Thank you for selecting The Legend of Zelda™: The Wind Waker HD for the Wii U™ system.

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.
This software can be used with any of the following controllers once they have been paired with the console.

![Wii U GamePad](image1) ![Wii U Pro Controller](image2)

◆ Only one Wii U GamePad controller can be used.

**Pairing the Wii U Pro Controller**

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.

**Surround Sound**

This game supports 5.1-channel linear PCM surround sound. In order to experience surround sound, select 🎨 (System Settings) from the Wii U Menu, choose the TV item, and then change the audio-output type to **Surround**.

◆ In order to experience surround sound with this software, you will need to connect your Wii U console with a receiver that has a built-in HDMI™ port using a High Speed HDMI Cable. For more information about how to configure and connect your receiver, see the instruction manual for the receiver.
Connecting your system to the Internet lets you enjoy the following feature:

**Tingle Bottles**

Put messages in bottles and post them to Miiverse™, as well as receive bottles from others. You can also send pictographs (screenshots) with your messages.

See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet. Once you have all the required equipment, select Internet from (System Settings) in the Wii U Menu to configure an Internet connection.
You can restrict use of the following features by selecting 🍁 (Parental Controls) from the Wii U Menu.

<table>
<thead>
<tr>
<th>Item</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>Online Interaction in Games</td>
<td>Restricts the exchange of Tingle Bottles on Miiverse entirely.</td>
</tr>
<tr>
<td>Miiverse</td>
<td>Restricts the exchange of Tingle Bottles on Miiverse.</td>
</tr>
<tr>
<td></td>
<td>· Restrict Posting:</td>
</tr>
<tr>
<td></td>
<td>Restrict the sending of Tingle Bottles and use of the Yeah button.</td>
</tr>
<tr>
<td></td>
<td>· Restrict Viewing and Posting:</td>
</tr>
<tr>
<td></td>
<td>Restrict the sending and viewing of Tingle Bottles and use of the Yeah button.</td>
</tr>
</tbody>
</table>

◆ Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.
The Legend of Zelda: The Wind Waker HD is an action-adventure game originally for the Nintendo GameCube™ system, now reborn in HD on Wii U! Fight enemies, use items, and solve puzzles as you make your way across numerous islands and through dungeons!
Getting Started

First, choose whether to use a Wii U GamePad or a Wii U Pro Controller.

◆ The instructions in this manual refer mainly to the GamePad. The action controls are the same for both controllers.
◆ You can switch between controllers by accessing the Options menu found on the Items screen.

File-Selection Screen

To start a new game, select a Quest Log slot displaying New Game. To continue playing a previously saved game, select a Quest Log slot with saved data.

The screen to the right will be displayed when you select a Quest Log slot. Select Normal Mode to adjust the game difficulty between Normal and Hero Mode.
Once you have entered your name, you can begin the game by selecting Start from the Quest Log.

◆ Once you have confirmed a name, it cannot be changed.

### Menu Controls

The options displayed on the GamePad are generally selectable by use of the touch screen. Occasionally, the following controls can be used:

<table>
<thead>
<tr>
<th>Control</th>
<th>Button</th>
</tr>
</thead>
<tbody>
<tr>
<td>Navigate</td>
<td>🎉</td>
</tr>
<tr>
<td>Confirm</td>
<td>📈</td>
</tr>
<tr>
<td>Back</td>
<td>🔄</td>
</tr>
</tbody>
</table>
Game data can be saved at the following points:

- On the Items screen
- On the game-over screen

When you save and then quit the game, you will restart on the island nearest your save when you next play. If you save and then quit while in a dungeon, you will restart at the beginning of the dungeon.

**Copying and Deleting Data**

You can perform these actions on the file-selection screen:

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy</td>
<td>Copy data to a different Quest Log slot, overwriting any data in that slot.</td>
</tr>
<tr>
<td>Delete</td>
<td>Select a Quest Log slot to delete its data.</td>
</tr>
</tbody>
</table>

Be careful when overwriting and deleting data. Overwritten or deleted data cannot be recovered.
The game screen will be displayed on your television screen. You can control Link™ to progress through your adventure.

