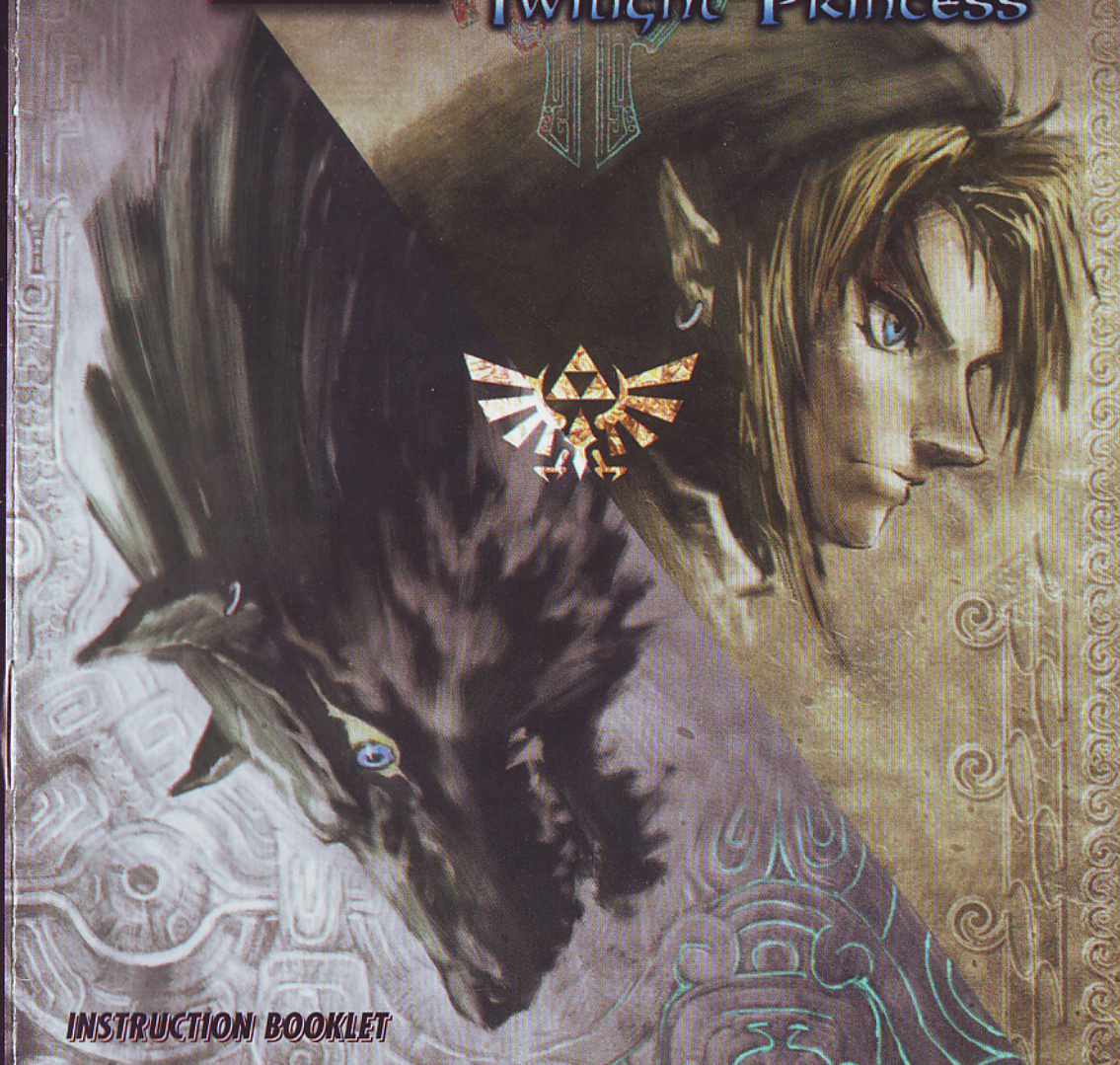


RVL-RZDP-UKV

Wii™

THE LEGEND OF
ZELDATM
Twilight Princess



INSTRUCTION BOOKLET

UK and Ireland:

Nintendo UK

188 Bath Road, Slough, Berkshire, SL1 3GA, U.K.
www.nintendo.co.uk



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Thank you for selecting the THE LEGEND OF ZELDA™: TWILIGHT PRINCESS Disc for your Wii™ System.

WARNING: Please carefully read the separate Health and Safety 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 save this book for future reference.



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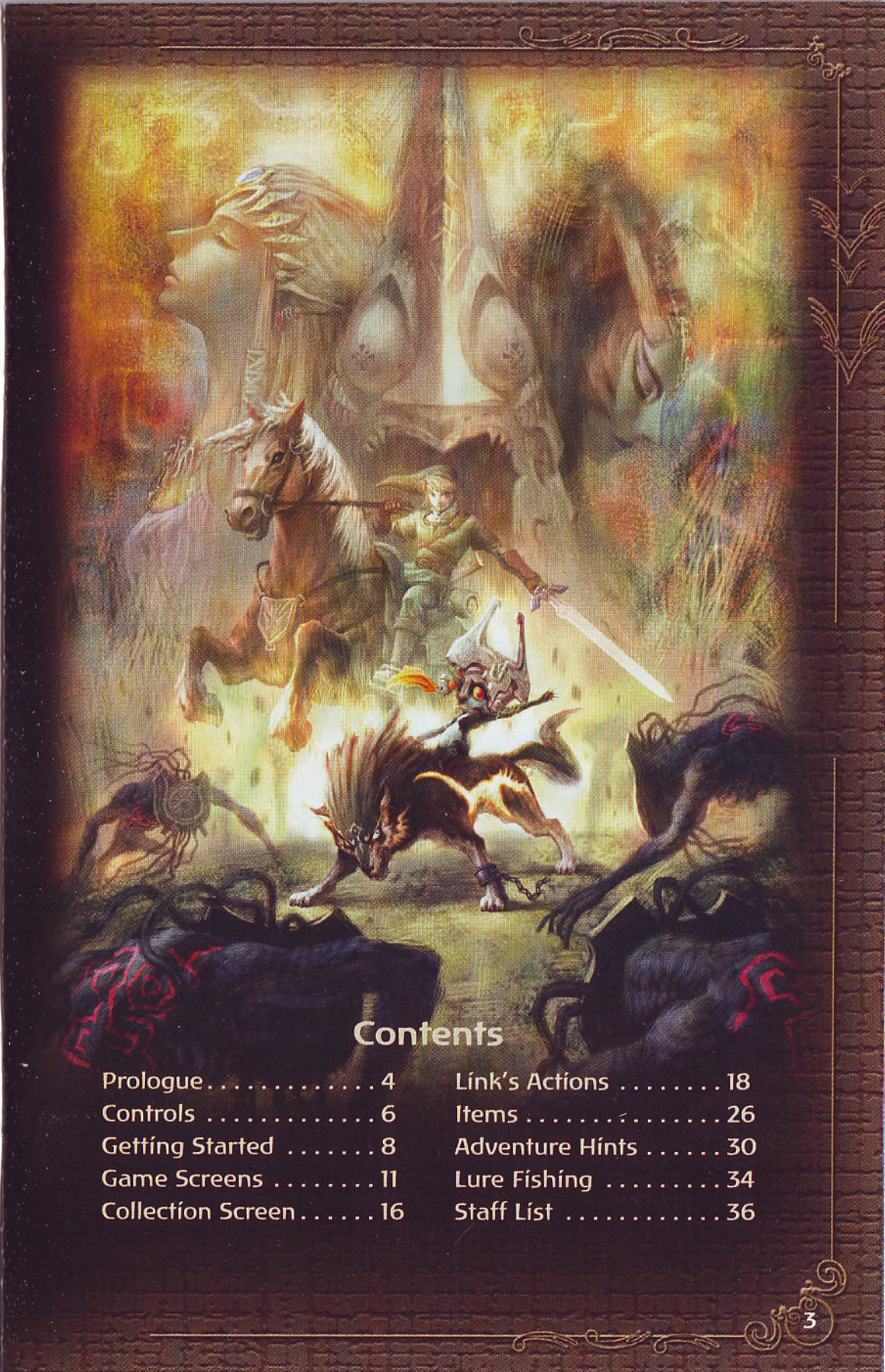


