

GAME BOY ADVANCE

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THE LEGEND OF

ZELDA[®]

A LINK TO THE PAST[®]

Includes new
multiplayer adventure

Four Swords



INSTRUCTION BOOKLET

Nintendo[®]

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

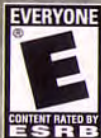
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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EVERYONE
Mild Violence



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



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NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance. For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529. This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

1-900-451-4400

U.S. \$1.50 per minute

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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A LINK TO THE PAST

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LINKING UP

Multi-Pak Multiplayer

Here's all of the information you need to link multiple Game Boy Advance game systems using multiple The Legend of Zelda: A Link to the Past Game Paks.

Necessary Equipment

- Game Boy Advance systems: One system per player
- Game Paks: One Game Pak per player
- Game Boy Advance Game Link cables:
 - Two players: one cable
 - Three players: two cables
 - Four players: three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the The Legend of Zelda: A Link to the Past Game Paks into the individual Game Pak slots.

2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each system's Power Switch ON.
4. Now, follow the instructions on page 33.

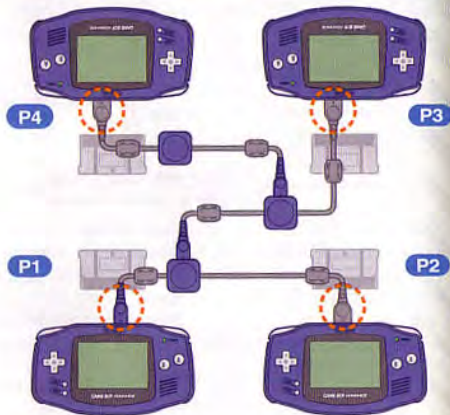
! When playing with only two or three players, do not connect any game systems that will not be used. The player who plugs the small, purple connector into his or her Game Boy Advance will be Player One. Consult the diagram on the right when connecting Game Link cables to Game Boy Advance game systems. (Note that the small Game Link cable connector is purple and the larger one is gray.)

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.

Game Boy Advance and Game Link Cable Setup



BASIC CONTROLS FOR A LINK TO

The controls explained in this section function in both *The Legend of Zelda: A Link to the Past* and *The Legend of Zelda: Four Swords*. For detailed controls in each game, please see the following sections:

A Link to the Past - Page 18

Four Swords - Page 40



Control Pad

Walk

Press up, down, left, right, or diagonally on the **+** Control Pad to move in any of eight directions.

Push

Face a block or statue and press the **+** Control Pad toward it to push.

Jump Down

When there is a ledge outdoors or in a dungeon, you can jump down if nothing blocks your way. Press and hold the **+** Control Pad toward the ledge to jump down it.

Move the Cursor



L Button

Display the Map Screen

For details, see

A Link to the Past - Page 24

Four Swords - Page 39



R Button

In *A Link to the Past*, this is the Action Button.

See page 18 for details.

In *Four Swords*, this button is used to grab objects.



A Button

Use an Item

Press the A Button to use the item that is currently set to it.

Open Chests

Stand below a chest and press the A Button to open it. You can't open chests if you're standing behind them or to the left or right.

Speak

Speak to the character directly in front of you.

Confirm Decisions



B Button

Swing Your Sword

Press the B Button to swing your sword.

Cancel Selections

Whirling Blade Technique

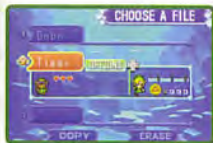
Press and hold the B Button to gather power in your sword, then release the button to unleash a powerful whirling attack that cuts down all foes near you.



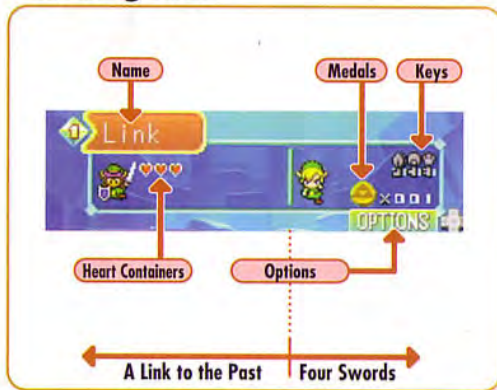
BEFORE YOU BEGIN

Select a File

Press START during the opening demo to view the title screen. Press START once more to reach the file-selection screen. Place the cursor on the file you want to use and press the A Button.

