

Newer Team

Accessory Info

Accessory	Notes
Expansion Pak 	**Required** to play.
Transfer Pak 	Not required for the main game, but used to unlock extras together with select Game Boy cartridges. The game will indicate which GB games to connect at the appropriate time. (The extra content is unlocked automatically if playing on Wii or Wii U Virtual Console.)
Rumble Pak 	Not required. The Rumble Pak and the Transfer Pak can be switched between at any point.
Voice Recognition Module 	Not required. Both the US (VRU) and Japanese (VRS) versions of the module are supported, though words are recognized in different languages (e.g., “Objection!” vs. “Igiari!”). The module should be plugged into socket 2, 3 or 4.
N64 Mouse 	Not required. Usable only in select game modes. The mouse should be plugged into socket 2, 3 or 4.

Patching

Simply click “Patch ROM” on our website.[1] You will be asked to provide a compatible *The Legend of Zelda: Ocarina of Time* ROM file.

Compatible ROMs (.z64, .n64, .v64):

- JPN: 1.0, 1.1 / “*Rev A*”, 1.2 / “*Rev B*”, GameCube, Master Quest
- USA: 1.0, 1.1 / “*Rev A*”, 1.2 / “*Rev B*”, GameCube, Master Quest
- EUR: 1.0, 1.1 / “*Rev A*”, GameCube, Master Quest

You may also provide an *Ocarina of Time* Wii Virtual Console WAD instead, in which case the website patcher will create a Hero of Law WAD to be installed on a Wii console via homebrew, or for use with the Dolphin Emulator. Do not *manually* inject the Hero of Law N64 ROM into a WAD, as this will lead to graphical issues. WADs directly patched by the website will run fine.[2]

If you'd like to inject into a Wii U Virtual Console *Ocarina of Time* release, use a hex editor to replace four bytes at 0x18 of the Hero of Law ROM with 43 41 46 45 (“CAFE” in ASCII).

If you'd like to inject into the *Legend of Zelda: Collector's Edition* emulator on GameCube, replace Majora's Mask rather than Ocarina of Time, so that the Expansion Pak will be emulated. Before injecting the Hero of Law ROM, the product code at 0x3B must be changed to "NZSE", and the file must be padded to 32 MiB (any padding data is fine).

[1] As an alternative to the patcher on our website, we also provide a package containing xdelta patch files. These can be applied to a supported ROM (.z64/.wad format only) with any xdelta-compatible patcher, such as Delta Patcher. **This is not needed if you’re using the patcher on our website.**

[2] PAL60 mode is not supported by the Wii Virtual Console. See here for more details and a solution.

Compatibility

Most emulators that can play *Ocarina of Time* will probably run the main portion of the game fine. Here are some specific compatibility notes about particular platforms we recommend:

Platform	Version	Compatibility	Notes
Real Nintendo 64	-	Perfect	Music may be slightly higher pitched on PAL consoles in 60Hz mode. Widescreen mode is not recommended (poor legibility and performance).
Project64-EM	**v1.0.3**	No VRU support	Please use the GlideN64 graphics plugin and the N-Rage For Project64 input plugin.
ares	**v144**	No VRU support	This emulator currently requires (relatively) powerful hardware.
simple64	**v2024.12.1**	VRU and Transfer Pak support not compatible, no Mouse support	We provide a custom build here that adds VRU and Transfer Pak support for this game (Windows only).
Rosalie's Mupen GUI	**v0.7.9**	No VRU support	Transfer Pak is cumbersome to enable.
ParaLLeL N64 / Parallel Launcher	**v9.0.5**	No Transfer Pak, Mouse or VRU support.	Use unlock code to access the extras.
Wii Virtual Console	-	No Transfer Pak, Mouse, or VRU support	Transfer Pak extras will be unlocked automatically. Also works in Dolphin Emulator (this is the recommended choice on Android).
Wii U Virtual Console	-	No Transfer Pak, Mouse, or VRU support	Transfer Pak extras will be unlocked automatically.
The Legend of Zelda: Collector's Edition (GCN)	-	No Transfer Pak, Mouse, or VRU Support	Minor graphical glitches. Transfer Pak extras will be unlocked automatically.
gopher64	**v1.0.18**	VRU support not compatible, no Mouse support	Performance issues.