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Prologue

Surrounded by idyllic meadows, at the southernmost tip of the Kingdom of Hyrule, lies the village of Ordon. Life here mainly revolves around the rearing of sheep and goats. Among the shepherds is the finest horseman in the village, a young boy who dreams of one day

becoming the village mayor. This young boy's name is Link... Link has earned the deep trust of the other villagers and has become something of a leader among the local children. In addition to his work as a shepherd, he takes lessons in

swordsmanship from Rusl, the village's master swordsman, and has become popular with the other children by demonstrating his newfound skills to them.

Then, one day, during one of his regular displays of his sword skills to the children, a monkey suddenly appears. "Hey! That monkey's been up to all sorts of mischief in the village! Let's get him!" shout the children as they set off in hot pursuit. Link enters the forest to look for the children. He soon finds himself battling countless monsters in his quest to rescue one of the children and the monkey, who have been captured and imprisoned in a cage.

The forest had always been such a safe place...

The following day is an important one for Link. On Rusl's recommendation, he has been chosen to deliver a gift to Hyrule Castle and today is the day of his departure. But as Link is coming back from the ranch after work, Epona, his beloved mare, is injured and he is given a severe scolding by his childhood friend, Ilia, who leads Epona away angrily.

Ilia heals Epona's wound at the Spirit Spring, but no matter how much Link tries to explain what happened, she remains angry with him. Colin, a young boy who idolises Link, steps in and explains the events of the previous day, and Ilia's anger at Link subsides... "Don't do anything silly. And come home safely," Ilia says, revealing her true affection for Link.

But right at that moment...

Monsters riding giant boars come crashing through the gate of the spring and set about Link and his companions! Unprepared for this sudden onslaught, the unarmed Link is

knocked out by a blow from a monster. As he comes to, he realises that the monsters have departed...

... and they have taken Colin and Ilia with them..

Controls

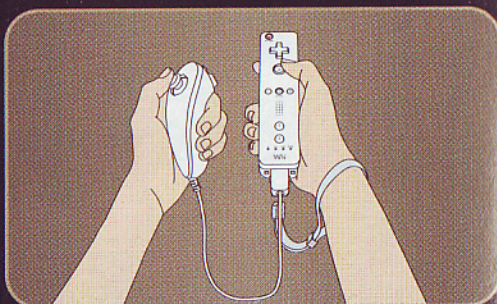
This section describes how to hold the controllers and introduces the basic operations. For details on operations involving swinging the Wii Remote and the Nunchuk, refer to the relevant page or to the in-game explanation.

Holding the controllers

Hold the controllers as shown on the right.

Before starting to play, be sure to attach the Wii Remote Wrist Strap to your arm and tighten it with the slider.

For more information please refer to the Wii Operations Manual.



Nunchuk



Control Stick

- Walk • Run • Swim • Jump
- Select

→ Page 18



C Button

- First-Person Perspective

→ Page 21



Z Button

- Target
- Center camera behind Link

→ Page 18

Wii Remote



Pointer



Control Pad

- Talk to Midna

→ Page 25



Power Button

- Turn power on/off



- On Items Screen, set items.

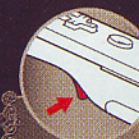
• Switch set item to B → Page 26



A Button

- Talk • Check • Open • Hold • Throw • etc.
- Actions shown at the bottom of the screen
- Confirm

→ Page 20



B Button

- Use the set item

→ Page 26



Minus Button

- Display the Items Screen
- Skip a scene (press twice)

→ Page 13



Plus Button

- Display the Collection Screen

→ Page 16

Speaker

- Plays in-game sound effects



HOME Button

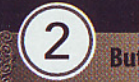
- Display the HOME Menu
- For more information, see the Wii Operations Manual.



1 Button

- Display the Map Screen

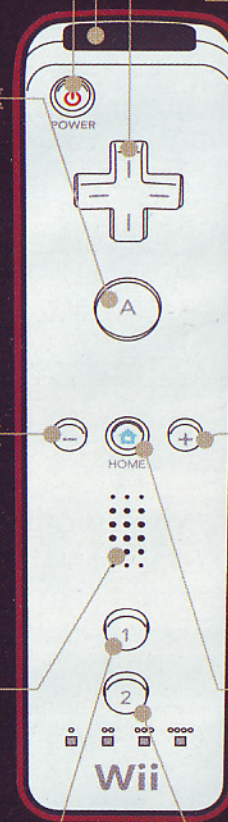
→ Page 14



2 Button

- Show/Hide Area Map

→ Page 11



Getting Started

- 1 Insert the **THE LEGEND OF ZELDA™: TWILIGHT PRINCESS** Wii disc correctly into the disc slot on the Wii™ console. The console will turn on. The **Health and Safety Screen**, as shown on the right, will appear. Read the information on this screen and when you have understood it, press the A Button.

Note: You can also insert the Wii disc when the Wii console is turned on.

