Controls

L-Targeting

Target enemies
Link will keep an enemy in his sights during targeting.

Enemy
Link

Converse with someone far away
Target and press Ⓐ.
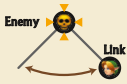
When there is nothing to target

Press Ⓛ to show the view from behind Link
Move Ⓞ left and right when targeting to strafe sideways while continuing to face forward.

Looking from Link's Point of View

Move the system or Ⓞ to look around.

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.

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

Moving

Walk/Run/Swim
Slide Ⓞ a short distance to walk. Slide it a greater distance to run.

Jump (Auto-jump)
You will automatically jump if you run off the edge of a height or a gap.

If the gyro sensor is not accurately following your motions during play, place the system on a table or other stable, level surface and keep it still for a few seconds. The gyro sensor will calibrate automatically.

Using the Shield

Hold Ⓡ and move Ⓞ to change the orientation of your shield.

Using Items

Touch Ⓧ Ⓨ Press
Items equipped on Ⓧ and Ⓨ can only be used by tapping those icons on the lower screen.

Using the Action Icon

Example Action Icons
Ⓐ Open Ⓐ Talk Ⓐ Check

Using the Sword

Horizontal Cut	Ⓑ / Ⓛ+Ⓞ+Ⓑ	
Vertical Cut	Ⓛ+Ⓑ / Ⓞ+Ⓑ	
Thrust	Ⓛ+Ⓞ+Ⓑ	

Spin Attack	Hold Ⓑ then release. Attack power will increase the longer you hold down Ⓑ.
	Ⓞ+Ⓑ Reduced-power spin attack
Jump Attack	Ⓛ+Ⓐ
Roll Attack	Press Ⓐ while running.

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Viewing the Game Screen

Mini Map

- ▲ The point where you entered the area
- ▲ Your current position
- ✛ Hold down to hide (press ✛ in any direction to show again)

Life Energy

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

Rupees (the currency of Hyrule)

Ocarina Subscreen

You can use this to play the ocarina. You will learn additional melodies as you progress through your quest.

View the melodies that are available to play.

GEAR Gear Subscreen

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

Heart pieces
Collect four of these to increase your life energy by one.

Currently equipped items

ITEMS Item Subscreen

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.

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.

Action Icon

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

MAP Map Subscreen

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.

Dungeon floors

👹 Current floor
👹 Boss floor

Boss Key/Compass/Dungeon Map/Small Key

Each of these will be shown when acquired.

Electronic Manual

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.

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Nintendo

Manual — Open
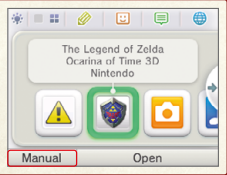
This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Operations Manual for your system or the Nintendo website. The electronic manual is available in PDF format on the Nintendo website.

IMPORTANT: Please read the separate Important Information Leaflet.