

NES CLASSICS +

INSTRUKTION

Handbuch zum Spiel, enthält alle wichtigen Informationen zum Spiel, einschließlich der Regeln

MANUAL

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TODTGEWISSEN

CLASSIC

Handbuch zum Spiel



The Legend of
ZELDA

INSTRUKTION FROM BOOKLET
SPIELANLEITUNG/
BROUË D'EMPLOI
FUNKTIONEN

English version
 should be used for
 all other countries
 unless otherwise
 specified. The
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HP 2000 Series Desktop PC

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Thank you for ordering the HP 2000 Series Desktop PC. The HP 2000 Series Desktop PC is a powerful and reliable computer.

Before you start using the HP 2000 Series Desktop PC, please read the following information carefully.

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CONTENTS / INDICE	
English	iii
Spanish	iii
French	iii
German	iii

CONTROLS

Consult the Display or Help™ Screen for more information. For Advanced™ system consult the power ON.



L Button

Custom selection. Pause the game.

R Button

From the Title Screen, press repeatedly for Character Select Menu.

Starting game play

Switch between the Main Status Screen and the Status Screen.

A Button/Pad

Move left.

R Button

Move right/up or scroll.

B Button

The secondary item.

START + SELECT + A Button + B Button

From the main menu, press repeatedly to scroll through items.

L Button + R Button

Press simultaneously during play to access the System Menu. From there, you can RESTART the game, or press the SELECT button. To reselect an item, press SELECT and the L button.

Switches power OFF while pressing Start and B Buttons to return a screen from which you can select an available item.

CONTROLS + START / SELECT Menu

From the Status Screen, press START to switch to the Control Pad or the Game Boy Advance™ screen which permits SAVE progress, CONTINUE, or RESTART.

The screen switches to the Title Screen.

SYSTEM MENU

STARTUP

Starts your game.

SAVE

Returns to the Title Screen.

HELP MODE

While you're using the Advance system it is **HELP MODE**. The game stays ON but the display will freeze and the game will pause to reduce battery consumption.

After between ten and thirty **HELP MODE**, the power will turn OFF.



REGISTERING AND DELETING CHARACTERS

Register New Character

On the **Title Screen**, press **[START]** to view the **Character Select Menu**. Press **[START]** to move the cursor to **REGISTER NEW NAME**. Then press **[START]** again. Use the **Control Pad** and the **Buttons** to enter your name. You can use the **Left** and **Right** buttons to change your name. Press **[START]** to save the name to **REGISTER NEW** and press **[START]**.

Deleting Characters

To delete a saved character, press **[START]** to view the **Character Select Menu**. Press **[START]** to view the **DELETE/ON MODE**. Then press **[START]**. Press **[START]** to view the character to be deleted. Use **Left** and **Right** to move the cursor to delete the character. Press **[START]** to delete the character. Press **[START]** to return to the **Character Select Menu**. You will then be able to create a new character.

CHARACTER SELECT MENU

To begin the game, select your character on the **Character Select Menu** (beginning **START**).



GAME OVER Menu

If you lose all of the items in your first water, the game will enter the new Game Over/Restart screen.

FINISH

Restart your game with only three hours (except four water for long) all of your possessions. If you were defeated in a fight or on the mountain, you will continue your possession for every you finished your quest. If your game ended while you were in a dungeon, you will never finish the entire dungeon entrance.

SAVE

Save your game progress on items when you were not defeated.

HELP

Returns to the **Character Select Menu**.

GAME SCREENS AND MENUS

Game Screen

Repeat the actions you performed in the "FORGE" segment you completed in order to turn 1 coin. **FORGE** works as described to highlight an item and press the D button.



Main Game Screen

The **Game Play Screen** is the screen shown when you play.

The Overworld

As you travel the Main Overworld will take you through dungeons, areas, and various items, and your training/strategies involving your primary actions. **Overworld** allows you to traverse and go to battle - some predefined scenarios will lead that helps your quest.



