

IM-DOL-GZ2P-UKV

THE LEGEND OF **ZELDA** Twilight Princess



INSTRUCTION BOOKLET

1627846M



Nintendo

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

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 save this book for future reference.



1 Player

THIS GAME SUPPORTS GAME PLAY FOR ONE PLAYER AND CONTROLLER.



Memory Card
Uses 04 Blocks

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



Modes
Supported

THIS GAME SUPPORTS 50HZ AND 60HZ MODE.

THIS GAME IS PRESENTED IN DOLBY PRO LOGIC II. TO PLAY GAMES THAT CARRY THE DOLBY PRO LOGIC II LOGO IN SURROUND SOUND, YOU WILL NEED A DOLBY PRO LOGIC II, DOLBY PRO LOGIC OR DOLBY PRO LOGIC IIx RECEIVER. THESE RECEIVERS ARE SOLD SEPARATELY.



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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...

Using the Controller

This section is devoted to explaining the basic in-game controls for this game. For more detailed explanations, please refer to the individual pages dedicated to advanced functions, or check the in-game tutorials.

Button

- Lock on
- Centre camera behind Link

START/PAUSE

- View **Collection Screen**
- Press twice to skip cut scene
Be careful not to skip cut scenes you've never seen. (Some cut scenes cannot be skipped.)



Control Stick

- Walk / Run / Swim / Jump
- Select

Control Pad

- Up/Down: View **Items Screen**
- Left/Right: View **Map Screen**

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 and allow them to return to the correct neutral position, then hold down the X Button, Y Button and START/PAUSE simultaneously for 3 seconds.



Button

- Grab an object + tilt the Control Stick to push or pull

Z Button

- Talk to Midna

X Button

Y Button

- Use set item

A Button

- Talk / Check / Open / Pick Up / Throw, etc.
- Confirm

Stick

- Change camera angle (perspective)

B Button

- Swing sword
- Cancel

Getting Started

Place the THE LEGEND OF ZELDA™: TWILIGHT PRINCESS Game Disc in your NINTENDO GAMECUBE™, insert a NINTENDO GAMECUBE Memory Card in Slot A, close the disc cover, and turn on the NINTENDO GAMECUBE. The game's **Title Screen** will appear.

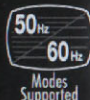
The in-game language depends on the one that is set on your NINTENDO GAMECUBE. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your NINTENDO GAMECUBE is already set to one of them, the same language will be displayed in the game. If your NINTENDO GAMECUBE is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your NINTENDO GAMECUBE. For further instructions about how to change language settings please refer to the NINTENDO GAMECUBE Instruction Booklet.

60Hz Mode

This game can be set to a better display with higher quality on TVs that support **60Hz Mode** (PAL60 compatibility).

To activate **60Hz Mode** select 60HZ MODE when the message THIS GAME IS COMPATIBLE WITH 60HZ MODE. PLEASE SELECT MODE. is displayed. The mode last used when playing with the NINTENDO GAMECUBE will appear highlighted. If you do not make any choice the game will choose this mode automatically. If the TV display does not appear properly after you selected 60HZ MODE, please turn the NINTENDO GAMECUBE off, turn it on again and select 50HZ MODE.

When you connect the NINTENDO GAMECUBE RGB cable (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy a smoother game screen with less flicker.



Choosing a Quest Log

Press START/PAUSE at the **Title Screen** and you will go to the **Quest Log Screen**. After you have chosen a log, you will advance to the **TV Settings Screen**. Press the A Button here to begin the game.







When starting a new game...

When you select NEW QUEST LOG, you have to enter names for the main character (Link) and his horse (Epona). When you have finished naming these two characters, select END to start playing.



Controls for the Naming Screen

	Choose letters
	Select letter entry position
	Enter letter
	Delete one letter/Return to previous screen

When loading a saved file...

To load a previously saved game, choose a Quest Log with game data already saved in it and select **START** to continue playing from where you left off.

Save Information

The window in the file displays your current life total, play time, etc.



COPY	Copy a save file to another Quest Log.
ERASE	Delete a save file. Please note that once a file is deleted, it can never be recovered.
START	Begin the game.

About Quest Logs (Saving)

You can save your game from the **Collection Screen** with the **SAVE** option **Page 16**. You must have at least 4 blocks of memory available on the Memory Card inserted into Slot A to save your game.