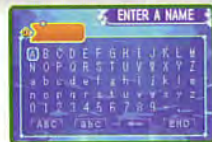


Viewing Files



Choose a Name

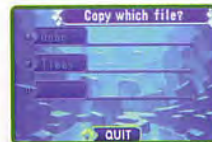
To start a new game, choose an empty file and press the A Button. Once the name-entry screen appears, you can enter a name of six letters or less. Place the cursor on the letter you want to input and press the A Button to enter it. Use the B Button to erase a character. When you are done, choose END and press the A Button.



Copying a File

You can copy the contents of any save file into an empty save file. Select COPY on the file-selection screen and press the A Button. Choose an empty file to copy to and press the A Button. If everything looks correct, choose COPY. If not, choose CANCEL.

You cannot copy to a file that already contains saved data.



Erasing a File

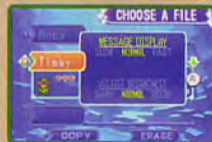
If you like, you can also erase the data in a save file. Choose ERASE on the file-selection screen and press the A Button. Choose the file you want to erase and press the A Button again. If everything is correct, choose ERASE. If not, choose CANCEL. If you want to start a new game and all three files are occupied, you will have to erase one file.

Once a file has been erased, its data cannot be restored, so take care when erasing files.



Option Settings

Press right on the + Control Pad to change message speed and brightness settings. There are three message speeds: SLOW, NORMAL, and FAST. There are three levels of screen brightness: DARK, NORMAL, and BRIGHT. You can go back and change settings on the file-selection screen after setting them once, so feel free to try the settings out until you find one you like.



CHOOSING YOUR ADVENTURE

Use the + Control Pad on the game-selection screen to choose the plate with the name of the game you want to play. Then press the A Button.



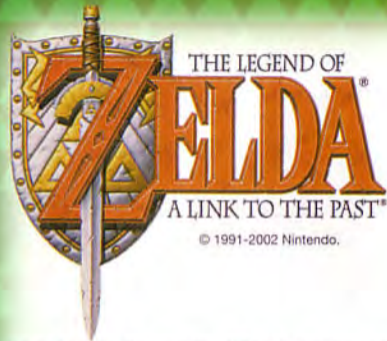
A Link to the Past:

- A game for one player
- See pages 14-29 for more details



Four Swords:

- A game for two to four players
- See pages 30-45 for more details



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THE LEGENDS OF HYRULE

AEONS AGO, THE DEITIES OF POWER, COURAGE, AND WISDOM DESCENDED TO THE WORLD OF CHAOS. THEY CREATED THE WORLD THAT WE KNOW AND LEFT BEHIND A SYMBOL OF THEIR STRENGTH, THE GOLDEN EMBLEM KNOWN AS THE TRIFORCE, WHICH THEY HID IN THE GOLDEN LAND.

AFTER MANY YEARS, AN OPENING WAS FOUND THAT LED FROM OUR FAIR HYRULE TO THE GOLDEN LAND, WHERE THE MYSTICAL TRIFORCE WAS STILL HIDDEN. MANY SOUGHT TREASURE IN THIS PLACE, BUT NONE RETURNED—ONLY BEINGS OF GREAT EVIL EMERGED FROM THE GOLDEN LAND.



THE KING OF HYRULE GATHERED THE SEVEN SAGES TO FIND A WAY TO SEAL THE ENTRANCE TO THE GOLDEN LAND SO THAT HIS KINGDOM WOULD BE SAFE FROM THE EVIL THERE. THE SAGES SUCCEEDED AND BROUGHT PEACE AGAIN TO HYRULE.

HOWEVER, STRANGE THINGS HAVE BEEN HAPPENING IN HYRULE SINCE THE APPEARANCE OF AGAHNIM, A MYSTERIOUS SORCERER WHO GAINED FAME FOR EXTINGUISHING A DEVASTATING BLAZE OF UNKNOWN ORIGIN SOME YEARS AGO.

AND NOW...

ONE NIGHT, A GIRL'S VOICE WAKES YOU FROM SLEEP. "HELP ME... MY NAME IS ZELDA... I AM IN THE CASTLE DUNGEON!" NOT KNOWING IF THE VOICE WAS A DREAM OR REALITY, YOU STEP INTO THE RAIN AND FORBIDDING DARKNESS...AND THE LEGEND OF ZELDA BEGINS.



VIEWING THE GAME SCREENS

The Main Screen

Move Link around on this screen and help him fulfill his quest.

