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The legend of zelda ocarina of time master quest

The Legend of Zelda: Ocarina of Time / Master Quest NewsLoad More From StrategyWiki, the video game walkthrough and strategy guide wiki Independent wikis with more information:Zelda Wiki (en)Triforce Wiki (en) The Legend of Zelda: Ocarina of Time Master Quest was originally an expansion to Ocarina of Time planned for Nintendo's ill-fated Nintendo 64DD addon. When the 64DD failed in Japan, Nintendo cancelled the release of Master Quest. As time went on the nearly complete game sat wasted and unplayed. Nintendo decided to change this when they announced that they were bringing Ocarina of Time to the GameCube along with the legendary Master Quest, and would be offering both as part of a special pre-order campaign for The Wind Waker. In 2011, a port of Ocarina of Time was completed for the Nintendo 3DS titled The Legend of Zelda: Ocarina of Time 3D. This game includes a version of Master Quest, titled The Legend of Zelda: Ocarina of Time 3D Master Quest, that features mirrored maps. This means that in the original Master Quest if you were to turn left at a given spot, in 3D Master Quest you would turn right, and vice versa. Gameplay[edit | edit source] Master Quest remixes the original dungeons present in Ocarina of Time and makes them much more difficult to complete. However outside of the dungeons nothing has changed, and many of the secrets and collectibles are in the same places they were in Ocarina of Time. There are currently two ways to acquire this game. One is via the special pre-order disk for the Nintendo GameCube. Although the discs are clearly labeled as "not for resale" game retailers still regularly buy and sell used copies of the game. It is also available as an unlockable feature in Ocarina of Time 3D, where it can be unlocked upon completion of the original quest. In the 3DS version of Master Quest, the entire game world has been mirrored, and all enemies cause double damage to Link. edit From Zelda Dungeon WikiWant an adless experience? Log in or Create an account. Master Quest is a reworked version of The Legend of Zelda: Ocarina of Time with dungeons rearranged so as to be more difficult. It was originally released on the GameCube as a bonus disc with the initial releases of The Wind Waker, alongside the original version of Ocarina of Time. It could also be unlocked in Ocarina of Time 3D. Versions GameCube Version Master Quest first appeared on a disk alongside a GameCube port of Ocarina of Time that was given out with preorders of The Wind Waker, or included in the box in PAL regions. Dungeons are completely different in this version of the game, and certain items that were previously optional are now mandatory. Items and Pieces of Heart inside of dungeons have switched places, and new puzzles are created. However, the story, locations, and characters remain completely unchanged from the original. Sidequests and locations of items outside of dungeons are also the same. 3DS Version Master Quest is also found in Ocarina of Time 3D. Though it is not available from the start of the game, the player can unlock it by completing the original version. The redesigned dungeons are the same as the ones in the GameCube version. However, this version also flipped the entire game. Everything in the 3D version of Master Quest is mirrored, even Link, who now holds his sword in his right hand instead of the original left. In addition, enemies do double damage compared to the base game. See also Hero Mode Master Mode Second Quest Skip to content in: Games, 3D Games, Remakes Sign in to edit United States of America:• February 17, 2003 Japan:• November 28, 2002 South Korea:• 2002 The UK / Ireland:• May 3, 2003 The Legend of Zelda: Ocarina of Time Master Quest is a reworked version of the 1998 Nintendo 64 title Ocarina of Time.[1] Master Quest contains largely the same content as the original release, but with its Dungeons redesigned or altered to become tougher akin to the Second Quest in the original The Legend of Zelda, hence the name. Therefore, Master Quest is intended for experienced Ocarina of Time players looking for a new challenge. Notably, its logo has the "Zelda" (or whole title in-game) wording being changed from red to blue, the Master Sword/Hylain Shield slightly darker, and the Ocarina of Time item placed next to "Master Quest". Title screen Master Quest was first made available for the Nintendo GameCube in 2003 on a special bonus disc that also contained the original Ocarina of Time. This disc was given out in limited quantities with pre-orders of The Wind Waker. Additionally, it