GAME & WATCH™ MULTI SCREEN

ZELDA™

INSTRUCTION

Nintendo®

© 1989 Nintendo

(ZL-65)

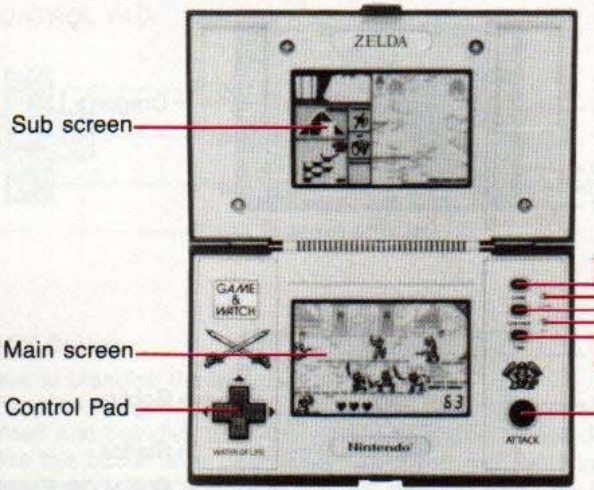
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GAME STORY

The havoc caused by eight fierce dragons is increasing day by day. These dragons have refused to live in peace with man and are fighting against him to rule the world. Now that your sweetheart Princess Zelda has been kidnapped by the evil dragons, you have resolved to destroy the dragons.

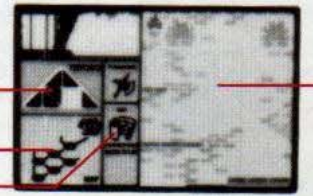


NAME OF EACH PART

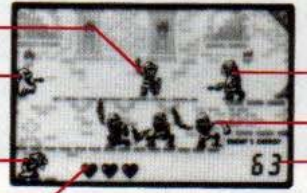


SCREENS

SUB SCREEN

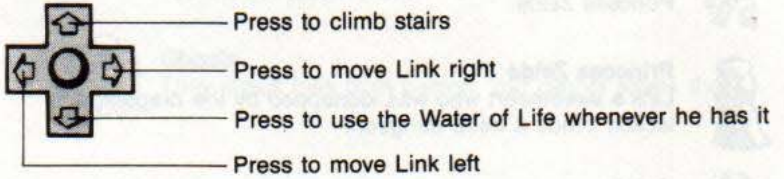


MAIN SCREEN



CONTROL BUTTONS

CONTROL PAD:



ATTACK Button

i) Press to brandish the sword.
When Link is fighting against the Goblin, Link holds his shield behind himself and brandish his sword while this button is held down.

ii) Press this button after Link has rescued Princess Zelda to continue into the second and subsequent rounds of the game.

CHARACTERS



Link
The hero of the game. He risks his life and fights to rescue Princess Zelda.



Princess Zelda
Link's sweetheart who was kidnapped by the dragons and locked inside a deep dungeon.



Goblin
The boss who lives in each of the chambers in the labyrinth. You must defeat each of them to advance to the next chamber.



Dragon
The boss of each of the labyrinth worlds.
He spits fire while attacking with his tail.



Stalfos
Between one and four of these appear in each of the chambers.
You cannot attack them.



Ghosts
They attack Link from behind. You cannot attack them.

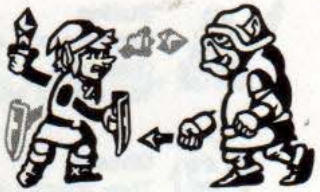
STARTING OF GAME

Press the GAME or CONTINUE key. While the key is depressed, the TOP score is displayed. When the key is released, the game starts. (To play with the sound off, hold the left of the ✣ Control Pad down while pressing the GAME key to start.)

NOTE: Pressing the ACL switch or removing the batteries erases the record scores from memory.

HOW TO OPERATE

1) When you defeat the Goblin at the right of the chamber, stairs leading to the next chamber will appear. Fight skillfully with your sword and advance forward. Defend yourself from the Goblins spear attacks by using your shield.