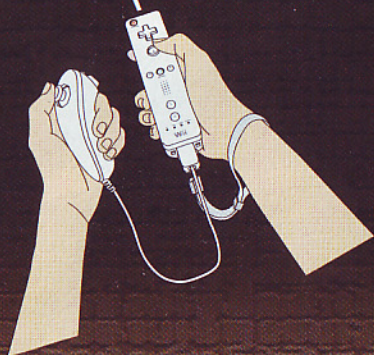
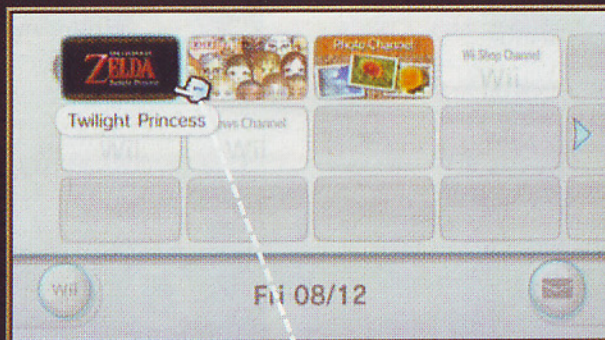
⚠ WARNING—HEALTH AND SAFETY

BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

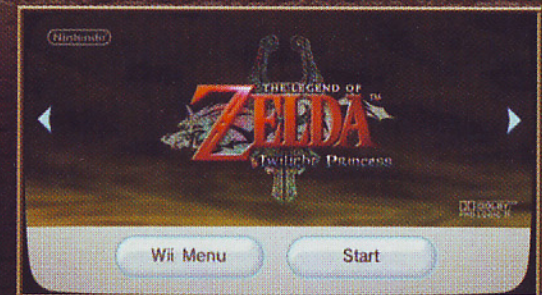
Also online at
www.nintendo.com/healthsafety/

Press **A** to continue.

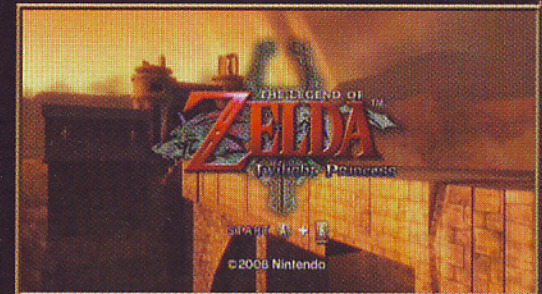
- 2 Point to **Disc Channel** on the **Wii Menu Screen** and press the A Button.



- 3 The **Channel Preview Screen** will appear. Select **START** and press the A Button.



- 4 The **Strap Information Screen** appears, followed by the **Title Screen**. At the **Title Screen**, press the A and B Buttons simultaneously to bring up the **Quest Log Screen**.



Select a Quest Log

Beginning a New Game

When you are asked if you want to create a new game file in the Wii System Memory, point at "YES" on the screen and press the A Button. Then select **NEW QUEST LOG**.

In order to save your game, the Wii System Memory must have more than one block of free space.



Select a name for the main character in your game, and his horse. Select the letters you want to use by pointing at them and pressing the A Button.

When you have finished inputting the names, select **END** and the **Television Settings Check Screen** will be displayed. The game will then begin.

➔ Page 10

Note: You can also use the Control Stick to select files and letters.



Continuing a Game

To continue a previous game, select the Quest Log containing your save data.
Select **START** to resume the game.



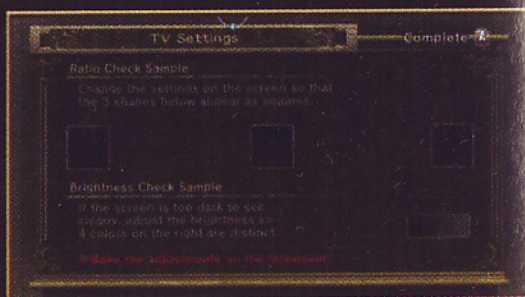
Save Data information

The upper part of the window shows information such as the Life Energy Gauge, the save time and the total playtime.

| | |
|-------|---|
| COPY | Copy save data to another Quest Log. |
| ERASE | Erase save data. Be careful, erased data cannot be retrieved. See the Wii Operations Manual when you would like to erase the data from Wii System Memory. |
| START | Resume a game. |

TV Settings

This screen can be used to adjust the brightness and the aspect ratio of the game screen. Adjust your TV settings referring to the sample. To play with a screen ratio of 16:9, first select 16:9 on the console and also change the TV aspect ratio. For details, refer to the Wii Operations Manual.



Game Screens

Take some time to get to know the basic layout of the **Items Screen** and the **Map Screen** in addition to the **Main Screen** where your adventure takes place.

Main Screen

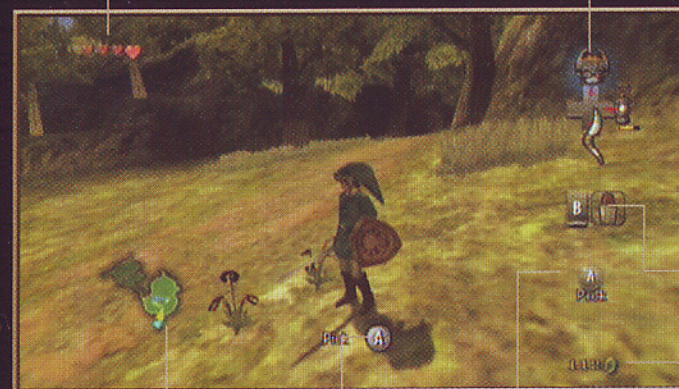
The information on the **Main Screen** changes with the situation to show what actions you can take in your current location and the state of special gauges, etc.

Life Energy Gauge

The Life Energy Gauge drops when you sustain damage, such as an attack from an enemy or a fall from a high place.

Item Icons

Shows information such as what action you can take by pressing each direction on the **+** Control Pad, and what items you have set.



Use Item

Shows what item you have set. Press the **B** Button to use it.

Area Map

A map of the surrounding area. Press the **2** Button to display or hide the map.

Action

Shows what action you can take by pressing the **A** Button.

Rupee (your money)

Action you can use in your current situation

Shows specific actions available in your present situation.

Special Screen displays

As you progress through the game, a variety of different gauges and other displays will appear depending upon your circumstances. For details, refer to the in-game explanations. A few examples are shown below.

