES: "This song reminds me of our first meeting..."

That's very different. Entirely new, in fact. I've personally wondered why the Song of Time was the song Zelda seemed to think was most memorable, and now I have to wonder again: Was it perhaps the first song Link played for her on his ocarina after the 'The End' screen of Ocarina of Time?



Yeah!

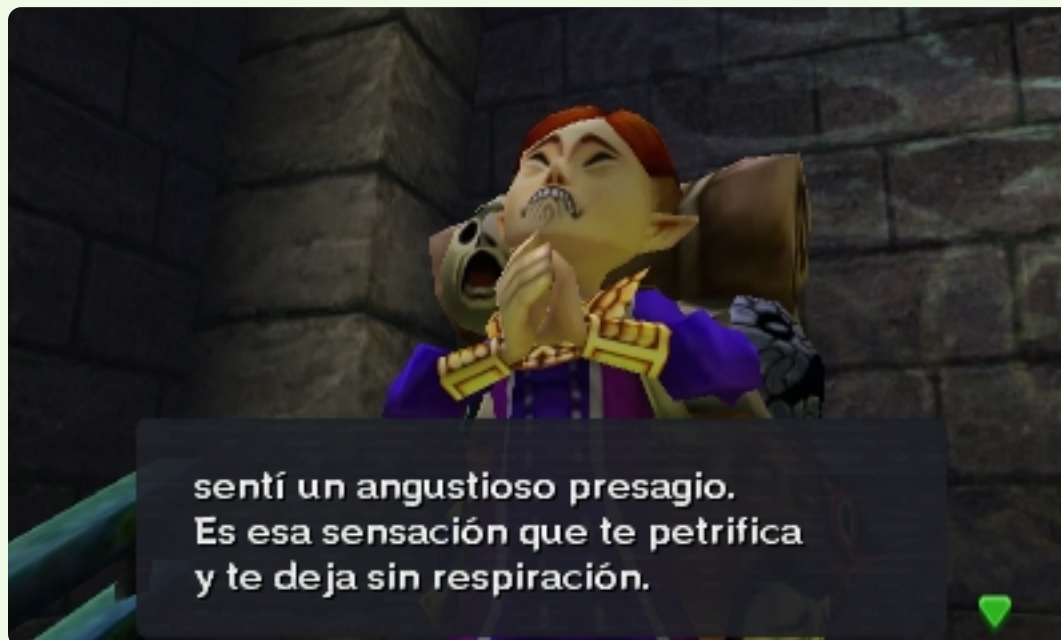
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Christian 10/27/2016 2:34 AM

"It's that sensation that petrifies you and leaves you breathless."

Compare to "makes your hair stand on end."



Yeah!

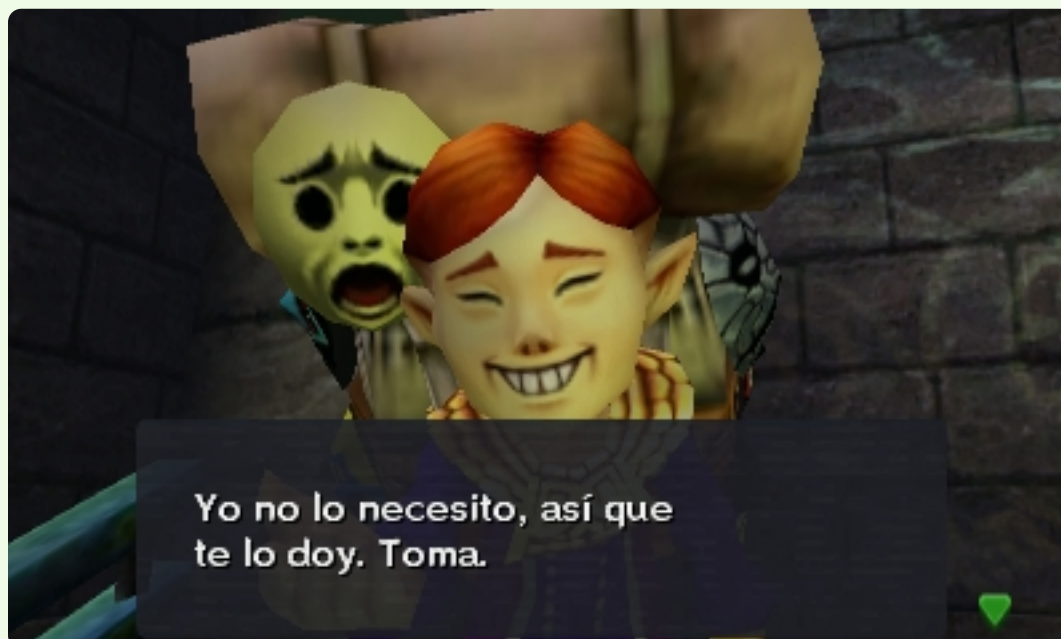
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Christian 10/27/2016 2:38 AM

And now for the reverse situation. This text has been greatly simplified:

"I don't need it, I give it to you. Take it."



