IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

**WARNING - Seizures**
- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Loss of awareness
  - Altered vision
  - Involuntary movements
  - Disorientation

To reduce the likelihood of a seizure when playing video games:
- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:
- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**WARNING - Repetitive Motion Injuries**

To avoid electric shock when you use this system:
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**WARNING - Electric Shock**
To avoid electric shock when you use this system:
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**WARNING - Motion Sickness**
Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**CAUTION - Laser Device**
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

**CONTROLLER NEUTRAL POSITION RESET**
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.
To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.
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 clothed in green appeared as if from nowhere. Wielding a blade that repelled evil, he sealed the dark one away and gave the land light. This boy, who traveled through time to save the land, was known as the Hero of Time. The boy's tale was passed down through generations until it became legend.

And then a day came when a 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 would come to save them, just as he had before. But the hero did not appear...

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

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

Overheard in Windfall Café...

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

When I found her, there was this odd little kid dressed in green there too... We met this postman on the island, and from what he told us, it was that kid in green who saved Miss Tetra. And apparently, the bird that 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 whimsy won out...

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

**L-Target/Center Camera Behind Link**

See below for details.

**Action Button**
- Perform the action shown on ![image](icon_1.png) in the screen's top right corner.
- Crouch/Defend while holding sword.
- Grab (Use with ![image](icon_2.png) to push or pull blocks and other objects.)

**Use Items**

Perform the action shown on ![image](icon_3.png) in the screen's top right corner.

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

**View Maps**

Move Camera/Change Perspective

- ![image](icon_4.png)
- ![image](icon_5.png)
- ![image](icon_6.png)

**Zoom In**

**Zoom Out**

**Rotate**

**View Subscreens**

When ![image](icon_7.png) appears as you approach an object or enemy, press ![image](icon_8.png) all the way down. When the icon changes to ![image](icon_9.png), you can target the object. When you are L-targeting, you can attack more precisely. Also, if you press lightly, ![image](icon_10.png) will appear on the screen. (See page 11 to read about the camera icons.) When it does, you can tilt ![image](icon_10.png) to change to a first-person perspective. You can’t switch to a first-person perspective while L-targeting. (See page 19.)

**Spin Attack**

Briefly hold ![image](icon_11.png), then release.

**Jump Attack**

Press ![image](icon_12.png) + ![image](icon_13.png).

Please see ![image](icon_14.png) for sailing details.
Getting Started

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

Viewing the Game Screen

The Main Screen

- The Life Gauge and Magic Meter
  - If you take damage from enemies and run out of hearts, your game will be over. Items that consume magic power when you use them will gradually deplete your magic meter.
- The button icons show which items you’ve set to 1, 2, or 3 and which actions you can perform by pressing A, B, or C.
- The arrow in the top-right corner of the screen indicates the direction the wind is blowing in.
- Camera Icons
  - Use  to change the camera’s position. When appears on screen, tilt in any other direction to activate the free camera.
- Area Map
  - This shows how many Rupees you have.
- Rupees
  - Rupees indicate 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.

Starting the Game

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

Beginning a New Game

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

Continuing a Game

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

Saving Your Game

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

Items that consume magic power when you use them will gradually deplete your magic meter.

Copying and Erasing Saved Data

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

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

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

Sea Charts and Dungeon Maps

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.
When you choose one of your bags, you can check its contents. Once you do, you can select one of the items inside and set it to an item button. Use to choose an item then press, or to view a brief description of the item.

Items

This screen shows the objects you've gathered during your quest. Items like your sword and shield will get equipped automatically, but there are some items that you can choose to equip or not.

Wind Waker Songs

The Quest Status Screen

This screen shows the quests you've undertaken, as well as any special items you've acquired.

Saving and Options

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

Copying and Erasing Saved Data

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

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

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

Options

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.

Equipment

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

Cursor

Save
Once you have found a Sea Chart, you can press Up on \text{□} to view it. You can also view any Treasure Charts you find during your adventure on the Sea Chart screen. The number of small keys you have.

Sea Charts

- Number of Treasure Charts
- Sunken Chests Recovered
- Type of Treasure Recovered

Dungeon Maps

- Dungeon Name
- Dungeon Items
- Boss’s Floor
- Big Key
- Big Key
- Door
- Treasure Chests

Dungeon Levels

- Switch floors with \text{□}.

Zoom

- There are two levels of zoom.

Check

- 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.

Use \text{□} and \text{□} to switch between your detailed Island Charts and your Treasure Charts.

The Compass will reveal the locations of treasure chests and the boss’s lair.
**Walk / Run / Swim / Jump**

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

**Defend**

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

**Crouch / Crawl**

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

**Sword Techniques**

- **Horizontal Swing** □ or □ or □ 
- **Vertical Slash** □ 
- **Thrust** □ or □ or □
- **Spin Attack** □ or □ or □
- **Jump Attack** □ or □

**Master these techniques, too!**

- **Rolling Attack** □
- **Side Step** □
- **Back Flip** □

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

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

2. **Rope Actions**

   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.

   - **Tilt** toward the rope and run at it.
   - **Rotating with**.

3. **Camera Perspectives**

   Moving the camera is very important, particularly when Link is on a rope. By adjusting the camera, you can find the best perspective.

