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
  - Altered vision
  - Involuntary movements
  - Loss of awareness
  - 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.

**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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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 whoever 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.

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-885-9714

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The Legend of Zelda: Four Swords Adventures

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

The Legend of Zelda: Four Swords Adventures 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.

Hyrulean Adventure

Use the power of the Four Sword to restore peace and harmony to Hyrule! Link returns in this clever multiplayer 2D action adventure. You and your friends will need to cooperate to reach the end, but only one of you can win!

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.

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

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 ......................................
- 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.

The Nintendo GameCube Controller can only be used in single-player Hyrulean Adventure games.

For detailed in-game control information, see page 14.
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.

<table>
<thead>
<tr>
<th>Hyrulean Adventure</th>
<th>1 to 4 Players</th>
</tr>
</thead>
<tbody>
<tr>
<td>An adventure mode where you and your friends must both compete and cooperate in order to clear all the stages.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Shadow Battle</th>
<th>2 to 4 Players</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle other players your sword and other items. If you can take away all of your opponent’s hearts, you win!</td>
<td></td>
</tr>
</tbody>
</table>

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.
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...

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.
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

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

---

**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.

- **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.

<table>
<thead>
<tr>
<th>Green</th>
<th>Blue</th>
<th>Red</th>
<th>Purple</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>Big</td>
<td>Small</td>
<td>Big</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 Force</td>
<td>100 Force</td>
<td>5 Force</td>
<td>150 Force</td>
</tr>
<tr>
<td>Force</td>
<td>Force</td>
<td>Force</td>
<td>Force</td>
</tr>
</tbody>
</table>

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 have 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 player 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.

Game Over

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

Hurry Ahead!

If you dawdle in one area for too long, Tingle will appear and steal all of the Force 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.

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.
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.

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.
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.

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. |
**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 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.

**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 a spin attack.

*You can only remain underwater for a limited amount of time.*
**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 store 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.

---

**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.
**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.

**Level 2**
Watch out—there are some really big bombs out there!

**Pegasus Boots**
Press the A Button repeatedly for a special dash. Hmm... What happens if you dash square into a tree?

**Level 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.

**Level 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.

**Level 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.

**Level 2**
You can also do a second jump in the air after your first jump.

**Fire Rod**
Shoot fireballs or light braziers. Hold down the A Button to shoot a continuous cascade of flames.

**Level 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.
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.

- **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**: 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.

- **Moon Pearl**: 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!
Shadow Battle

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.

Rules
You can turn the following rules on or off.

<table>
<thead>
<tr>
<th>Vaati</th>
<th>Yes / No</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.”</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Powerful Items</th>
<th>Keep / Drop</th>
</tr>
</thead>
<tbody>
<tr>
<td>If you set this to “Yes,” all items will appear on-screen. If you set this to “No,” only items with an item number will appear on-screen.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Status Display</th>
<th>Yes / No</th>
</tr>
</thead>
<tbody>
<tr>
<td>If you set this to “Yes,” the Heart Meter and number of Force Gems will not appear on-screen.</td>
<td></td>
</tr>
</tbody>
</table>
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