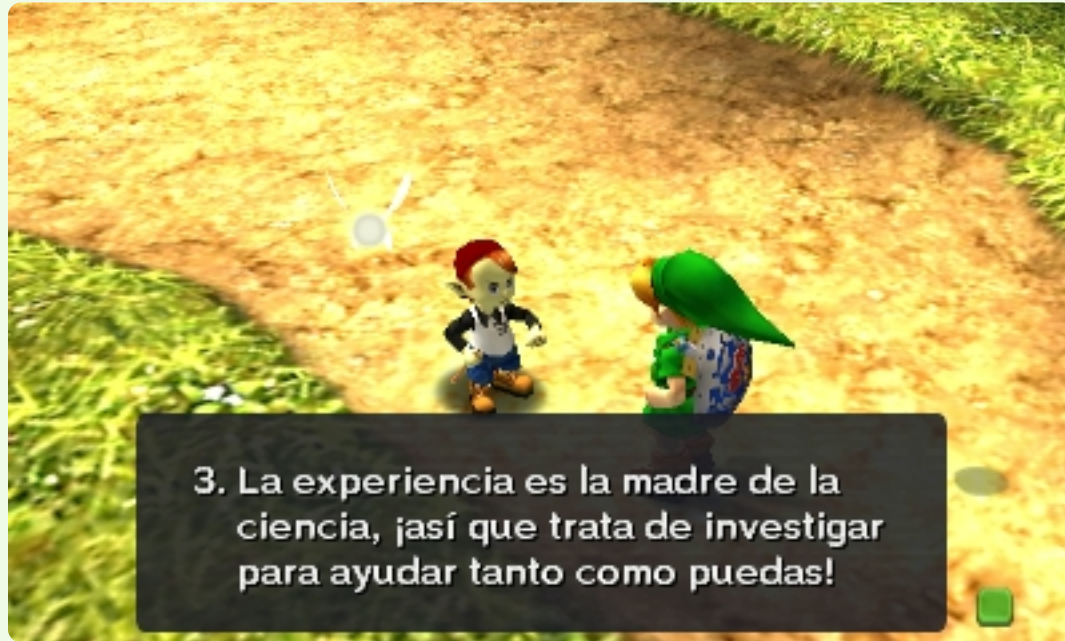
Yeah!

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Christian 10/28/2016 12:26 AM

"Necessity is the mother of invention", right? Well that's not how Jim remembers it. "Experience is the mother of science" he says. Eh, haz lo que quieras.



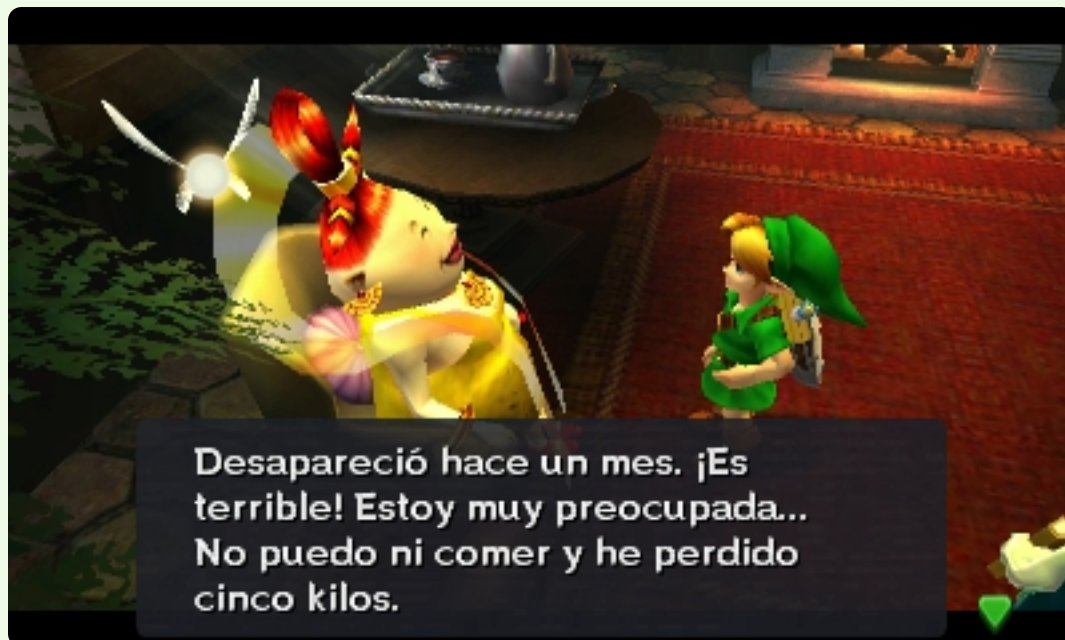
+ Yeah!

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Christian 10/28/2016 3:18 PM

Thought this worthwhile to mention. Madame Aroma estimates she's lost 5 kilos in this version, which is just over eleven pounds.