Please refer to the NINTENDO GAMECUBE Instruction Booklet for directions on how to format and erase Memory Card files.



Game Screens

During the course of your adventure, you'll use your **Main Screen** and several other displays such as the **Items Screen** and **Map Screen**. Let's take a look at their basic layouts.

Main Screen

Your **Main Screen** adapts to each situation. It changes to display special gauges and to tell you what actions are available to you in a given location.

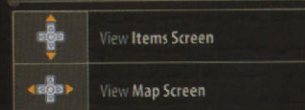
Life Gauge

A gauge that decreases when you take damage from an enemy or from your environment (fall, fire, etc.).

Item Icons

A display that indicates items or actions set to each button.

ITEMS/MAP



Minimap

A map of your immediate surroundings.

Contextual Command

An action you can perform in specific locations.

Rupees

Available money.



Special On-Screen Displays

As you progress through the game, you'll see several special displays and gauges. Listed below are a few examples. For more information, please refer to the in-game tutorials.



Vessel of Light Gauge

When you are carrying the Vessel of Light, this gauge displays how many Tears of Light you have found.

Oxygen Gauge

This gauge appears when you are underwater. When the gauge empties, it's game over for you.



About Game Over

When your life gauge runs out, the game is over. At the **Game Over Screen**, you will be asked if you would like to **RETRY**. Select **YES** to retry from the area you were just exploring. Select **NO** and you will return to the **Title Screen**. You can then start later from your last saved point.



The Items Screen

Press **▲** or **▼** on the **+** Control Pad on the **Main Screen** to access the **Items Screen**. On the **Items Screen** you can select an item with the Control Stick and view its description by pressing the **A** Button. Press the **X** Button or the **Y** Button to set an item to that button. You can then use that item by pressing the button set.

Items currently set to **1** / **2**



Controls

Use these to select or set an item.

Cursor

Bow and Arrow Combinations

On the **Items Screen**, there are certain items you can combine with Link's bow and arrows. For example, after setting the Hero's Bow to the **X** Button or the **Y** Button, select your bombs and press the **R** Button to create bomb arrows.



The Map Screen

Pressing ◀ or ▶ with the + Control Pad on the **Main Screen** switches you over to the **Map Screen**. Here you can check your current position and destination. In dungeons, once you obtain a **Dungeon Map**, even the rooms you haven't been to yet will become visible on the map.

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

▲ The location at which Link entered the current area.

Field Map



Dungeon Map



Dungeon Floor

	Change displayed dungeon floor
	Floor Link is on
	Floor boss is on

Dungeon items you've obtained

	Dungeon Map
	Compass Reveals the position of treasure chests and the current dungeon's boss.
	Big Key

Map Legend

	Room you are currently in
	Room you have been in
	Room you have yet to enter
	Door
	Treasure chest
	Boss

Collecting and Equipping Items

From the **Collection Screen**, you can access a variety of equipment information, item information, and records, as well as save and change game options.

Viewing the Collection Screen

Pressing START/PAUSE on the **Main Screen** switches you over to the **Collection Screen**. From this screen, you can change your equipment. Use the Control Stick to select an item and press the A Button to equip it. Also, if you select one of the collected items and press the A Button, you will open a screen with more detailed information regarding that item (for most items).



Pieces of Heart

Collect 5 to make a Heart Container → [Page 27](#)

Fused Shadows

Mysterious items that Midna is after. The ones you have gathered are displayed here.

Equipment

Your current collection of equipment. The icons for currently equipped items are framed in yellow.

Gathered items

You can view all your gathered items here.

	FISH JOURNAL	View your personal bobber-fishing records.
	GOLDEN BUGS	View your captured golden bugs.
	LETTERS	Read received letters.
	HIDDEN SKILLS	Review all the skills you have mastered.

SAVE

You can save your progress here [▶ Page 10]. Select the QUEST LOG for your game and press the A Button to save. After doing so, the game will ask you if you want to CONTINUE PLAYING. If you select YES, you will return to the game. If you select NO, you will return to the Title Screen.



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



OPTIONS

Here you can adjust game settings. Select the setting you want to adjust by tilting the Control Stick ▲ ▼. Change the selected setting by tilting ◀ ▶. Confirm changed settings by pressing the A Button. Press the Z Button to bring up the TV Settings Screen.