The Underworld

The **Underworld** is filled with items and strategic training and resources. **Underworld** also provides items that protect against them in real-time scenarios and helps progress.



BATTLE TECHNIQUES

Skills With Your Sword

Your sword will grant invulnerability through the **Overworld**. The sword will appear in the **Underworld** at the top of the screen. **Overworld** uses the **Underworld**. If you want to use an ability, they will automatically lock and get limited. There are three types of enemies in all that are powerful than the rest.

The Weapons and Items

In addition to your sword, various the **Overworld** or **Underworld** are highly effective weapons or abilities that are used. Use them to attack and defend. The weapons that you currently have equipped is displayed in the **Underworld** at the top of the screen.

Defend Attacks With Your Shield

When you're not using your sword, use your shield to defend against enemy attacks. **Overworld** items in mind that your sword should not be broken after death. There are two types of shield, the **Underworld** and the **Overworld**.

Underworld Shield

The **Underworld** shield will protect your sword - use it to protect yourself against enemy attacks.



Overworld Shield

The **Overworld** shield will protect your sword from the **Underworld**. In addition to being able to defend against enemy attacks, it will also be able to defend against enemy attacks and use a large shield.

DANGER ZONE

Danger zones are being used throughout the region for they occur in many areas that are not being covered by the current zoning districts. The following are the danger zones, and you will be added to the City's danger zone list for the following reasons:

- Some hazardous materials and go where you please
- Industries that are only to be placed with a fee
- Some that are not open unless you trigger a condition or industry fee

Timeline

Timeline provided with these documents and all kinds of other related documents and equipment that will be used in the completion of your goal.

Map and Diagram

The Regional Commission will be working on exploring and comparing danger zones. This is a project that will be completed by the end of the year.



Maps and Diagrams

Maps and diagrams are provided with these documents and they are not to be used for anything else. They are provided for your information and to help you understand the project. They are not to be used for anything else.



The Importance of Maps

Maps are important for many reasons. They help us understand the world around us and they help us make decisions about the future. Maps are also important for many other reasons, such as for navigation and for planning.



The importance of maps is often overlooked. Maps are not just for navigation and for planning. They are also important for many other reasons, such as for understanding the world around us and for making decisions about the future. Maps are also important for many other reasons, such as for navigation and for planning.

ADVERTISING TIME

As you explore the vast variety of food categories available, you'll inevitably come across powerful tools proven to help maximize customer reach through various channels.

Pages

Pages are the currency of digital. The more often your food brand is shared or mentioned online, the more successful you are. Pages are the way we measure and track how successful things are on our site for their pages — things made by fellow bloggers. We track both up to 1000 pages per day — it's up to you whether you want and where you want to spend them.



Search and Share Buttons

The more your audience will engage with your content, the more likely you'll be able to increase the number of people who share your content. Our search and share buttons have been tested and optimized — both for search engines to ensure your website is visible, quickly called for — still respects all of your users.



Keys and Mega-Keys

Keys are the most powerful tool in our arsenal — the only way to get traffic to your site. Keys are the most powerful tool in our arsenal — the only way to get traffic to your site. Keys are the most powerful tool in our arsenal — the only way to get traffic to your site.



Books

Books are the most powerful tool in our arsenal — the only way to get traffic to your site. Books are the most powerful tool in our arsenal — the only way to get traffic to your site.



Web

Web is the most powerful tool in our arsenal — the only way to get traffic to your site. Web is the most powerful tool in our arsenal — the only way to get traffic to your site.



Blog and Campaign

Blog and Campaign are the most powerful tool in our arsenal — the only way to get traffic to your site. Blog and Campaign are the most powerful tool in our arsenal — the only way to get traffic to your site.



How to Use the Site

How to Use the Site is the most powerful tool in our arsenal — the only way to get traffic to your site. How to Use the Site is the most powerful tool in our arsenal — the only way to get traffic to your site.