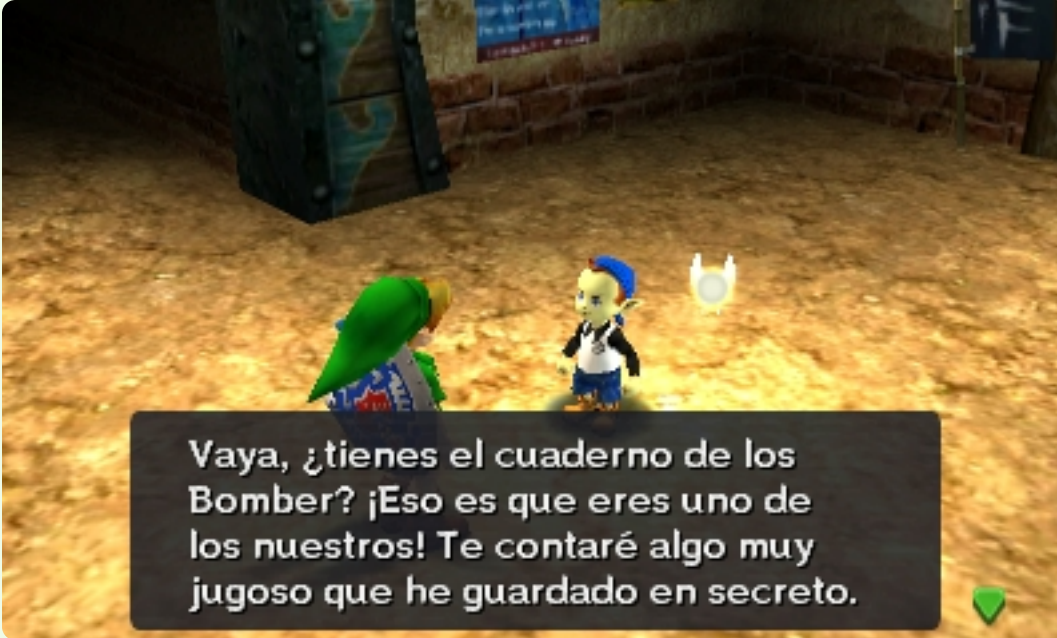
+ Yeah!

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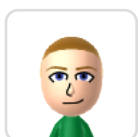
Christian 10/28/2016 3:24 PM

Heh, heh. The Spanish refer to secrets as "juicy" as well? I would not have expected that; I thought that was just a dumb English thing.



+ Yeah!

1



Sciz 10/28/2016 10:12 PM

Looking it up, a guy named Miguel de Cervantes said something very similar to that once. I guess it's a Spanish saying.

+ Yeah!

1



Christian 10/28/2016 11:58 PM

I always love it Sciz when I find out the Spanish say things very similar to what we say but slightly different. A great example is "a bird in the hand is worth two in the bush", which they might say as "a bird in the hand is worth a hundred in flight."

+ Yeah!

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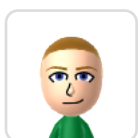


Duke Haman 10/29/2016 12:03 AM

Miguel de Cervantes, author of Don Quixote, which is considered the first novel. I've never read it myself, but one of my favorite books references it strongly.

+ Yeah!

0



Sciz 10/29/2016 4:22 AM

I thought it was that Cervantes, but I never learned his first name.

+ Yeah!

0



Christian 10/29/2016 7:27 PM

Quick poll. There are two main approaches I know for relaying information. The first is trying to be as informative as possible, and sticking only to the facts, the other is incorporating humor. When I create posts such as this, I try to incorporate a healthy balance of the two, as I don't see sticking with just one ending very well. In your opinion, do you think the two methods should be more

Yeah!

0



Christian 10/29/2016 7:29 PM

balanced or should one slightly outweigh the other? I guess I'm asking, "Which do you personally enjoy reading more?" This being only my second time doing this, I clearly haven't set upon the perfect formula for making these yet. So, love to hear your guys' input.

Also, before I forget, if there's any specific lines or dialogue exchanges that you want to see how it was rendered in Spanish,

Yeah!

0



Christian 10/29/2016 7:31 PM

please comment them. I'll definitely check it out and then post the answer here for you.

Yeah!

0



Duke Haman 10/29/2016 10:46 PM

I think you're doing fine. Just make it clear when you're talking about the game seriously and when you're just doing a joke. I do the same thing at a Metal Gear message board I go to when I tell them about the original Japanese versions of the games as I play through them.

Yeah!

0



Christian 10/29/2016 11:23 PM

Thanks, Duke. Always want to make sure I'm creating worthwhile logs for

you guys.

What a shame, this guy's accent has been completely botched. He talks like a regular joe, now. How boring. :(



Yeah!