Not Recommended

Platform	Notes
Retroarch	No Transfer Pak, Mouse or VRU support.
Bizhawk	Graphical issues, extremely slow loading times, unresponsive controls.
CEN64	Crashes.
M64Plus FZ	Graphical issues, and Transfer Pak support not compatible. To play on Android, we recommend playing the Wii VC version on Dolphin Emulator instead.
Delta - Game Emulator	No Transfer Pak, Mouse or VRU support.

Troubleshooting

The Transfer Pak or the game inserted into it is not recognized.

Please see the next section, "Transfer Pak Setup".

The saved game on my Game Boy Game Pak is not recognized.

When playing on original N64 hardware, make sure your Game Boy Game Pak has a working save backup battery.

It should also be noted that certain reproduction cartridges do not save the data in a way accessible by the Transfer Pak and cannot be used.

If using an emulator, please see the next section, "Transfer Pak Setup".

The screen size and/or position is off.

Go into the Settings menu on the Title Screen (R button) and choose the Screen Adjustment option.

My PAL TV set does not support 60Hz.

Hold down the L and R buttons while launching the game, keep holding them until the frequency selection screen appears, then choose 50Hz mode. (This screen will also appear if the product code at 0x3B of the ROM is changed to "CZLP" if your flashcart sets the TV mode based on the product code, as most do.)

50Hz mode is generally not recommended, however.

The game is stuttering on my PAL Nintendo Wii.

The N64 Virtual Console emulator for the Wii does not allow games to run in PAL60 mode. It is recommended that the channel is loaded through a separate homebrew application that allows forcing the video mode to NTSC. Alternatively, refer to the information above on how to set the game to 50Hz mode.

I don’t have/care about the Transfer Pak!

The Transfer Pak enhances the experience in the main bit of bonus content, due to its direct interaction with Game Boy save data.

Nonetheless, if you really want to skip the Transfer Pak requirement, you can use this secret unlock code to instantly get access to everything (only available in v1.02 or later):

1. On the Title Screen, press R to enter the Settings.
2. Choose “Check Brightness”.
3. Using the C-Buttons and A, play the *Ocarina of Time* song most likely to cause the events from the opening of *Link’s Awakening*. You will hear a jingle confirming that the code has been input successfully.

Help, I’m stuck in-game!

Please consult the Spoiler-Free Walkthrough document available from our website.

