



THE LEGEND OF
ZELDA™
Wind Waker

LIMITED EDITION!
INCLUDING TWO-GAME BONUS DISCS!



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BEFORE!

Nintendo

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INSTRUCTION BOOKLET



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WARNING: Please carefully read the precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always have this book for future reference.



THIS GAME SUPPORTS GAME PLAY FOR ONE PLAYER AND CONTROLLERS.



THIS GAME INCLUDES 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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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 dashed 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 travelled 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 guide young boys in green when they came of age. Forth in the green of fields, they aspire to find heroic blades and cast evil down. The elders wish only for the youth 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 our Sis, it all started when our leader, Miss Tetra, got kidnapped by a gigantic bird. We closed after that thing like mad, at every speed, and when we finally caught up with 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 ahead 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 kidnapped Miss Tetra mistook this poor kid's sister for our young Miss, and kidnapped 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 relativity won out...

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



Using the Controller

L-Target / Center Camera Behind Link

See below for details!



Move / Jump

→ PG. 14

When appears as you approach an object or enemy from all the way down. When the icon changes to , you can target the object. When you are L-targeting, you can attack more primarily. Also, if you press lightly, and will appear on the screen. (See page 8 to read about the camera icons.) When it does you can hit to change to a first-person perspective. You can switch to a first-person perspective while L-targeting. (See page 17 for more information about the first-person perspective.)



Press on → PG. 20 for setting details.

R

Action Button

→ PG. 14

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

Crash / Defeat while holding sword.

Grab Link with to push or pull blocks and other objects.

Y

X

Z

Use Items

→ PG. 10

A

Action Button

→ PG. 10

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

OPEN, DROP, SPEAK, GRAB & THROW, CRASH, etc.

B

Spinning Sword

→ PG. 15

Spin Attack

Jump Attack

Briefly hold , then release.

+

In use +



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, these positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks and allow them to return to the correct neutral position, then hold down the R Button, Y Button and START/PAUSE simultaneously for 3 seconds.





Getting Started

Properly insert the Nintendo GameCube Game Disc and Nintendo GameCube 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**.

Choose the **LANGUAGE** option on the **File-Selection Screen** and press **1**. Select one of the available languages: **ENGLISH**,

FRANÇAIS, **ESPAÑOL**, **ITALIANO**, and confirm your selection by pressing **1**. You can change the language again by choosing the same option on the **File-Selection Screen**.



Starting the Game

Follow the instructions on-screen and press **1** 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 files from **QUEST LOGS** and press **1**. Next, enter a name, select **OK**, and press **1** 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 **BEST LOG** you want to continue playing.

Saving Your Game → PG. 11

Copying and Erasing Saved Data → PG. 11

- You must have **13 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.

60Hz mode

This game can be set to a clearer display with better quality on TVs that support 60Hz mode.

When you connect the Nintendo GameCube RGB Cable to a TV which has a RGB terminal and PAL compatibility, you can enjoy a smoother game screen with less flicker.

To activate 60Hz mode, press and hold the **B** Button while the **NINTENDO GAMECUBE** logo is being displayed until the message **WOULD YOU LIKE TO DISPLAY IN 60Hz MODE?** appears. Select **YES** to activate the mode.



Viewing the Game Screen

The Main Screen

The Life Gauge and Magic Meter

If you take damage from enemies and run out of heart[®], 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're set to use: **1**, **2**, or **3**, and which actions you can perform by pressing **1**, **2**, or **3**.

Camera Icons

Use **1** to change the camera's position. When **1** appears on screen, tilt **1** to change to a first-person view. Tilt **1** in any other direction will activate the free camera.



Area Map

A 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.

Expans

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. 12-13



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

Items

Use to choose an **ITEM** then press , , or to see the item's stats. Press to view a brief description of the item.



Save

Cursor

PG. 11

More with



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

The Quest Status Screen

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

Wind Walker Songs

PG. 23

Equipment



Saving and Options

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



PG. 11

Saving & 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.

Please refer to your Nintendo GameCube instruction booklet for directions on how to format and erase Memory Card files.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the Nintendo GameCube console. (For more information please refer to the hardware console manual.)

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 or  to view it. You can also view any TREASURE CHARTS you find during your adventures on the Sea Chart Screen.

