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1 Important Information

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

Please note that, for this manual, "Nintendo 3DS™" refers to both Nintendo 3DS and Nintendo 3DS XL.

IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

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

IMPORTANT

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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2 Information-Sharing Precautions

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

3 Parental Control

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- StreetPass
Restricts the exchange of Shadow Link™ data via the StreetPass™ feature (p. 11).

4 Starting the Game

Start the software, and then press **(A)** at the title screen to go to the file-selection screen.

Selecting a File

Select one of three files to start the game.



◆ File-Selection Screen Controls

Move cursor	 / 
Confirm	
Back	



Starting a New Game

Select New File to start the story from the beginning.

Press **START** and select Skip to skip cutscenes.



Continuing the Game

Select a file with saved data to continue playing from when you last saved.

▲ Saving Data

You can save your game progress by pressing (A) at a weather vane.



Data will also be saved automatically in some situations.

- 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.

▲ Deleting Data

Choose a file on the file-selection screen (p. 4), select Delete, then hold (X) + (L) + (R) simultaneously to delete that file.

Be careful. Deleted data cannot be recovered.

The Legend of Zelda™: A Link Between Worlds is an action-adventure game where as the hero, Link, you use a wide variety of items to explore dungeons, solve puzzles, and advance through the story.



▲ Hearts

Hearts ❤ represent your life energy, which will decrease if you are hit by enemy attacks or fall into pits. You can find hearts by defeating enemies or breaking pots and other objects. Collect hearts you find to replenish your life energy.



Game Over

If you lose all your hearts, it will be game over. Select Continue to resume playing from Link's house or the dungeon entrance, or select Quit Game to return to the title screen without saving.



▲ Rupees

Rupees 💰 are the currency of the game world. Use them to buy items in shops and for various other things. You will find Rupees all over the kingdom. Their worth depends on the color of the Rupee.

▼ Pause Menu

Press

START

to pause the game. Select Continue to resume playing or Quit to return to the title screen without saving.



More items will be displayed on this screen as you progress through the story.



① Hearts

② Energy Gauge

This gauge will deplete while you are merged with walls and when you use items. It will gradually replenish over time. While the gauge is depleted, you will be unable to use items.

③ Zoom In/Out Button

Touch to enlarge/reduce the map.



④ Lost Maiamais

Touch this to check the number of lost Maiamais in each area. If you find lost Maiamais and bring them to Mother Maiamai, something good is bound to happen.

⑤ Pins

Drag a pin over the map to place a marker. You can place up to 20. Touch a pin on the map to change its color or to remove it.

⑥ Map

Your current location is indicated by , and  shows your destination.

⑦ Actions That Can Be Done with Ⓐ

⑧ Your Rupees

⑨ Equipped Items

Shows the items you currently have equipped in each slot.

⑩ Hyrule/Lorule Switch

Touching this will switch your map between the two worlds of this game.

⑪ Bell

Touch to call Irene, who can fly you to any of the weather vanes you've activated.

⑫ Gear

Touch to view gear that you've collected. You'll benefit from the effects of (and be able to use) this gear just by possessing it.



⑬ Items

Touch here or press **SELECT** to view your items. You can change the items you have equipped to each slot here (p. 10).



Some aspects of the screen display in a dungeon will be slightly different than when you're out in the field.




① Keys

Keys will be shown here if you have any.


② Dungeon Floors


 Current Floor


 Boss Floor

③ Dungeon Map

The location of the dungeon boss and treasure chests will be shown if you have the compass.

 Current Position

 Treasure Chest

 Locked Door

 Warp Point

 Door to Boss Room

▲ Keys and Doors

Within a dungeon there are some doors that are locked. To pass through these doors, you will need to find keys hidden in the dungeon. Once you have a key, stand in front of a locked door and then press **A** to open it.




▼ Warp Points

Enter a warp point to easily travel between certain points within the dungeon.



There are some actions that will only become available as you progress through the story.


▲ Move

Move in the direction you push .

▲ Move Camera

Move the camera various directions with .

▲ Using the Sword

Press  to swing the sword in front of you.



Spin Attack

If you press and hold , the sword will flash. After this happens, release the button to perform a powerful spin attack.




Sword Beam

With the Master Sword equipped and your hearts full, you can unleash a beam from the end of your sword.




▲ Using the Shield

If you have a shield, press  to defend yourself with it.







▲ Dash

If you have the Pegasus Boots and press , you will dash in the direction you are facing. Dashing into trees will sometimes cause things to fall out of them.





▲ Interact with People/ Objects

Talk to people by approaching them and pressing . Similarly, you can read sign posts by standing near them and pressing . Press  or  to advance the text.






▲ Pick Up / Throw

Press  when standing beside a pot or similar object to pick it up and carry it over your head.

Press  again to throw the object.



▲ Merge

At a certain point in the game, you will gain the ability to merge into walls. To merge, stand in front of a wall and press . When in the wall, use  to move left and right, and press  again to exit the wall. Spending time as a wall painting will deplete your energy gauge. If the gauge runs out while you are in the wall, you will automatically exit the wall.



▲ Equipping Items

Touch Items or press **SELECT** to view your items. Select an item with **○** and then press **X** or **Y** to set it to a slot.

The X slot will become available after finding a certain item.



Using Items

Press **X** to use the item set to the X slot and **Y** to use the item set to the Y slot.



▲ Item Rental

You can rent items from Ravio's Shop for a certain price. Rental items are used in the same way as regular items, but when you fall in battle, rental items will be returned automatically.



▼ Hint Glasses

If you use the Hint Glasses, you'll be able to see Hint



Ghosts. Hint Ghosts will give you hints in exchange for Play Coins. Play Coins can be saved up by walking with your Nintendo 3DS system. For more information, refer to the Nintendo 3DS Operations Manual.

▲ Shadow Link Exchange (StreetPass)

Player characters' data will be exchanged if you encounter other players who also have StreetPass activated for this software on their systems. Other players' data will appear as Shadow Links somewhere in your game. Talk to a Shadow Link and you'll be able to challenge him to a battle!

- ◆ This software uses StreetPass (local wireless communication). To communicate using this feature, all players must activate StreetPass for this software.



Activating StreetPass

Talk to the old man in Kakariko Village, and then select Settings to adjust your StreetPass settings.



Deactivating StreetPass

To deactivate StreetPass, open System Settings, select Data Management, and then select StreetPass Management. Tap the icon for this software title, and then select Deactivate StreetPass.

You can disable StreetPass functionality via Parental Controls.

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.

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