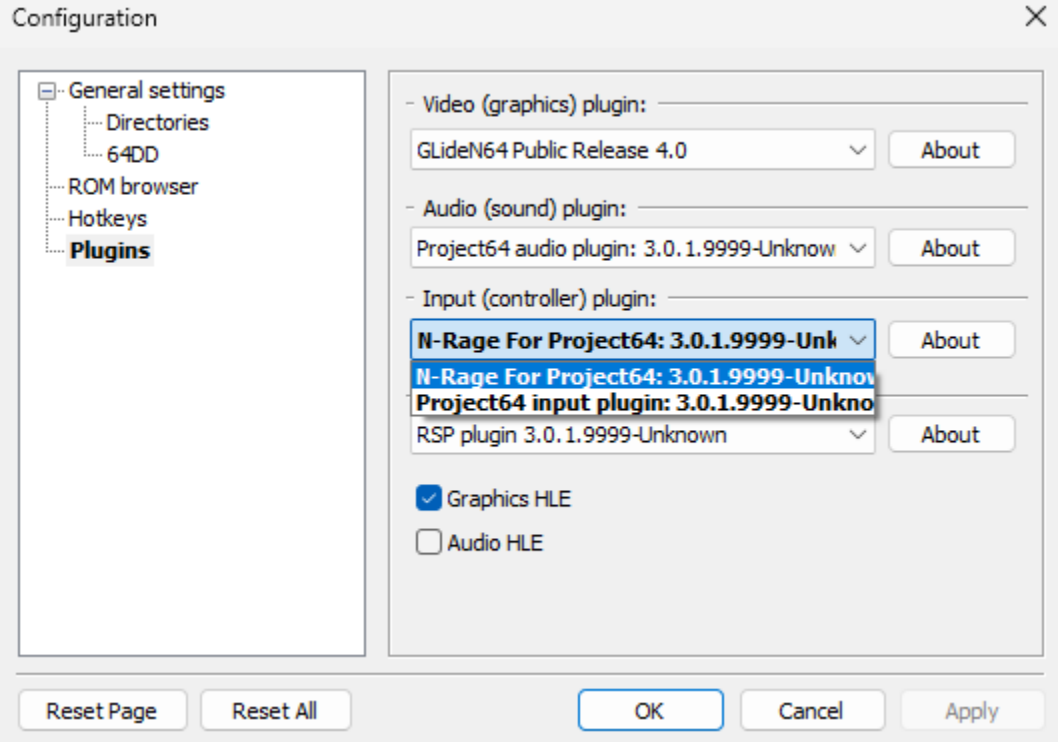
Transfer Pak Setup

If playing on original N64 hardware, make sure to thoroughly clean your Transfer Pak, N64 controller socket and Game Boy Game Pak. Please note that some unofficial N64 controllers do not properly support the Transfer Pak.

If using an emulator, please use one of the guides below to make sure the Transfer Pak data is configured correctly:

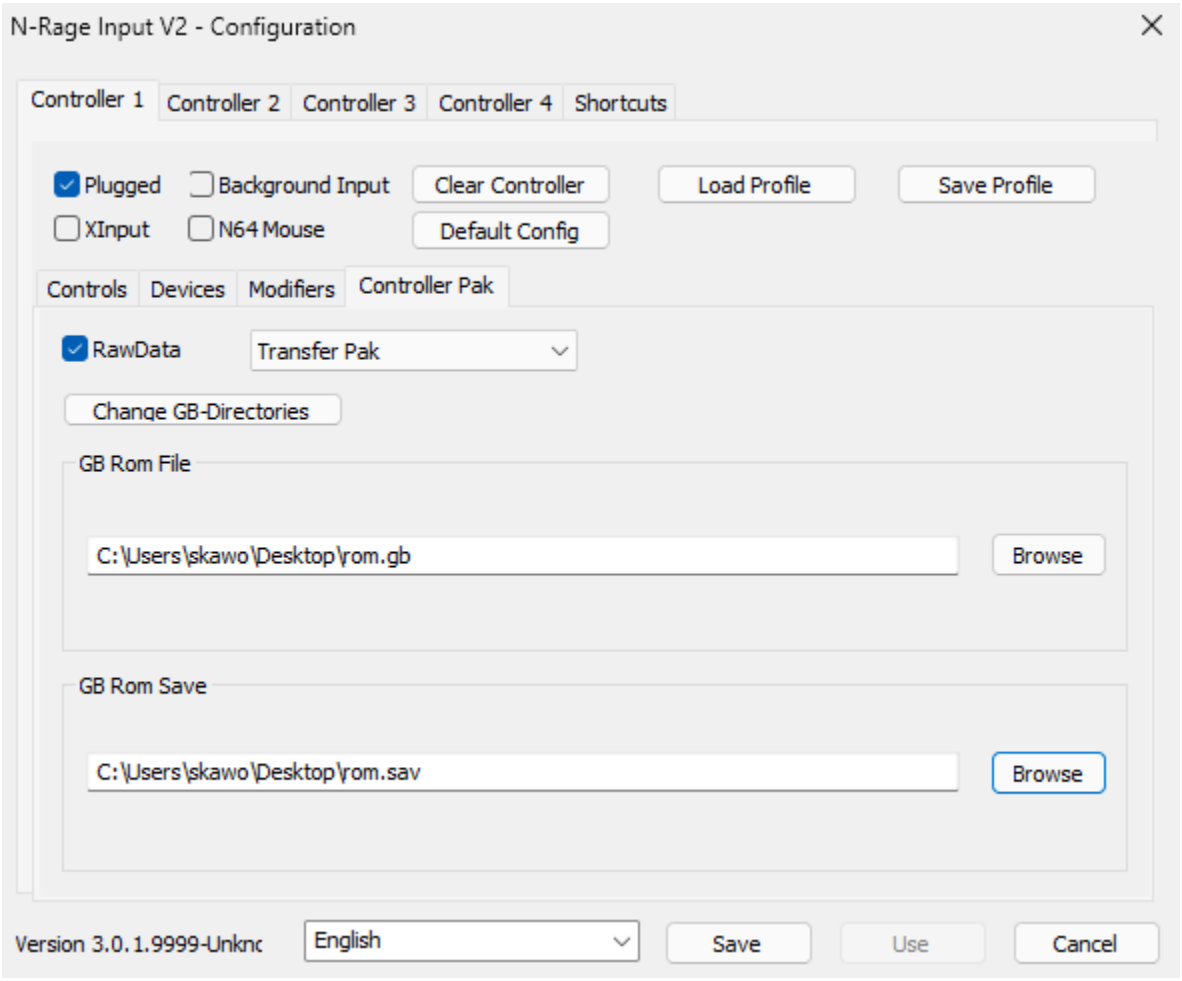
Project64-EM

1. Go into Options → Configuration → Plugins. Make sure the Input Plugin is set to N-Rage For Project64:



(Guide continues on next page)

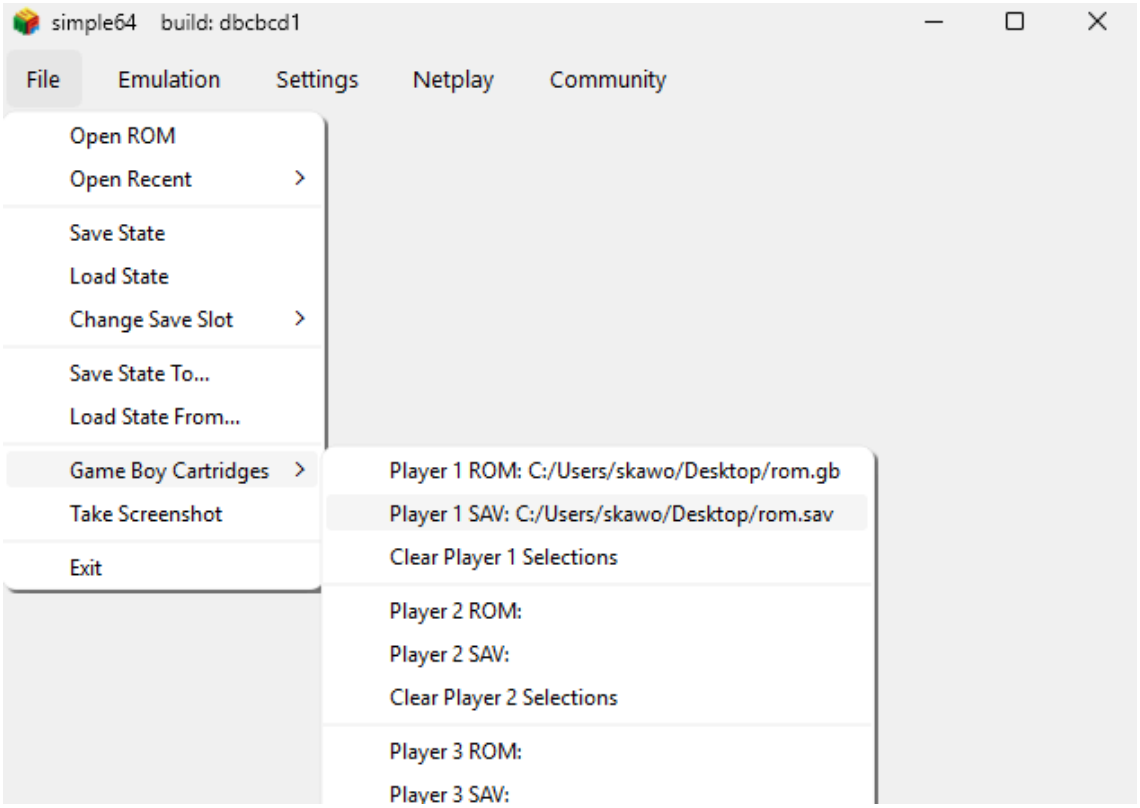
2. Go into Options → Input Settings, select the Controller Pak tab, and configure the options like this (the ROM and save names do not matter):