1. **Life energy**
   When you lose all your hearts—for example, after being attacked by enemies—it’s game over.

2. **Magic Meter**
   Displays your magic power. Using certain items depletes some of this power.
   ◆ Will appear at a certain point in your adventure.

3. **Tingle Bottle icon**
   Shows the number of unread Tingle Bottle messages. 15
   ◆ Shown only when there are Tingle Bottle messages you haven’t read yet.
Press \( \mathcal{O} \) to play off-TV with the GamePad. The game screen will be displayed on the GamePad screen. You can switch to the Items screen by pressing \( \mathcal{O} \).  

- Press \( \mathcal{O} \) to return to using both the TV screen and GamePad.  
- The game will pause when you switch to the Items screen \( \mathcal{O} \).

**Item icons**

Items set to \( \mathcal{O}/\mathcal{X}/\mathcal{R} \) are displayed \( \mathcal{O} \).

**Action icons**

Actions that can be performed with \( \mathcal{O}/\mathcal{R} \) are displayed \( \mathcal{O} \).

**Rupees (money)**
After the game-over screen appears, you will have the option to continue playing after saving. Select Continue to continue playing from a set point on the current island, the beginning of the dungeon, or near where you were defeated if you're at sea, depending on where you've received a game over.

◆ Select To Title Screen to quit the game and return to the title screen.
The Items screen is displayed on the Wii U GamePad touch screen. On this screen, you can check items or set items to be used in the game.

- More will be shown on this screen as you progress through your adventure.
- When playing using the Wii U Pro Controller, press + to display the Items screen.

### Menu icons

<table>
<thead>
<tr>
<th>Items</th>
<th>Set items for use.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Map</td>
<td>View maps [10]</td>
</tr>
</tbody>
</table>
| Bottles | View Tingle Bottle messages you've found.  
  - The number of unread Tingle Bottle messages is shown with a circled number. |
| Save    | Save your progress. |
| Options | Change the settings for camera controls, gyroscopes, etc. |

Press △ to switch between Items and Maps.
Setting Items

Set items by dragging them to the )&&( slots. Once set, items can be used by pressing the corresponding button.

Pausing the Game

Press  to pause the game. While paused, the following operations can be performed:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Navigate</td>
<td></td>
</tr>
<tr>
<td>Set Items</td>
<td>Choose an item and press )&amp;&amp;(.</td>
</tr>
<tr>
<td>See Description</td>
<td>A</td>
</tr>
<tr>
<td>Back</td>
<td>B</td>
</tr>
</tbody>
</table>
Map Screen

When you are on an island or out at sea, the Sea Chart screen will be shown. When you are in a dungeon, the Dungeon Map screen will be displayed.

Sea Chart Screen

Touch a square on the map to view that specific area. The area can be magnified to two larger scales.
When you pick up a Dungeon Map or a Compass, the information on the Dungeon Map screen will be updated.

Check the dungeon layout, the locations of treasure chests, etc.

- When you pick up a Dungeon Map or a Compass, the information on the Dungeon Map screen will be updated.
Dungeon name

Dungeon floors
Touch to change the floor currently being displayed.
😎: Current floor
💀: Boss floor

Acquired dungeon items 16

Map display
🤔: Current position
➡️: Explored rooms
⬜️: Unexplored rooms
🚪: Doors
💰: Treasure chests
Basic Actions

Walk/Run/Swim/Jump

Move in the direction 🙃 is tilted. You will jump automatically when you run toward a ledge.

◆ You can adjust your speed depending on how far 🙃 is tilted.

Swim Timer

Decreases as you swim. If it empties, you will sink and take damage.

Crouch→Crawl

Hold 🛻 to crouch. Tilt 🙃 while crouching to crawl. You can wriggle through tight holes and sneak up on enemies by crawling.