2) Watch out for the Stalfoses, too! They thrust at you from below with their swords. So move left and right to avoid their blows. (You can't fight back against Stalfoses!) When the Ghosts attack you from behind, protect yourself with your shield held behind you. (You can hold your shield behind you by keeping ATTACK button held down. You can also move left and right at this time.) (You cannot attack Ghosts!)



3) As soon as you have defeated the Goblin and the stairs have appeared, move Link onto the stairs and press the top of the ✣ Control Pad. Make Link climb the stairs to advance to the next chamber. (If two stairs appear at the left and right, choose one of the stairs.)



4) Once you reach the Dragon's lair, you must fight single combat against Dragon. The Dragon will spit out fire and attack you with his tail. Skillfully move left and right to avoid it and attack the Dragon. When you've destroyed the Dragon, you can get one of the Triforce fragments. The Triforce is the key to unlock the seal that keeps Princess Zelda locked in the dungeon. When you have destroyed the eight labyrinths and destroyed the eight dragons, you can complete the Triforce and rescue Princess Zelda.



ITEMS

Once you've defeated the Goblin, sometimes you can pick up various items in the labyrinth. If you use these items skillfully, you can fight with greater ease.



•Tomahawk
This weapon is effective only against the Dragons. It is three times as powerful as the usual sword. When Link is fighting against the Dragon, the tomahawk appears automatically for him to use. However, the tomahawk breaks when he has destroyed the Dragon.



•Map
This shows you how the labyrinth is arranged. This will be helpful for choosing the correct stairway to go up.
(Link's present position will be displayed flickering whether he has a map or not.)



•Water of Life
This is automatically used when Link's life has reached zero and revives him with up to five hearts. It can also be used whenever you need it by pressing the bottom of the ✣ Control Pad to revive LINK's life to its maximum. However, Link can have only one bottle on him at one time and it can be used only once.



•Heart
Revives Link's life by one heart.

SWORD BEAM

When Link is fighting the Goblin and Link's life is at maximum (five hearts), beams will be fired out from the tip of his sword when he brandishes it. As it always hits the Goblin and is as powerful as the sword, it will make your fights much easier. The next beam will not be fired until the present beam hits the Goblin.

SCORING

During fights, the strength of the Goblin (or Dragon) is displayed by numbers on the screen. Each time they are attacked by Link, their strength goes down and they die when it reaches zero.
The initial strength of the enemy that Link defeats is counted as part of the score. If your score goes over 9999, a sword will appear to the left of the score and the score will be reset to zero.

GAME OVER

Each time Link is attacked by the enemy, his LIFE (displayed by hearts) goes down by one. When his LIFE reaches zero, Link runs out of energy and that's the end of the game.
At this time, you can continue the game from the place that Link died by pressing the CONTINUE key. However, your score will be cleared and Link's LIFE will revert to three hearts.
*After the game is over, the time display will be returned to if the game is left as it is for four minutes.

CONTINUE

CONTINUE MODE:

- Even if Link dies, you can continue playing game from the place he dies if you press the CONTINUE key.
- With the key held down, the top score will be displayed at the bottom right corner of the lower screen.
- When you release the key, you can start the game from the place Link dies.
- Remember that your score will be cleared and Link will start out again with three hearts.

NOTE: After the game is over, the time display will be returned to if the game is left as it is for four minutes.

FROM THE 2ND ROUND

The game will end with a happy ending when Link has rescued Princess Zelda. To play the second round or subsequent rounds of the game, press ATTACK button.

From the second round starts, enemies move slightly faster and your score is carried over from the previous round.

*After the happy ending, the time display will be returned to if the game is left as it is for four minutes.

PLAYING TIPS

- You cannot rest while you're fighting the enemy. However, once you've defeated the Goblin, you can rest as you are without going up the stairs. However, remember that the time display will be returned to if you do not operate any of the control switches within four minutes.

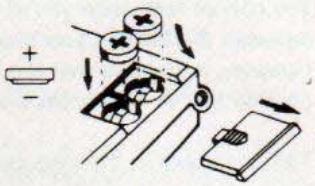
- The chambers in the map containing items are already determined. You can proceed more easily if you remember where they are.

