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INSTRUCTION BOOKLET



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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

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



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

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You can visit our website at www.nintendo.com for game play assistance. 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.

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Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

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Contents

⑤ The Legend Continues	6
⑤ Using the Controller	8
⑤ Getting Started	10
⑤ Viewing the Game Screen	11
The Main Screen	11
Items	12
The Quest Status Screen	12
Saving and Options	13
Sea Charts	14
Dungeon Maps	15
⑤ Link's Actions	16
⑤ Items	20
⑤ Link's Boat	22
⑤ The Wind Waker	24
⑤ Linking to Your	25
Game Boy Advance	
⑤ Clues for Your Quest	28
⑤ Warranty & Service	31
Information	

The Legend Continues

Long ago, there existed a kingdom where a golden power lay hidden. One day, a man of great evil found this power and took it for himself, and with it at his command, he spread darkness across the kingdom. But then... just as all hope had died, a young boy dothed in green appeared as if from nowhere. Wielding a blade that repelled evil, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend.

And then a day came when a fell wind began to blow across the kingdom, and the great evil once again crept forth from the depths of the earth. The people believed that the Hero of Time would again come to save them. But the hero did not appear...

What became of that kingdom...? None remain who know. The memory of the kingdom vanished, but its legend survived on the wind's breath.

On a certain island, it became customary to garb young boys in green when they come of age. Clothed in the green of fields, they aspire to find heroic blades and cast evil down. The elders wish only for the youths to know courage like the hero of legend...



Overheard in Windfall Cafe...

Even in my wildest dreams, I never could've imagined what happened to us! See, it all started when our leader, Miss Tetra, got kidhapped by a gigantic bird. We chased after that thing like mad, at crazy speeds, and when we finally caught up to it, we gave it a cannon blast like you wouldn't believe! Of course, that was quite a ways south from here, yeah? Somewhere down near Outset Island. So anyway, then that bird drops our precious Miss at the very tip-top of the island. Well, I went ashore in a hurry to look for the Miss, yeah? And you know what? Miss Tetra didn't have a scratch on her!

When I found her, there was this odd little kid dressed in green there, too... We met this postman on the island, and from what he told us, it was that kid in green who saved Miss Tetra. And apparently the bird that kidhapped Miss Tetra mistook this poor kid's sister for our young Miss, and kidhapped her instead. So this kid tells us pirates he wants a ride from us so he can go save his sister, yeah? Well, I was against the idea, of course, but as usual, Miss Tetra's whimsy won out...

So you wanna know how things turned out? Well, it's a long tale...



Using the Controller

L-Target/Center Camera Behind Link

See below for details!

NINTENDO
GAMECUBE

View Screens

→ PG. 12

View Maps

→ PG. 11

Move Camera/Change Perspective



→ PG. 11



Move/ Jump

→ PG. 16

L When  appears as you approach an object or enemy, press  all the way down. When the icon changes to , you can target the object. When you are L-targeting you can attack more precisely. Also if you press  lightly,  will appear on the screen. (See page 11 to read about the camera icons.) When it does you can tilt   to change to a first-person perspective. You can't switch to a first-person perspective while L-targeting. (See page 19.)



R

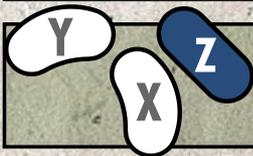
Action Button

→ PG. 16

Perform the action shown on  in the screen's top right corner.

Crouch/Defend while holding sword

Grab (Use with  to push or pull blocks and other objects)



Use Items

→ PG. 12

A

Action Button

→ PG. 18

Perform the action shown on  in the screen's top-right corner.

Open, Drop, Speak, Grab/Throw, Check, etc.

B

Swing Sword

→ PG. 17

Spin Attack
Briefly hold , then release.

Or use  + 

Jump Attack

 + 



Please see  PG. 22 for sailing details.

Getting Started

Properly insert the Game Disc and Memory Card into your Nintendo GameCube system and turn the power ON. Press START/PAUSE on the title screen to access the File-Selection screen.



Starting the Game

Follow the instructions on-screen and press **A** to create a game file for The Legend of Zelda: The Wind Waker on the Memory Card in Slot A.



Beginning a New Game

On the File-Selection screen, choose one of the three Quest Logs and press **A**. Next, enter a name, select **END**, and press **A** to begin playing.