LOCK-ON TYPE	Sets how the cursor operates during targeting. Select SWITCH (press the L Button once to lock) or HOLD (hold the L Button down to lock).
RUMBLE	Set the Rumble Feature ON/OFF.
SOUND	Choose the sound settings that best suit your audio capabilities: STEREO, MONO or SURROUND.

TV SETTINGS

This is a tool to help you calibrate your television's brightness, vertical-display ratio and horizontal-display ratio. Use the provided images to fine-tune your television.



Link's Actions

Link is capable of all sorts of actions. Master his basic movements and always keep an eye on the Contextual Command Icon [▶ Page 11] while progressing through the game.

Walk / Run / Swim / Jump

Use the Control Stick to move Link. (In water, you control his swimming the same way.) The farther you tilt the Control Stick, the faster Link will move in that direction. When you come to an area with a gap, Link will automatically attempt to jump it. Furthermore, if you press the A Button while moving, Link will perform a quick forward roll.



Lock-on / Defend

While engaging the enemy, press to lock on

When you are near an enemy, you will see a ▼ above the enemy.

Press the L Button. When you do so, the mark will change to ↓ indicating that you are locked onto that enemy. This allows you to keep focused on one enemy in the heat of battle.

While holding down the L Button, you will lock onto the enemy and raise your shield to defend simultaneously.



Steady your aim while using items

While using the bow, slingshot, etc., press to lock onto your mark for greater accuracy.

Talk with people from a distance

When you lock onto a character standing far away, a ↓ will appear over them and you can press the A Button to speak with them.



B Wield your Sword

Slice	 or  +  +  Press the B Button multiple times to unleash a combo attack.	
Vertical Slice	 + 	
Thrust	 +  + 	
Spin Attack	Hold  Release to attack or  + 	
Jump Attack	 + 	

Other Combat Moves

Sidestep	 +  + 	
Backflip	 +  + 	

A Contextual Commands

Depending on the situation, you can trigger any of the following actions with the A Button.

Speak, Check, Open

You can talk with nearby people, check signs and suspicious areas, or open treasure chests and doors.



Pick Up, Throw/Set Down

Pick up, carry, and set down pots, rocks, etc. Press the A Button while moving and carrying something to throw it. You can also throw when you are targeting something by simply holding down the L Button, aiming forward, and pressing the A Button.



Enter

Press the A Button to make Link crawl into small holes and tight spaces. While inside a hole, use the Control Stick to move backwards move forwards and choose paths.



Change Camera Angle (Perspective)

	Look around
	Change perspective <ul style="list-style-type: none"> First-person view Normal view Far-off view

First-person view



Look around



Grab → Push / Pull

You can move some large objects and wooden boxes. Press the R Button to grab the object and then use the Control Stick to push or pull.



Grass Whistles

There are areas of the land where special whistle grass grows. If you are near the grass, press the A Button to pick up and whistle with the grass. There are two types of special grass, one for horses and one for hawks. Depending on the type, you can call a horse to your side or get a hawk to fetch a hard-to-reach item for you. In the right situation, you might even be able to get a hawk to aid you in battle.



Horse Grass



Hawk Grass

Riding Your Horse

Press the A Button while near your horse to mount up. While mounted and stationary, press the A Button to dismount from your steed.



Riding

Move around with the Control Stick. When you tilt the Control Stick towards yourself lightly, your horse will back up. Tilt the Control Stick backwards firmly and the horse will neigh and turn around.



Gallop

Press the A Button to expend one DASH icon and make your horse gallop. While galloping, you can jump over fences and small obstacles.



Using your sword

You can still use your sword on horseback, providing you have one. Press the B Button to swing your sword, just as you would when on foot.

→ Page 18

DASH Icons

These indicate the number of times you are able to DASH. They regenerate over time when used.

Sit Low / Defend

Press the R Button to make Link sit low in the saddle. If you have a shield equipped, Link will also guard with his shield.

Controls for Wolf Link

In the course of Link's adventure, you'll sometimes play as Link transformed into a wolf. While transformed, certain elements of the controls change and you become unable to use items.



A Contextual Actions

Pressing the A Button triggers your dash while moving, as well as several other situation-dependent actions. In addition, you can talk to animals while in beast form and also move or bite into some items with this button.