 PG. 21



Cursor Move with 

Link's Location
 indicates the direction Link is facing or the direction the boat is travelling in.

Number of Treasure Charts

Sunken Chests Recovered

Type of Treasures Recovered

 PG. 21

Current Wind Direction

 PG. 20

Island Name

 Press  to zoom in on the island.

ZOOM There are two levels of zoom.

Look for a particular sea creature near each island who will show your Island Chart to you. After zooming in, press  to return.

 **CHECK**  PG. 21

You can 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 Sea Charts**
(Left side of screen)

 **Treasure Charts**
(Right side of screen)



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

Dungeon Maps

When in a dungeon, press Up or  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

The 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

Hit \odot in the direction you want to move in. Your traveling speed depends on how far you tilt \odot . 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 when you're swimming, to pay attention to it.

Crouch / Crawl

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



When crawling through tight passageways, use \odot to change direction.

Defend

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



Sword Techniques

Horizontal Slice



Vertical Slice



Thrust



Spin Attack



Jump Attack



Master these techniques, too!

Rolling Attack



Side Snap



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 object 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 **A** to push it or pull it.



SIDE

Hold **R** toward a wall and press **A** to walk up against the wall. Hold **A** and tilt **R** to lock 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 **R** to move along the edge with your fingertips. To climb back up, tilt **R** and **A** to let go of the edge and drop down below; press **A**.



Rope Actions



L Tilt **R** toward the rope and run at it.



E Tilt **R** up and down to swing.



E 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
- R** While holding **R** Change direction
- R** Climb up or down



Camera Perspectives

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



Rotate with **R**



Centre with **R**



First-Person View

Top appears, tilt **R** and use **R** to look around.

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. 20**

**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. 22**

**GRAPPLING HOOK**

Using this hook and rope combination, latch on to certain objects then swing from one place to another. **PG. 17**

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 rhapsodist - Tingle! **PG. 23**

**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 have eight different spaces in each of your three item bags. Keep in mind that even if all eight spaces in the **SPOILS BAG** and the **DELIVERY BAG** are filled, they 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 colours of **CHUCKO 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 get things people ask you to deliver into one of the many postboxes located around the island, 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: Step the boat and press **A**.

Wave the Boat

Set the sail to and use it with **Y**, **B**, or **Z**.

To move without heaving the sail, hold **Y** and tilt **Y** in the direction you want to move.

Step the Boat

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

Jump

Heave the sail, then press **Y** after gaining speed.

Setting Out to Sea

When you first set sail on the Great Sea, it's likely that you won't be able to see the place you want to eventually reach. Use **Y** to check your **SEA CHART** **> PG. 12**, 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 Cleck

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 **Y** to hide or show your dock.



When you want to move your boat to a specific point on the water, get away your sail and use **Y** while holding **Y** 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 **Y** to move the crane head to the port or starboard side of the boat then press and hold the **Y** button to drop the hook into the sea. If the hook finds treasure, it will automatically haul it up. Hold **Y** and use **Y** 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 **World Charts** **> PG. 12** 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 notes.

1 Set the rhythm



2 Watch the metronome's timing.

Metronome

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

3 and tilt to conduct the song.



You can always check the notes of a song on your Quest Status Screen.  PG. 10

Linking to Your Game Boy Advance

When you connect a Game Boy Advance (sold separately) to your Nintendo GameCube, 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 25.
- 2 Set the TINGLE TUNES to on from bottom and use it.
 - You can find the TINGLE TUNES 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



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

Class for Your Quest

Q
A

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

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 TUNES** 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
A

Does I-targeting offer anything particularly good?

By I-targeting an opponent, you can keep it in sight during battle and hit it more precisely.

I-targeting is particularly useful against very quick enemies and flying enemies, and using distance weapons like the **BOOMERANG** while I-targeting ensures much greater accuracy. You can also speak to people from a distance by I-targeting them first.



Q
A

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

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
A

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

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 items 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
A

Why does my controller vibrate inexplicably?

The controller vibrates when Link is struck or attacked, but it will also vibrate when a particular item is trying to tell you something. If the **🔔** Action Icon changes to **🔔**, press **🔔** to see what it is. But remember, you won't get vibrate hints if your Rumble Feature is turned OFF.

Q
A

How can I become a Master Swordsman?

First, go to visit **ORCA** on **BURST 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.