Continuing a Game

If you have a previously saved game, you can continue playing. On the File-Selection screen, just choose the Quest Log you want to continue playing.

Saving Your Game ➔ PG. 12

Copying and Erasing Saved Data ➔ PG. 13

- You must have **12 blocks** of memory available on the Memory Card in Slot A in order to save.
- Once you have played and saved a game, you can continue playing anytime you like. Just insert the Memory Card with your saved data for The Legend of Zelda: The Wind Waker into Slot A to continue playing.

Please refer to your Nintendo GameCube Instruction Booklet for information about erasing game files and formatting your Memory Card.

Viewing the Game Screen

The Main Screen

The Life Gauge and Magic Meter

If you take damage from enemies and run out of hearts, your game will be over. Items that consume magic power when you use them will gradually deplete your magic meter.

Item Buttons and Action Buttons

The button icons show which items you've set to **Y**, **Z**, or **X** and which actions you can perform by pressing **A**, **R**, or **B**.

Camera Icons

Use **C** to change the camera's position. When **Y** appears on screen, tilt **C** **▲** to change to a first-person view. Tilting **C** in any other direction will activate the free camera.



Area Map

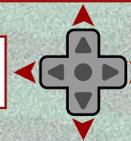
▲ indicates Link's location and the direction he is facing. The arrow in the top-right corner of the screen indicates the direction the wind is blowing in.

Rupees

This shows how many Rupees you have.

View your Sea Chart or Dungeon Map

Hide your Area Map



Change Area Map size display.

Close your Sea Chart or Dungeon Map and return to the main screen.

Sea Charts and Dungeon Maps ➔ PG. 14 - PG. 15

If you press START/PAUSE while playing your game will pause and you can view the two screens below. You can switch between the Item and Quest Status screens with the L and R Buttons. (You can save on either of these screens.)

Items

Use to choose an item then press , , or to set the item to that button. Press to view a brief description of the item.



When you choose one of your bags, you can check its contents. Once you do, you can select one of the items inside and set it to an item button.

Save

Cursor

P.G. 13 Move with .

The Quest Status Screen

This screen shows the objects you've gathered during your quest.



Equipment

Items like your sword and shield will get equipped automatically, but there are some items that you can choose to equip or not.

Saving and Options

P.G. 13



Saving and Options

Do not touch the Memory Card or Power Button while saving. Doing so could damage the Memory Card.



Copying and Erasing Saved Data

When you choose one of the Quest Logs on the file-selection screen, you can copy its contents to an empty Quest Log or you can erase its contents altogether. Just select Copy or Erase after selecting a Quest Log.

Saved data that you have erased can never be recovered. Do not erase data unless you are absolutely sure you want to.

Options

When you choose Options on the Quest Status screen, you'll be able to change the following settings.

Targeting Style.....

Choose one of two methods for L-targeting.

Hold Target an opponent only while holding .

Switch Switch L-targeting on or off each time you press .

Rumble.....

Set the Rumble Feature to ON or OFF.

Sound.....

Choose the sound setting that best suits your audio capabilities: Stereo, Mono or Surround.



Sea Charts

Once you have found a Sea Chart, you can press Up on to view it. You can also view any Treasure Charts you find during your adventure on the Sea Chart screen P.G. 2 3



Cursor Move with

Link's Location
▲ indicates the direction Link is facing or the direction the boat is traveling in

Number of Treasure Charts

Sunken Chests Recovered

Type of Treasure Recovered P.G. 2 3

Current Wind Direction P.G. 2 2

Island Name

Press **A** or **Y** for more detail!

A **Zoom** There are two levels of zoom

Look for a particular sea creature near each island who will draw your Island Charts for you. After zooming in, press **B** to return.



Y **Check** P.G. 2 3

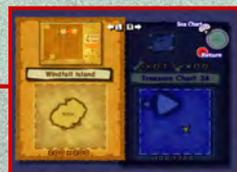
Compare your detailed Island Charts on the left side of the screen with the terrain on your Treasure Charts on the right side of the screen.



Enlarged Island Charts
(Left side of screen)



Treasure Charts
(Right side of screen)



Use and to switch between your detailed Island Charts and your Treasure Charts.

Dungeon Maps

When in a dungeon, press Up on to view the Dungeon Map. If you have certain dungeon items, it will look like the screen below



Dungeon Name

- Your Current Location
- Rooms You've Visited
- Unexplored Rooms
- Doors
- Treasure Chests

Dungeon Levels
Switch floors with .