0

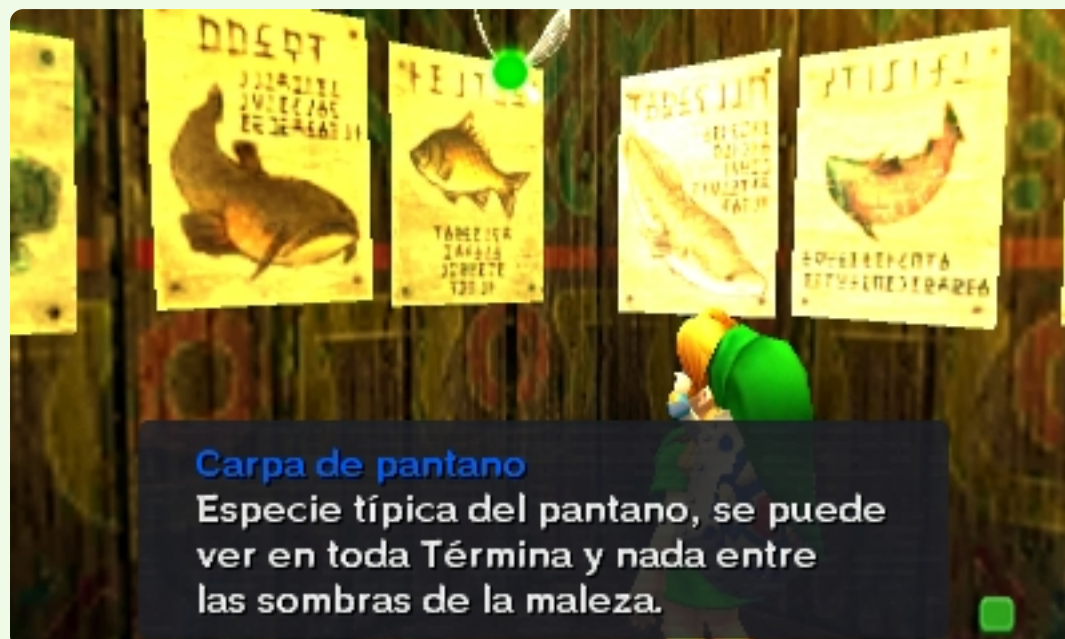


Christian 10/29/2016 11:57 PM

This carp ditches its "groovy" name instead opting to pay tribute to its home town.

In other words:

Groovy Carp → Swamp Carp



Yeah!

0

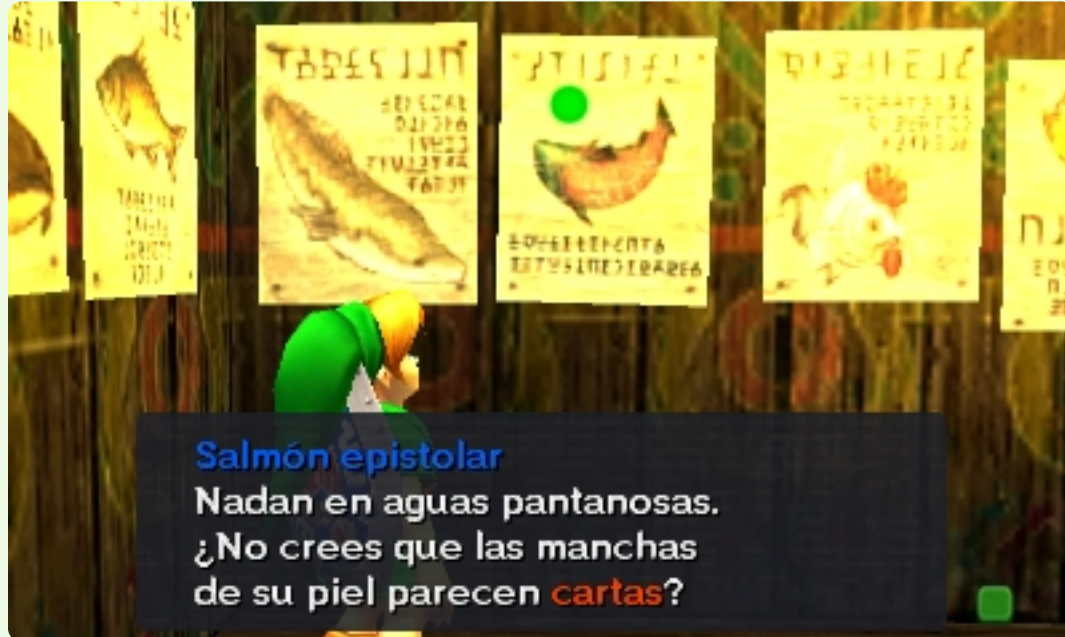


Christian 10/30/2016 12:02 AM

The Postal Salmon's description has been changed somewhat.

EN: Its pattern looks like a letter.

ES: Don't you think the scales of its skin look like letters?



Yeah!

0



Duke Haman 10/30/2016 12:06 AM

I think I might have missed those fish signs in the English version. Maybe I should check soon.

Yeah!

0



Ed 10/30/2016 5:28 AM

What Duke said. Just do this however it feels natural, Chris. Everyone has their own style, and less comedic ones aren't necessarily less entertaining.

Yeah!

1



Nintendoer 10/30/2016 6:26 AM

Pretty much what the others have said. Have your own style!

