

Hero of Law

Changelog

Version	Release Date	Changes
1.0	28 Jun 2025	<ul style="list-style-type: none">• Initial release.
1.01	30 Jun 2025	<ul style="list-style-type: none">• Added support for anamorphic widescreen, which can be enabled in the settings menu• The N64 boot logo & controller information screens now respect the screen adjustment settings• The ranch door in the opening scene has been changed to the correct one• Minor adjustments to dialogue• Resolved a minor audio issue in the ending scene• Made Ingo's second cross-examination more lenient• Resolved a rare freeze during a late-game cutscene• Adjusted menu text to make it easier to find the Extras
1.02	1 Jul 2025	<ul style="list-style-type: none">• Adjusted menu and option text positions on the Title Screen• Added a Scene Select unlock code• Clarified one of the judge's lines• Made it possible to switch the game to 50Hz on Wii Virtual Console
1.03	6 Jul 2025	<ul style="list-style-type: none">• Added an option to the Screen Adjustment menu to turn off the N64 anti-aliasing (not available on Wii(U) VC)• Made sure the player is informed about the text skip button even if they skip the tutorial
1.04	19 Jul 2025	<ul style="list-style-type: none">• Made grass in the Hyrule Field and Graveyard scenes look closer to how it does in Ocarina of Time• In Bonus 3, if no save file exists on the cartridge, set the default name to "Link" instead of "?????"• Change the order of Impa's animations during her cross-examination