- 1 Magic Meter:** Shows your remaining amount of magical power. (See page 26.)
- 2 Rupees:** Shows the number of Rupees (Hyrule's currency) that you are carrying. Rupees have different values depending on their color.
- 3 Bombs:** Shows the number of bombs that you are carrying. At first, you can carry only 10.
- 4 Arrows:** Shows the number of arrows that you are carrying. At first, you can carry only 30.
- 5 Small Keys:** These keys are used inside dungeons. They are not displayed outside of dungeons. (See page 25.)
- 6 Life Gauge:** This decreases when you are wounded. If it reaches zero, the game ends. (See page 28.)
- 7 Item Display:** Shows the item you have equipped. (See page 22.)



The Sub-Screen

Press SELECT to display this screen.

- 1 Item Window:** Items that you can use with the A Button will show up in this window. Use this window to choose the item you want to use (or switch it out with another item). Use the + Control Pad to move the cursor, select an item, and return to the main screen.
- 2 Item:** Displays the item selected in the item window.
- 3 Action Window:** This shows the action that will be performed or item that will be used when you press the A Button.
- 4 Special Items:** You receive Pendants and other special items when you defeat a boss at the end of a dungeon.
- 5 Weapons and Equipment:** These are the weapons and armor that you have equipped. (See page 21.)
- 6 Dungeon Items and Heart Containers:** When you find Maps, Compasses, or Heart Containers, these items are displayed here. This window displays Heart Containers outside of dungeons and buildings. (See page 25.)



LINK'S ACTIONS



+ Control Pad Actions

- **Walk:** Press in any of eight directions to walk.
- **Jump Down:** When you encounter a ledge and there is nothing blocking it, you can jump down the ledge.
- **Push:** You can push some objects in dungeons to move them around.



R Button Actions

- **Speak/Read:** Approach a character and press the R Button to speak. You can also use this button to read signs or books. You can press the A, B, L, or R Button to advance pages while reading.
- **Lift and Throw:** You can lift clumps of grass and other objects by approaching them and pressing the R Button. Press the R Button again to throw an item you've lifted. After you find the Power Glove, your lifting power increases. (See page 21.)



- **Open a Chest:** Stand in front of a chest and press the A or R Button.



- **Grabbing and Pulling:** Use the + Control Pad to stand next to an object, and then press the R Button to grab it. Now press the + Control Pad away from the object to pull it.



- **Run:** Once you find the Pegasus Shoes, you gain the ability to run swiftly. Press and hold the R Button to run. (See page 21.)



- **Swim:** Once you find Zora's Flippers, you can swim. (See page 21.) Press the B Button to submerge briefly.



Swing the Sword

- **Whirling Blade Attack:** Press and hold the B Button for about two seconds, then release it to unleash a whirling attack that cuts down all foes within reach.



- **Dashing Attack:** Once you find the Pegasus Shoes, you can attack enemies as you dash through them.



- **Beam Attack:** If your sword's power is level two or higher and all of your Heart Containers are full, you can fire a beam from the tip of your sword.



NOTE: When you are not pressing a button, Link holds his shield up to protect himself from arrows and some other attacks. (His shield does not protect him from sword attacks.)

Equipment

You can confirm your equipment on the sub-screen.



- **Sword:** There are four levels of power. The damage your sword does increases with each level.
- **Shield:** There are three levels of shield power, each with a greater defensive value.
- **Armor:** In addition to Green Armor, there is also Blue and Red Armor. Wearing armor reduces the damage received from attacks.
- **Pegasus Shoes:** These allow the wearer to run at great speed.
- **Power Glove:** This allows the wearer to lift and throw heavy objects.
- **Zora's Flippers:** The flippers allow the wearer to swim in the water.
- **Moon Pearl:** This gem can control the power of the Triforce.



A Button Actions

Press the A Button to use the items you find during your quest.

NOTE: Some items consume magical power when used.



Main Items

- **Boomerang:** This temporarily paralyzes enemies when it strikes them. You can also use it to retrieve Rupees and other items in hard-to-reach places.
- **Bombs:** You can set up to two bombs at a time. You can also pick them up and throw them.
- **Bottle:** You can put things in empty bottles for later use. You can hold up to four bottles. Choose the bottle you want to use from the item window.
- **Book of Mudora:** Use this when you find ancient and unreadable writing.



- **Bow:** This is a powerful weapon, but you can only use it when you have arrows.
- **Hookshot:** Use the chain attached to this hook to travel to distant points. It can also be used as a weapon.

There are many other items—some of them can only be used inside of dungeons. (See page 25.)