Attacks

Bite	B
Jump Attack	+ A If you press the A Button rapidly after a successful jump attack, you can even continue to bite at that enemy.
Spin Attack	Hold B or + B Release to attack
Energy Field Multiple Strike Attack (When Midna is riding on your back)	Hold down B ▼ Lock onto enemies ▼ Release B This move attacks all enemies who entered the energy field.

R PUSH

You can push moveable items by holding the R Button and pushing them around with the Control Stick.



X SENSE

When you press the X Button, you become able to see things invisible to the naked eye and catch scent trails. If you are searching for something, or just simply think things look fishy, use the SENSE command and search around.



Y DIG

Dig at the ground by pressing the Y Button. Dig in certain spots and you may unearth items or find a way through to the other side of a locked gate. Try using the SENSE command before digging for items.

HOWL

When you are a wolf, you can howl near whistle grass Page 20. Do so and a hawk may come to your aid with a hint about what to do next. You howl by using three differently toned calls in combination. Try following the combinations indicated by the blue lines.



A	Howl
	Change the pitch of your howl (three different pitches available)

Z Talk to Midna

Once you've met up with Midna, you can call her with the Z Button and use her power to perform certain special actions. Later in the game, she'll even help you to warp to different areas. Also, when Midna wants to talk to you, an icon of her will flash on-screen and you can listen by pressing the Z Button.



Long-Distance Leap

At specific locations, you can perform a special long-distance leap.

Midna's icon flashes

Press the Z Button

Press the L Button to lock onto Midna

Leap by pressing the A Button



Midna Icon



Warp

When prompted by Midna, you can choose to warp. When you do so, the **Map Screen** pops up and you can select your destination with the Control Stick. When you've selected your destination, warp by pressing the A Button.



Warp Locations

The destinations you can warp to are set for each area and increase in number as you progress through the game.



Items

There are two types of items. The first type need to be set and have the set button pressed in order to be used. Examples of this are the slingshot and the lantern. Other items have an instant effect the moment you pick them up.

Using Items You Can Set

When you want to use this kind of item, first go to the **Items Screen** [Page 13](#) and set it to the X Button or the Y Button. Press the button you set the item to, and you will use that item. Press the A Button to put the item away.




Fishing Rod

You can fish in rivers and lakes.



When you want to fish, press the button to which you set your rod and you'll dip in your line. Now, just wait for a fish to take a nibble.



When you get a bite, pull the C Stick . Keep doing this until you pull the fish out of the water.

How to Attach Bait

You can attach bait to your hook. First, put some bee larva or a worm in an empty bottle. Next, set the bottle and the rod to the X Button and the Y Button. Finally, press the button that you set your bait to and you'll attach your bait to your hook.

Slingshot

Shoot pellets
Aim for faraway objects

Hold down the button to which you set
your slingshot.

Find your mark with the Control Stick.

Release the button to which you set your slingshot.

You can lock onto a target with the L Button for greater accuracy.

Lantern

This item burns oil to light the area around you
and provide you with fire. You can use other items
while using the lantern.



How to Replenish the Lantern's Oil

When you want to refill the lantern's oil, set the lantern
and oil to the X Button and the Y Button. Once you have
done that, simply press the button to which you set the
oil and you'll refill the lantern.

Remaining Oil

The gauge shows how much oil is left in
your lantern. When the gauge empties, your
lantern will go out.

Gale Boomerang

This boomerang whips up a small tornado to daze
far-off enemies and retrieve items. It is controlled
in the same way as the slingshot.

Press and hold the button to which you set the
boomerang...

Look around with the Control Stick.
Lock onto targets with the R Button.

Release the button to throw the boomerang.



Locked Targets

Empty Bottles

You can use empty bottles to take liquids and
other items around with you. You can fill them with
medicine that restores your life gauge, oil for your
lantern, fishing bait, or even fairies you've captured.



Bombs

You can use bombs to damage enemies and
break down walls. To bring out a bomb, press
the button the bombs are set to. Then, press the
A Button to place or throw it.



Ooccoo (and Ooccoo Jr.)

Call on Ooccoo in a dungeon and she will teleport you
back to the outside world, but she will stay behind.
When you want to return to where you left Ooccoo, use
Ooccoo Jr.



