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NINTENDO POWER
PLAYER'S GUIDE

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Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

Warranty & Service Information

REV-0

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

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Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

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REV-D

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or call 1-800-255-3700
(U.S. and Canada)



⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

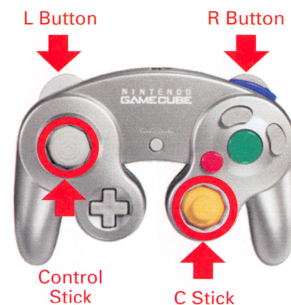
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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 to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.*



Game Boy Advance
Compatible

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



Memory
Card

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



Progressive Scan
compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

***TO PLAY THE MULTIPLAYER GAME (TWO TO FOUR PLAYERS), YOU WILL NEED ONE GAME BOY ADVANCE SYSTEM AND ONE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE PER PLAYER (SOLD SEPARATELY).**

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

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Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



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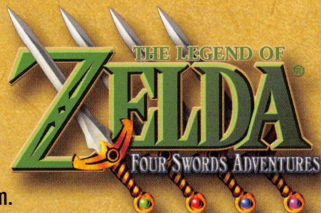


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The Legend of Zelda: Four Swords Adventures

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

The Legend of Zelda: Four Swords introduces innovative new ways to play using the Linked Play system.



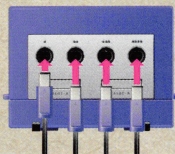
What's the Linked Play system?

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 GameCube. For multiplayer games, connect cables into Sockets 1 thru 4. Socket 1 is player one, Socket 2 is player two, and so on.

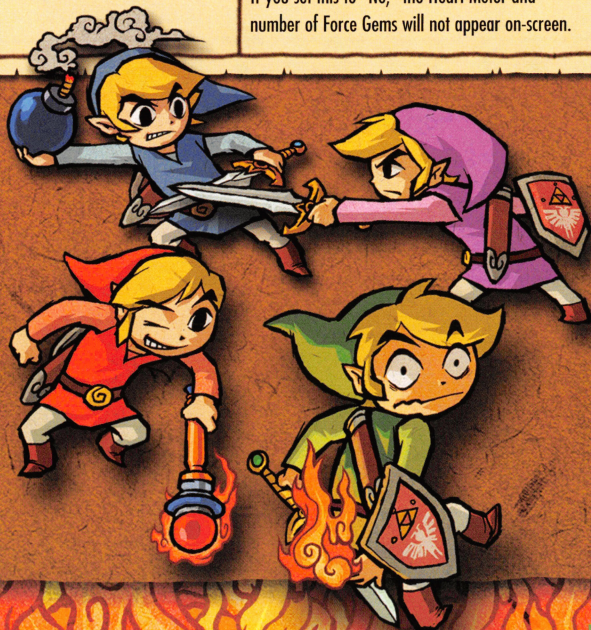


Rules

You can turn the following rules on or off.



Vaati	Yes / No 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."
Powerful Items	Keep / Drop
Status Display	Yes / No If you set this to "No," the Heart Meter and number of Force Gems will not appear on-screen.





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.



Hyrulean Adventure

Use the power of the Four Sword to restore peace and harmony to Hyrule! Link returns in this a 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

Game Boy Advance



B Button

Cancel selection
Return to previous screen

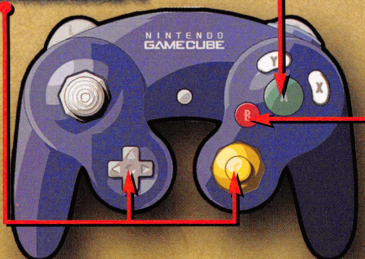
A Button

Confirm selections

+ Control Pad / Control Stick

Change selections

Controller



- The Nintendo GameCube Controller can only be used in single-player Hyrulean Adventure games.
- For detailed in-game control information, see page 14.



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

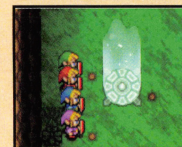
These blocks can be broken by keys.



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!

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 players 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.



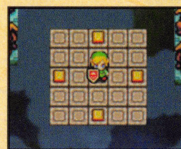
Pull Levers

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.



Connecting the Nintendo GameCube Game Boy Advance Cable

The following explains how to connect the Game Boy Advance and the Nintendo GameCube using a cable.

Items Needed

- Game Boy Advance 1 per player
- Nintendo GameCube 1
- The Legend of Zelda: Four Swords Adventures Game Disc 1
- Nintendo GameCube Game Boy Advance cable 1 per player

How to Connect

1. Plug the Nintendo GameCube Game Boy Advance cables into the Nintendo GameCube.
2. Plug the Nintendo GameCube Game Boy Advance cables into the Game Boy Advance EXT. 1 ports.
3. Follow instructions on page 10.



Linked Game Play Cautions

In the following situations, linking or control problems may occur:

- There is a Game Pak inserted into the Game Boy Advance.
- You are using a cable other than the Nintendo GameCube Game Boy Advance cable.
- The Nintendo GameCube Game Boy Advance cable isn't plugged into the Controller Socket securely.
- The Nintendo GameCube Game Boy Advance cable isn't connected properly to either the GameCube or the Game Boy Advance.
- The Nintendo GameCube Game Boy Advance cable was removed from a Game Boy Advance while linking.
- Either the Game Boy Advance or Nintendo GameCube POWER was turned OFF while linking or RESET on the GameCube was pressed.