◆ You cannot crawl while holding an item.
◆ Use 🙃 while crawling through tunnels to change direction.
Swordplay

Draw your sword with ⑧ to perform the following actions:

<table>
<thead>
<tr>
<th>Action</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horizontal Slice</td>
<td>⑧  or ⑦+⑧</td>
</tr>
<tr>
<td>Vertical Slice</td>
<td>⑥+⑧</td>
</tr>
<tr>
<td>Thrust</td>
<td>⑦+⑧↑+⑧  or ⑦+⑧</td>
</tr>
<tr>
<td>Spin Attack</td>
<td>Briefly hold ⑧ and release, or rotate ⑦  (once) and press ⑧.</td>
</tr>
<tr>
<td>Jump Attack</td>
<td>⑥+⑥</td>
</tr>
</tbody>
</table>

Defend

Hold ⑦ while using your sword or another item to raise your shield and defend yourself. Use ⑦ to adjust the angle of the shield.
### Other Actions

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rolling Attack</td>
<td>☮️+A, or ☮️+A when your sword is not drawn</td>
</tr>
<tr>
<td>Sidestep</td>
<td>☮️+←→ ((sym+←→+A to side jump)</td>
</tr>
<tr>
<td>Backflip</td>
<td>☮️+好み↓+A</td>
</tr>
</tbody>
</table>
Changing Viewpoint
(Operating the Camera)

Targeting

Hold down □ to target people or enemies displaying a ▼. By targeting enemies, you can keep them in your field of vision as you fight. While targeting, if you see the □ icon flash, you can press it to perform a parry attack.

Looking Around

Use ◆ to look around. Press ◆ to look from Link’s viewpoint. You can also move around while in Link’s viewpoint by using ◆.

◆ When in Link’s viewpoint, you can move the Wii U GamePad around to move Link’s head. (If you’ve used an item to enter Link’s viewpoint, you can use the GamePad to look around in the same way.)
Perform various actions depending on the situation.

**Action Icons**

Press A/A to perform actions relative to the situation.

**Pick Up**

Press A to pick up an item. Then press A to throw it or Z to set it down.

**Grab**

Stand in front of an object, such as a block, and press and hold A to grab it. You can then use Z to push or pull the object.

**Sidle**

Face a flat surface and hold A to press up against it. Tilt Z to sidle along it. You can use this to get across narrow ledges.

**Hang**

Link will hang when he leaps at or slips off a ledge. Use Z← to move along the edge while hanging. Use Z↑ to pull yourself up or A to let go.
Jump toward a rope to grab it. Use ♂♂ to swing back and forth. Press ◄ to jump from the rope in midswing or drop down if the rope is stationary.

<table>
<thead>
<tr>
<th>Action</th>
<th>Button(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change Direction</td>
<td>◄►</td>
</tr>
<tr>
<td>Stop Swinging</td>
<td>◄</td>
</tr>
<tr>
<td>Climb Up or Down</td>
<td>◄+♂♂ (when the rope is stationary)</td>
</tr>
</tbody>
</table>
As you progress through your adventure, you will take charge of a boat. Cross the high seas and seek out numerous islands.

**Controlling the Boat**

Press ◀ when you are close to the side of the boat to board. Press ▼ when the boat is stopped to get out.

**How to Sail**

Press ▼ to hoist the sail. Use the wind to propel your boat. Head in the same direction the wind is blowing for faster sailing. When the wind is against you, your boat won't travel as fast.

<table>
<thead>
<tr>
<th>Change Course</th>
<th>🌊</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cruise</td>
<td>Hold ◀ with the sail down.</td>
</tr>
</tbody>
</table>

◆ The wind will not affect you while you are cruising.

**How to Stop**
Hold the button at shining spots to lower the crane into the sea. If the crane finds any treasure, it will automatically haul it to the surface. The shining spots will disappear when you get close, so listen for their distinct ringing sounds when pinpointing their location.

### Salvaging Treasure

Press the button once you've acquired the Grappling Hook to turn it into a salvage crane for hunting treasure.

### Hauling Up Treasure (Salvaging)

Hold down the button at shining spots to lower the crane into the sea. If the crane finds any treasure, it will automatically haul it to the surface. The shining spots will disappear when you get close, so listen for their distinct ringing sounds when pinpointing their location.