Using Special Items

- **Flute:** When you use the Flute, you can move instantaneously to a set point that you want to visit. Choose the number of the point and press the A Button to transport there.
- **Cane of Byrna & Roc's Cape:** Press the A Button to activate these magical items, and press the A Button again to deactivate them. If you run out of magical power while using one of these items, they will deactivate automatically.



L Button Actions

How to use the Map (Field Map and Dungeon Map)

Area Map: When Link is above ground, he can see his location on the map. You will find marks on your current location and the point you must visit next. Use the **+** Control Pad to scroll.



Full Map: Press the L Button again while the area map is on-screen to display the entire map of Hyrule.



NOTE: You can switch to and from the area map and the full map by pressing the R Button.

Dungeon Map: This map is only displayed in dungeons. You can see how many floors the dungeon has and what the layout of each floor looks like. (See page 25.) Your current position is indicated by a flashing mark.



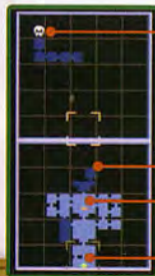
NOTE: There are some places, like inside houses, where you cannot use maps.

DUNGEONS & DUNGEON MAPS

Dungeon Items

Maps, Compasses, and Big Keys are all items that can only be found in dungeons.

- **Map:** Even rooms you have not visited appear on the map.
- **Compass:** The compass makes the dungeon boss's lair appear on the map.
- **Big Key:** Some chests and doors only open with a Big Key.



Boss Lair

Areas You Haven't Visited

Big Chest

Current Location

NOTE: In this game, the term "dungeon" refers to the insides of castles and shrines.

NOTE: There is no boss in Hyrule Castle, so you will not find a Big Key there.

LIFE & MAGICAL POWER

Recovering Health

You can recover lost health by picking up hearts. Also, small fairies will help you recover 7 hearts of health.



Recovering Magical Power

Magical power can be recovered when you pick up Magical Decanters. A large Decanter restores all of your magical power, while a small one only restores 1/8th of it.



Magic Potions

These are sold at the Magic Shop but you can only buy them if you have a bottle.

Green Potion: This completely restores your magical power.

Red Potion: This refills your Heart Containers.

Blue potion: This completely restores both hearts and magical power.

Heart Containers and Pieces of Heart:

Whenever you get a Heart Container, your life gauge increases by one heart. Collect four Pieces of Heart to form one Heart Container.



TIPS & TRICKS

Sometimes, doors in the dungeon can only be opened with a switch or a key. You can also break through some walls and floors that have cracks. You should try everything you can to advance your quest.

Once you are able to dash, try dashing into trees and walls. Sometimes very unexpected things may happen.

In the Dark World, you can see the difficulty of dungeons displayed as a number between 1 and 8 in the upper-left-hand corner of the dungeon map.

The Magical Mirror can be very helpful when moving from the Dark World to the Light World (though it cannot be used in some places). The place you used it last is marked on the Field Map. When you use it in a dungeon, you will return to the entrance.



GAME OVER & SAVING

Game Over

The game will end when your Life Gauge is empty.

Save and Continue: This option allows you to save all of your items and progress, and continue playing. If you restart the game, you will continue from a fixed point.

Save and Quit: This allows you to save all of your items and return to the title screen. The next time you play, you will continue from a fixed point.

Quit Without Saving: Choose this option only when you want to avoid altering your previously saved data.

NOTE: The next time you play, you will not necessarily continue from the point you saved at.

NOTE: When you have more than four Heart Containers, they will not be full when you start after a Game Over.



Saving

Press START to pause the game. You can then select one of three options:

Continue: This returns you to your game in progress.

Save: This option lets you save your progress.

Sleep: This mode pauses game play and reduces battery consumption when you are not playing. When you wish to return to the game, press **SELECT**, the **L Button**, and the **R Button** simultaneously.

NOTE: If the power is turned off after activating Sleep Mode, you will have to restart from the last place you saved.



LEGEND OF THE FOUR SWORD



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Long ago, in the kingdom of Hyrule, there appeared a Wind Sorcerer named Vaati. Vaati could bend the wind to his will and used this awful power to terrorize many villages of Hyrule. In his assaults on the villages, Vaati would kidnap any beautiful girls who caught his fancy.

Many knights from the castle and other brave men set out to subdue the sorcerer and rescue the girls, but each one fell in turn to Vaati's awesome power. Just as the people had begun to lose hope,

a lone young boy traveling with little but a sword at his side appeared.

