

1 Important Information

Basic Information

2 Information Sharing Precautions

3 Parental Controls

Getting Started

4 Beginning the Game

5 Saving/Deleting Data

How to Play

6 Basic Play

7 Field Screen

8 Dungeon Screen

9 Link's Actions

10 Items

Communications

11 StreetPass

Support Information

12 How to Contact Us

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

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to Nintendo 3DS™ and Nintendo 3DS™ XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of

any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

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CTR-P-BZLP-00

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

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● StreetPass

Restricts the exchange of Shadow Link data via StreetPass™ (p. 11).

After launching the software, press **(A)** on the Title screen to advance to the File Selection screen.

Selecting a File

Select one of the three files to start the game.



◆ File Selection Screen Controls

Navigate	 / 
Confirm	
Back	

Starting a New Game

Select **NEW FILE** to start the adventure from the beginning.

◆ Press **START** and select **SKIP** to skip cutscenes.

Loading a Saved Game

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

▲ Saving Data

Approach a weather vane and press **(A)** to save your progress.



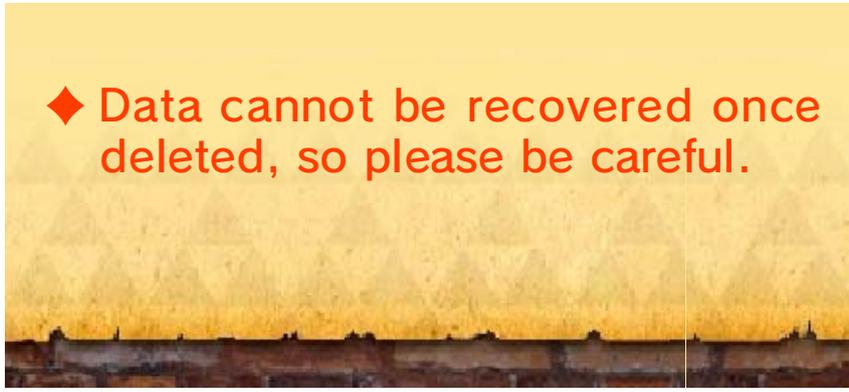
◆ Data will also be saved automatically in some situations.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

▲ Deleting Data

Choose a file on the File Selection screen (p. 4), select DELETE then hold **(X)** + **(L)** + **(R)** simultaneously for three seconds to delete that file.

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



Control the hero Link in The Legend of Zelda™: A Link Between Worlds as you explore dungeons and solve puzzles. Use a wide array of items to progress through the story in this action-adventure game!



Hearts

Hearts  represent your life energy, which will decrease if you are hit by enemy attacks, fall into pits, etc.

You can find hearts by defeating enemies, breaking pots and in various other ways. 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 entrance of the dungeon you were in, or select QUIT GAME to return to the Title screen without saving.



Rupees

Rupees  are the currency used in the game. Use them to buy items in shops and for various other things. You will find Rupees all over the place. Different colour Rupees are worth different amounts.

Pause Menu

Press

 **START** to

pause the game. Select **CONTINUE** to

resume playing, or **QUIT** to return to the Title screen without saving.



Some of the information on this screen will only be displayed as you progress in the story.



1 Hearts

2 Energy Gauge

This will deplete while you are a wall painting and when you use certain items. It will gradually replenish over time. When the gauge is empty you will no longer be able to use certain items.

3 Zoom Icon

Touch to zoom in/out of the map.

4 Maiamai Map

Touch to check how many Lost Maiamais there are in each area. If you find enough Lost Maiamais and take them back to Mother Maiamai, something good may happen...

5 Pins

Drag a pin over the map to place a marker (you can place up to 20 per world). Touch a pin on the map to change its colour or remove it.

6 Map

Link's current position is indicated by 🗺️, and 📍 shows the target location.

7 Perform Action with Ⓐ

8 Your Rupees

9 Equipped Items

Shows the items you currently have equipped in each slot.

10 Switch Map Icon

Touch and hold to view the other side of the map.

11 Bell

Touch to call Irene. Irene can take you to any of the weather vanes you've previously interacted with.

12 Gear

Touch to view gear you've collected. The effects of (usable) gear you are carrying will be applied automatically.



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).



8 Dungeon Screen

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



1 Keys

Keys you have obtained will be shown here.

2 Dungeon Floors

-  Current Floor
-  Boss Floor

3 Dungeon Map

The dungeon boss and treasure chests will be shown if you have a compass.

-  Current Position
-  Treasure Chest
-  Locked Door
-  Warp Point
-  Door to Boss Room

▲ Keys and Doors

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



▼ Warp Points

Enter a warp point to teleport to another part of the dungeon.



