

# THE LEGEND OF ZELDA™

## FOUR SWORDS ADVENTURES



**Nintendo**

UK and Ireland:

Nintendo UK

188 Bath Road, Slough, Berkshire, SL1 3GA, U.K.  
Nintendo Service Centre: 0870 60 60 247

PRINTED IN GERMANY



NINTENDO  
GAMECUBE™

INSTRUCTION BOOKLET



1625 146 1

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the THE LEGEND OF ZELDA™: FOUR SWORDS ADVENTURES Game Disc for your NINTENDO GAMECUBE™ System.

**WARNING:** Please carefully read the precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.



1 Player



THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND ONE CONTROLLER OR SIMULTANEOUSLY 1 TO 4 GAME BOY ADVANCE SYSTEMS.



Memory Card  
Uses 03 Slots

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



THIS GAME SUPPORTS 50HZ AND 60HZ MODE.



© 2004–2005 NINTENDO.

TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.

© 2005 NINTENDO.

## Contents



The Legend of Zelda: Four Swords Adventures . . .	4
Menu Controls . . . . .	6
Connecting the NINTENDO GAMECUBE Game Boy Advance cable . . . . .	7
Getting Started . . . . .	8
The Story of Hyrulean Adventure . . . . .	11
Game Controls . . . . .	12
How to Play Hyrulean Adventure . . . . .	16
The Game Screen . . . . .	20
Beginning Hyrulean Adventure . . . . .	22
Link's Moves . . . . .	24
Items . . . . .	27
Objects You'll Encounter . . . . .	30
Shadow Battle . . . . .	32

## The Legend of Zelda: Four Swords Adventures

Use your Game Boy Advance™ to experience an all-new style of game play!

THE LEGEND OF ZELDA™: FOUR SWORDS ADVENTURES introduces innovative new ways to play using the Linked Play system.

### What's the Linked Play system?



It's a new game-play style you get when you use a NINTENDO GAMECUBE™ Game Boy Advance™ cable to connect your Game Boy Advance to the NINTENDO GAMECUBE. In THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES, this lets you use your Game Boy Advance as a controller and a private game screen!

The single-player HYRULEAN ADVENTURE is the only game in this collection that can be played using just the NINTENDO GAMECUBE Controller.

### Connecting Controllers

Up to four players can play at the same time. For a single-player game, plug a NINTENDO GAMECUBE Controller or a NINTENDO GAMECUBE Game Boy Advance cable into Controller Socket 1 of the NINTENDO GAMECUBE. For multi-player games, connect cables into Sockets 1 through 4. Socket 1 is Player One, Socket 2 is Player Two, and so on.



### Hyrulean Adventure

Use the power of the FOUR SWORD to restore peace and harmony to HYRULE! Link returns in this clever multiplayer 2D action adventure. You and your friends will need to cooperate to reach the end, but only one of you can win!



### Shadow Battle

Who will be the last Link standing? A pure and simple battle game. Play using your Game Boy Advance systems and pack your attacks with surprise!



## Menu Controls



The NINTENDO GAMECUBE Controller can only be used in single-player HYRULEAN ADVENTURE games.

For detailed in-game control information, see page 12.

### CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C-Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks and allow them to return to the correct neutral position, then hold down the X Button, Y Button and START/PAUSE simultaneously for 3 seconds.



## Connecting the NINTENDO GAMECUBE Game Boy Advance cable

This game is designed to work with the Game Boy Advance handheld video game system. To connect the Game Boy Advance to the NINTENDO GAMECUBE, you will need a NINTENDO GAMECUBE Game Boy Advance cable (sold separately). See the instructions that come with the cable for additional connection information.

The following explains how to connect the Game Boy Advance and the NINTENDO GAMECUBE using a cable.

### Necessary Equipment

- Game Boy Advance system ..... 1 per player
- NINTENDO GAMECUBE system ..... 1
- THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES Game Disc ..... 1
- NINTENDO GAMECUBE Game Boy Advance cable ..... 1 per player

### Linking Instructions

1. Plug the NINTENDO GAMECUBE Game Boy Advance cables into the NINTENDO GAMECUBE.
2. Plug the NINTENDO GAMECUBE Game Boy Advance cables into each Game Boy Advance External Extension Connector.
3. Follow instructions on page 8 – 10.