was packaged with The Wind Waker in some regions. Because of this, like Collector's Edition, existing copies of this game are rare and expensive in North America but still rather sought after by collectors. It is also available as a mode in Ocarina of Time 3D after first completing the regular game. Changes from Ocarina of Time[] An example of increased difficulty for Master Quest, where an Iron Knuckle and Blade Trap are added at the entrance of Ganon's Castle The most notable feature of Master Quest is that every dungeon in the game has been modified to increase the difficulty of the game. Each one features a different layout, changing the progression through the levels. Enemies are spread differently throughout the dungeons, and tougher enemies are encountered much earlier than in Ocarina of Time. In addition, some Gold Skulltula locations in dungeons have been moved, and certain items that are optional for Link to use in the original version are now mandatory to complete the game. Similar to subsequent re-releases, both games in the disk are emulated versions of the original Ocarina of Time, rather than direct ports to the GameCube, and are therefore displayed at an increased 640×480 resolution compared to the 320×240 of the initial Nintendo 64 release. Ocarina of Time 3D Version[] The Master Quest for Ocarina of Time 3D has been completely mirrored Master Quest for Ocarina of Time 3D on the Nintendo 3DS is not available from the start. To unlock it, the main quest has to be completed first.[2] Upon doing so, the player will have an option to choose between the Main Quest or the Master Quest after starting up the game, allowing a second playthrough of the game with redesigned dungeons. This version of the Master Quest has two significant changes compared to the GameCube original. The entire game has been mirrored, similarly to Twilight Princess for its Wii version, making Link appear right-handed as well as flipping the entire overworld map and the dungeons.[3] In addition to the game being mirrored, all of the enemies and bosses will cause twice as much damage to Link, which also applies to the Master Quest's own Boss Challenge version.[4] Therefore, Master Quest in Ocarina of Time 3D is significantly more challenging than the standard Ocarina of Time and resulting in one of, if not the most difficult adventures of The Legend of Zelda series, among the likes of The Adventure of Link and A Link to the Past. Additional Content[] The disc also includes preview trailers for then-upcoming games for the GameCube and Game Boy Advance. The selection of trailers differ by region, with Japan having more trailers from different companies and promoting the "Capcom Five". The A Link to the Past & Four Swords trailer is also different, having narration and focusing more on the Four Swords in the Japanese trailer. Europe and North America Japan Australia Metroid Prime Hot Clips (montage of footage from various games) A Link to the Past & Four Swords Korea The Wind Waker Metroid Prime F-Zero GX 1080° Avalanche Wario World History[] Master Quest was originally intended for the Nintedno 64DD peripheral In the late 1990s, Nintendo developed an add-on peripheral for the Nintendo 64 called the Nintendo 64DD. The Nintendo 64DD used magnetic disks, with a larger memory capacity than the cartridges used for the Nintendo 64, allowing for additional content and improved models and textures. While Nintendo hoped that the Nintendo 64DD would attract third-party developers, they also began developing several first-party titles, one of which was Ocarina of Time. Struggling to attract interest to the platform, Nintendo moved development of Ocarina of Time to the Nintendo 64, which was ultimately released on a 32MB cartridge.[5] At the time of this change, the game featured more content than the cartridges could hold, and so, parts of the game that was planned had to be removed.[5][6] Series creator Shigeru Miyamoto announced that an expansion would follow Ocarina of Time, tentatively known as Ura Zelda. The expansion was purported to include rearranged dungeons from the original game. The Nintendo 64DD became a commercial failure in Japan, and so most of Nintendo's planned titles for the 64DD, including Ura Zelda, were never released. Miyamoto insisted that the game would continue to be developed, and in August 2000 indicated that Ura Zelda had been completed for some time.[7] Despite this, Nintendo could not decide on how to release the game, and considered different methods such as a magazine tie-in.