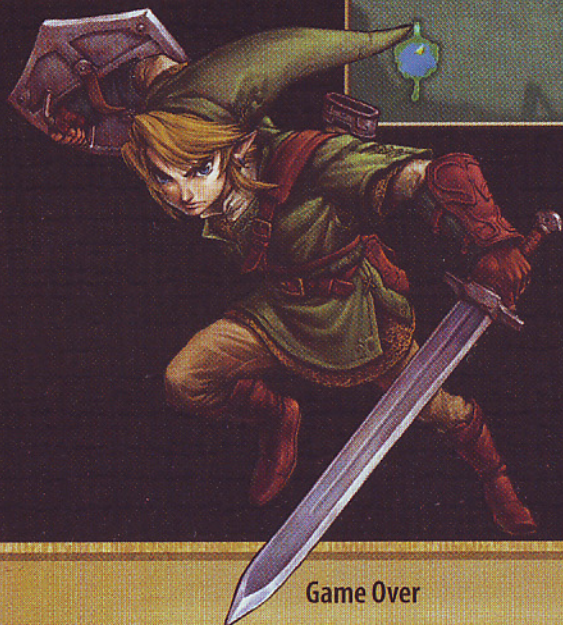


Vessel of Light Gauge

Shows the number of Tears of Light in your possession when you have a Vessel of Light.

Oxygen Gauge

This appears when you are underwater. When your oxygen runs out, it's Game Over...



Game Over

When your Life Energy Gauge runs out, the game is over. If you answer YES to the question 'RETRY?', you can go back and try again from the point before the game ended. If you select NO, you return to the Title Screen.



Items Screen

Press the - Button at the Main Screen to display the Items Screen.

How to set and use items

1

Point to the item you want to set. You can also select the item using the Control Stick.

To display an explanation about the item press the + Control Pad (up).



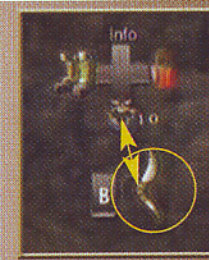
2

You can set each item to the + Control Pad (left, down, right) and the B Button.



3

On the Main Screen, switch an item used from the + Control Pad (left, down right) to the B Button.



4

Press the B Button to use an item. (Some items can also be used simply by pressing the + Control Pad.)

Note: For more detailed instructions on using items, refer to 'Using Set Items'. → Page 26



Bow and arrow combinations

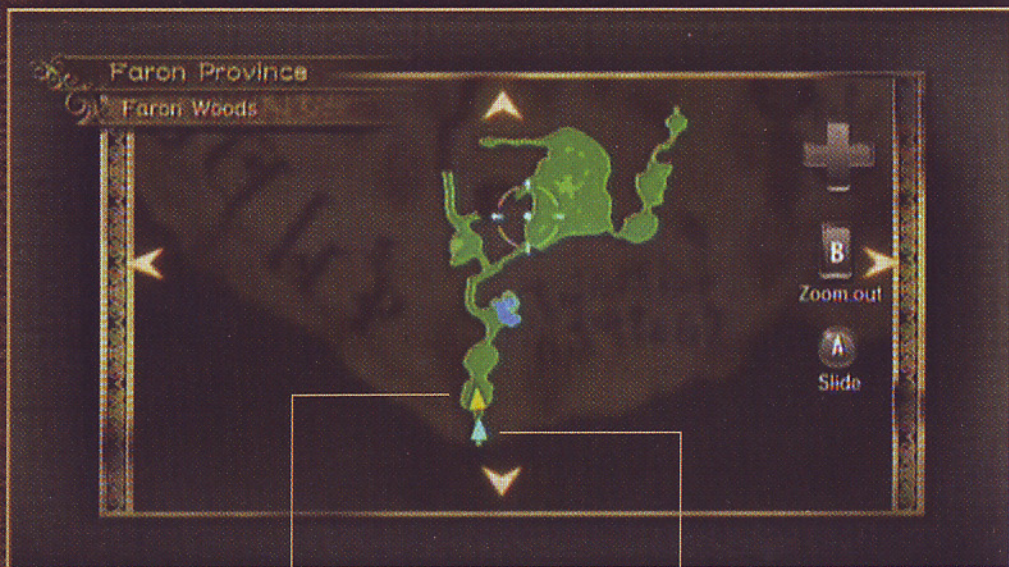
You can combine special items with your bow to carry out special actions using the Items Screen. For example, set the 'Hero's Bow' on the + Control Pad (left, down, right) or B Button, select BOMB and press the Z Button to make a bow that shoots bomb arrows.



Map Screen

Press the 1 Button at the **Main Screen** to bring up the **Map Screen**. You can use the **Map Screen** to check things such as your current location and your destination.

Field Map



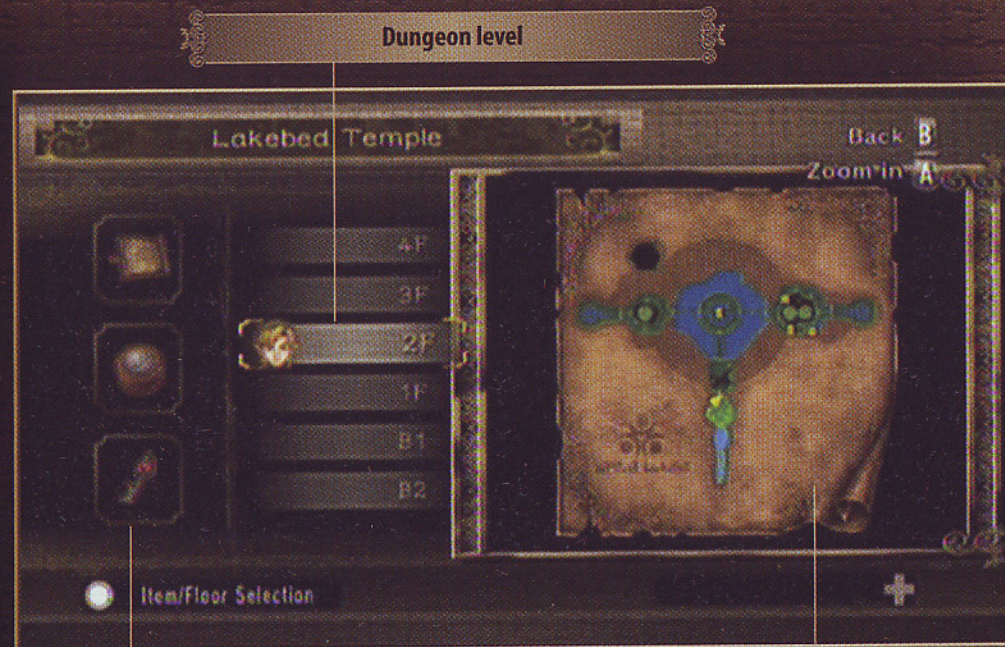
▲ Link's current location and the direction he is facing.

▲ The location at which Link entered the current area.