Getting Started

Place The Legend of Zelda: Four Swords Adventure Game Disc in the Nintendo GameCube and insert a 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.



Selecting a Game

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



- The first time you play, you will need to create a Four Swords game file on the Memory Card in Slot A. Press the A Button when prompted to create a file.



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 your sword and other items. If you can take away your all of your opponent's hearts, you win!



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.



Force Fairy

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



Small Key

Unlock doors.



Power Bracelet

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



Heart Container

Increase your Heart Meter by one Heart.



Quake Medallion

Trigger an earthquake and reduce your foes to jellylike Zols.



Blue Bracelet

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



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.



Bombos Medallion

Annihilate all enemies on the screen.



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.



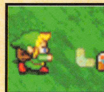
Lev. 2

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

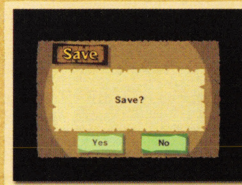
Use this to jump across holes and chasms. Press the B Button while you're in the air to drop and do a down-thrust attack.



Lev. 2

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

Saving and the 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.

Do not remove the Memory Card or turn off the Nintendo GameCube during saving, as this could damage your hardware.



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.
- Refer to the Nintendo GameCube manual for instructions on deleting Memory Card files or reformatting a Memory Card.

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.



The Story of Hyrulean Adventure

1P  or  2P~4P 

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 Realm of the Four Sword.



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 nut to freeze him for a moment. Press and hold the A Button and then release it to fire even more Deku nuts!



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.

B B Button

Swing the sword

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 spinning attack without storing power, make rotate the + Control Pad once and then press the B Button.

Combo Attack

While holding down the + Control Pad, press the B Button repeatedly to do a combo attack.

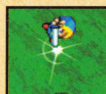


Hurricane Spinning Attack

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 + Control Pad.

Down Thrust Attack

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



Jump Attack

Just after releasing the + Control Pad, press the B Button and the + 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.

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 + Up: Box / Long

L + Right: Wide

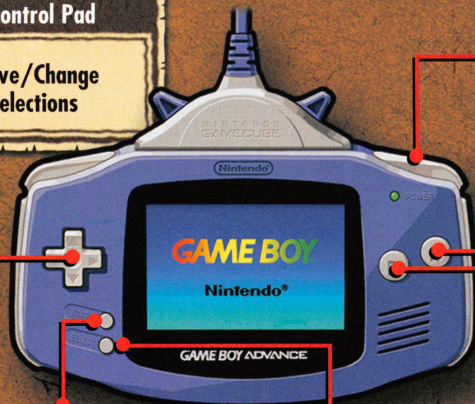
L + Left: Cross / Wide

L + Down: Long



+ Control Pad

Move/Change selections



START

Display the Status screen

SELECT

Change lead character

Open Treasure Chests

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

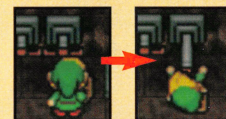


R Button

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 come out doing a spin attack.



Link's Moves



+ Control Pad

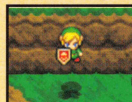
Move

Walk

You can walk in eight directions.

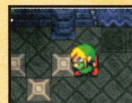
Jump Down

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

A Button

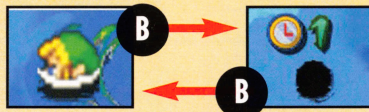
Use items / Swim

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.

R Button

Grab (Use with the + Control Pad to pull things.)
Lift (Press again to throw.)

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. Rotate + Control Pad while pressing the B Button.
3. Press the B Button repeatedly while using the + Control Pad (combo attack → spinning 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)

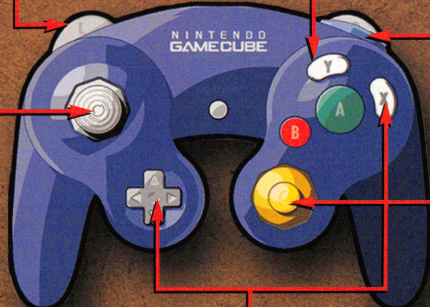
Turn GBA Window ON / OFF

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 Pad / X Button

Break formation / Change Leaders

Control Stick

Move/Change selections

C Stick

Formation Quick Change

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.



Force Gems

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.

Heart Container

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:



Time-up Tingle

Yes / No

If Time-up Tingle is set to "Yes," Tingle appears if you linger on the same screen for too long.

Status Display

Yes / No

If set to "No," the amount of Force Gems and the number hearts you have will not appear.

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.



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!



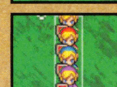
Wide

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



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.

Change Stage

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

Change 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.



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.



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.



The Four Sword

If the Four Sword doesn't have enough power, it can't destroy the barrier. Refer to the Status screen (page 23) 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 play 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.



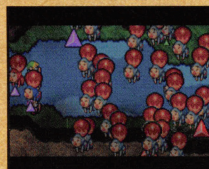
Game Over

When all players are downed, the game ends. If you don't have enough Force Fairies to continue, the game is over.

GAME OVER
PRESS START

Hurry Ahead!

If you dawdle in one area for too long, Tingle will appear and steal all of the Force Gems 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 stage, you will run across Tingle's Tower. There is a Tingle's Tower in each stage.

Tingle's Tower does not appear in single-player games.