[8] An Ocarina of Time save file that has been marked as a "Disk" save, as denoted by the icon on the right side of the screen. Remnants of Ura Zelda's 64DD origins still remain in Ocarina of Time's code. Several error messages exist in the game's data regarding wrong disks being inserted. A "Disk" tag can also be made to appear in the title screen by modifying the RAM addresses of the game. A save file can also be flagged as a "Disk" save and a "Disk" icon will appear next to the save file on the file select screen. The file will be permanently grayed out and inaccessible, unless the game is tricked into thinking the expansion disk is inserted. Attempting to open the file afterwards will crash the game, presumably due to the game trying to load non-existent files.[9] Listings[] Glitches[] Nomenclature[] Names in other regions LanguageNameMeaningJapaneseゼルダの伝説 時のオカリナ 裏 (Zeruda no Densetsu Toki no Okarina Ura) (OoT)ゼルダの伝説 時のオカリナGC 裏 (Zeruda no Densetsu Toki no Okarina Jī Shī Ura) (OoT)The Legend of Zelda: Ocarina of Time Flip-SideThe Legend of Zelda: Ocarina of Time GC Flip-SideThis table was generated using translation pages. Gallery[] View Gallery References ↑ The Legend of Zelda: Ocarina of Time 3D — Prima Official Game Guide, Prima Games, pg. 2 ↑ "The Master Quest will not be available from the start of the game. You will need to play through and complete the main quest first. Once you've done so, the Master Quest will then be unlocked. At that point, once you start up your Nintendo 3DS, you will have an option to play the Main Quest or the Master Quest. Additionally, the Boss Replay Challenge (more about this in the next news post), has its own Master Quest version, allowing you to battle these bosses on the tougher difficulty settings." — [1], Zelda Dungeon.net; retrieved May 12, 2011. ↑ "For the 3DS remake, the Master Quest has two significant changes. First off, the entire game is now mirrored! That's right, the entire game has received a complete reflection much like Twilight Princess did for the Nintendo Wii. This means that Link will now be right-handed, the entire overworld map will be flipped, along with all of the dungeons. So Kakariko Village will now be to the West of Hyrule Castle, Lake Hylia will be to the Southeast, and the Desert Colossus at the far northeast corner of the overworld." — [2], Zelda Dungeon.net; retrieved May 12, 2011. ↑ "In addition to the game being mirrored, the Master Quest is now significantly harder as difficulty adjusters have been put in, causing all enemies to do double the amount of damage each time they hit Link. [...] Additionally, the Boss Replay Challenge (more about this in the next news post), has its own Master Quest version, allowing you to battle these bosses on the tougher difficulty settings." — Ocarina of Time 3D: Uber Master Quest; retrieved May 12, 2011, Zelda Dungeon.net. ↑ 5.0 5.1 "N64.com's Japanese correspondent today confirmed that a complete and finished cartridge-based version of The Legend of Zelda (a working title) will arrive Nintendo 64 late this year, followed by a 64DD afterward. The long-awaited action-based RPG, which many people believed to be the sole killer-app for 64DD, is likely to have a bigger ROM size than Super Mario 64, and is believed to contain as much as 12 MBs." — Zelda officially goes to cart, IGN, published 1997-03-07, retrieved 2013-01-27. ↑ "There were several ideas that I could not incorporate [in the current game] because of the time shortage and other reasons. In the future, I want some new areas and new dungeons to be available for players who have already finished Ocarina of Time, where they will find new challenges." — Zelda DD: The Other Adventure, IGN, published 1998-11-17, retrieved 2013-01-27. ↑ "Speaking to the press in an open forum held yesterday in Tokyo, Japan, Nintendo's Shigeru Miyamoto casually commented that "Ura-Zelda" has been completed for some time now." — Ura Zelda Complete, IGN, published 2000-08-25, retrieved 2020-08-05. ↑ "Although we did develop Ura for the 64DD, it didn't use many of the special features. So it was very easy to port over to the GameCube without cutting any features. Why we did it, well that was because the 64DD was only released in Japan and it was only sold to subscribers of the RandNet system. For a long time we wanted to make it available for play and find a way to do that. It was expensive to make cartridges, so we had through about different ways. One thing we thought about was tie-ups with magazines. Once GameCube moved to disc media, though, it became much more feasible to make it available. In terms of how we've done it, we didn't want to make it limited edition. So we've tried to make it available to as many people as possible." — Miyamoto and Aonuma on Zelda, IGN, published 