Important Information

Thank you for choosing The Legend of Zelda™: Ocarina of Time™ 3D for the Nintendo 3DS™ system. Please note that, for this manual,

"Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL. 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. ▲ 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, then tap Open and read the contents of each section carefully. When you are finished, press THOME to return to

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

IMPORTANT

the HOME Menu.

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. international intellectual property laws. "Back-up" or "archival" copies are not

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Move (walk/ run/swim/jump)	(automatically jumps over gaps and ledges)
Special actions	a
Swing sword	®
Use shield	Hold ℝ (move with ©)
Use items	⊗ / ⊙ / tap item slot
L-targeting	
Talk to distant characters	Set L-targeting and then press (A)
Change view	Tap (look around by moving the system or using ())
Display minimap	Press ۞ to display (hold ۞ to hide)

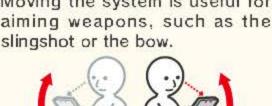
Note: You will face an enemy while it is being L-targeted.

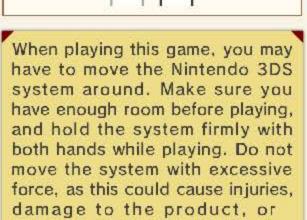
Save

START

You can also move the system to look around. When doing so, move your entire body so that the system remains at the same viewing angle.

Moving the system is useful for





× • • • • •

Roll Attack

damage to nearby objects.

- Official reliants		
Horizontal Swing		
Vertical Swing	☐ + ® / ◎ up + ®	
Thrust Attack	□ + ○ up + ⑥	
Spin Attack	Hold ® → release / rotate © + ®	
Jump Attack	□ + A	

(while running)

When the title screen appears, press START or A to bring up the file-selection screen.





Beginning a New Adventure

Select any file labeled New Game. After entering a name for the main character, select the file in which that name appears to start the game.



Choose a previously played file and select Start to begin playing. If you last saved inside a dungeon, you will begin at the dungeon entrance. Otherwise, you will begin at your character's house if he is a child or at the Temple of Time if he is an adult.



Оправления

Copy data from one file to another.



Erase

Erase data from a file.

A Erasing All Data

Press and hold (A), (B), (X), and (Y) while the Nintendo 3DS logo is displayed after launching the game to delete all of your save data at once.

Data cannot be restored once erased.

If you push START, you will be given the option of saving your progress and/or ending your play



session. You can save your progress anywhere and at any time, except during a few special events.

If at first you do succeed...

If you successfully complete the game one time, you will have the option of playing a more challenging version of the same story, titled The Legend of Zelda: Ocarina of Time 3D Master Quest. You will be able to select this new option on the title screen.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing the 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.



Life gauge

Hearts are depleted when you are struck by enemies, fall from high places, or otherwise get hurt.

Minimap

represents the area Link came from. A represents Link's current location and the direction he is facing.

6 View Icon 🗟 / Navi Icon 💟

Switches between the two, depending on the situation. Touching the Navi Icon brings out Navi, who will offer hints and tips.

- A Rupees (money)
- Magic meter

Indicates the amount of magic power you have left. Using spells, items, or special attacks that consume magic power will deplete the meter. The meter will not be displayed until you learn how to use magic.

6 Action Icon

Shows the action that you can currently perform.

Ocarina subscreen

Here you can play your ocarina. As you progress through your adventure, you will learn more songs. Tap 📒 to check which songs you can perform.

- 3 Gear subscreen (page 6)
- Map subscreen (page 7)
- Items subscreen

Here you can assign the items you want to use to item slots. First touch the item, and then touch the desired item slot. Assigning items you use frequently to or will allow you to access them conveniently via the associated buttons. You can also assign items to or ...

Note: Items set to 🗓 · 🍱 can only be used by touch controls.

1 Item slots

Here you can see the equipment and quest items you have gathered. To change your equipment, tap the item you would like to equip.



Pieces of Heart

Collect four to add an extra heart to your life gauge (page 5).

Currently equipped items

You can view the world map or a map of the current dungeon here.

♠ World Map

Locations you have not yet visited will be obscured by clouds.



Dungeons

As you progress through your adventures, more information will be shown.



1 Boss Key / Compass / Dungeon Map / Small Keys

These items are shown once you obtain them.

② Dungeon information

shows the current level, and windicates the location of the boss.

If your life gauge is fully depleted, the game will end. If you choose to continue playing, you will resume play in the area you were in or at the entrance to the dungeon you had been exploring.

If All Else Fails...

If you encounter an enemy you just can't defeat or are simply unsure of how to



proceed, investigate one of the mysterious stones found next to your character's house and inside the Temple of Time. If you push START, you will be taken to the save screen. You can select Options to change game settings.

▲ L-Targeting

Sets the targeting control scheme. If set to Hold, you will target enemies or other objects only while holding down ... If set to Switch, you will continue targeting even after releasing ...

▲ Camera Control

Allows you to invert the controls for looking up and down in first-person perspective.

▲ Motion Control

Sets whether or not moving the Nintendo 3DS system will change your viewpoint in first-person perspective.

Support Information

Nintendo Customer Service SUPPORT.NINTENDO.COM

USA/Canada:

1-800-255-3700

Latin America/Caribbean:

(001) 425-558-7078

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