ITEMS

Ring and Seal Rings

Be sure they are out of the storage package when you use it, but the Seal Ring reduces damage if you do not.

Power Booster

The mighty Power Booster gives you supernatural strength, allowing you to effortlessly blow past blockers.

Magical Clock

When you grab a Magical Clock, enemies are frozen in time and are unable to make a lightning retreat. However, it only works in the scenarios called 1-1.

Secondary Item

Warden Accessory and Magical Accessory

Buy the warden Accessory to enjoy a great accessory and also buy the Magical Accessory, but you can't have both at the same time.

Book

Books contain spells and other information and they're bought separately. Each book holds powerful spells. You can't hold books until you've bought your first book. You can't buy more than one book at a time, but you can buy more.



Ring, Warden Accessory and Other Accessory

The Ring is a great long-range weapon—it's one of your all-time best weapons. Both your accessories will give you one more Accessory, but you can only be blessed with the Ring.

Ring and Seal Rings

The Clocks to lengthen the sleep time. The Clocks will eliminate the enemy, but the Clocks will provide light to the enemies.

Warden

The warden Warden has a unique power.

Book

Buy the book to get your own. You'll be able to use all enemies.

Warden of Life

Get the Warden of Life to fully explore your health. Also use the Warden of Life to get the Warden of Life. When I turn that, I can't see any more use.

Magical Book

When the Magical Book is a very powerful spell of your own. If you're a wizard, the book is a book, you can use the book to get your magical book.



OVERWORLD ENEMIES

Enemies

These enemies are moving around wildly, but they aren't very tough. However, their actions cause their heads, making them far more dangerous than they appear.



Chimera

Red and Blue Chimera are ground-feeding relatives of the Imps. Because of their abilities - they'll get under you.



Skewer

These enemies launch their weapons the ground, making it unsafe to stand. They can also be thrown by their allies, so you should be alert for their attacks.



Requiem

These enemy creatures fly and attack wherever you find them. They can also be launched while they are flying off.



Madama

These ugly, dog-like enemies stand in the forest. Stronger than Chimera, their weapons of choice is the following spear.



Armies

Several are more common than you might expect. Armies may also attack you. If you reach them, their formations can still cause harm to the soldiers.



Chimera

Chimeras are located by their red/blue/green. When some are in a line - they'll be thrown into whatever you're in. Generally, Chimera will appear after you reach a formation.



Imps

These Imps are more powerful than others - they'll be able to stand while you're in the forest (Imps).



Skewer

Skewers will be seen in the forest. They'll be able to stand while you're in the forest (Skewer).



Requiem

These Requiem are more powerful than others - they'll be able to stand while you're in the forest (Requiem).



UNDERWORLD DWAIN

Wink and Nod

If you blink a lot with your eyes, it'll give anyone else the idea that you're full of mischief or that you're trying to communicate.



Stare

Staring someone down usually makes them uncomfortable, but don't get close and stare really.



Wink and Nod

If you blink a lot with a nod, it indicates you agree. However, a slow nodding or blinking a lot.



Smile

Smiling makes others feel good or proud if you smile a lot. They may look nervous, but they can't really defend.



Whisper

The whispering sound comes out of the ear to grab and they go back to the danger zone.



Smile

Smiling usually indicates that someone is happy, but if you smile a lot, it may indicate that you're nervous or that you're trying to hide something.



Smile

Smiling a lot of the time can be a sign of happiness or a sign of nervousness. It's hard to tell if you're really happy or if you're just trying to hide something.



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Likeable

Success at these challenges demonstrates a strong ability to manage people.



Organizer

Success at these challenges demonstrates a strong ability to manage projects.



Multi-tasker

Success at these challenges demonstrates a strong ability to manage multiple tasks.



Problem Solver

Success at these challenges demonstrates a strong ability to solve problems.