2002-12-04, retrieved 2013-01-27. ↑ _Ocarina_of_Time#Ura_Zelda_Leftovers Originally designed for the ill-fated Nintendo 64DD disk drive add-on, Master Quest remixes the contents of the dungeons in Ocarina of Time 3D to provide a new adventure for those who have already finished the game. First released as a preorder bonus reward on GameCube, the 3DS Master Quest additionally mirrors the entire game to mix things up. So what was on the left, is now on the right. You can access our walkthrough by clicking the links below, or scroll down and use our interactive checklist to keep track of where you are and where to go next. Lost? Use this summary to find your place in the Ocarina of Time Master Quest and resume your adventure where you left off: Get your sword and shield Get the Slingshot and defeat GohmaMeet Malon and Zelda Visit Goron Cave and Dodongo Cavern; get bombs, defeat King DodongoVisit the Zora, enter Jabu-Jabu's belly, get the Boomerang, defeat BarinadeMeet Ganondorf, visit Lon-Lon Ranch, get the Master Sword Get the Hookshot Go through Lost Woods, enter the Forest Temple, get the Fairy Bow, defeat Phantom Ganon, Visit Goron Cave, get the Fire Tunic, enter the Fire Temple, Get the Hammer, defeat VolvagiaReturn to Zora's Domain, find the Ice Cavern, get the Iron Boots, unfreeze King Zora, get the Zora Tunic Enter the Water Temple, get the Longshot, defeat Shadow Link and Morpha, get the Fire ArrowsGo to Kakariko, enter the well, get the Lens of Truth Enter the Shadow Temple, get the Hover Boots, defeat Bongo BongoGain access to Gerudo Valley, infiltrate Gerudo Fortress, release the carpenters, get the Gerudo pass, Cross the desert, enter the Spirit Temple, get the Mirror Shield, get the Silver Gauntlets, defeat Twinrova, get the Light Arrows Master the Gerudo Training Ground, get the Ice Arrows Enter Ganon's Tower, shut down the barriers, get the Golden Gauntlets, defeat Ganondorf, defeat Ganon Watch the ending and credits. The Legend of Zelda: Ocarina of Time Master Quest guide at StrategyWiki The Legend of Zelda: Ocarina of Time Master Quest, commonly known as Master Quest, is a reworked version and game mode of Ocarina of Time.[1] Master Quest contains largely the same content as the original Ocarina of Time, but with redesigned, more difficult Dungeons akin to a Second Quest. Master Quest was first made available for the Nintendo GameCube on a special bonus disc that also contained the original Ocarina of Time. This disc was given out in limited quantities with pre-orders of The Wind Waker. Additionally, it was sold packaged with The Wind Waker in some regions. It is also available as a mode in Ocarina of Time 3D, unlocked after first completing the regular game. Changes from Ocarina of Time The most notable feature of Master Quest is that every Dungeon in the game has been modified to increase their difficulty. Though they feature similar layouts to the original game, the order of progression through the levels has been changed. Enemies are spread differently throughout the Dungeons, and tougher Enemies are encountered much earlier on. Many of the rooms and puzzles in Dungeons place a greater emphasis on time-limited Switches, manipulating Time Blocks, and collecting Silver Rupees. Some unusual changes exist, such as Cows stuck inside the walls lining Jabu-Jabu's Belly that double as Switches. In addition, some of the Gold Skulltulas inside Dungeons have been moved, and certain Items that are optional in the original version are now mandatory to complete the game. Ocarina of Time 3D Version The Master Quest for Ocarina of Time 3D has been completely mirrored Master Quest for Ocarina of Time 3D is not available from the start. To unlock it, the original quest has to be completed first.[2] Upon doing so, the player will have an option on the Title Screen to choose between the original quest or the Master Quest, with each version having its own set of Saved Games. This version of the Master Quest features the modified Dungeons from the GameCube version, but has two significant changes. The entire game has been mirrored, similarly to Twilight Princess for the Wii, making Link right-handed as well as flipping the entire Hyrule map and the Dungeons.[3] In addition, all of the Enemies and Bosses will cause twice as much damage to Link, which also applies to the Master Quest's own Boss Challenge Mode.[4] In the late 1990s, Nintendo developed an add-on peripheral for the Nintendo 64 called the Nintendo 64DD. The Nintendo 64DD used magnetic disks, with a larger memory capacity than the cartridges used for the Nintendo 64, allowing for additional content and improved models and textures. 