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Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

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

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

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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CTR-P-EA3E-00

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).

This software allows you to connect to the Internet to enjoy cooperative play and post your thoughts to Miiverse™. For more details, see the page about cooperative play.

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.
- ◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend

codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.


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

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **Miiverse**
Restricts users from viewing or posting content on Miiverse. When set to **Restrict Posting**, text and handwritten messages cannot be posted. When set to **Restrict Viewing and Posting**, text and handwritten messages cannot be posted or viewed (page 16).
- **Online Interaction**
Restricts all online matches with other players over the Internet (page 12).


















The Legend of Zelda™: Tri Force Heroes is a cooperative action-adventure game for up to three players in which you can explore diverse locales while solving puzzles and defeating enemies.

In this game, you can use buttons as well as the Touch Screen to perform various actions.




- ◆ Go to Settings from the title screen to adjust the game settings. Select the question-mark icon to view the electronic manual.
- ◆  (C Stick) can only be used with the New Nintendo 3DS XL.

◀▶ Navigating the World ▶▶

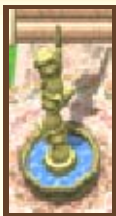
Move	
Move the camera	 / 
Talk/Examine	
Totem/Throw	
Swim faster	
Attack	
Spin Attack	Hold and release 
Temporarily register to blacklist (page 12)	 or  while touching the panel of the hero you want to blacklist (while connected to the Internet)
Use item	
Dash	 / 

Take a picture of the top screen (only available in the Drablands)	
Open the pause menu	

Navigating Menus

Choose an option	
Confirm	
Cancel	

Saving the Game



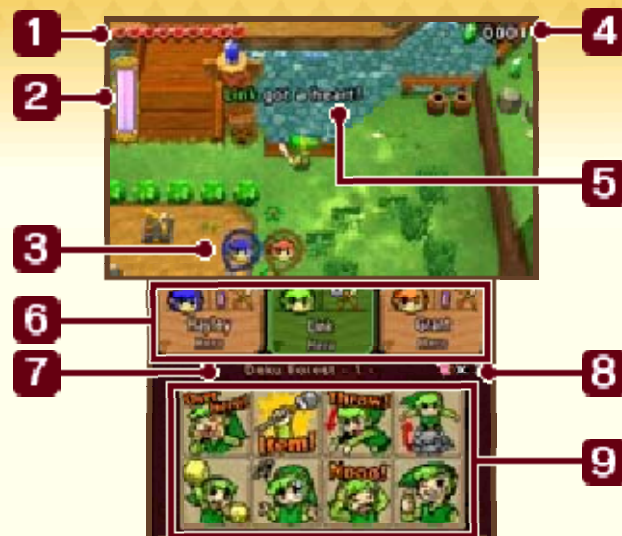
Check the statue in the town center to save your progress. The game will also save automatically when you leave a dungeon.

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.

Erasing Data

Go to Settings from the title screen, and then select Delete to erase the save data. To clear your blacklist (page 12), select Reset from the blacklist.

◆ Data cannot be restored once deleted, so please be careful.



1 Hearts (page 10)

Hearts are shared by all three heroes. They will be depleted when any hero is hit by an enemy or hurt in some other way.

2 Energy Gauge

This will be depleted when you use certain items or abilities. It will gradually replenish over time. Energy is not shared by all three heroes.

3 Off-screen hero indicator

4 Rupees

Rupees are the currency used in this world. You can use them to obtain items in shops, among other things. Different-colored Rupees are worth different amounts.

- ◆ When you're in a dungeon, the number of Rupees you've collected in that dungeon will be displayed. In the castle and the town, the total number of Rupees you have will be displayed instead.

5 Status reports

These will pop up automatically whenever a player does something of note, such as taking damage or collecting a heart.

6 Hero Panels

Each hero's color, energy gauge, and carried item will be displayed at the top. Below that, you can see each player's name and outfit. Touch and hold another player's panel to temporarily focus the camera on that player.

7 Dungeon name and stage

Each dungeon is divided into four stages.

8 Remaining fairies

One fairy will be expended every time you lose all of your hearts (page 10).

9 Communication Panel

When you touch one of these icons, the communication icon you chose will be displayed on every player's top screen. Communication is key!

Pause Menu

Press **START** to display the pause menu. From there, you can return to the lobby if you're in a course or to the title menu if you are in the castle or the town.

- ◆ During local play and download play, only the host (the hero in green) can open the pause menu.

Teaming Up in the Lobby

You can depart for a dungeon from the castle lobby. You can also talk to the people around there, examine the walls for information about the game, and check the completion progress of the Drablands dungeons.



1 The Match Master

Talk to the Match Master to get connected (pages 11, 12).

2 Triforce Gateway

Once all three players assemble on the Triforce gateway, you will be transported to a dungeon.