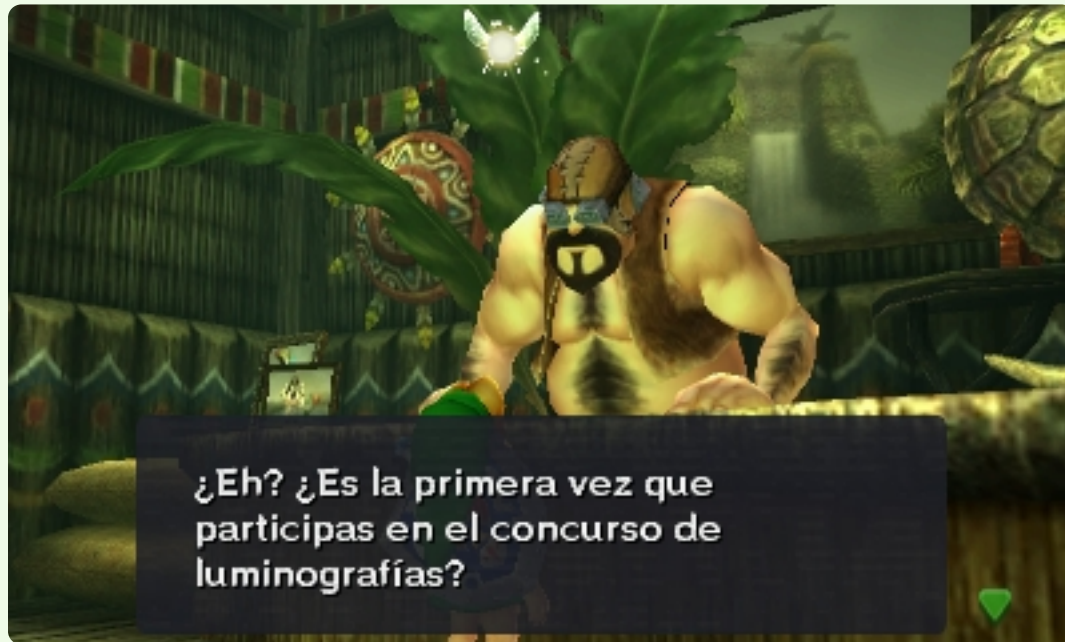
Yeah!

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Christian 10/30/2016 9:24 PM



I just found out that you don't take photographs in the Spanish version; you create "luminographies." A bit of a head scratcher, no? After checking some Spanish websites, and piecing it together with my knowledge of 19th century photography I've gained over the years, I believe I understand it now. From the name, you might be able to guess it's having to do with light. I believe the process of one



👤+ Yeah!

😊 1 📦



Christian 10/30/2016 9:39 PM

of these luminographies is akin to that of the daguerreotype process, in which light comes in contact with a silver plate treated with chemicals, and through a camera oscura burns an image; the portions subjected to light harden and bake onto the plate while the portions in shadow remain wet and are washed off. That's just from memory though, the process may differ somewhat from what I just

👤+ Yeah!

😊 1 📦



Christian 10/30/2016 9:48 PM

described. The key thing here is that you're painting/printing with light. A Spanish article I read about luminographies in the modern day mention an artist who literally paints buildings and cathedrals with colored light.

So, to sum it up. Pictures taken by the pictograph use light as its sole medium, not ink or anything else. There's only one problem posed by the Spanish version's take on the

👤+ Yeah!

👤 1 📁



Christian 10/30/2016 9:54 PM

pictograph: If the photo taking process is truly comparable to our world's daguerreotype process, then every time Link took a photo he'd have to let it expose for an entire minute or more! And without a stand, we all know how well *that's* gonna go...

👤+ Yeah♥

👤 1 📁

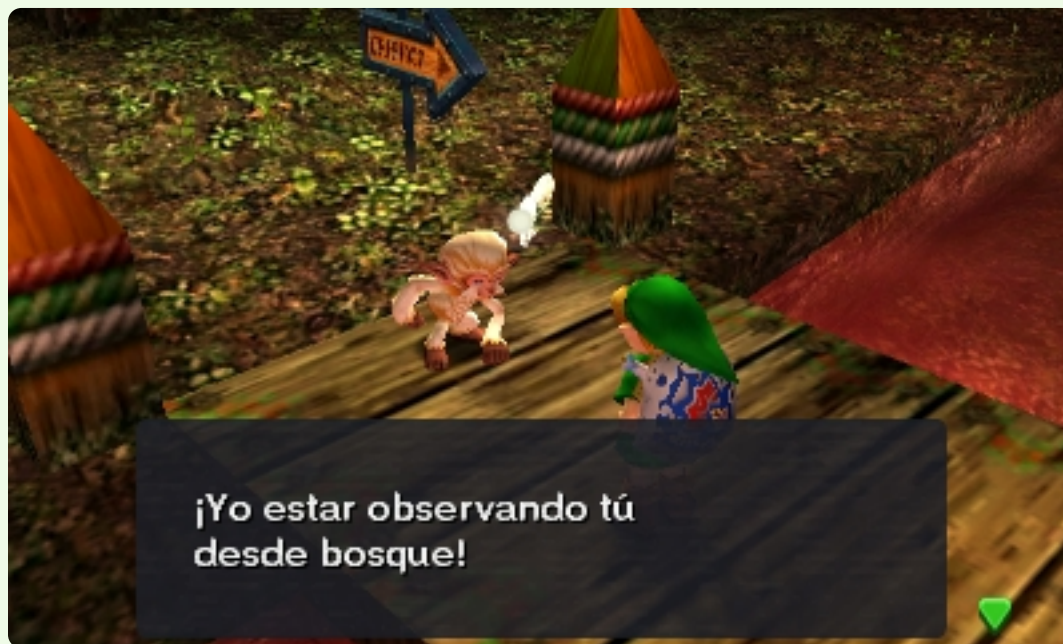


Christian 10/30/2016 10:27 PM

Yay, the monkey still talks in broken Spanish:

"I being observing you from the forest."

Sounds almost like a non-native who just started learning verbs.



👤+ Yeah!

👤 1 📁



Christian 10/30/2016 10:32 PM

Oops, there's no "the" there. I corrected the monkey by mistake.

👤+ Yeah!