How to operate the Field Map Screen

| | | |
|---|---|---|
| + | Ⓐ | Zoom in |
| + | Ⓑ | Zoom out |
| Ⓜ | Ⓜ | Slide the map (when zoomed in) |
| + | Grab and drag the screen using the A Button | |
| + | Point | Select a region and confirm with the A Button (when zoomed out) |

Dungeon Map



Dungeon Item

| | |
|--|---|
| | Dungeon Map Shows an overview of the dungeon rooms. |
| | Compass Shows the location of treasure chests and enemy bosses. |
| | Big Key Opens the door to a room occupied by a boss. |

Map display

| | |
|--|--|
| | The room you are in now |
| | Areas you have already visited |
| | Areas you have not yet entered |
| | Door |
| | Treasure Chest (when you have a compass) |
| | Enemy Boss (when you have a compass) |

How to operate the Dungeon Map Screen

| | | |
|---|--|---|
| + | Ⓐ | Zoom in |
| + | Ⓑ | Zoom out |
| Ⓜ | Ⓜ | • Switch between dungeon levels • Select dungeon items (Use the A Button to see a description) |
| + | Grab the screen with the A Button and drag | Slide the map (when zoomed in) |

Collection Screen

This screen allows you to see which items Link is equipped with and to check a variety of information and records, as well as saving data and configuring the game environment.

Understanding the Screen

To bring up the **Collection Screen** press the + Button at the **Main Screen**. You can change the items you are equipped with by pointing at the item you want to change and pressing the A Button. When you point at an icon such as a letter or hidden skill and press the A Button, the relevant screen will appear.

Pieces of Heart
Collect five Pieces of Heart to form a new Heart Container and increase your life energy. → Page 29

Fused Shadows
A mystery object being sought by Midna. The fragments in your possession are displayed. → Page 25

Equipped Items

Collected Items

Fish Journal
A bobber-fishing journal. Press O to open it and view the largest size and number of fish Link's caught.

As you progress through the game, expect to see a lot of new items show up here.

The boxes with yellow frames show the items you are currently equipped with.

| | | |
|--|--------------|--|
| | Fish Journal | Check your fishing records for bobber fishing. |
| | Golden Bugs | Check how many Golden Bugs you have collected. |
| | Letters | Check how many letters you have received. |
| | Skills | Check which skills you have mastered. |

Saving

You can save your adventure up to the current point in the Quest Log → Page 10. Just point to the Quest Log and press the A Button. When the message THE GAME HAS BEEN SAVED. DO YOU WANT TO CONTINUE? appears, select YES to resume the game or NO to return to the **Title Screen**. You can save at any point in the game, providing you are not involved in a special event, but the game will resume from a point at the start of a map or event (if you are in a dungeon, you will start from the entrance).



Do not turn off the Wii console during saving. Doing so may damage the system.

Options

You can change various game settings on the **Options Screen**. Point to an item and change the setting using the Control Stick (left and right). Confirm your selection by pressing the A Button. (You can also use the Control Stick (up and down) to select options.)



| | |
|------------------|--|
| Lock-on Type | Sets how the cursor operates during targeting. Select SWITCH (press the Z Button once to lock the cursor) or HOLD (hold the Z Button down to lock the cursor). |
| Camera Control | Select whether the camera's movement is NORMAL or reversed (INVERT). |
| Pointer | Select whether or not to use the Wii Remote to point. If you choose NO, you can point using the Control Stick. |
| Icon shortcuts | Select whether or not to use shortcuts. If you choose YES, you can switch between screens by pointing with the Wii Remote. <ul style="list-style-type: none"> At rest, hold Z Point at an icon Press A + B Go to the screen <ul style="list-style-type: none"> To the Items Screen To the Map Screen To the Collection Screen |
| Pointer settings | Adjust the position of the Wii Remote pointer on the screen. Press the + Button to display the Adjustment Screen and follow the instructions on the screen. |

Link's Actions

Link can perform a wide variety of actions. Familiarise yourself with the basic operations referring to the item icons.

→ Page 11




Walk, Run, Swim, Jump

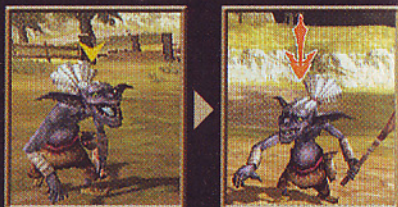
Use the Control Stick to move (to swim when in the water). You can change your speed by adjusting the tilt when pressing the Control Stick. If you reach a gap while running, you will automatically jump. If you press the A Button while moving, you will roll forward. You can use this manoeuvre to hurl yourself into walls and other objects.



Z Targeting/Shield Defence

Target the enemy during a battle

When the  symbol is displayed to show that an enemy is approaching, press the Z Button. The  symbol changes to  and the enemy is targeted. While an enemy is targeted you can fight without losing sight of this opponent. By holding down the Z Button, you will raise your shield to protect yourself at the same time as you target the enemy.




Taking aim when using an item

When using an item such as the slingshot or the bow, targeting the enemy will allow you to take precise aim.



Talking to characters from a distance

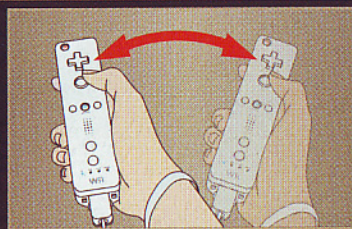
When you target a character located far away, the  symbol appears above them and you can talk to them by pressing the A Button.

Sword Wielding

When you are armed with a sword, you can wield it by swinging the Wii Remote or the Nunchuk.

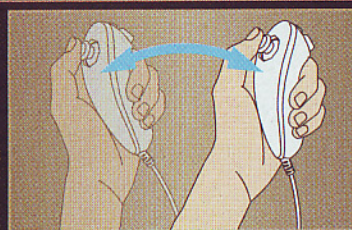
Slice

Swing the Wii Remote lightly right or left. Keep on swinging to perform a sequence of slices.

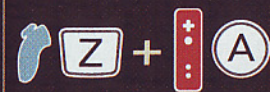


Spin attack







Swing the Nunchuk lightly to right and left.



Jump attack



Other Battle Actions

| | |
|---------------------|---|
| Sideways jump |  +  +  |
| Backward somersault |  +  +  |

Sideways jump



Multiple Actions

Depending on the situation, the A Button will trigger any of the following actions.

Talk/Check/Open

Talk to people, check out signboards and mysterious objects, open doors and treasure chests.



Pick Up, Throw/Place

You can pick up things like boulders and pots and put them down where you like. If you are holding an object and you press the A Button while moving or when targeting an enemy, you can hurl the object forward. You can also throw an object by lightly swinging the Wii Remote.



