

Menu and Buttons Manual

For the usual A Link to the Past buttons (sword use, item use, dash...) please refer to the original manual, here only the new features are pointed out!

Buttons:

L+R-Buttons

In Game: you can quickly switch between items without having to get into the menu and selecting them there!

In Menu: switch between submenus: Inventory, Artifacts, Map, Text Speed, Notebook

X-Button

In Monologue: skip the monologue!

In Game:

- Don't Panic equipped: Read it!
- Dynamite equipped: after Super-Bomb upgrade: Have a superbomb following you

B-Button

On Flute Map: return to where you called the bird

Y-Button

In Water: Dive/Emerge after Golden Scale upgrade

Menu:



Every screen shows the total play time, the other stuff (reception, battery status) are only decoration.

Inventory:



Select an Item to use with the Y-Button.

X-Sign:



The Dynamite and the Don't Panic have a special, second use with the X-Button:

- Dynamite Y use is to place a normal bomb, X after an upgrade places a Super-Bomb
- Don't Panic Y use is Ether and X is to read it (each X read reveals a new page - it is recommended to read it to the end as it holds at least 2 crucial information).

Number of Heart Containers:



The number shows the amount of full Heart Containers, and the bar the Heart Container Pieces collected. As you see in the image the red bar fills with every HC piece collected and after 4 are found, you get a new full Heart Container(just alike ALTP).

Magic Meter:



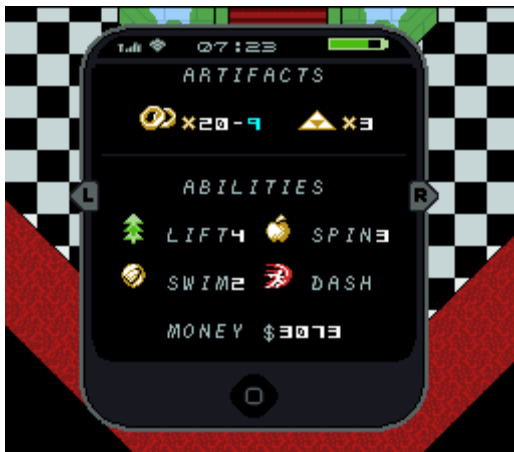
If you receive a magic meter upgrade, it will be marked in the menu as well, next to the meter color changes (yellow = Pure Dust (L2 Meter); blue = Meth Dust (L3 Meter))

Belts:



These work similar to the bottles in ALTP, but you can select an empty belt and catch fairies and bees directly with it (has now the function of the bug-catching net). Furthermore you can stun enemies with the empty belt slot (shows a frying pan animation).

Artifacts:



This shows your abilities (Lift, Spin, Swim, Dash), and the upgrades for them. Lift has 4, Spin 3, Swim 2 and Dash 1. Also it shows your cash.

Top-Right are the number of found Triforce Pieces (3 in total).

Top Left shows the number of collected Rings of Power.

Rings of Power:



The white number are the total rings you have collected (20 in total), the blue number shows which of these are quest rings that you get after a defeated boss (9 in total). You can only enter the Tardis (Level XI) if you have collected all 9 blue quest rings

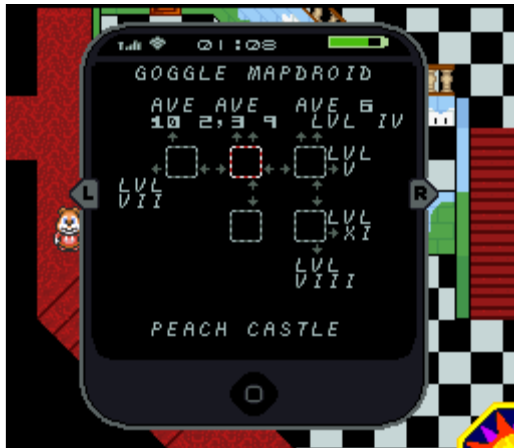
So, there are

- 1 - The one Ring aka Magic Cape: a dungeon item
- 9 - Human Rings of Courage: quest rings for defeated dungeon bosses
- 7 - Dwarf Rings of Force: these are hidden somewhere
- 3 - Elven Rings of Wisdom: these are found in the Triforce Shrine

$1+9+7+3=20$ and 9 of these are the quest rings, so this explains the number 20-9

Google Mapdroid:

Overworld:



The red circled shows the screen you are currently.

"LVL" (Level) and a Romanic number, like "LVL VII" means that you directly can access Dungeon 7 via an entrance like a picture.

"AVE" (Avenue) and a normal number, like "AVE 10" means that you need to take the door through the Tardis to reach the area that has Dungeon 10. AVE 2,3 9 means that the left door in this screen leads to Dungeon 2 and 3 and the right door to Dungeon 9.

Dungeons:



Blue Rooms: you have visited this room

Grey Rooms: you have not yet visited (show up when you have the map)

Red blinking Room: the room you currently are in

Yellow blinking Rooms: there is a treasure inside (show up when having GPS (compass)), you also hear a sound signal with the GPS if there is a treasure to find).

Text Speed:



Self Explaining... the speed a monologue shows up.

Notebook:



Here the secret pathways through the Lost Woods and the Lost Desert are written into. They will be given to you during your quest, and you can look up here whenever you are lost.