## Troubleshooting

In the following circumstances, communication may not work or may malfunction:

- A Game Pak is inserted in the Game Boy Advance.
- A cable other than the NINTENDO GAMECUBE Game Boy Advance cable is used.
- The NINTENDO GAMECUBE Game Boy Advance cable is not plugged in completely.
- The NINTENDO GAMECUBE Game Boy Advance cable, the Game Boy Advance, or the NINTENDO GAMECUBE is not connected properly.
- The NINTENDO GAMECUBE Game Boy Advance cable is connected or disconnected during communication.
- The power is turned off to either the NINTENDO GAMECUBE or Game Boy Advance, or the RESET Button is pressed on the NINTENDO GAMECUBE.

## Getting Started

Place THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES Game Disc in the NINTENDO GAMECUBE and insert a NINTENDO GAMECUBE Memory Card into Slot A. After you close the lid, press the POWER Button. To begin the game, press START if you are using a Game Boy Advance, or press START / PAUSE if you are using a NINTENDO GAMECUBE Controller.



The in-game language depends on the one that is set on your NINTENDO GAMECUBE. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your NINTENDO GAMECUBE is already set to one of them, the same language will be displayed in the game. If your NINTENDO GAMECUBE is set to another language, the in-game default language will be English.

You can change the in-game language by changing the language setting of your NINTENDO GAMECUBE. For further instructions about how to change language settings please refer to the NINTENDO GAMECUBE Instruction Booklet.

## 60Hz Mode

This game can be set to a better display with higher quality on TVs that support **60Hz Mode** (PAL60 compatibility).



To activate **60Hz Mode** select 60HZ MODE when the message THIS GAME IS COMPATIBLE WITH 60HZ MODE. PLEASE SELECT MODE. is displayed. The mode last used when playing with the NINTENDO GAMECUBE will appear highlighted. If you do not make any choice the game will choose this mode automatically. If the TV display does not appear properly after you selected 60HZ MODE, please turn the NINTENDO GAMECUBE off, turn it on again and select 50HZ MODE.

When you connect the NINTENDO GAMECUBE RGB cable (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy a smoother game screen with less flicker.



## Selecting a Game

Use the + Control Pad to select which game you want to play, and press the A Button to confirm. Then, select a game file and press the A Button.



### HYRULEAN ADVENTURE

1 to 4 Players

An adventure mode where you and your friends must both compete and cooperate in order to clear all the stages.



### SHADOW BATTLE

2 to 4 Players

Battle other players with your sword and other items. If you are THE LAST ONE STANDING, you win!

## Saving and the NINTENDO GAMECUBE Memory Card



Each time you clear a stage in HYRULEAN ADVENTURE, you will be able to save your game. SHADOW BATTLE data cannot be saved.

### Memory Card Tips

- Be sure to insert the Memory Card into the NINTENDO GAMECUBE Memory Card Slot A.
- HYRULEAN ADVENTURE requires 3 blocks available on the Memory Card.
- You can play the game without a Memory Card, but all game data and records will be lost when the NINTENDO GAMECUBE is turned off.
- Please refer to the NINTENDO GAMECUBE Instruction Booklet for directions on how to format and erase Memory Card files.

**Do not remove the Memory Card or turn off the NINTENDO GAMECUBE during saving, as this could damage your hardware.**



### OPTIONS

Set the game music to STEREO or MONO and turn the RUMBLE FEATURE ON or OFF.

The RUMBLE FEATURE is only available when playing a single-player HYRULEAN ADVENTURE game with a controller.

From here you can change the language of the game to: English, German, Spanish, French or Italian.



## The Story of Hyrulean Adventure



Long ago in the inner reaches of Hyrule, an evil wind sorcerer known as Vaati began kidnapping beautiful young maidens, one after another.

Nobody could stop Vaati, and the people of Hyrule despaired. Then, a brave young wanderer carrying only a single sword appeared.

When the young lad took out his sword, he split into four separate beings. The legends say that these four beings worked as one and defeated Vaati.

The wanderer, united once again, imprisoned Vaati deep in Hyrule and sealed the prison with his own sword. This place became known as the FOUR SWORD SANCTUARY.

After that, a long time passed.

Then, the wind sorcerer Vaati broke out of his prison and then snatched Princess Zelda of Hyrule.

Zelda's childhood friend, a young boy named Link, claimed the strange power of the Four Sword and fought Vaati fiercely. In the end, he succeeded in sealing Vaati away once again.