- Link's Current Floor
- The Boss's Floor

Dungeon Items



Dungeon Map
This map shows all rooms, including ones you haven't entered



Compass
The Compass will reveal the locations of treasure chests and the boss's lair.



Big Key
This key opens the door to the boss's lair.



The number of small keys you have

Link's Actions



Walk / Run / Swim / Jump

Tilt in the direction you want to move. Your traveling speed depends on how far you tilt . If you want to jump from a platform or ledge, just run toward the edge and you'll jump automatically.



Link can only swim for a short period of time. A meter will appear in the bottom-right corner of the screen whenever you swim, so pay attention to it.



R Crouch / Crawl



Hold and tilt to crawl. Crawling is great for getting into tight passageways or sneaking up on things. (You can't crawl when you are holding your sword or another item)



When crawling through tight passageways, use to change direction.



Defend

When you're holding your sword or another item you can press to use your shield to defend. You can also use while defending to aim your shield.



Sword Techniques

Horizontal Swing or + +

Vertical Slash +

Thrust + +

or +

Briefly hold then release

Spin Attack or +

Jump Attack +



Master these techniques, too!

Rolling Attack +

Side Step + +

Back Flip + +



Come to my place on Outset Island. I will pass on to you a very special sword technique not listed here.

A R The Action Icons

The **A** and **R** in the top-right corner of the screen are Action Icons. Each indicates the action Link will perform when you press that particular button. The actions listed below are just some of the things that Link can do.

Lift → Throw/ Drop

Lift up an item with **A**.
Press **A** again to throw the item.
Press **R** to set the object down.



Grab → Push/ Pull

Press and hold **R** to grab hold of a large object then use **○** to push it or pull it.

Side

Tilt **○** toward a wall and press **A** to side up against the wall. Hold **A** and tilt **◀○▶** to inch along the wall.



Other Actions

Hang

If you accidentally slip off an edge or cliff, you will automatically grab onto the edge and hang down from it. While hanging tilt **◀○▶** to move along the edge with your fingertips. To climb back up tilt **○▲**. To let go of the edge and drop down below press **A**.



Rope Actions



1 Tilt **○** toward the rope and run at it.



2 Tilt **○** up and down to swing.

3 Press **A** to jump off!

When you grab onto a rope, you can use your momentum to swing. In some cases, it may carry you to another ledge or platform.

R Stop swinging

While holding **R** :

◀○▶ Change direction

○▲ Climb up or down



Camera Perspectives

Moving the camera is very important, particularly when Link's on a rope. Try adjusting the camera until you find the best perspective.



Rotate with **C**



Center with **L**



First-Person View

Tap **L**. When **▲** **○** **▶** appears, tilt **○▲** and use **○** to look around.



Items

Useful Objects



Telescope

While looking through this, use to look around and to zoom. It comes with a built-in auto-focus!



Sail

Soon after beginning your quest, you'll find a boat that can carry you across the sea...but it won't go anywhere without this important item **PG. 22**



Wind Waker

Use this wand to conduct any songs you learn. Its powers will be essential if you hope to succeed in your quest. **PG. 24**



Grappling Hook

Using this hook and rope combination, latch on to certain objects then swing from one place to another. **PG. 19**

A yellow mark will appear on objects that you can latch on to.



Tingle Tuner

Connect to a Game Boy Advance and use this item to call everyone's favorite mapmaker—Tingle! **PG. 25**



Empty Bottle

Use empty bottles to carry potions that replenish life energy and magic power. If you find a fairy, you may be able to capture it in your bottle. What kind of effect might a fairy have...?

Attack Items



Boomerang

Use the to aim at enemies—it will highlight viable targets with a . Aim at everything you want to hit, because this Boomerang can home in on multiple targets!



Deku Leaf

Use this leaf to send gusts of air that can knock objects and enemies around. If you jump into the air and use it, you'll float...but it will consume magic power.



Bombs

To take out a bomb, press the button your bombs are set to. When you're holding a bomb, press to throw it or to set it down.

Item Bags

You can place up to eight different items in each of your three item bags. Keep in mind that even if all eight spaces in the bag are filled, it can always carry more of the items that it already contains.



Spoils Bag

You'll keep the different spoils you get from your enemies in this bag. For instance, you can carry around the three colors of ChuChu Jelly until you find just the right person to give them to...