When this boy heard what was happening, he said only, "I will defeat this sorcerer." He boldly entered Vaati's palace, mystically trapped the evil sorcerer inside the blade of his sword, and returned the young girls to their villages. The boy then went deep into the forest and disappeared.

The villagers asked the girls how a boy so young could have saved them all and defeated the sorcerer when no one else could. The young girls told a story of how with just a wave of his sword, the boy's body shattered into four pieces, each of which then formed a complete copy of the boy. These four young boys then worked together to defeat the sorcerer. The people did not believe the story, but they called it the Four Sword nonetheless. As rumors of the blade's power to divide a person into four entities spread, the people built a shrine to protect it.

Princess Zelda of the land of Hyrule was a beautiful young girl born with the mysterious power to sense approaching forces of evil. For this reason, she was assigned with the sacred duty of protecting the shrine of the Four Sword and the blade itself. One day, Zelda was in Hyrule Castle when she sensed that something unusual was occurring at the Four Sword Shrine. She asked a boy named Link, whom she trusted above anyone else, to accompany her to investigate the happenings at the shrine...



GETTING STARTED

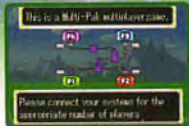
The Legend of Zelda: Four Swords is a game for two to four players.

You will need:

- Game Boy Advance systems—one for each player
- The Legend of Zelda: A Link to the Past/Four Swords Game Paks—one for each player
- Game Boy Advance Game Link cables
For two players — one
For three players — two
For four players — three

Please make sure the Game Boy Advance Game Link cables are properly connected (see pages 6-7) and that all Game Boy Advance systems are turned ON.

- If you choose Four Swords before inserting your cable, press the B Button to return to the game-selection screen.



Choose the panel for Four Swords on the game-selection screen.



The opening demo will play. Skip the opening demo by pressing START.

This section applies only to Player One's controls. Any other players will see the words "PLEASE WAIT" on their screens and will not be able to use their controls.



After the opening demo, press START. The next screen signals when each player has joined by displaying their icon.



Once all players are ready, press the A Button to begin playing.

SELECTING A STAGE

Stage-Selection Screen



Death Mountain

Lava and ash spew continually from the depths of this volcano. Make your way inside as you avoid the geysers and lava flows.



Sea of Trees

Few who enter these dark woods are ever seen again. Cut down the grass and move the rocks to find Rupees.



Talus Cave

Only the courageous dare to enter this gaping hole, which is found high upon the slopes of a steep rock face. The ice-covered paths are very treacherous, so be careful.



Stage Names



Chambers of Insight

This is a practice stage for first-time players. Ask the fairies along the way for tips on how to complete your quest.

- Press up, down, left, or right on the **+** Control Pad to choose the stage you want to play then press the A Button or START to begin.
- Only Player One can select a stage. Game screens for all other players will display the words "PLEASE WAIT" until a stage is chosen.

GAME RULES

The Purpose of Your Quest: Save Princess Zelda!

In order to save the kidnapped Princess Zelda, you will have to collect many Rupees. Collect as many as you can while competing and cooperating with the other players.



Rupees

Rupees collected by all players are stored in the same wallet.

Down

If you lose all of your hearts, you will be downed. When you are down, you cannot move until you pay a penalty in Rupees to be revived. Each time you are downed, the penalty increases.

Game Over

If you are downed too many times, you may not have enough Rupees to revive yourself. If this happens, the game ends for everyone.



GAME OVER



PLAYING THE GAME

Select a Stage

Cooperate...

and Compete!



Start!



Warp Zone



Use the Warp Zones to get to the next floor!



You'll find a boss at the end of each stage. Look for the boss's weak spot and cooperate with your companions to achieve victory.



After you defeat a boss, a Great Fairy will appear. Depending on your performance, the fairy might give you a key.

The Three Keys

There are a total of three keys that you can receive from the Great Fairies. When you have all three, you can enter Vaati's Palace.



The Medal of Courage

The player who did the best on a stage will receive the Medal of Courage. You can see the number of Medals you have received next to your save file. Do your best to collect as many as you can!



VIEWING THE GAME SCREENS

Main Screen

Stages

See page 34 for a list of all the stages and their icons.



Levels

The current stage and number of floors.



Rupees Collected

The number of Rupees collected by all players. (All Rupees collected go into the same wallet.)

Life Gauge

The player's endurance level. When all the Heart Containers are empty, the player will be downed.

Equipped Item

The item you currently have equipped. (See page 42.)