Pieces of Heart and Heart Containers

Find a Heart Container or collect 5 Pieces of
Heart to increase the capacity of your life gauge
→ Page 11 by one heart.



Heart Container



Piece of Heart

Supplementary Items

Supplementary items appear when you vanquish enemies and move objects. Their effects are instantaneous and kick in the moment you pick them up. They are hidden all over the world, so move things around and cut down the grass to search for them.



Heart

Refills a little of your life gauge.



Rupees

Currency you can collect. The value of each Rupee is determined by its colour.



Pumpkin Seeds

You can use these seeds as ammunition for your slingshot. You can hold up to 50 at once.



Clues for your Quest

Here are a few hints to help you along your way. If you find yourself stuck at a puzzle or have trouble defeating a strong enemy, look here for a little advice.

Q

I'm stuck here and I'm not sure where to go. What should I do?

A

Are you sure you didn't overlook something? Check all over the area thoroughly for doors, unopened treasure chests and new paths. Also, Midna often gives hints if you press the Z Button.



There are lots of ways to use the items you have.

Have you tried using that new item you just got? Try using it in a lot of ways, usual and unusual. You may be surprised at the results.

As for weapon items...

Items that you can use to attack enemies, like the boomerang, aren't just there for fighting. Try to master all the uses of these items by adapting them to your situation and using them wherever it seems possible.



Gather information...

Talk to everyone! If you are transformed into a beast, use your **SENSE** **Page 23** ability and talk to nearby animals to gather information.



Q What advantage does locking on offer me?

A By locking onto an opponent, you can manoeuvre around in battle without losing sight of your enemy. You'll find it especially useful against quick or flying opponents. You can also speak to people from a distance by locking onto them.



Q I can't defeat this boss... What should I do?

A Each boss has its own special characteristics. While dodging incoming attacks, take some time to think up a fighting strategy that is appropriate for the boss. Don't forget to search the immediate area for hearts when your life gauge gets low.



Q How do I effectively use Ooccoo?

A Use Ooccoo in a dungeon and you'll be able to travel back and forth from the outside world with ease. If you are having trouble finding hearts in a dungeon or you run out of oil for your lantern, try using Ooccoo to leave the dungeon so you can refresh your supplies and life gauge.



Q I'm always running out of hearts... What should I do?

A You can increase the capacity of your life gauge by collecting Heart Containers and Pieces of Heart. Each time you defeat a dungeon boss, you will gain one more Heart Container. Pieces of Heart, on the other hand, are hidden all over the world. Search the dungeons and fields for stray Pieces of Heart, and remember that you can even win a few in certain minigames.



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

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



The PEGI age rating system:

Age rating categories:



Note: There are some local variations!

Content descriptors:



BAD LANGUAGE



DISCRIMINATION



DRUGS



GAMBLING



FEAR



SEXUAL CONTENT



VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

<http://www.pegi.info>

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

A It's really easy to lose your way in dungeons. If you get lost, take a look at your map and plan a route to travel. If you manage to find a compass, you'll become able to see the whereabouts of the boss and treasure chests within the dungeon. That information should help you get through some of the more puzzling situations you'll face.



Q I can't find the Tears of Light...

A Take a good, long look at the map. Lots of information, including where the Tears of Light are located, is recorded on the map. If you ever get lost, the first thing you should do is take out that map.



Tears of Light Locations

Q What about hidden skills?

A As you progress through the game, you'll occasionally encounter a character who will teach you advanced fighting skills. Master these hidden skills and remember to employ them against strong foes.



24 MONTHS WARRANTY

For a period of 24 months from the date of original purchase by a consumer within the European Economic Area Nintendo of Europe GmbH warrants to the purchaser that this product is free from defects in material and workmanship at the time of such purchase and, further, Nintendo will, without charge to the purchaser, at its complete discretion either repair or replace the defective product.

- This warranty does not apply if the defect is caused by the purchaser's and/or any third party's negligence, unreasonable use, modification, inappropriate repair, use of the product otherwise than in conformity with Nintendo's instruction manual or as a result of accidental damage.
- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.
- This warranty does not affect any statutory rights which the purchaser of consumer goods may have.

In case 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 use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

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Tel: +44 (0) 870 60 60 247

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To call the hotline, dial*

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(* You must gain the permission of the person responsible for paying the telephone bill before phoning, please dial carefully).

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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.)