And so, peace was restored to Hyrule once again.

Or so everyone thought...



## Game Controls

### Game Boy Advance Controls

#### L Button

##### Change Formations

Formation Quick Change:

Press the **+** Control Pad while holding down the L Button.

Red text refers to two- or three-player games only.

L Button + Up: Box / Long

L Button + Left: Cross / Wide

L Button + Right: Wide

L Button + Down: Long



#### + Control Pad

Move /  
Change selections



#### START

Display the Status Screen

#### SELECT

Change lead character

#### R Button

**Grab** (Use with the **+** Control Pad to pull things.)

**Lift** (Press again to throw.)

**Roll** (Press while using the **+** Control Pad to roll.)

**Pick up items**

#### A Button

**Use items**

**Open treasure chests / Swim / Talk**

**Drop items** (Some items cannot be dropped.)

#### B Button

##### Attack with your sword

**Spin Attack** (There are four types.)

1. Hold the B Button down and then release.
2. Press the B Button right after rotating the **+** Control Pad.
3. Press the B Button repeatedly while using the **+** Control Pad (Combo Attack ► Spin Attack).
4. Press the B Button during a roll.

##### Jump attack

Hold and release the **+** Control Pad, and then press the **+** Control Pad and the B Button at the same time.

##### Hurricane Spin Attack

(When your sword has enough FORCE GEMS.)

Hold the B Button and then release it after the sword flashes twice.

##### Down Thrust Attack

Press the B Button in midair.

## NINTENDO GAMECUBE Controller (single-player only)

### Z Button (Used only when there is a GBA Window on-screen)

#### Turn GBA Window ON / OFF

If you are using a NINTENDO GAMECUBE Controller in a single-player game, the **Game Boy Advance Screen** will be displayed on the **Television Screen**.



### L Button / Y Button

Display the formation window



### Control Stick

Move / Change selections

### + Control Pad / X Button

Break formation /  
Change Leaders

### C Stick

Formation Quick Change

## Formations



Regardless of how many players are playing, there will always be four Links on-screen. Press the L Button to display the **Formation Window**. Use the **+** Control Pad to choose the formation you want and then press the A Button.

### Formations



#### Cross

All four Links stand back-to-back, ready to attack in all four directions. This formation is very useful when you're surrounded by enemies. You can do a super spinning attack in this formation, too!



#### Wide

Links form up in a single horizontal line. It's useful for moving large blocks or cutting wide patches of grass.



#### Long

Links line up in a single vertical row. As with the Wide formation, it's good for moving blocks. Four Links can move blocks that one Link can't!



#### Box

Two Links wide, two Links deep! This compact formation helps you avoid attacks better than the other formations do. It's useful for attacking in tight spaces, too.



**The Box and Cross formations are not available in a two- or three-player game. Formations are not available in four-player games. You cannot use formations in side-scrolling areas.**

### Break Formation

Other Links simply follow behind the leader. Switch leaders using SELECT or the X Button. Only the leader can carry items, but in formation, all four Links use the item the leader is carrying.



### Split Up

If you want to break away from the group and control just the head Link, press SELECT or the X Button.



## How to Play Hyrulean Adventure

### Objective



Your goal is to destroy the dark magic barrier at the end of each stage. The only way to destroy the barrier is with the magic Force Gem power of the legendary Four Sword. Save Hyrule by making the four Links cooperate, and accumulate as many Force Gems as possible!

### FORCE GEMS

Force Gems can be found all over Hyrule. These gems are the source of the FOUR SWORD'S power. They appear after you defeat enemies or cut down grass and bushes.

Green		Blue		Red		Purple	
Small	Big	Small	Big	Small	Big	Small	Big
1 FORCE	100 FORCE	5 FORCE	150 FORCE	20 FORCE	200 FORCE	50 FORCE	300 FORCE



### The FOUR SWORD

If the Four Sword doesn't have enough power, it can't destroy the barrier. Refer to the **Status Screen** (page 21) to see how many Force Gems you need before the Four Sword reclaims its power to repel evil.



### HERO RANKING



In TWO- to FOUR-PLAYER GAMES, the **Results Screen** shows player rankings once a stage is cleared. Collecting Force Gems and defeating enemies helps boost your ranking.

### HERO OF LIGHT and HERO OF DARKNESS

The Hero of Light is the player who helped the most during the previous round, and the Hero of Darkness is the player who caused the most problems.