◆ You can also visit dungeons alone (page 14).

Choosing the Area and Dungeon

Vote for the area and dungeon you'd like to play. A roulette will decide your destination if the decision is not unanimous.


- ◆ Areas that you do not have access to yet can still be selected by other players.
- ◆ When time runs out, "I can't decide!" will be selected. When this phrase is not displayed, the area you have your cursor on will be selected.



1 Dungeons

The dungeons the other players voted for will have their Link icons beside them.

2 Completion

Once you complete a dungeon, a  will appear in the leftmost column of that dungeon's row. The other three columns are for the Drablands challenges of those dungeons.

Choosing Drablands Challenges

If you talk to the king after progressing through the game a bit, you will be able to undertake the Drablands challenges for areas where you have already defeated the boss. If you enter a dungeon as part of a Drablands challenge, you may find rare materials you wouldn't normally come across.

Drablands Dungeon Completion List

Examine the map to the right of the Triforce symbol in the lobby to check the multiplayer and Doppel challenge completion lists.



Selecting Outfits

Once you have selected your outfit, you will proceed to the dungeon. The outfits have various effects.

- ◆ You can craft new outfits by taking the materials and Rupees you've found in dungeons to Madame Couture's shop in the town.

Work together as a trio to make your way through the dungeon. Each dungeon has four sections, and you must clear them all to complete a course.

Using Items

Items such as bows and bombs can be found in dungeons. Press **Y** to use your equipped item.

Using items depletes the energy in your energy gauge.



Making a Totem

Approach another hero and press **A** to pick them up. (This is called making a totem.)

You can even carry two heroes at once. Only the hero on the bottom of the totem can move. When carrying a hero, you can press **A** to throw all heroes above yourself off the totem. While in a totem, only the Link on top can use items.



Hearts

You will lose health (♥) if you are hit by enemy attacks or fall into pits.

You can find hearts to replenish your health by defeating enemies, by cutting down grass, and in various other ways.

Restarting and Game Over

If you lose all of your hearts, your remaining fairies will be reduced by one and you will restart the stage. If you lose all of your hearts with no fairies remaining, the game is over.

Completing a Dungeon

When you clear the final section of a dungeon, you will enter a room of treasure chests. Each of the three heroes will open a chest and obtain a material.

◆ By clearing dungeons, you will be able to unlock new areas.

The Legend of Zelda: Tri Force Heroes is designed to be played cooperatively with three players. You can connect with other players in the castle lobby.



If at least one player in your group owns the game, you can play with nearby friends who don't own the game by using Download Play.

- ◆ Players without their own copy of the game will be restricted in the number of outfits they can buy, and will not be able to take pictures.
- ◆ In Download Play, you can order outfits from Madame Couture's apprentice to the right of the lobby.

Things You Will Need

- Three Nintendo 3DS systems.
- At least one version of the software.

Players with the Game Software

One player will need to create a new team. To do this, talk to the Match Master, select Download Play, and then select Create a team when prompted. Once that's done, simply wait for other players to join your team.

Joining a Team

When two of the players have the game software, one must join the team that the other creates.

To do so, select Download Play and then select Join a team in the game.

Players without the Game Software

- 1** Select the Download Play icon on the HOME Menu, and then tap Open.
 - 2** Select the Nintendo 3DS logo, and then select The Legend of Zelda: Tri Force Heroes.
 - 3** Tap the name of the software.
- ◆ A system update may be required. If so, follow the on-screen instructions to update your system. If you see the message, "The connection was interrupted," and the system update fails, try updating the system via System Settings.

Carrying Over Data



Data from Download Play that is saved to the SD card can be partially carried over to the full version of the game.

As you progress through the game, the commander on the ground floor of the castle will ask you if you want to carry over your save data. Select Yes to transfer the data.

- ◆ If you select No, you will not have the chance to carry over the data again, so please be careful.
- ◆ After you transfer Download Play data, you will not be able to transfer any more data from that point onward.

Local Play

If each of the players in your group owns the software, you will be able to play using Local Play.

Things You Will Need

- Three Nintendo 3DS systems.
- Three versions of the software.

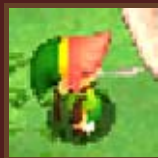
Hosting Player

Talk to the Match Master, select Local Play, and then select Create a team when prompted. Wait for other players to join your team.

Joining Players

Talk to the Match Master, select Local Play, and then select Join a team when prompted. Pick the team you want to join.

Friendly Tokens



After playing with friends using Local Play or Download Play, talk to the boy at the castle entrance to receive a Friendly Token.

- ◆ You can get one Friendly Token per system you play with.
- ◆ Collect these to craft special outfits.



By connecting to the Internet, you can play with users who aren't nearby.

- ◆ You will not be able to play with systems from other regions.