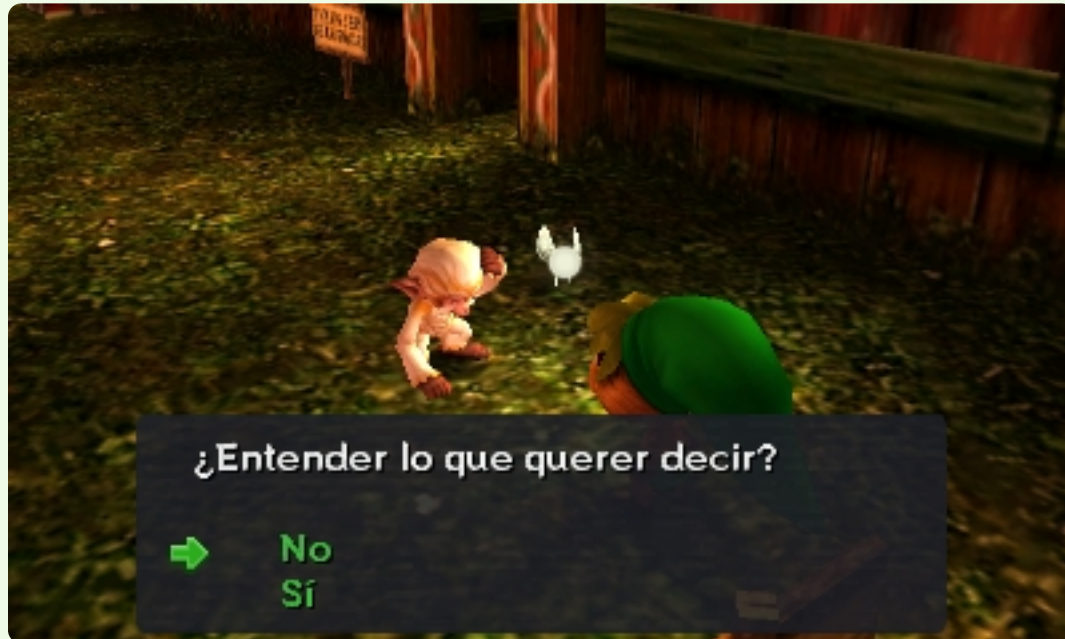
👤 1 📁



Christian 10/31/2016 10:52 PM

"Understanding what wanting to say?"

As shown here, the main way the monkey talks in broken Spanish is by eliminating all pronouns and leaving all verbs in their infinitive forms (which means for us English speakers that they end in -ing.)



+ Yeah!

0



Christian 10/31/2016 11:15 PM

Wow, I just realized how I never do this section the "normal way", that is, using the magic beans. In speedrunning we use a very simple trick, just backflipping onto a ledge, to reach the deku flowers early and get to the monkey without ever taking the secret passage or buying a single bean.



+ Yeah!

0



Christian 11/02/2016 11:01 PM

Here's something language related. Odolwa has three voice clips he'll spout at random, but have you wondered what they are? Turns out the

warrior is speaking Mayan. I forget what exactly, but his taunts translate to some intimidating stuff like ki//ing you and watching you burn, etc. As awesome as it is, though, the wiki the translations are from cite no references, so make of that what you will.



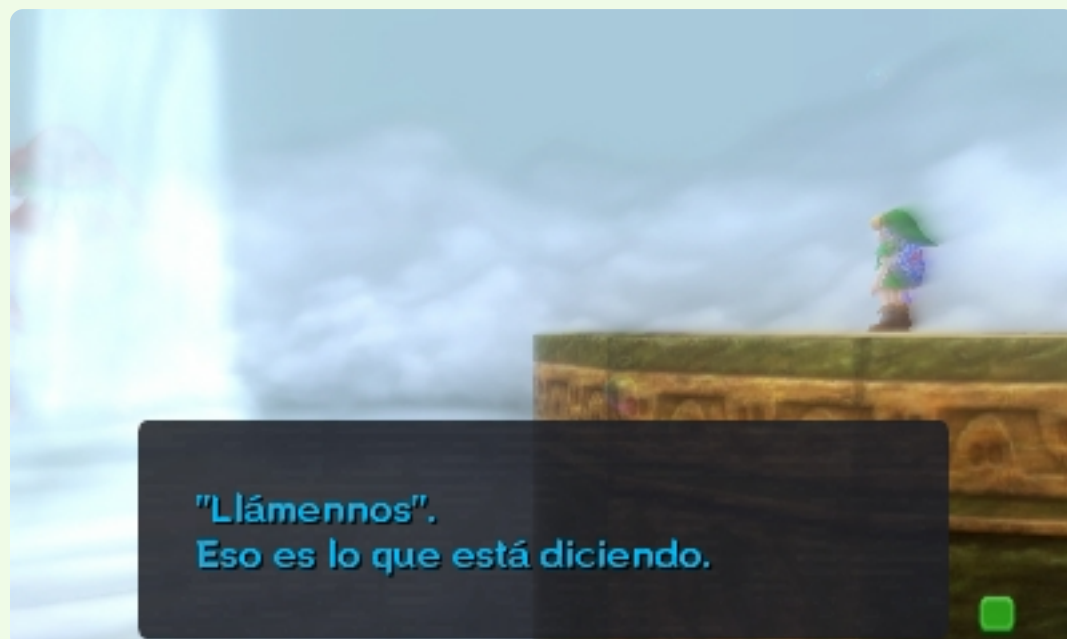
👤+ Yeah!