Bait Bag

This pouch holds your bait. Try using bait around all of the different creatures in the world.



Delivery Bag

This bag holds things that people give to you. If you put things people ask you to deliver into one of the many postboxes located around the islands, they'll surely be delivered.

If you find my shop, PLEASE! Come in! I've got a very special membership card just for you!



There are other items besides these!

Link's Boat

Shortly after beginning your adventure, you'll take control of a small boat...but in order to sail it wherever you like, you'll first need to find a sail for it.

Controlling the Boat

Get In: Press **A** beside the boat. **Get Out:** Stop the boat and press **A**.

Move the Boat: Set the sail to and use it with **Y**, **Z**, or **X**.

To move without hoisting the sail, hold **R** and tilt **○** in the direction you want to move.

Stop the Boat: Press **A** to furl the sail and hold **A** until the boat stops.

Jump: Hoist the sail, then press **R** after gaining speed.

Setting Out to Sea

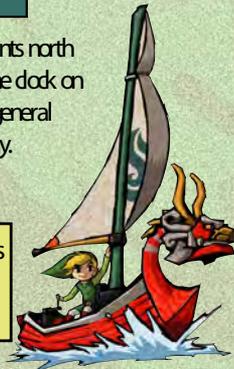
When you first set sail on the Great Sea, you likely won't be able to see the place you want to eventually reach. Use **+** to check your Sea Chart **→ P.G. 14** then watch your compass as you sail. Your boat will go fastest when the wind pushes it from behind, and it will hardly move at all when you head directly into the wind. By using one particular item, you'll eventually be able to control the direction the wind blows in.



Compass and Clock

The red arrow always points north on your compass. With the dock on the right, you can get a general feeling for the time of day.

The yellow arrow at the stern of the boat indicates the wind's direction. Your boat travels at its fastest speed when it and the yellow arrow are heading in the same direction.



Be extra-careful when sailing at night. Press left or right on **+** to hide or show your dock.



When you want to move your boat to a specific point on the water, put away your sail and use **○** while holding **R** to cruise with precision.

Use Your Crane to Haul Up Treasure

You can use most of your items while riding in your boat, but certain items will change slightly when used at sea. For instance, when you use your Grappling Hook on your boat, it becomes a Salvage Crane.



Use **○** to move the crane head to the port or starboard side of the boat then press and hold the item button to drop the hook into the sea. If the hook finds treasure, it will automatically haul it up. Hold **R** and use **○** to move while your crane is deployed.

Tips for Hunting Treasure

- 1 Collect as many Treasure Charts as you can.
- 2 Compare the terrain on your Treasure Charts to the terrain on your specific Island Charts **→ P.G. 14** and go to where the X marks the spot.
- 3 Use your Salvage Crane in conspicuous spots.
- 4 Sometimes there's no treasure...but don't worry, just keep looking!

The Wind Waker

If you use your Wind Waker to conduct the many songs you'll learn on your quest, it will allow you to do many different things.

Using the Wind Waker

Use  to set the measure (rhythm) then use  to conduct with the baton.



1 Set the rhythm

 3 / 4 time 

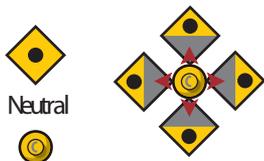
  4 / 4 time 

 6 / 4 time 

 Increase Volume  Decrease Volume

2 Match the metronome's timing..

3 and tilt to conduct the song.



Metronome

Tilt  when the flashing yellow light hits the center of the bar.



You can always check the notes of a song on your Quest Status screen  P G . 1 2

Linking to Your Game Boy Advance

When you connect a Game Boy® Advance (sold separately) to your Nintendo GameCube, The Legend of Zelda: The Wind Waker offers two-player cooperative play. (No software is needed in the Game Boy Advance.)

Tuning in Tingle

- 1 Connect your Game Boy Advance to your Nintendo GameCube by following the instructions on page 27.
- 2 Set the Tingle Tuner to an item button and use it.
 - You can find the Tingle Tuner early on in your quest.
 - You cannot call Tingle from certain places.
- 3 When asked if you want to call Tingle, choose Yes.



Nintendo GameCube



Tingle Cursor

On the map, the location of the cursor shows where Tingle will use his items.

Two players can play together with each player looking at his or her own screen. (You do not have to call Tingle to complete the game.)