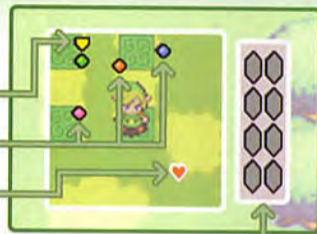
Map Screen

Press the L Button during game play to display the map screen.

Cursor Showing Your Location

Other Players

Warp Zone (Goal)



Rupee Shards

The number of Rupee shards you have collected.

Each player has a designated color:

P1 Green

P2 Red

P3 Blue

P4 Purple

Pause Screen

Press START at any time. Whoever presses START can choose one of two options:

• **Continue:** Return to your game.

• **Quit:** Quit your game and return to the stage-selection screen.



ACTIONS

+ Control Pad Actions



Use the + Control Pad to move your Link around the screen.

Walk

Press up, down, left, right, or diagonally on the + Control Pad to move in any of eight directions.

Jump Down

When there is a ledge without any obstructions, press and hold the + Control Pad toward the ledge to jump off.

Push

Face a block or statue and press toward the object on the + Control Pad to push.

A Button Actions

A

You can perform the following actions with the A Button.



Speak

Speak to characters standing directly in front of you. You can also press the R Button to speak.



Lift

You can lift grass, pots, and rocks. Press the + Control Pad in any direction to move while carrying something.



Pull

While grasping an object, press the + Control Pad in the opposite direction to pull.



Throw

Press the A Button to throw an object you're carrying.



Open a Treasure Chest

Stand in front of a chest and press the A Button to open it. Chests cannot be opened from the left or right or from behind.



Swim

Press the A Button while in the water to swim. You can also press the B Button to dive for a short time.

R Button Actions

R

Press the R Button to grab an object.

Item Actions

You can equip one item at a time. To equip a different item, stand in front of an item pedestal and press the A Button.



Bombs

Use bombs to damage enemies and to blast open holes in suspicious-looking walls. Press the A Button to light bombs and press the A Button again to throw them. You can press the A Button again after bombs land to set them off quickly.

Boomerang

Use this weapon to attack enemies from a distance. You can also use this to retrieve hard-to-reach Rupees and hearts. Some enemies might even get stunned when hit...



Gnat Hat

Wearing this hat shrinks you down in size! There are some areas that only insect-sized players can enter.

Roc's Cape

This magical mantle allows you to jump. Press the A Button in midair to spread your Roc's Cape and coast a little further.



Bow and Arrows

Press the A Button to nock an arrow and release the button to shoot the arrow. Press and hold the A Button longer to build up power in the Bow—you can then shoot a more powerful volley.

Magnetic Glove

With this item equipped, you can use magnetic power to repel yourself from or pull yourself to a nearby magnetic block. Every time you press the A Button, the glove reverses polarity. You can also use this item to attract other players.



Pegasus Shoes

These legendary shoes allow you to run fast and dash up slippery slopes.



Shield

Use the shield to deflect enemy attacks. Some enemies can't be defeated without it.

There are other items in the game in addition to those listed here. Do your best to find them all.



ITEMS



Rupees

There are three different colors of Rupee and two different sizes. The value of a Rupee depends on its size and color.

Green 1 Rupee

Blue 5 Rupees

Red 20 Rupees

Big Green 50 Rupees

Big Blue 100 Rupees

Big Red 200 Rupees



Rupee Shards

These are worthless on their own, but when you collect eight of them, they complete a special gem that is worth a whole lot of Rupees.



Black Rupee

Don't grab this one, or your Rupees will fly out of your wallet and scatter on the ground.



Heart

Grabbing a heart refills a single heart on your Life Gauge.



Fairy

Grabbing a fairy replenishes several hearts on your Life Gauge.



Razor Seeds

These powerful seeds increase your attack power when you collect them.



Armor Seeds

These mystical seeds increase your defense power.



Pegasus Seeds

Grab one of these special seeds to increase your walking speed.

ADDITIONAL INFORMATION



Rupee Fever

When all players have filled all of their Heart Containers, any Rupees players find will be worth twice their normal value.



Heart Containers

When you find a Heart Container, your maximum number of hearts increases by one. An increase in hearts lasts for the duration of the next level only.



Rupee Wraith

You don't want to run into one of these phantasmal thieves. If one of them catches you, it will slowly steal Rupees from you as long as it holds you in its grasp. You will also lose Rupees when it damages you. If a Rupee Wraith has taken hold of you, try pawning it off on one of your companions by touching him or her.



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REV-B

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