😊 0 📦



Christian 11/03/2016 5:01 PM

Not that I expected any different, but every letter of "Llaménnos" came out one at a time like English. On a related note, it was during my second playthrough of this game that I finally realized why it was this way. The Giants are supposed to be talking very slowly here, but the same effect could be achieved by simply adding more letters (e.g. "Caaaalllll uuuusss.")
Was there any particular reason



👤+ Yeah!

😊 1 📦



Christian 11/03/2016 5:07 PM

they opted for this method? Yes, in fact, because the one-letter-at-a-time text behavior was already programmed for the Japanese release. I realized that every syllable in Japanese is spoken for the exact same amount of time, so having the Giants speak one character each at regular intervals (~1 second) makes perfect sense. I've confirmed this after seeing Japanese footage of this scene online. So

Yeah!

1



Christian 11/03/2016 5:07 PM

that's just a fun realization I had that made me smile.

Yeah!

1



Christian 11/03/2016 5:14 PM

*Llámennos

Silly me, I put the accent in the wrong spot. :P

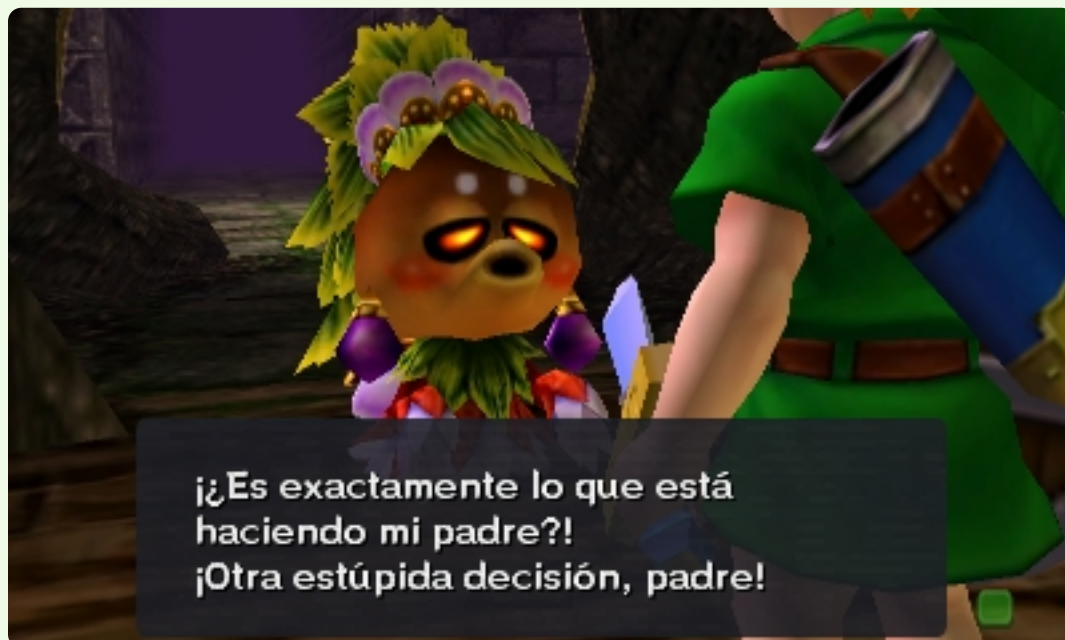
Yeah!

0



Christian 11/03/2016 5:20 PM

While the English Deku Princess thought her father's decision hasty, the Spanish one thinks it just plain stupid.



Yeah!

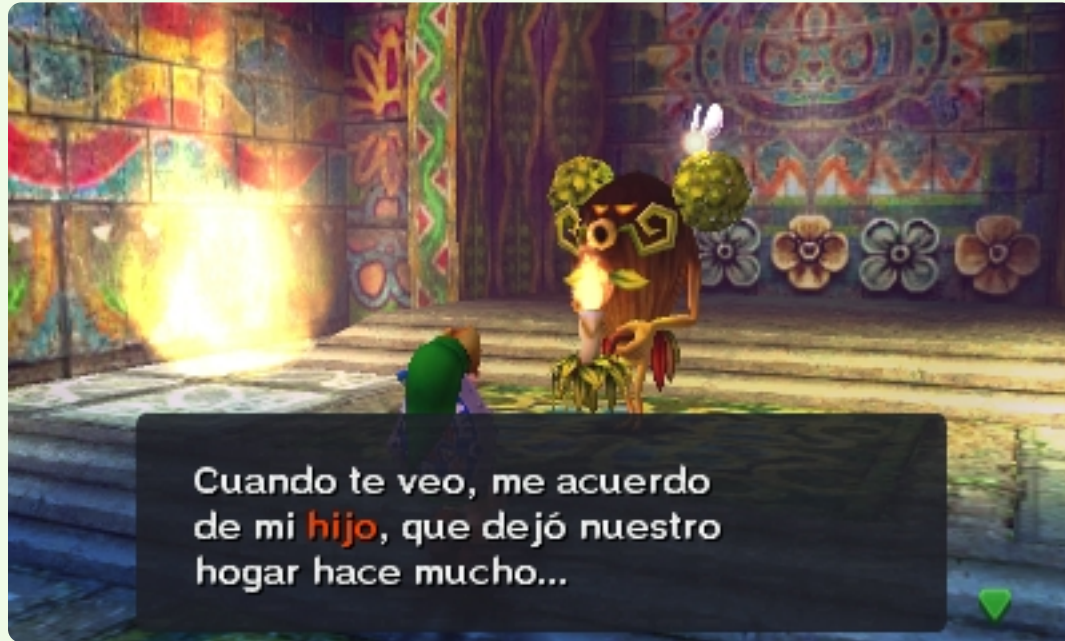
1



Christian 11/04/2016 10:50 PM

"When I see you, I remember my son, who left home long ago."