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

Move

Slide  to move.

Moving the Camera

Use  to move the camera around.

Using the Sword

Press  to swing the sword in front of you.



Spin Attack

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



Beam

You will be able to shoot a beam from the Master Sword if you use it when your life energy is full.



Using the Shield

Once you have a shield, hold **R** to guard yourself from attacks.



Dash

Once you have the Pegasus Boots, hold **L** to dash in the direction you are facing. Various things may fall from trees and other objects if you bash into them while dashing.



Talk/Touch/Read/ Investigate

You can talk to people by approaching them and pressing (A). Similarly, you can read sign posts by standing in front of them and pressing (A). Press (A) or (B) to advance the text.



Pick Up/Throw

Press (A) when standing near a pot or similar object to pick it up and carry it over your head. Press (A) again to throw the object.

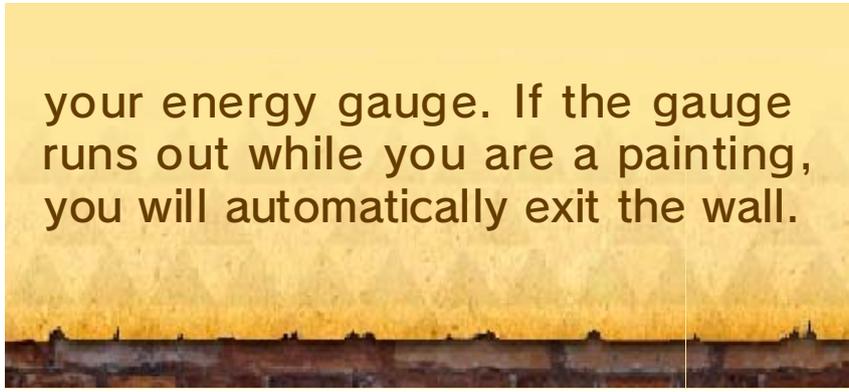


Wall Paintings

Stand in front of a wall and press (A) to turn into a painting on the wall. When on a wall, use (C) to move left and right, and press (A) again to exit the wall. Spending time as a wall painting will deplete



your energy gauge. If the gauge runs out while you are a painting, you will automatically exit the wall.



▲ Equipping Items

Touch ITEMS or press **SELECT** to view your items. Select an item with **○** and press **⊗** or **⊕** to set it to a slot.



- ◆ The X slot will become available at some point in your adventure.

🐸 Using Items

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



▲ Item Rental

You can rent items from Ravigo's Shop in exchange for Rupees. Rental items are used in the same way as regular items, but when it's game over, rental items will automatically be returned.



▼ Hint Glasses

Use the Hint Glasses and you'll be able to spot Hint Ghosts. Hint



Ghosts will give you game hints in return for Play Coins.

Play Coins can be acquired by walking around with your Nintendo 3DS system. For more information, refer to the Nintendo 3DS Operations Manual.

Shadow Link Battles (StreetPass)

Shadow Link 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 Link characters somewhere in your game. Talk to a Shadow Link character and you'll be able to challenge him to a battle!

- ◆ To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.

Activating StreetPass

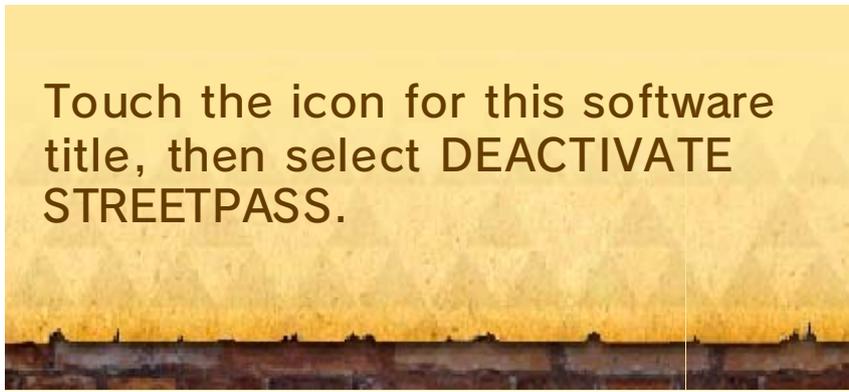
Talk to Gramps in Kakariko Village and select **SETUP** to adjust your StreetPass settings.



Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select **DATA MANAGEMENT**, then **STREETPASS MANAGEMENT**.

Touch the icon for this software title, then select DEACTIVATE STREETPASS.



For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com