Enter

Press the A Button to enter small caves and other openings. Use the Control Stick to move inside a tunnel and choose which direction to take.



Grab + Push/Pull

You can grab movable objects like wooden crates by pressing the A Button, and then push or pull them by using the Control Stick.



First-Person Perspective

Press the C Button to switch to the first-person perspective and either use the Control Stick or point with the Wii Remote to look around.

First-Person Perspective



Navigation Pointer



Look around

Grass Whistling

In certain fields you will find different kinds of grass with which you can whistle. Approach the grass and press the A Button to pick it up and whistle with it. The grass comes in two varieties - Horse Grass and Hawk Grass. Play the Horse Grass to call your horse and the Hawk Grass to call a hawk which will enable you to obtain distant objects or attack enemies far away.

Horse Grass



Hawk Grass



Handling Your Horse

To mount your horse, approach it and press the A Button. To dismount, press the A Button when the horse is at a standstill.

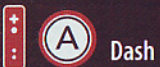


Epona



Riding

Use the Control Stick to move your horse. Tilt it slowly towards yourself and the horse will back up. Tilt it strongly and the horse will neigh and turn.



Dash

If you press the A Button while moving, one of the Dash icons will be erased and your horse will break into a gallop which will last for a short period of time. While galloping you can jump over fences and other objects.



Dash icon

Shows the number of times your horse can still gallop. The icons are restored as time passes.

Using your sword

Providing you have one, you can still use your sword on horseback. Swing the Wii Remote or the Nunchuk to swing your sword, just as you would when on foot.



→ Page 19

Operations When Link is a Wolf

As the game progresses, Link will be transformed into a wolf. When Link is in this form, some of the operations differ from normal and you cannot use any items.



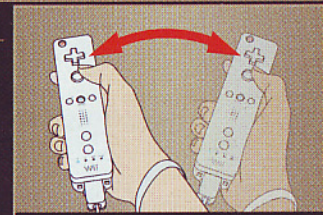
Various actions

Pressing the A Button will perform an action appropriate to the situation. For example, if you are moving, pressing the A Button will make you dash. When Link is a wolf, he can also talk to animals.

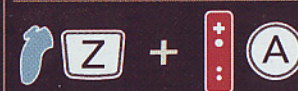
Attacking Moves

Bite attack

Swing the Wii Remote lightly.



Jump attack

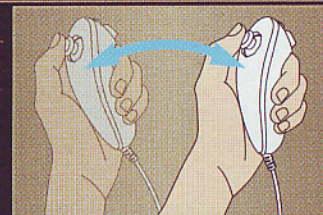


Note: When you perform a jump attack on an enemy and continue pressing the A Button, you will keep biting.

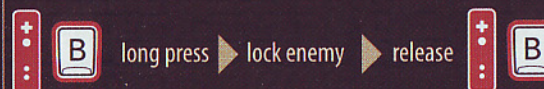


Spin attack

Swing the Nunchuk lightly.



Multiple attack after forming a dark energy circle (When Midna is riding on Link's back)



Note: Attacks all enemies inside the energy circle.



A Push/Bite

Grab a moveable object like a wooden crate by pressing the A Button, and push it using the Control Stick. You can also grab pots or other items in your jaws.



+ Sense

By pressing the + Control Pad left or right, you can see things that are not normally visible and pick up scents. Use your enhanced senses to search for things and investigate mysterious objects.



+ Dig

Press the + Control Pad down to dig in the ground. You can also tunnel under fences and doors to get to the other side. Use your senses to seek out spots where items are buried.

Howling

When in wolf form, by howling in a place where whistle grass grows, you can summon a hawk to offer you a hint. There are three pitches of howl. Adjust the pitch of your howl to the sample pitch (blue line).

→ Page 21

A Howl

Change the pitch of your howl (3 different pitches)



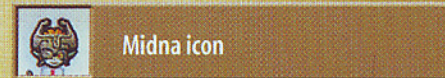
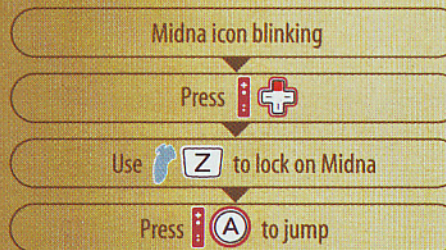
+ Talking to Midna

Once you've met up with Midna, press the + Control Pad up to talk to her and borrow some of her power to perform special actions. As the game progresses, you will also be able to warp to other locations. When Midna wants to talk to you, the Midna icon starts blinking, so press the + Control Pad up.



Z + **A** Long-distance jump

You can perform a long-distance jump at special locations.



Warp

If you talk to Midna and select WARP, the **Field Map screen** will appear. Point at your destination using the Wii Remote, and press the A Button.



Portals

You can only warp to specific locations, marked by portals, within each area. As your adventure progresses, the choice of places you can warp to will increase.



Items

There are two types of item: items like slingshots and lamps which you set and use later by pressing a button, and items which you can pick up and use at the spot where you find them.

Using a set item

To use an item you are carrying, first set the item to the **+** Control Pad (left, down, right) on the **Items Screen**. When you press the set direction the item is set to the B Button, and you can then use this item by pressing the B Button. To put the item away, press the A Button. (Some items can be used simply by pressing the **+** Control Pad set direction.)

→ Page 13



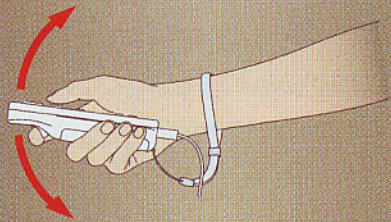
Fishing Rod

Go fishing in a river or lake. For bobber fishing, press the B Button to swing your rod and cast your line.

(Lure fishing → Page 34)



Cast your line, lightly shake the Wii Remote up and down and float the bobber on the water. Wait for a fish to bite.

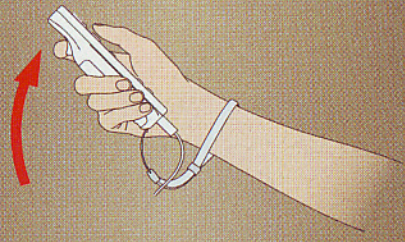


Fixing bait

You can fix bait to your hook. First of all, put some bee larvae or worms in an empty bottle and set it to the **+** Control Pad. With the rod set to the B Button, press the **+** Control Pad direction to which the bottle is set and the bait will be fixed to your hook.



When a fish bites, swing the Wii Remote upwards. Keep raising it up and you will catch yourself a fish.