Left home, huh? Is this a common way to mention death, I wonder?



Yeah!

0



Nintendoer 11/05/2016 6:07 AM ·Spoilers

No, I think he means just that; he left home. I always got the impression the Deku Butler didn't discover his son's death until the credits scene.

Yeah!

3



Christian 11/05/2016 1:08 PM

Oh really? That's neat Nintendoer, I never thought about it that way.

Yeah!

0



Christian 11/27/2016 6:25 PM

Aaand we're back. Did getting the notification for this surprise anyone?

Zubora's use of "ha" instead of the much more informal "has" indicates he takes his business seriously and addresses me with a professional tone. This seems contradictory what with his relaxed position on the sofa, you'll notice.



+ Yeah!

0



Christian 11/27/2016 6:38 PM

I just found out you could do this. Throwing a bomb up to the hungry goron he will say (in Spanish, anyway):

"You're very kind, but... I can't eat something like this."



+ Yeah!

0



Christian 11/27/2016 8:11 PM

I missed it the first couple times it's come up, but a certain word that appears several times in the game has a fascinating history I just couldn't ignore.

The word is "duende", and I found out that many people consider it the

single most difficult Spanish word to translate into other languages. What have I gotten myself into!

"Duende" has 2 meanings, the first meaning can mean any of the



👤+ Yeah!?

😊 0 📦



Christian 11/27/2016 8:41 PM

following English terms: elf, spirit, nymph, demon, gnome, sprite, troll, dwarf, fairy, and countless others. This first meaning is the one used by Majora's Mask whenever duende appears.

Notable examples are:

"And now that IMP has it!"

"Tingle is the reincarnation of a FAIRY!"

What's this you say? The word duende is used to describe BOTH Skull Kid AND Tingle? I was surprised, too. The way I

👤+ Yeah!

😊 1 📦



Christian 11/27/2016 8:48 PM

make sense of this is that Skull Kid is a bad duende, whereas Tingle aspires to be a pleasant, good-natured duende. Think Wizard of Oz good witch vs. bad witch, same concept here. Don't forget that Tingle also considers Link to be a duende like himself.

The second definition of duende is where it gets real interesting. Duende is additionally an emotion, it's a quality of passion and inspiration.

 + Yeah!

 0 





Christian 11/27/2016 8:59 PM

Duende is something that lives inside of you. Flamenco dancers are thought of as "having duende" when they transmit emotions through their dance particularly effectively. It is the mysterious power of art to deeply move a person. Duende is "divine inspiration", a spirit that takes over you and transmits through you.

This second meaning of duende was invented by a man named Federico Garcia Lorca

 + Yeah!

 0 





Christian 11/27/2016 9:06 PM

in the 1930s, when he used the term metaphorically to define a concept in his work "Play and Theory of the Duende", and what he described became its official second meaning.

I find all this extremely fascinating. This is some of the most interesting information I've ever learned about Spanish culture, and without a doubt the best thing I've seen in Spanish MM. I could go on about what duende

 + Yeah!

 0 



Christian 11/27/2016 9:23 PM

means to the Spanish people, but I think you get the idea. I definitely agree that this word have the honor of being the most difficult concept to translate.

So in closing, back to definition #1, I think it was a perfect choice for the game. I think it fits the "imp" description very well, and gives a lot more depth to Tingle's "fairy." It also distinguishes it from health-reviving fairies, lost

👤+ Yeah!

👤 0 📦



Christian 11/27/2016 9:25 PM

fairies, and Great Fairies, which all use the normal word for fairy "hada", which I appreciate a lot.

I'm going to try and find an excuse to start using "duende" in my vocabulary from now on.

👤+ Yeah!

👤 0 📦



Christian 11/27/2016 9:34 PM

I'm going to open the next post now, anyone want last?



👤+ Yeah!

👤 0 📦




Christian 11/28/2016 1:02 PM

Oh, and as for the screenshot I put on the previous comment, that's just to show how they changed Tingle's magic words from "Tingle Tingle Kooloo Limpah!" to "Tingle Tingle Kurulín ¡PA!"

They're pronounced nearly the same, but what I found interesting was the decision to emphasize the "¡PA!" making sure that was part that gets the exclamation marks.

(Why didn't I mention this before, this fits

 Yeah!

 0 



Christian 11/28/2016 1:05 PM

perfectly with the rest of the post.) So, I really thought this was a clever decision, they're taking advantage of a Spanish-only writing technique to make Tingle's magic words fall more in line with the voice clip, which sounds more like: "Hnngrrgrng... Pa!" I prefer it over English.

Alright, back to Part 2.

 Yeah!

 0 

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