Playing with People You Don't Know



To play with users you don't know, talk to the Match Master, choose Online Play, and then select "Unknown heroes!" Choose the area you want to play in and whether you'd like to take on a Drablands challenge or not, and then wait for other players to join the game.

Once three players have gathered, you will be prompted to choose the dungeon and a specific Drablands challenge. Once all that's done, you'll be ready to depart.

- ◆ While you wait for players to join, it is possible to change your chosen area and/or Drablands challenge by talking to the Match Master again.

Playing with Friends

To play with friends, talk to the Match Master, choose Online Play, and then select "Friends!" Once three players have gathered, choose the area and dungeon.

◆ If you cannot gather three people, you can play with one friend and one unknown hero. Talk to the Match Master and choose the option to recruit an unknown hero.

● Creating a Team

One of the players must host the game and then wait for the others to join the team.

● Joining a Team

The remaining players must choose "Friends!" and then choose the team they'd like to join.

The Blacklist

When playing online, you may blacklist players that you don't want to be matched with in the future.

While in the dungeon or lobby, touch and hold the panel (page 8) of the player you want to blacklist, press Ⓐ or Ⓑ, and then select Yes to temporarily blacklist them. Once you exit the dungeon, you will be able to blacklist them permanently.

- ◆ You can register up to one hundred players on your blacklist. When you go over a hundred, the oldest entries will be overwritten.
- ◆ You cannot register a friend on your blacklist.

13 Competitive Multiplayer

In the Coliseum, located in the castle basement, you can have two- to three-player battles by using Local Play or going online.

Getting Started

The process of starting a battle at the Coliseum is similar to entering a dungeon using Local Play (page 11) or Online Play (page 12). You can begin a two-player battle if two players stand on the Triforce symbol.

- ◆ The Coliseum cannot be accessed via Download Play.

Things Required for Local Play



- Two or three Nintendo 3DS systems.
- Two or three versions of the software.

The Coliseum Screen





1 Hearts

Your remaining hearts.

2 Player Rank

This will disappear when time starts running out, in order to make things more exciting!

3 Hero Panels

You can check the remaining hearts and energy gauges of other players too.

Battle Rules

Two or three heroes will battle against each other. If you run out of hearts, you will faint, but you will be revived after a little while.

The battle ends when time runs out. The final standing will be decided based on the number of remaining hearts and number of times you fainted. This will affect the number of Rupees you are rewarded. If you win first place, you will also get a material.

◆ If there is more than one player in first place, no materials will be awarded.

14 Single Player

When playing by yourself, you can take control of two Doppel dolls. Switch between the Doppels to control them. You can enter a course by yourself from the Doppel lobby in the castle.

- ◆ You cannot exit the lobby as a Doppel. Switch to the green-garbed hero if you want to leave.

Game Screen

When playing by yourself, the lower screen will look slightly different.



1 Skip

By tapping this, you will skip the current stage and proceed to the next one at the cost of one fairy. However, doing this will make it more difficult to obtain materials.

2 Hero/Doppel Panels

Your player name will be displayed on the panel corresponding to the character you are in control of. Tap a Doppel Panel to switch to that Doppel.

About Doppels

Doppels cannot move on their own, but they cannot be damaged by enemies either.



Your hearts will decrease, however, if they fall into a pit. When you make a totem with Doppels, you will be able to attack and use items with the Doppel at the very top while moving the hero at the bottom.

Sending and Receiving Game Information (SpotPass™)

While the system is in Sleep Mode, and even while the software is not running, the SpotPass feature will periodically connect to the Internet (if available) and share information.

- ◆ Data received via SpotPass is saved to the SD card, so make sure you always have an SD card inserted into your system.

Setting Up SpotPass

From Settings on the title screen, switch SpotPass to ON or OFF.

Switching it on will enable you to receive game-related data. If you would like to stop receiving this data, you can turn this option off at any time.

Send Play Data

From Settings on the title screen, switch Send play data to ON or OFF. Switching this on will allow your play information to be shared with Nintendo. If you would like to stop sending this data, you can turn this option off at any time.

You can use the camera you receive at the Miiverse Gallery to take photos inside dungeons by pressing ⊗. The picture you took last will be saved in your album. Saved pictures can be viewed in the gallery, or posted on Miiverse and shared with other players.

Viewing the Album

Go to Edit my album in the gallery to view and delete pictures.

Viewing/Posting on Miiverse


If you select Miiverse when speaking to the Photo Bro in the gallery, the game will pause and Miiverse will start.

You will then be able to post pictures and messages.

◆ To find out more about Miiverse, please refer to the Miiverse electronic manual.

You can view this manual by selecting User Menu after launching Miiverse, and then going to Manual/Miiverse Code of Conduct.

Outside of Dungeons

When you are in the castle or the town, press  HOME to display the HOME Menu, and then launch Miiverse. You can then post screenshots of the town and the castle.

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