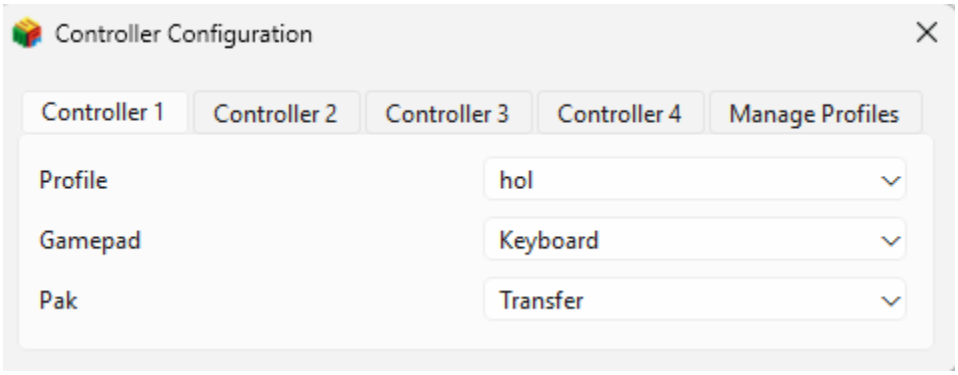
3. Make sure the ROM and SAV files are not being used by anything else when you launch Hero of Law.