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[...] This will cause the game to display a Disk tag on the title screen." — The Legend of Zelda: Ocarina of Time , The Cutting Room Floor, retrieved June 4, 2023. ↑ "The tagged file is greyed out by default and cannot be opened unless a 64DD is attached to the system, and the game is tricked into thinking you have the correct disk inserted using the method detailed in the section above." — The Legend of Zelda: Ocarina of Time , The Cutting Room Floor, retrieved June 4, 2023. ↑ "However, the game crashes if you try to load them, perhaps because it is trying to access non-existent files on the disk." — The Legend of Zelda: Ocarina of Time , The Cutting Room Floor, retrieved June 4, 2023. This article is about the compilation. For the reworked version of Ocarina of Time, see Master Quest. February 17, 2003 November 28, 2002 2002 May 3, 2003 ESRBEntertainment Software Rating Board (North America): E ACBAustralian Classification Board (Australia): G8+ The Legend of Zelda: Ocarina of Time / Master Quest, also known as The Legend of Zelda: Ocarina of Time (Bonus Disc), is a compilation released for the Nintendo GameCube.[name references needed] Overview The game selection screen The compilation was first made available in limited quantities as a pre-order bonus for The Wind Waker.[citation needed] Additionally, it was sold bundled with The Wind Waker in some regions.[clarification needed] It contains the complete original Ocarina of Time plus the never-before-released Master Quest, which features rearranged and more difficult Dungeons, on a single GameCube disc. Dungeons in Master Quest have similar layouts to the original game, but the order of progression through their chambers has been changed. Tougher Enemies are encountered earlier, and puzzles place a greater emphasis on time-limited Switches, manipulating Time Blocks, and collecting Jewels of White. Both games are emulations, rather than ports to the GameCube, though they are displayed at increased resolution of 640×480 compared to the 320×240 resolution on the Nintendo 64 and support Progressive scan. Their ROMs are based on Ocarina of Time version 1.2, but with some modifications, mainly to suit the change in platform; the colors of controller buttons are changed to match those of the GameCube controller, and mentions of "Z-Targeting" are changed to "L-Targeting". In addition, the Crest of the Gerudo, as depicted on Time Blocks, Switches, and the Mirror Shield, is changed to the newer design introduced in Majora's Mask, as its original design closely resembled the Star and crescent commonly associated with the Islamic faith. Additional Content The disc also includes preview trailers for then-upcoming games for the Nintendo GameCube and Game Boy Advance. The selection of trailers differ by region, with Japan having more trailers from different companies and promoting the "Capcom Five". The A Link to the Past & Four Swords trailer also differs, with the Japanese trailer having narration and focusing more on Four Swords. Some regions also include "Hot Clips", a montage of footage from various games. List of Trailers Nomenclature The title of this compilation is somewhat ambiguous, as no exact title is shown on its box art, game disc, manual, or in-game menu. The box art of the North American, European, and Australian releases simply show the two game logos along with the text "Two-Game Bonus Disc!" and "Never Before Released!". The Japanese version's box art displays the games' titles as ゼルダの伝説　時のオカリナＧＣZeruda no Densetsu Toki no Okarina Jī Shī (The Legend of Zelda: Ocarina of Time GC) and ゼルダの伝説　時のオカリナＧＣ裏Zeruda no Densetsu Toki no Okarina Jī Shī Ura (The Legend of Zelda: Ocarina of Time GC Flip-Side), with "GC" presumably standing for GameCube; these titles are also used on the game-selection screen, but the "GC" is absent from each game's individual title screen. The Korean version's box art is based on the Japanese version, but uses the English game logos. Additional text on the box reads 「another」Sigan-ui Okarina「another」Beojyeon (Ocarina of Time "Another" Version). In-game, the Korean version is entirely in English. The titles shown below are taken from the software's internal name, which is shown in the GameCube's Memory Card manager. In addition, the Australian version bears the title The Legend of Zelda: Ocarina of Time (Bonus Disc) as its internal name. All versions also contain the name Zelda Ocarina Multi Pack in their data.[citation needed] LanguageNamesThis table was generated from Zelda Wiki's translation data. Gallery North American The Wind Waker bundle box art Ocarina of Time