Slingshot

Use the slingshot to fire pellets you have collected. To aim for targets in the distance, point at them with the Wii remote.



Handling the slingshot

Press and hold down **B**

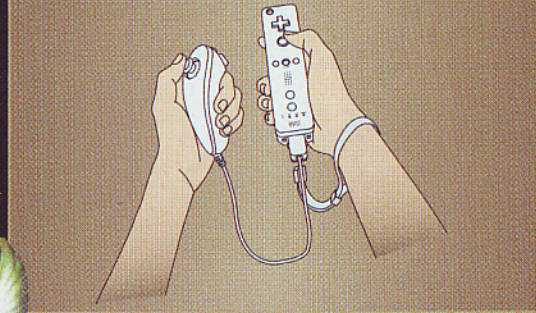
Use **+** to look around you.

Use the Wii Remote to move the crosshair and take aim.

Release **B**

If you use the Z Button to lock onto nearby targets, you can ensure that your aim is true.

Crosshair



Gale Boomerang

Throw your boomerang and summon up a small tornado which will shake your enemies and bring back items to your hands. The boomerang is handled in the same way as the slingshot. With this weapon, you can lock onto several targets simultaneously by using the Z Button.



Use **Z** to lock onto a target.

Lantern

A lantern can be used to illuminate your surroundings, light things, or burn something. You can still use another item while you are using a lantern.



Replenishing with oil

To refill the lantern with oil, set the lantern to the B Button, set the oil to the **+** Control Pad (left, down, right) and press the set direction.



Oil remaining

This gauge shows how much oil is left in your lamp. When the oil runs out, the lantern will go out.

Empty bottle

The bottle is mainly used for carrying liquids. You can use it for medicine to replenish your Life Energy Gauge, oil for your lamp, bait for fishing or to keep a captured fairy.



Bomb

Bombs can be used to inflict damage on your enemies, or blast holes in walls and other objects. Use the B Button to hold the bomb and press the B Button again to throw or place your bomb.



Hero's Bow

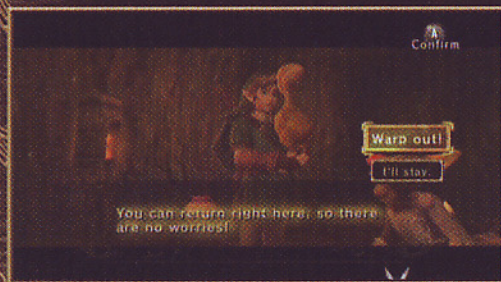
With the Hero's Bow, you can shoot enemies from afar and operate distant switches inside the dungeons. The bow is handled in the same way as the slingshot.



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Ooccoo and Ooccoo Jr.

When you are in a dungeon, you can use Ooccoo to warp outside, leaving her there. To return to Ooccoo's location, use her son, Ooccoo Jr.



Ooccoo Jr

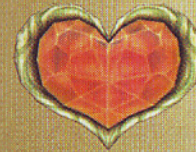


Ooccoo

Heart Container and Pieces of Heart

When you get a heart container or collect five heart fragments, the maximum number of lives in your Life Energy Gauge will increase by one.

→ Page 11



Heart Container



Pieces of Heart



Replenishable Items

Replenishable items can appear when you defeat an enemy or break an object, and they are used as soon as you acquire them. The items are hidden here and there around the fields and you will need to use a variety of methods to find them. Try looking under objects, cutting the grass, etc.



Heart

Replenishes your Life Energy Gauge a little.



Rupee

The rupee is the monetary unit of Hyrule. The colour indicates the value of the rupee.



Pumpkin seeds

Pumpkin seeds can be used as ammunition for the slingshot. You can stock up to 50 seeds. If you are already holding 50 seeds, you cannot add any more.



Adventure Hints

The following are a few hints to help you in your adventure. Make use of this information when you have a difficult riddle to solve, or when you encounter a powerful enemy, etc.

Q I'm stuck on this riddle and can't go any further.

A Are you sure you haven't missed something? Take a good look around and see if there is something you have overlooked, like a door or a treasure chest or perhaps a shortcut. You can also call Midna using **+** Control Pad (up) to ask for a hint.



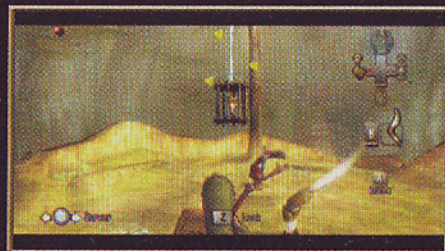
There are many ways to use an item

Have you tried using one of your newly-obtained items? If you try various ways of using the item, you might just find it works in ways you didn't expect.



Weapon Items

Boomerangs and other weapon items are not only for attacking enemies. They can also be used for other purposes depending upon the situation.



Gathering Information

Talk to all kinds of people to obtain information. When Link is a wolf, you can get information by using your senses and talking to animals.

→ Page 23



Q What is the best way to use Z-targeting?

A When you target an enemy during a fight, it ensures that you don't lose sight of him and makes it easy to keep your distance. Use this technique against fast-moving or flying enemies. You can also use it to talk to people who are some distance away from you.



Q I can't defeat an enemy boss.

A Each enemy boss possesses his own special characteristics. Look for his weak point while fending off his attacks and work out the best way to fight him. If your Life Energy gauge is running low, don't forget to look around for hearts to restore your life.



Q How do I make effective use of Ooccoo?

A When you are in a dungeon, you can call on Ooccoo to get outside and back again with ease. If you can't find a heart in the dungeon, or the oil in your lamp is running low, use her services to go outside and prepare yourself before returning to the fray.



Q My Life Energy Gauge runs down too quickly.

A You can increase the number of hearts in your Life Energy Gauge by obtaining a Heart Container or by collecting Pieces of Heart. You can obtain a Heart Container by defeating the enemy boss in each dungeon. You can get Pieces of Heart either by finding where they are hidden in various places in dungeons or fields, or by playing mini-games during your adventure.



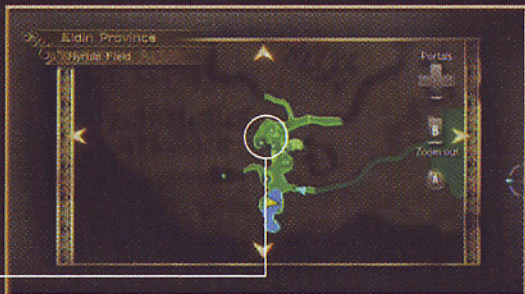
Q What can I do if I get lost in a dungeon?

