

1 Important Information

Preparation

2 Using a Circle Pad Pro

Basic Information

3 About the Game

4 Getting Started

5 Saving and Erasing Game Data

Playing the Game

6 Progressing in the Game

7 Basic Controls

8 Attack/Defend Controls

Viewing the Screen

9 Game Screen

10 Map Screen

11 Bombers' Notebook

Troubleshooting

12 Support Information

1**Important Information**

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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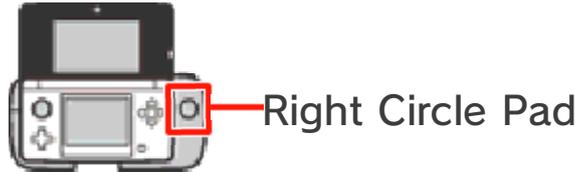
CTR-P-AJRE-00

Connect the Nintendo 3DS XL/3DS Circle Pad Pro controller (sold separately) by going to the Options menu (page 4) and adjusting the Circle Pad Pro controller setting on the first page to Use.

In order to conserve battery power, the Circle Pad Pro enters standby mode if it is not used for more than five minutes. Press the ZL or ZR Buttons to end standby mode.

- ◆ For more detailed information on the setup and use of the Circle Pad Pro, please refer to this accessory's Operations Manual.

Circle Pad Pro Calibration



If the Right Circle Pad is not operating correctly, or if it is interacting with the software even when not being used, follow the instructions below to calibrate the accessory.

- Calibration Instructions
- ① Open the Options menu, and then select **Calibrate Circle Pad Pro**.
- ② Follow the on-screen instructions to calibrate the Right Circle Pad.
- ◆ Calibration of the Nintendo 3DS system's Circle Pad can be carried out by opening **System Settings** from the HOME Menu. Refer to the Operations Manual for more details.

The Legend of Zelda™: Majora's Mask 3D is an action-adventure game that takes place a few months after the events of The Legend of Zelda™: Ocarina of Time™ 3D. In it, we find our Hylian hero, Link™, on a quest to locate a lost friend. Along the way he finds himself in the strange world of Termina, where rumor has it the moon will come crashing down in just three days' time! Thus begins a new adventure!



Use **○** to choose a file, and then press **Ⓐ** to select it.

Starting a New Game

Select New Game, and enter a name for the main hero.

Loading a Saved Game

Select a file to load, and then select Start to begin playing.

○ Options

Once you have selected a file to load, tap Options to adjust the game's settings. You can also access the Options menu during gameplay from the Gear screen (page 9).

- ◆ If changing the Adjust Volume setting to Higher results in sound distortion, please return the setting to Normal.

Saving Data

Stand in front of a stone statue, which will look like either an owl or a quill, and then press **A** to save your progress.



◆ Note that returning to the Dawn of the First Day (page 6) will not automatically save your game.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Erasing Data

⦿ Selecting a File to Erase

Choose a file from the file-selection screen (page 4), and then select Erase.

Ⓞ Erasing All Data

You can delete all save data by launching the software and then simultaneously holding Ⓐ + Ⓑ + ✕ + Ⓨ after the Nintendo 3DS logo has disappeared but before the title screen is displayed.

◆ Data cannot be restored once deleted, so please use caution.

In this game, you play as a hero named Link. You have three days to stop the moon from falling, and you must repeat this three-day cycle multiple times in order to progress through the adventure.

Flow of Time

Time flows continuously in this game. When 24 in-game hours have passed, the day will end. During your adventure, you will need to play the Song of Time to return to the Dawn of the First Day.



- ◆ Time will stop during conversations and when you are accessing subscreens, such as the Bombers' Notebook or Select Item Screen.
- ◆ When you return to the Dawn of the First Day, Rupees and some of the items you have collected will be lost. Dungeons and events will also revert back to their initial status.

🕒 If Three Full Days Pass

The moon will fall, and you will be returned to the Dawn of the First Day. Your inventory of items and masks will revert to whatever they were when you last played the Song of Time (items that cannot be carried through time will be lost).

Game Over

If your life energy (page 9) runs out while in a dungeon, you will have to restart from the entrance of that dungeon. If it runs out elsewhere, you will have to restart from the entry point of that particular map.



Stuck in your adventure?

Investigate the Sheikah Stone in the basement of the Clock

Tower to view hints that will aid you in your adventure.



Move/Jump/Swim

Tilt \odot in any direction to move in that direction. If you run toward the edge of a platform or ledge, you will automatically jump in the direction you are running.

Action

Press \textcircled{A} to perform various situation-dependent actions.

Use Items / Put On Masks

Use items and put on masks by pressing \textcircled{X} or \textcircled{Y} , or by tapping the relevant item slot (page 9) on the Touch Screen.

Talk to Tatl

Press + when the Tatl icon appears to talk to Tatl. She will give you various useful hints to help you in your adventure.