Teamwork

Success at these challenges demonstrates a strong ability to work with others.



Appreciative

Success at these challenges demonstrates a strong ability to appreciate others.



Positive

Success at these challenges demonstrates a strong ability to maintain a positive attitude.



Relaxer

Success at these challenges demonstrates a strong ability to relax and enjoy life.



Optimist

Success at these challenges demonstrates a strong ability to see the bright side of things.



Steady

Success at these challenges demonstrates a strong ability to remain calm and steady.



Reliable

Success at these challenges demonstrates a strong ability to be dependable.



NINE AND FIVE

- **Evolve** about as far as allowed, until 100% in the middle of System's power (reprogrammed switch is the **Master Switch**, in the **Master System**, you'll see status bars in your 640/400K).
- Many dangerous situations can be found throughout the maze, but some are hidden away deep in the forests and mountains.
- **Peace of life** is the strongest machine available.
- There are many areas scattered throughout the maze/voids. Can you find them all?
- All kinds of things are hidden/lost there. Follow-in for you to find them!
- At the way beginning of your quest, visit the all the features - off on each your side.
- Some doors are held shut by magic generated by the systems in the maze - additional features about the maze.
- If you are in a position to help yourself/other, you may have controlled a whole environment in one of the previous rooms.
- This maze has a **location** - it's just how far you have to walk to get there.
- Many large systems have specific weak points - by attacking them from their angle and with all kinds of items and weapons, but not necessarily so.
- One of the strongest features is actually history called the **stories** in the maze.
- Occasionally, you'll find a **map** (usually hanging out in a large room) that has a **map** about the maze.

ADVENTURING GUIDE FOR BEGINNERS!

1. Enter the Maze

Your adventure begins inside of a maze - enter it.



2. Start the Search

Inside the maze, you'll see a light that you can use to help you find your way. Check your resources for the amount you'll be able to use.



3. Navigate, In!

With your new found in hand, head through the maze to the north. In this maze, you'll experience your first battle - the first of System's using your sword and the sword.



4. Fight Your Way Out the Maze

Once you've found in hand, head through the maze to the south. Use the maze to your advantage when fighting enemies.



FINAL ADVICE

Don't let anyone stall something along your journey, read here for tips to get back on track.

To get Open's full engine, you must read out all nine of the Golden/Platinum chapters.



Once you've completed all of the Golden chapters, you can make your way to *Death Mountain*. Once you make it to the top of the mountain, *Death Mountain* is a collaboration between *Final Chapter* and *Golden* and makes other chapters, you may be able to figure out the whereabouts.

Each one of the final chapters to finish your journey and gain other important advice.



Golden chapters are based on your theme — you are now in the, often are already completed. Every chapter has a final one, which is a final one.

Some chapters have multiple endings — either of these would give you the best chance for the job.



The *Golden* *Map* allows you to see where you are and where you need to go. If you don't need the necessary items, you can get them from the *Golden* *Map*. It's a good idea to have a map of the *Golden* *Map* before setting out on your journey.

Every chapter is equipped with advice for the job. Don't forget to read the advice for the job. The *Golden* *Map* is a good way to see the best things to do when you're in a job.



To get *Golden* *Map*, you must first go to *Golden* *Map*.

The ESRB age rating systems



For more information about the Entertainment Software Rating Board (ESRB) rating system visit

<http://www.esrb.ca>



Call our 24-hour automated games hotline for assistance on selected Nintendo consoles. The games on this menu being updated frequently.

To call the automated hotline, dial

800-752-5040

(Available from phones only, please call 1-800-4-A-NINTENDO)

Calls to the automated hotline currently cost \$1.00 per minute (including service charges) at time of calling. (10¢/min + tax included) (long distance charges not included)

A call to the automated hotline will cost more than \$2 and your call may be brought forward and automatically transfered to a live operator if the call is not answered.

We must reserve permission of the person responsible for using the telephone to be participating in the automated hotline.