simple64

1. Under “File → GameBoy Cartridges”, set the corresponding files:

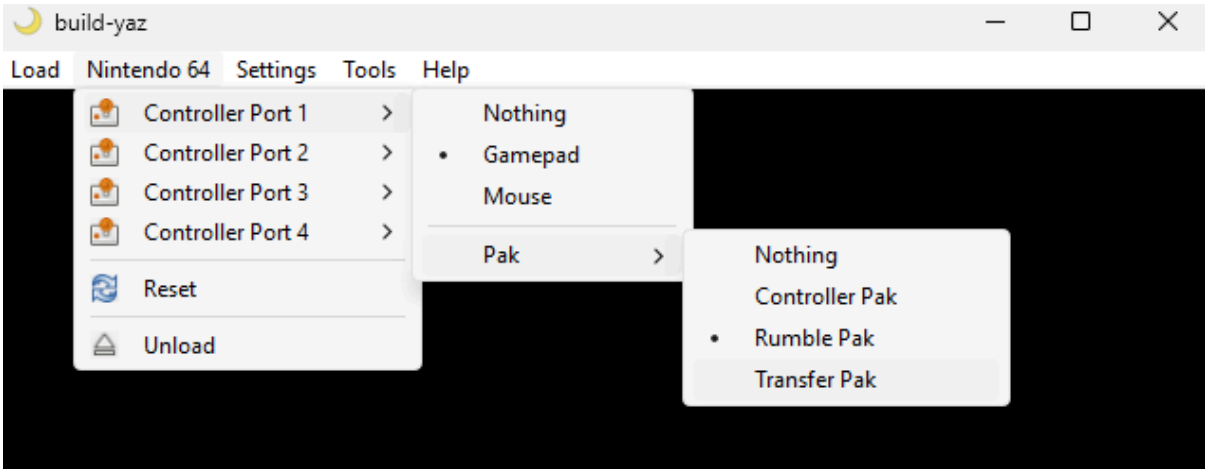


2. Make sure “Transfer” is set for Player 1 under Settings → Controller Configuration:



ares

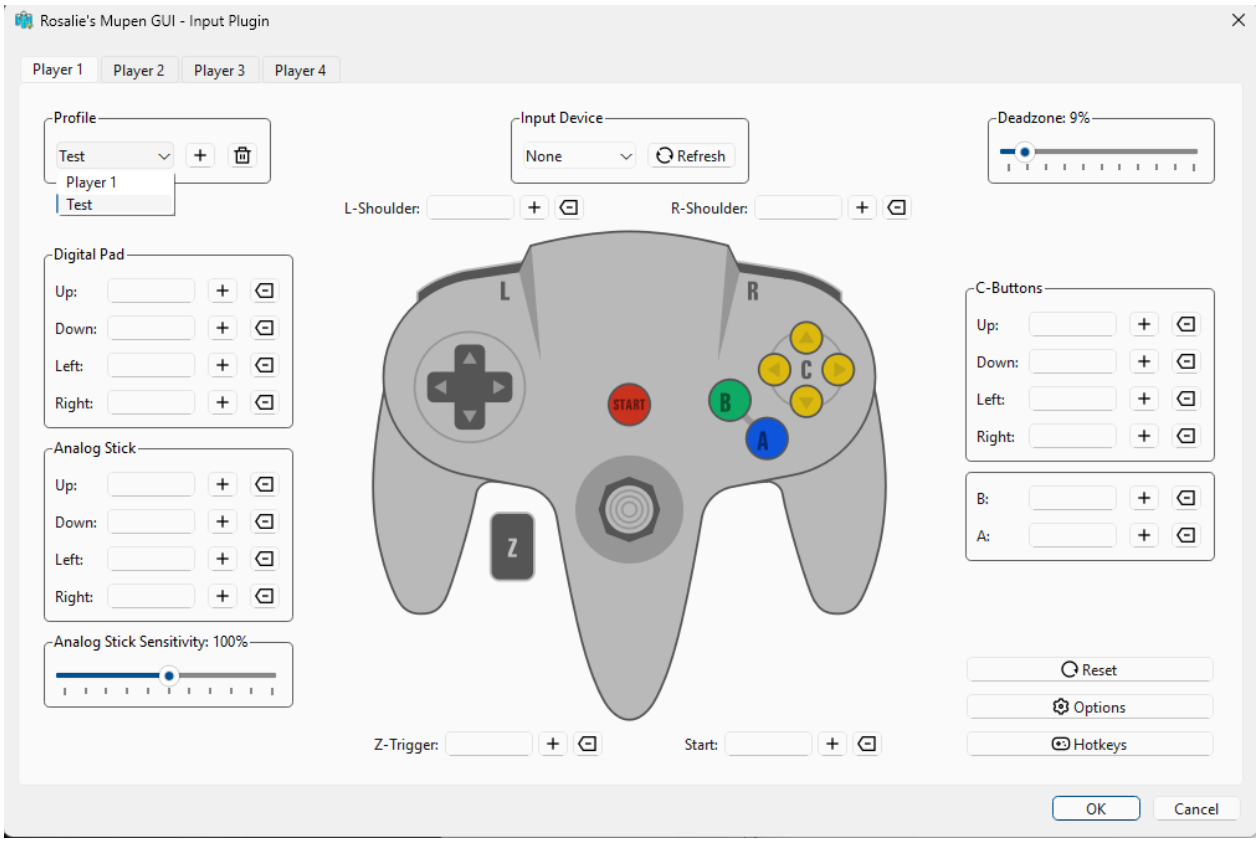
1. Place your Game Boy ROM file and save file together in the same folder.
2. Rename your save file to have the same name as the Game Boy ROM file, with a ".ram" extension. For example, if your Game Boy ROM is named "example.gb", your save should be named "example.ram".
3. Launch the game.
4. Go into "Nintendo 64 → Controller Port 1 → Pak" and choose "Nothing". Then, in that same menu, choose "Transfer Pak".