In THREE- or FOUR-PLAYER GAMES, the Heroes of Light and Darkness are determined by secret ballot on the GBA screens. As people vote for the Hero of Light, his bonus points increase. As people vote for the Hero of Darkness, his bonus points decrease.

## Combo

The number displayed when you defeat an enemy with your sword represents the number of consecutive enemies you've defeated without taking any damage. The higher the number, the more Force Gems that fall from the sky.



## Being Downed

If you lose all of your hearts, you will be downed, and you won't be able to move for a short period of time. When this happens, half of your Force Gems will be scattered out on the ground. In a TWO- to FOUR-PLAYER GAME, you will recover more quickly if another player picks you up and throws you. While your character is downed, you can press the **+** Control Pad (or Control Stick) to move. Press the **R** Button when you are next to a rival to grab him.



## Continue

When a player is downed, a FORCE FAIRY will appear. The number of times players can be revived is determined by the number of FORCE FAIRIES you have.



## GAME OVER

When all players are downed, the game ends.

**If you don't have enough Force Fairies to continue, the game is over.**



## Hurry Ahead!

If you dawdle in one area for too long, Tingle will appear and steal all of the Force on the screen. Even worse, he'll try to steal Force Gems from all players! Work together and move on to a new area!



## TINGLE'S TOWER

At some point in each level, you will run across Tingle's Tower. There is a Tingle's Tower in each level. **Tingle's Tower does not appear in single-player games.**





## The Game Screen

When walking in the field, you play the game viewing the **Television Screen**. Player information like the Heart Meter is displayed on each player's Game Boy Advance.

### Main Menu

#### Player Order

P1 – Green   P2 – Red  
P3 – Blue   P4 – Purple



Players that have entered buildings are marked like this.

### Game Boy Advance Screen

#### Heart Meter

This is each player's endurance. When it runs out, your character is downed.



#### Item

The item you are holding is displayed here.



### Entering Caverns or Buildings

If you enter caverns or buildings, those locations will be displayed on your Game Boy Advance. Continue playing on the **Game Boy Advance Screen**.



## Status Screen



Press **START** during the game to view the **Status Screen**. Here you see how many Force Gems you need to restore the Four Sword's power to repel evil. Any of the **SHRINE MAIDENS** you have rescued appear here also, as do any essential items you've recovered.

#### CONTINUE

Close the **Status Screen** and return to the game.

#### CHOOSE AN AREA

Leave the course you're currently playing and return to the **Select Area Screen**.

#### CHOOSE A GAME

End the game and return to the **Game Selection Screen**.

### The NINTENDO GAMECUBE Controller Play Screen

If you are using a **NINTENDO GAMECUBE** Controller, player information appears in the upper left corner of the **Television Screen**.

Item



Heart Meter

### The GBA Window

If you are using a Controller and enter buildings or caverns, the inside of those locations appears in a **GBA Window** on the **Television Screen**. You can open and close this window by pressing the **Z** Button.



## Beginning Hyrulean Adventure

### Select Game Screen

Select the saved data you want to play and determine the number of players. You can store up to three saved-data files. If you play the game once and save the data, you can then start that game later from where you left off previously. Select the saved-data file you want to play.



### Copying and Erasing Data Files

You can copy saved data to an empty slot or delete that data file. Select the saved-data file and then select COPY or ERASE from the menu.

**Once a data file has been erased, it can not be restored, so be very careful when selecting files to erase.**



### Select the Number of Players

Select the number of players, from one to four. If you have two or more players, each player must have his or her own Game Boy Advance (or SP) and NINTENDO GAMECUBE Game Boy Advance cable.



### SELECT AREA

Next, choose an area to play. If you are playing a TWO- to FOUR-PLAYER GAME, you can display the **Settings Screen** by pressing START.



### Adjust Settings

If you are playing a TWO- to FOUR-PLAYER GAME, you can set HANDICAPS or special RULES on the **Settings Screen**.



### Set Handicap

Set FORCE GEMS and HEART CONTAINERS for each player to give players an extra edge against more-skilled opponents.



<b>FORCE GEMS</b>	Set this to 0, 300, 600, or 900 to add that many Force Gems to a player's results at the end of a stage.
<b>HEART CONTAINER</b>	Set the Heart Meter for each player. You can set it to 2, 4, or 6 Hearts.