- Move the crane left and right with the controller.
There are enemies out at sea too. If you have bombs 16, you can use the cannon by pressing ². Use дрес to aim and aviors to fire.
Once you've obtained the Wind Waker, you can use it to command the wind to make various things happen. Pull out the baton with ☀ to conduct songs you've learned.

◆ Songs you've learned will be displayed on the Wii U GamePad screen while the Wind Waker is pulled out.

1. Adjusting the Rhythm

Tilt ☺ to adjust the song's rhythm.

<table>
<thead>
<tr>
<th>Time</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>3/4 Time</td>
<td>☀ (Do nothing.)</td>
</tr>
<tr>
<td>4/4 Time</td>
<td>Hold ☀←.</td>
</tr>
<tr>
<td>6/4 Time</td>
<td>Hold ☀→.</td>
</tr>
</tbody>
</table>

◆ Hold ☀↑ to make the notes louder and ☀↓ to make them quieter.
2. Conducting a Song

Tilt and hold 😊 by the time the flashing yellow light reaches the center of the metronome to conduct the notes of a song.

Using the Wind Waker with the GamePad

Slide your finger or the stylus across the touch screen on the GamePad to move the baton in that direction.
After you obtain a Tingle Bottle 🧬 from Tingle, you will be able to exchange messages with other players in your region who are connected to Miiverse.

### Sending Tingle Bottles

Set a Tingle Bottle as you would with any item in order to write and send messages.

### Attaching and Sending Pictographs

Press 📈 when using the Picto Box 🎨 to display the album. Select a pictograph with 🌺, and press A to send it.

### Reading Tingle Bottles

You can find Tingle Bottles from other players washed up on shores or bobbing out at sea. When you pick them up, you can read the messages on the Bottles screen.
Bottles Screen

A maximum of 10 Tingle Bottles will be displayed. Touch a Tingle Bottle to post a comment on Miiverse. Slide the stylus or your finger on the screen to view other Tingle Bottles.

- Tingle Bottles you’ve collected will disappear when you quit the game.

Message

Shows the contents of a Tingle Bottle. The sender’s in-game location and the number of Yeahs and comments are also displayed.

Pictograph attachments

Touch to view an attached pictograph. You can also save the pictograph to your own album.
Touch Settings at the bottom of the Bottles screen to change the settings. You can choose whom to exchange Tingle Bottles with as well as choose to block Tingle Bottles that contain game spoilers.
Telescope
Use this to see things that are far away. Use 👀 to look around, and tilt 🤔 to adjust the zoom.

Grappling Hook
Throw this at spots displaying 🌞 to latch on with the hook. Use the rope to swing around while hooked.

Empty Bottle
Use this to store various things, such as potions, water, or fairies.

Picto Box
Use this to take pictographs. Use 👀 to frame a shot, and press 📷 to take the pictograph.
- A maximum of 12 pictographs can be saved in the album.
Store spoils obtained from enemies.

**Spools Bag**

You can place up to eight different items in each of your three item bags.

**Item Bags**

Boomerang

Attack enemies from a distance. Viable targets will display a 🦅. You can take out multiple enemies at once by selecting up to five targets before throwing.

Deku Leaf

Use this leaf to send gusts of air at enemies and objects. If you use it while in midair, you'll be able to ride the wind and glide for a short period of time.

- Gliding with the Deku Leaf consumes magic power.

Bombs

Use these to break rocks and damage enemies. While holding a bomb, press A to throw it or B to set it down.

**Spoils Bag**

Store spoils obtained from enemies.
Store bait.

Store letters and other items characters have given to you. If you put items from the bag into a postbox, they will be delivered for you.
These items can only be used in the dungeon where they are found.

**Small Key**

Use these to open locked doors.

◆ These keys can only be used once.

**Dungeon Map**

The Dungeon Map screen displays every area of the dungeon. It will replace your usual Sea Chart screen on the Map screen while in the dungeon.

**Compass**

This will display treasure-chest and boss locations on the Dungeon Map screen.

**Big Key**

Use this to open the door to a boss's room.

There are many more items besides the ones listed here. See if you can find them all!
IMPORTANT

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