

Nintendo Gateway 64 - Executive Summary

Game Title	The Legend of Zelda®: Majora's Mask™
Manufacturer	Nintendo
Trademark Information	™ and ® are trademarks of Nintendo.
Category	3-D Adventure/RPG

Game Description

Picking up where Ocarina of Time left off, an evil-faced moon dominates the heavens. The clock tower bell echoes across the land. Minutes tick by, day turns to night, and the moon grows larger. Link is trapped in a world doomed to destruction.

Players control Link in a tense, fast-paced race against time. You locate more than a dozen magical masks that bestow new powers upon Link. The masks transform him into new shapes and sizes and hold the key to the mystery of Majora's Mask.

Controller Functions

Control Stick:	Moves Link / horse
Control Pad:	Not used
A Button:	Performs action shown on the action icon at top of screen
B Button:	Swings sword / spin attack (hold)
Z Button:	Z-Targeting to lock on to opponents
L Button:	Shows or hides the map
R Button:	Raises shield
Up C Button:	Changes perspective Link's camera / talk to Tat! (fairy)
Down C Button:	Use item
Right C Button:	Use item
Left C Button:	Use item
Start:	Pauses / unpauses game

