Thank you for selecting THE LEGEND OF ZELDA™: OCARINA OF TIME 3D for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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 refer to both 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".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

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

COB (Australia):
www.classification.gov.au

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

Advisories

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Unauthorised reproduction or distribution is prohibited. Your Nintendo 3DS system and this software are not designed for use

with any unauthorised device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the user agreement. Furthermore, 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 devices or non-licensed accessories.

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anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit this website to view the full policy and understand your rights: ippolicy.nintendo-europe. com

Australia and New Zealand consumers please visit:

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Moving (Walk/Run/Swim/Jump)	◎ ◆ You will automatically jump if you run off the edge of a height or gap.
Use the action icon	Ⓐ
Use sword	Ⓑ
Use shield	Ⓡ ◆ Hold the Ⓡ and move ◎ to change the orientation of your shield.
Use item	Ⓧ / Ⓨ / Touch the item subscreen
L-Targeting (target enemies)	Ⓛ ◆ Link will keep an enemy in his sights while targeting.
Converse with someone far away	Target and press Ⓐ
Looking from Link's point of view	Touch 🎮 ◆ Move the system or ◎ to look around.
Display mini-map	✚ ◆ Press and hold ✚ to hide map.
Save	START

When using the system to change the viewpoint, move your body while keeping the system at the same viewing angle.

Moving the system like this can be handy when using items such as the slingshot and bow, which show the scene from Link's point of view.

This software involves moving the Nintendo 3DS system around while you play.

Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

▲ Using the sword

Horizontal cut	Ⓑ / Ⓛ + LEFT/ RIGHT ◎ + Ⓑ
Vertical cut	Ⓛ + Ⓑ / UP ◎ + Ⓑ
Thrust	Ⓛ + UP ◎ + Ⓑ
Spin attack	Hold Ⓑ then release / Revolve ◎ + Ⓑ (reduced-power spin attack)
Jump attack	Ⓛ + Ⓐ
Roll attack	Ⓐ (while running)

Press START or Ⓐ on the title screen to view the file selection screen.

⚠️ Starting a New Game

Select NEW GAME. Enter a name for your character and touch OK to confirm. Then touch the corresponding file to start the game.

⚠️ Loading a Saved Game

Select a file to load, then touch START to begin the game. If you are playing as Child Link, the game will start from Link's House. If you are playing as Adult Link, the game will start from the Temple of Time. If your last save point was in a dungeon, the game will start inside the entrance to that dungeon.

💎 Copy

Allows you to copy file data to another file.

💎 Erase

Allows you to erase a file.

⚠️ Erasing All Data

You can delete all saved data by launching the software and then simultaneously holding Ⓐ + Ⓑ + Ⓧ + Ⓨ after the Nintendo 3DS logo has disappeared but before the title screen is displayed.
Once deleted, data cannot be restored, so be careful.

Press START to save the game or to exit. You can save the game at any point except during specific events.

After You Complete the Game Once...

Complete the game once to unlock THE LEGEND OF ZELDA: OCARINA OF TIME 3D MASTER QUEST, which allows you to play the same story, but with a higher difficulty level. Once unlocked, you can select this version from the title screen.

● 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.

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪

① Life energy

This depletes when you are hit by an enemy, fall from a height.

② Mini-map

▲ shows the point where you entered the area, and ▲ shows your current location.

③ 📷 Camera icon
🧚 Navi icon

The Navi icon will appear in certain situations. Touch it to receive hints about your quest.

④ Rupees (the currency of Hyrule)

⑤ Magic meter

This shows how much magic power you have left. The level depletes every time you use an item or move that requires magic. The meter is only displayed after you acquire the

ability to use magic.

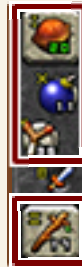The button shows which action can be performed in that situation.

You can use this to play the Ocarina. You will learn additional melodies as you progress through your quest. Touch 🎼 to view the melodies that are available to play.

Assign items to item slots in order to use them. Touch the item you wish to assign, and then touch the slot you wish to assign it to. Assign frequently used items to Ⓧ and Ⓨ for ease of use.

◆ Items set to Ⅰ and Ⅱ can only be used with touch controls.

View equipment and items you have acquired. To equip an item, touch it on this screen.

① Heart pieces

Collect four of these to increase your life energy (p. 5) by one.

② Currently equipped items
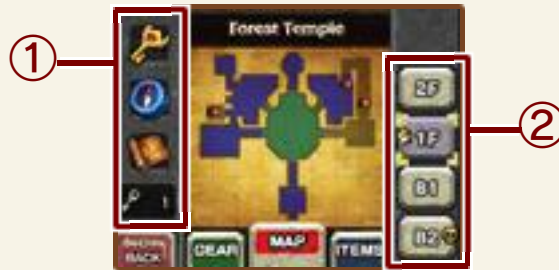
View area maps and dungeon maps.

⚠ Areas

Areas you haven't yet visited are hidden beneath clouds and can't be seen.

⚠ Dungeons

The amount of information displayed will increase as you progress through your quest.

① Boss Key/Compass/Dungeon Map/Small Key

Each of these will be shown when acquired.

② Dungeon floors

🗺 Current floor
💀 Boss floor

If your life energy runs out or you drown, your game will end. If you then choose to continue, the game will resume from inside the entrance to the area or dungeon you were in.

Don't Know How to Proceed?

Maybe you have encountered an enemy you can't defeat. Perhaps you don't know how to proceed. Don't worry. You can consult with the mysterious Sheikah Stones outside Link's House and at the Temple of Time. They will help you on your way.

To adjust the game options press
START in-game, and then select
OPTIONS from the save screen.

▲ L-Targeting

Allows you to set the L-Targeting
type. Select HOLD to enable
targeting while holding Ⓛ. Select
SWITCH to enable targeting even
after releasing Ⓛ.

▲ Camera Control

Allows you to invert the direction of
the up/down movement of the
camera in the game.

▲ Motion Control

Allows you to select whether moving
the system will change the camera
angle.

10　How to Contact Us

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