5. Choose the Game Boy ROM file.

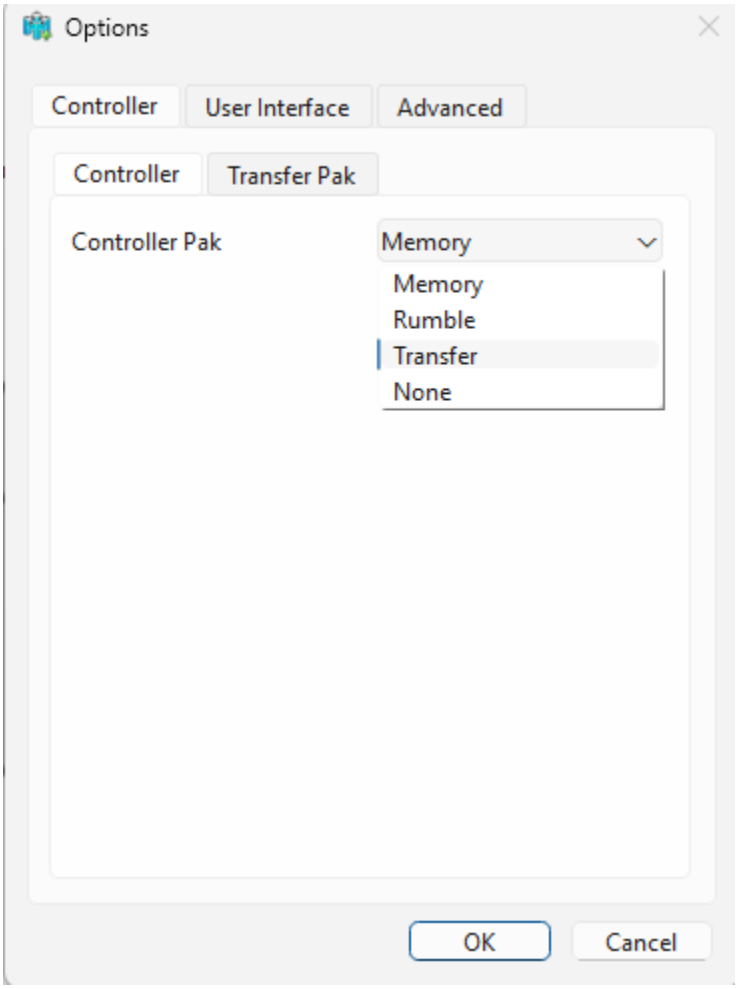
Rosalie's Mupen GUI

1. Go into Settings → Input.
2. Create a new Input Profile. Then, select the default one, and then the newly created one again. This will enable the Options button in the bottom right:



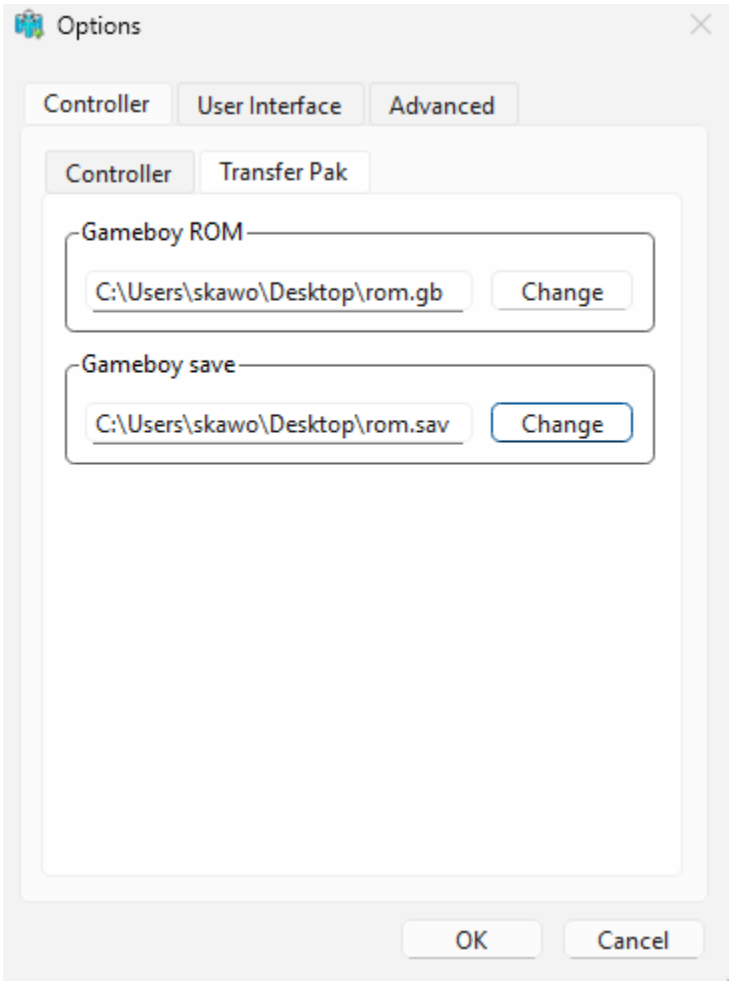
(Guide continues on next page)