### Set RULES



You can set the following rules during play:

<b>TIME-UP TINGLE</b>	<b>YES/NO</b> If TIME-UP TINGLE is set to YES, Tingle appears if you linger on the same screen for too long.
<b>STATUS DISPLAY</b>	<b>YES/NO</b> If set to NO, the amount of Force Gems and the number hearts you have will not appear.

## Link's Moves



**+ Control Pad** Move

### Walk

You can walk in eight directions.

### Jump Down

Jump down one level. Press and hold the **+ Control Pad** in the direction you want to jump.



### Push

Push items like blocks. Press the **+ Control Pad** in the direction you want to push an object.



**A Button** Use items / Swim

### Using Items

Use whatever item you are holding. Some items have a secondary effect if you hold down the A Button for a moment before releasing it.

### Swim

Press the A Button to swim in whatever direction you are pressing the **+ Control Pad**. Press the B Button to dive deeper and avoid enemy attacks. Press the B Button again to float upwards.



**You can only remain underwater for a limited amount of time.**

## Open Treasure Chests

Stand in front of the treasure chest and press the A Button.



**R Button** Grab / Lift / Roll

### Grab / Pull

Press the R Button to grab levers or statues. Hold the R Button down and press the **+ Control Pad** in the opposite direction to pull a lever.



### Lift / Throw

Pick up and throw jars, stones, or even other players! Approach and press the R Button. Then, press the A Button to set the item down or the R Button to throw it. Press the B Button while you are holding an item in the air to attack with that item.



Use the A Button to set items like keys, bombs, or other players on the ground. Press the R Button to throw those items.

If you are using the R Button to hold an item, you can use that item.

### Roll

Press the R Button while pressing the **+ Control Pad** for a quick roll on the ground. While you are rolling or right when your roll ends, press the B Button to do a Spin Attack.



## Spin Attack

- You can do a lot of damage to enemies around you by holding down the B Button and then releasing it once you've stored up enough power.
- If you get attacked while you are storing power for a SPIN ATTACK, all the power you stored will be lost and your Spin Attack will be canceled.
- For a simple Spin Attack without storing power, make rotate the  $\oplus$  Control Pad once and then press the B Button.

## Combo Attack

While holding down the  $\oplus$  Control Pad, press the B Button repeatedly to do a Combo Attack.

Holding down the  
 $\oplus$  Control Pad



## Hurricane Spin Attack

You can only use this when you've stored up enough Force Gems. Hold the B Button. When the sword flashes twice, release the B Button for a powerful attack. You can move while attacking by using the  $\oplus$  Control Pad.

## Down Thrust Attack

When you're in the air (or jumping), press the B Button.



## Jump Attack

Just after releasing the  $\oplus$  Control Pad, press the B Button and the  $\oplus$  Control Pad at the same time to do a Jump Attack.



## About the SHIELD

When you're not using your sword or any other item, you can use your shield to fend off direct blows. Be careful, though! There are some attacks your shield can't defend against.



## Items

Some items have a different effect if you hold down the A Button to build up their power. You can only hold one item at a time. If you want to exchange that item for another, press the A Button in front of the podium the new item rests on.

## Leveling Items Up

Use the power of the elusive GREAT FAIRY to increase the power of your items. Once you put an item down on its podium, it returns to normal power.



## SLINGSHOT

Hit an opponent with a DEKU SEED to freeze him for a moment. Press and hold the A Button and then release it to fire even more DEKU SEEDS!



## LEV. 2

Press the A Button and store up enough power, to fire shots in three different directions.



## BOW

Fire arrows at your enemies. Press and hold the A Button and then release it to fire a high-speed arrow.



## LEV. 2

Tap the A Button to fire three rapid shots. The time that you have to hold the A Button is shorter than that for the normal high-speed arrow.



## SHOVEL

Dig in soft ground to find items.



## LEV. 2

If you listen carefully, you will hear a sound around areas with Force Gems or areas where there is a covered hole.



## BOMBS

Repel enemies or to blow holes in walls. Press the A Button to place a bomb down, then use the R Button to lift and throw it.



### LEV. 2

Watch out – there are some really BIG BOMBS out there!



## PEGASUS BOOTS

Press the A Button repeatedly for a special dash. Hm... What happens if you dash square into a tree?



### LEV. 2

While you are dashing, you will jump right over most holes.