Change View

Adjust perspective settings via the Options screen (page 4).

🎯 L-Targeting

When the targeting icon appears over an enemy, character, or object, press and hold **L** to lock on to it. By targeting an enemy, you can keep it in your sights as you fight it.



🎯 Look Around

Tap the View / Pictograph Box icon (page 9) to switch to a first-person perspective. Use **🎯** or move the system to look around. Press **L** to return to a third-person perspective.

◆ When using a Circle Pad Pro (page 2), you can use the Right Circle Pad to look around.

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

Using Your Sword

If you take hold of your sword with **B**, you will be able to perform the following actions:

Horizontal slash	B / Hold L + C left/right + B
Vertical slash	C up + B / Hold L + B
Thrust	Hold L + C up + B
Spin Attack	Hold B and release / Rotate C once + B
Jump attack	Hold L + A

Using Your Shield

Press **R** to raise your shield. You can adjust the angle of your shield with **C**.

Other Controls

Roll	A (while running)
Side jump	Hold L + C left/ right + A
Back flip	Hold L + C down + A



1 Life energy

This will be depleted when you receive damage, such as from an enemy.

2 View / Pictograph Box icon

3 Rupees (your in-game money)

4 Gear

Tap this to check what Gear you currently have. "Gear" refers to collected quest items and functional items such as the Adult Wallet and Quiver.



5 Magic meter

This shows how much magic power you have left. It will be depleted every time you use certain items or actions.

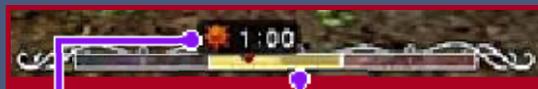
- ◆ The magic meter is only displayed once you have progressed past a certain point in your adventure.

6 Ocarina of Time

Tap this icon to play your ocarina (or whichever instrument is relevant to your current form). The number of melodies you're able to play will increase as you progress through your adventure. Tap  to check how to play any of the melodies you've learned.

7 Clock

The on-screen clock is divided into three days. The current day is highlighted. The clock is not displayed whenever time has been stopped.



Current time

Current day



Day



Night

8 Action icon

Displays the action currently performable using . This will change depending on the situation.

9 Item slots

Your currently assigned items and/or masks are displayed here. Items in the X and Y slots can be used by either pressing the corresponding button or by tapping the item's icon on the Touch Screen. Items in the I and II slots can only be used by tapping the corresponding icon on the Touch Screen.

10 Masks

Touching this brings up the Mask Menu and allows you to check which masks you currently have in your possession. Tap and slide to assign a mask to one of your item slots.



11 Map Screen (page 10)

12 Items

Touching this brings up the Select Item Screen and allows you to check which items you currently have in your possession. Tap and slide to assign an item to one of your item slots.



Field

If you purchase a map, a detailed view of that area will be displayed.



1 Overview map

Press \otimes to zoom in/out.

2 Current-location map

Press \textcircled{A} or tap the screen to zoom in/out.



Save points



Current location and direction



Last point of entry



Treasure chests

Dungeons

The current-location map's display in dungeons differs slightly from when you are on the field.



1 Dungeon Map / Compass / Boss Key / Small Key

Each of these will be shown once acquired.

2 Stray Fairy count

The number of Stray Fairies you have found in the current dungeon will be displayed here. If you find them all and take them to their corresponding Fairy's Fountain, something good might happen...

3 Dungeon floors

Tap or slide to switch between floors.

-  Current floor
-  Boss floor

Once you reach a certain point in your adventure, you will obtain a Bombers' Notebook. Details of events that Link is somehow involved with, or things he has been asked to investigate, will be recorded in this notebook. Press **START** to open the notebook and check the event information you have collected.

Event Notes Screen



1 Event list

Completed, ongoing, and rumored events that you have heard about from the Bombers are all displayed in this list.

2 Relevant characters

These are displayed in chronological order. Switch the display using . When there are no characters connected to the event in question,  will be displayed.

3 Event details

More detailed information concerning the currently selected event is displayed here.

4 Event location

Tap here to view a map of the location where the event in question occurs.

5 Schedule

Tap here to open the Schedule screen.

Schedule Screen

Here you can check the respective schedules of the characters who appear on your Event Notes screen. Schedules are added by speaking to the characters in question.



1 Characters

A 🤖 will appear by a character once you have completed all events that he or she is connected with.

2 Event occurrence period

This is the period during which you must carry out some kind of action in order to complete the quest. When you perform the necessary action, the bar will turn blue.

3 Current time

4 Alarm

You can set an alarm by tapping this icon and then selecting a time. Tat1 will let you know when the selected time comes. The time that your alarm has been set for will be marked with 🕒.

◆ You can set only one alarm at a time.

5 Events

Touch here to return to the Event
Notes screen.

Nintendo Customer Service
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USA/Canada:
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