3. On the first tab, change the Controller Pak to “Transfer”:



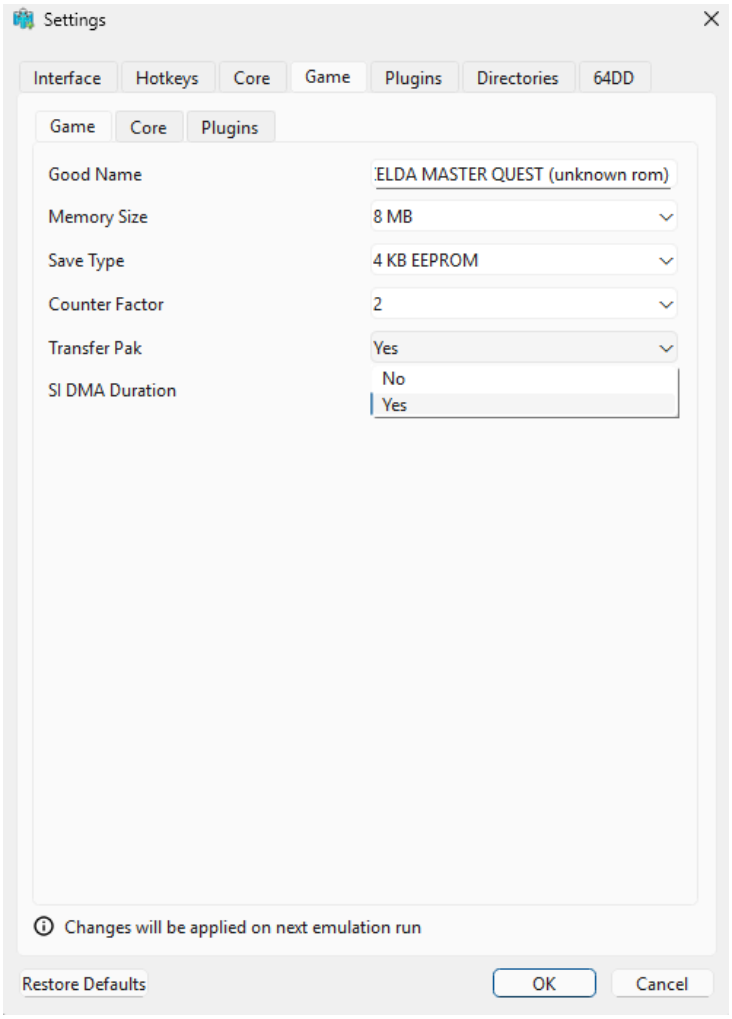
(Guide continues on next page)

4. On the second tab, choose the appropriate files:



(Guide continues on next page)

5. Start the game, open Settings, go into the “Game” tab and change the “Transfer Pak” option to “Yes”:



6. Shut down the game (F12), then launch it again.

Garlic Bread