A The layout of the dungeons is very complicated. If you get lost, look carefully at the dungeon map and decide what to do. If you can obtain a compass, you will be able to see the locations of treasure chests and enemy bosses which will provide good clues to help you out.



Q I can't find any Tears of Light.

A Look carefully at the field map. You will find all sorts of information there, including the location of the Tears of Light. If you are not sure what to do, the first thing to do is check the map.



Location of light droplets

Q What is a hidden skill?

A As you progress through the game, you will meet a character who will teach you some more sophisticated actions, called hidden skills. Master these skills and use them to challenge powerful enemies.



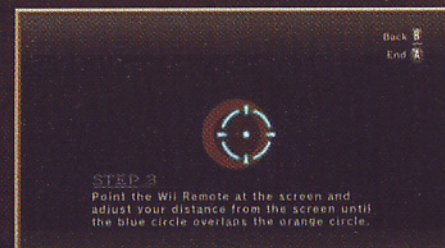
Q What are those small, glowing insects I sometimes see?

A You will see small, glowing insects here and there. They are called 'Golden Bugs', and if you collect them, they just might come in very handy...



Q There is a problem with the movement of the pointer (navigation pointer/crosshair)...

A The first thing you should do is select POINTER SETTINGS from the **Options Screen**. You can then adjust the pointer positioning and find the appropriate distance between yourself and the screen. If problems with the Wii Remote's responsiveness persist even after this adjustment, you should consult your Wii Operations Manual.



Lure Fishing

Once you have got to a certain point in your adventure, you can have some fun lure fishing at the Fishing Hole. If you get a bit stuck, why not relax and spend some time fishing?



How to lure fish

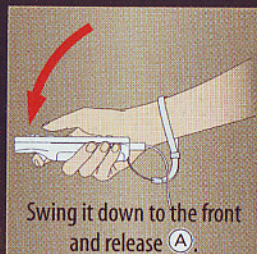
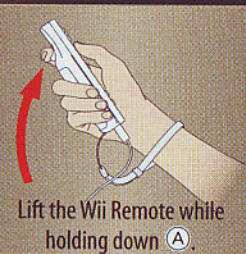
1 Use your canoe to find a spot to your liking.



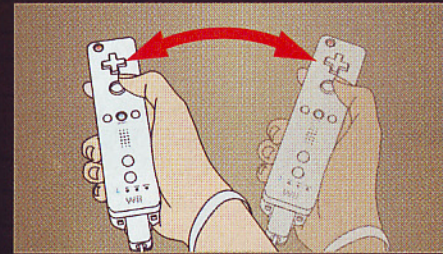
2 When you have decided on the spot, take hold of your rod using the B Button and select the direction to cast your lure using the Control Stick.



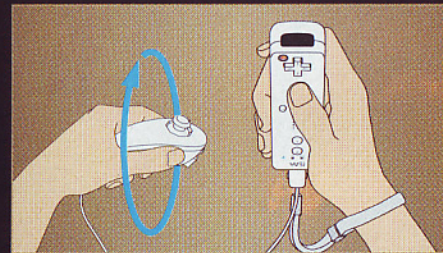
3 To cast the lure, press and hold down the A Button, lift the Wii Remote up and then swing it down again straight in front of you, releasing the A Button as you do so.



4 When the lure has landed in the water, swing the Wii Remote lightly to move and stop the lure while waiting for a fish to bite.



5 When a fish bites, raise the Wii Remote to the vertical position. Now, rotate the Nunchuk to wind in the line.

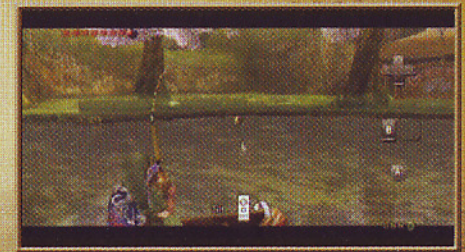


6 When the fish draws near to the canoe, LAND appears at the bottom of the screen. Press the A and B Buttons simultaneously to land the fish.



Getting the knack of lure fishing

- When a hooked fish jumps, drop the Wii Remote down again to make it difficult for the fish to escape.
- Fish tend to gather along the shoreline and around rocks.



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VALIDATION AND TESTING TEAM

NOTES

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24 MONTHS WARRANTY

This warranty covers the Wii games software (the "Product") supplied by Nintendo of Europe GmbH ("Nintendo").

Subject to the terms and exclusions below, Nintendo warrants to the original consumer purchasing the Product ("you") that, for a period of 24 months from the date of the purchase of the Product by you, the Product will be free from defects in materials and workmanship.

To make a valid claim under this warranty, you must notify Nintendo of the defect in the Product within 24 months of the date of the purchase of the Product by you and you must return the Product to Nintendo within 30 days of notifying Nintendo of that defect. If, having inspected the Product, Nintendo accepts that the Product is defective, Nintendo will (in its sole discretion) either repair or replace the Product without charge.

This warranty does not affect your statutory rights.

EXCLUSIONS

This warranty does not cover:

- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether or not included with the Product at the time of purchase);
- the Product if it was purchased outside the European Economic Area;
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, use with products not supplied or licensed by Nintendo (including, but not limited to, non-licensed game enhancements or copier devices), use of the Product otherwise than in accordance with Nintendo's instruction booklet or any other instructions provided with the Product, or any other cause unrelated to defects in material and workmanship; or
- the Product if it has been modified or repaired by any person other than Nintendo.

HOW TO MAKE A CLAIM

To notify Nintendo of a defect covered by this warranty, please contact:

Nintendo Service Centre

Codestorm House, Walton Road, Farlington, Hampshire PO6 1TR, Tel: +44 (0) 870 60 60 247

(calls are charged at National Rates for UK customers and International Rates for Irish customers – please obtain permission from the person responsible for the bill before calling).

When sending the Product to the Nintendo Service Centre, please:

1. use the original packaging where possible;
2. provide a description of the defect;
3. attach a copy of your proof of purchase, ensuring that it contains the date of purchase of the Product; and
4. ensure that it is received by Nintendo within 30 days of the original notification of a qualifying defect.

If the above 24 months warranty period has expired at the time the defect is discovered or if the defect is not covered by this warranty, Nintendo may still be prepared to repair or replace the Product (at its sole discretion). For further information about this and, in particular, the details of any charges for such services, please contact:

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Call our games hotline for assistance on all Nintendo published/distributed software, hardware and accessories. Our dedicated games counsellors can answer all your gameplay questions offering hints, tips and strategies to ensure that you get the most from your Nintendo products.

To call the hotline, dial*

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Lines are open Monday to Friday 08:30 to 19:00**.

(** Charges and opening hours are correct at time of printing – December 2006 – but are subject to change without prior notice.)