## MAGIC HAMMER

You can smash or bury any stumps in your way. If you store up power and then swing it, the shock of the blow briefly dazes all enemies within range.



### LEV. 2

The more power you store up, the farther the shockwave goes.



## BOOMERANG

Daze enemies by hitting them with this weapon. You can also use it to pull items like Force Gems, Hearts, and even other characters close to you. Hold the A Button to make it hover in midair.



### LEV. 2

This faster boomerang flies even farther.



## ROC'S FEATHER

Use this to jump across holes and chasms. Press the B Button while you're in the air to drop and do a down-thrust attack.



### LEV. 2

You can also do a second jump in the air after your first jump.



## FIRE ROD

Shoot fireballs or light braziers. Hold down the A Button to shoot a continuous cascade of flames.



### LEV. 2

The LEVEL 2 FIRE ROD can create blocks. If you wave the rod one more time, the block will explode, sending flame in four directions.



## LAMP

Light up dark areas just by carrying the lamp. Press the A Button to burn items in front of you.



## Other Items



### Heart

Refill your Heart Meter a little.



### SMALL KEY

Unlock doors.



### POWER BRACELET

Pick up items that you couldn't normally lift, like huge trees.



### QUAKE MEDALLION

Trigger an earthquake and reduce your foes to jellylike Zols.



### CARROT

Ride on EPONA. You are invincible while you are riding. If you collide with enemies, you can knock them down and scatter Force Gems.



### FORCE FAIRY

Refill your Heart Meter and increase the number of CONTINUES you have.



### HEART CONTAINER

Increase your Heart Meter by one Heart.



### BLUE BRACELET

Increase your defensive powers and decreases damage you take by half.



### BOMBOS MEDALLION

Annihilate all enemies on the screen.

## Objects You'll Encounter



### Item Podium

You'll find many different items on these stands. Press the A Button to pick up the item on the podium or exchange it with item you are holding. You can also use them when you want to switch items with a friend.



### Foot Switches

Activate these switches by standing on them.



### Big Switches

Single characters cannot activate these large switches alone. Try balancing a formation of characters on these switches to activate them.



### Crystal Switches

Activate these switches by hitting them with items like the boomerang or the bow.



### Pull Levers

There are a number of different levers. Some levers must be pulled simultaneously to be activated.



### Switch Platform

This platform moves in the direction of the arrow you're standing on. If all four players move as one, they just might be able to move it freely.



### Blocks

These blocks move when you push them.



### Large Blocks

These blocks can't be moved by just one person. Maybe if you combine the power of four, you can move these huge things!



### Key Blocks

These blocks can be broken by keys.



### MOON GATE



### MOON PEARL

If you get a strange feeling somewhere you are walking, you might be able to find the MOON GATE that connects to DARK WORLD by holding a MOON PEARL over your head.



### DARK WORLD? What's that?

It's another world, much like Hyrule, but with some significant differences. In the real world, you can sometimes see shadows of things in the Dark World.

**Watch out! Players in the Dark World can pick up players in the normal world!**





## Shadow Battle

2P~4P



### What's SHADOW BATTLE?

The game play is similar to that in HYRULEAN ADVENTURE, but this time, attack your friends and try to be the last Link standing!



If you deal a lot of damage to an opponent, you can make that opponent drop the item he is carrying. Other players can pick up the item he drops!



After each battle is finished, a **Results Screen** will appear. The star shows how many times each player has won.

### Beginning SHADOW BATTLE

Start SHADOW BATTLE in the same way you would start HYRULEAN ADVENTURE. The number of courses you can play in Shadow Battle increases when you clear stages in Hyrulean Adventure.



## RULES

You can turn the following rules on or off.



<b>VAATI</b>	<b>YES / NO</b> If you set this to YES, the game will end in a tie when time expires. If you don't want to have a time limit, set this option to NO.
<b>POWERFUL ITEMS</b>	<b>KEEP / DROP</b>
<b>STATUS DISPLAY</b>	<b>YES / NO</b> If you set this to NO, the Heart Meter and number of Force Gems will not appear on-screen.



## Notes

## Notes

## Notes

## The PEGI age rating system:

[0603/UK/VGCN]

Age rating categories:



Note: There are some local variations!

Content descriptors:



BAD LANGUAGE



DISCRIMINATION



DRUGS



FEAR



SEXUAL CONTENT



VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

<http://www.pegi.info>