- If Link attacks the Goblin directly while he has the beam sword, he can inflict six points of damage (sword:three points, and beam:three points).

- Enemies attack according to a fixed pattern. Get to know how they attack and attack them.

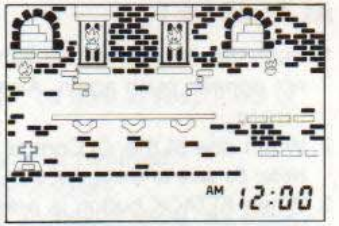
- Even if Link dies, there's the CONTINUE key. Try and try as many times as you like.

INSERTING THE BATTERY (REPLACEMENT OF BATTERY)



1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.
   - •This game uses two LR44 or SR44 batteries.
   - •When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (if exhausted battery is left in the unit, it may result to damaging the game.)
4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.
   - •Carefully read the instruction on the battery package.

TIME SET



1. When ACL switch is pressed with a sharp-pointed instrument and released, few seconds later, the display shown in the diagram will appear.
   - •If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM switch.
2. When one of the ✣ Control Pad is pressed, the hours can be adjusted. (Be sure to check AM and PM)
3. When ATTACK button is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.

NOTE: *ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.*

ALARM SET

1. Push the ALARM switch lightly. A little old lady should appear. If she does not appear, push again. Alarm is set when the little old lady is on the screen.
2. When one of the ✣ Control Pad is pushed, hours can be adjusted.
   Note: *Be sure to check AM & PM.*
3. When ATTACK button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.



5. At the Alarm time, the little old lady appears waving the magic flute and sounds the Alarm.
   Alarm sound continues on for about 20 seconds. To turn off alarm, push the TIME key.
   Note: *When in the middle of a game at alarm time, the little old lady will just appear and wave the magic flute for about 1 minute, but there will be no sounds.*
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.

BATTERY AND LIQUID CRYSTAL

•Battery

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use battery as toy. Use only as intended in GAME & WATCH.

•Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle.
   The best angle at which to look is as illustrated in the figure.



Do not damage this part.



10. Do not force the screen open beyond the intended limit. (This body does not open full 180°.)

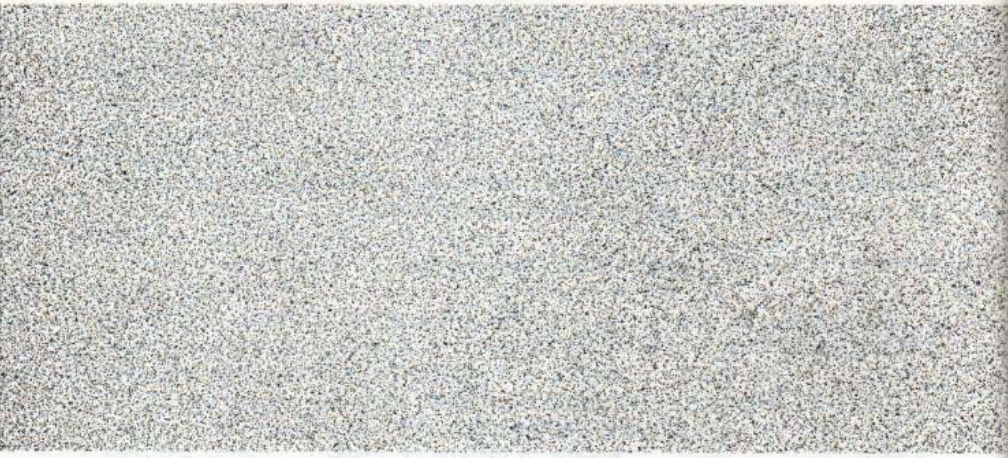
SPECIFICATIONS

Accuracy of the clock: Average daily differential within ±3 secs. (under normal temperature)

Battery : Two Button type batteries (LR44 or SR44)

Life of the battery : For clock display
Approx. 6 months on LR44
Approx. 12 months on SR44
For one-hour-game a day
Approx. 5 months on LR44

Working temperature : 10°C to 40°C (50°F to 104°F)



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