Game Boy Advance



Tingle's Controls

-  Move Tingle
-  Call Link/ Check
-  Use an Item
-  Return Cursor to Link
-  Lock Onto Enemy
-   Scroll Around Map
-  START Item Screen
-  SELECT Controls Explanation

Game Boy Advance controls will not function while the Nintendo GameCube is paused.

What Tingle Can Do in Cooperative Play

Use Items

Choose any one of several items on the Game Boy Advance Item screen and use it with **(B)**. Just remember, it costs Rupees to use most items.

Check

When an exclamation point appears on the Game Boy Advance screen, press **(A)** to see what it is. Sometimes Tingle can uncover secrets by getting to areas Link can't reach.

Check the Map

By holding **(L)** and using **(+)**, Tingle can see complete dungeon layouts—even if Link doesn't have a Dungeon Map.

- When Link leaves a room, Tingle follows him.
- Don't worry—it's OK to turn the Game Boy Advance OFF while playing.
- While you are using the Game Boy Advance, it will consume battery power. Be sure to turn the power OFF when you no longer need Tingle and after you finish playing.



Connecting the Nintendo GameCube and the Game Boy Advance

What You Need

Nintendo GameCube	1
Nintendo GameCube controller	1
Game Boy Advance	1
The Legend of Zelda: The Wind Waker Game Disc	1
Nintendo GameCube Game Boy Advance cable	1

Connecting the Systems:

- 1 Follow the instructions for getting started on page 10.
- 2 After you begin playing, insert the Nintendo GameCube Game Boy Advance cable into Controller Socket 2, 3, or 4.
- 3 Connect the cable to your Game Boy Advance and turn the Game Boy Advance ON.
- 4 Refer to pages 25 and 26 for control instructions.

Insert the cable into any Controller Socket other than Controller Socket 1.

Do not insert a cable or connect a Game Boy Advance if you are not going to use them.



A Properly Connected Nintendo GameCube and Game Boy Advance

Notes About Linked Play

The following actions may cause communication or control failures:

- Using a cable other than a Nintendo GameCube Game Boy Advance cable.
- Playing with a Game Pak inserted in the Game Boy Advance.
- Improperly connecting the Game Boy Advance, Nintendo GameCube and Nintendo GameCube Game Boy Advance cable.
- Disconnecting the Nintendo GameCube Game Boy Advance cable during data transmission.
- Turning the Nintendo GameCube or Game Boy Advance OFF or resetting the Nintendo GameCube during data transmission.

Clues for Your Quest

Q What if I can't figure out how to solve a puzzle?

A Perhaps you've overlooked something important. Use  to manipulate the camera and check your surroundings. Look for doors or passageways you may have missed. You can also use the Tingle Tuner to get hints through cooperative play.



Always pay close attention to Link's eyes. He will often look toward important items or objects, giving clues about how to solve puzzles.



Q Does L-targeting offer anything particularly good?

A By L-targeting an opponent, you can keep it in sight during battle and hit it more precisely. L-targeting is particularly useful against very quick enemies and flying enemies, and using distance weapons like the Boomerang while L-targeting ensures much greater accuracy. You can also speak to people from a distance by L-targeting



Q My hearts run out too quickly... What should I do?

A Each time you defeat a dungeon boss, you will gain one more Heart Container. You can also increase your life gauge by searching for Pieces of Heart. Four Pieces of Heart combine to complete one Heart Container.

Q The enemies are too tough... How can I defeat them?

A All enemies have weaknesses, so if one method of attack doesn't work, try another. Also, every time you get a new item, try using it as much as you can. You will almost always have some item that will help you overcome your foes. You should also watch your enemies carefully—they may drop their weapons. If they do, take advantage of the opportunity.



Q Why does my controller rumble inexplicably?

A The controller rumbles when Link is struck or attacked, but it will also rumble when a particular item is trying to tell you something. If the  Action I icon changes to , press  to see what it is. But remember, you won't get rumble hints if your Rumble Feature is turned off.

Q How can I become a Master Swordsman?

A First, go to visit Orca on Outset Island and learn how to use a sword. After that, it just takes practice. Repeatedly tapping  and pressing  in conjunction with  will allow you to attack with successive blows. Try doing this in battle. Also, if the  changes to an  while you're fighting with your sword, immediately press  to perform a parry move. Only then you will know what it means to be a true Master Swordsman.



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