

Nintendo Gateway - Super NES Executive Game Summary

Game Title **The Legend of Zelda® - A Link to the Past®**

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Game Description The third game in the amazing Zelda series finds Link sent to the past where ancestors of Link and Zelda must stop the plot of an evil wizard and unlock the secrets of the mysterious dark world. This game is full of surprises, challenges, and delight.

Controller Information

Up:	Move up
Down:	Move down
Left:	Move left
Right:	Move right
Select:	Pause / Save and quit
Start:	Start / sub-screen to select Y item
A Button:	Action button / read / talk / pickup item / swim / run / push / pull
B Button:	Swing sword / Hold down for a few seconds to do a circle attack
X Button:	Close-up map / full map / dungeon map
Y Button:	Use current Y weapon
L Button:	Switch between overworld maps
R Button:	Switch between overworld maps

Hints & Tips

Pick up the bushes to the right of the castle to find a secret entrance.

Link can pick up many magic items. As you find magic items, your strength will increase and you can lift heavier things. You never know what you will find under a bush or a rock.

Once you have found the Pegasus shoes to run, you can run by pressing the A Button. Your sword will automatically be extended when you run.

With the lamp, you can light the torches in the dungeons to see better. Other things may happen if you light the torches, too.

Always defeat all the enemies in a room. Sometimes the last enemy will have an item you need.

Try items in many different situations, explore everywhere, and listen to the clues to discover the many secrets of Hyrule.