   - **Tap**.
   - **Pressing**.
   - **Centering**.
   - **Rotating with**.
   - **Centering with**.
   - **Moving the camera is very important, particularly when Link is on a rope. By adjusting the camera, you can find the best perspective.**

---

4. **The Action Icons**

   The A and B 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 and Throw/Drop**
   - **Grab and Pull**
   - **Stop Swinging**
   - **Change Direction**

---

5. **Lift**

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

---

6. **Grab**

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

Useful Objects

Telescope

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

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. 23]

Wind Waker

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

Grappling Hook

Using this hook and rope combination, latch on to certain objects then swing from one place to another. [PG. 25]

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

Tingle Tuner

Connect to a Game Boy Advance and use this item to call everyone's favorite mapmaker—Tingle! [PG. 26]

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.

Deluxe Leaf

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

Bombs

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

Item Bags

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

Spoils Bag

You'll keep the different spoils you get from your enemies in this bag. For instance, you can carry around the three colors of ChuChu Jelly until you find just the right person to give them to... [PG. 27]

Bait Bag

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

Delivery Bag

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

Tingle says: If you find my shop, PLEASE! Come in! I've got a very special membership card just for you!
Shortly after beginning your adventure, you'll take control of a small boat...but in order to sail it wherever you like, you'll first need to find a sail for it.

**Controlling the Boat**

- **Get In:** Press A beside the boat.
- **Get Out:** Stop the boat and press A.
- **Move the Boat:** Set the sail to and use it with , , or .
- **Set sail and go:** Press and hold in the direction you want to move.
- **Steer the boat:** Press A to unfurl the sail and hold A until the boat stops.
- **Jump:** Hoist the sail, then press after gaining speed.

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

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

**Setting Out to Sea**

When you first set sail on the Great Sea, you likely won't be able to see the place you want to eventually reach. Use to check your Sea Chart 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.

**Tips for Hunting Treasure**

1. Collect as many Treasure Charts as you can.
2. Compare the terrain on your Treasure Charts to the terrain on your specific Island Charts.
3. Use your Salvage Crane in conspicuous spots.
4. Sometimes there's no treasure...but don't worry, just keep looking!

**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.
The Wind Waker

Using the Wind Waker

Connect your Game Boy Advance to your Nintendo GameCube by following the instructions on page 27.

Tuning in Tingle

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

Tingle’s Controls

Nintendo GameCube

- Move Tingle
- Call Link/Check
- Use an Item
- Return Cursor to Link
- Lock On Enemy

Game Boy Advance

- Scroll Around Map
- START
- SELECT
- Controls
- Explanation

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 controls will not function while the Nintendo GameCube is paused.

You can always check the notes of a song on your Quest Status screen. → FIG. 1-2

1. Set the rhythm
   - 3 / 4 time
   - 4 / 4 time
   - 6 / 4 time

2. Match the metronome’s timing...

3. and tilt to conduct the song.

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

Neutral
What Tingle Can Do in Cooperative Play

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

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

Check the Map. By holding  and using  Tingle can see complete dungeon layouts—even if Link doesn't have a Dungeon Map.

What Link leaves a room, Tingle follows him.

Don't worry—it's OK to turn the Game Boy Advance OFF while playing.

While you are using the Game Boy Advance, it will consume battery power. Be sure to turn the power OFF when you no longer need Tingle and after you finish playing.

Connecting the Nintendo GameCube and the Game Boy Advance

What You Need:
- Nintendo GameCube
- Nintendo GameCube controller
- Game Boy Advance
- The Legend of Zelda: The Wind Waker Game Disc
- Nintendo GameCube Game Boy Advance cable

Follow the instructions for getting started on page 10.

1. Insert the cable into any Controller Socket other than Controller Socket 1.
2. Connect the cable to your Game Boy Advance and turn the Game Boy Advance ON.
3. Refer to pages 25 and 26 for control instructions.
4. Connect the Systems:

Connecting the Nintendo GameCube

Connecting the Game Boy Advance

Notes About Linked Play

The following actions may cause communication or control failures:
- Using a cable other than a Nintendo GameCube Game Boy Advance cable.
- Playing with a Game Pak inserted in the Game Boy Advance.
- Improperly connecting the Game Boy Advance, Nintendo GameCube and Nintendo GameCube Game Boy Advance cable.
- Disconnecting the Nintendo GameCube Game Boy Advance cable during data transmission.
- Turning the Nintendo GameCube or Game Boy Advance OFF or resetting the Nintendo GameCube during data transmission.
What if I can't figure out how to solve a puzzle?
Perhaps you've overlooked something important. Use the Tingle Tuner to manipulate the camera and check your surroundings. Look for doors or passageways you may have missed. You can also use the Tingle Tuner to get hints through cooperative play.

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

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

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.

How can I become a Master Swordsman?
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 item that will help you overcome your foes. You should also watch your enemies carefully—they may drop other weapons. If they do, take advantage of the opportunity.

Why does my controller rumble inexplicably?
The controller rumbles when Link is struck or attacked, but it will also rumble when a particular item is trying to tell you something. If the Action Icon changes to , press to see what it is. But remember, you won’t get rumble hints if your Rumble Feature is turned off.

How can I become a Master Swordsman?
First, go to visit Orca on Outset Island and learn how to use a sword. After that, it just takes practice. Repeatedly tapping in conjunction with will allow you to attack with successive blows. Try doing this in battle. Also, if the changes to an , immediately press to perform a parry move. Only then will you know what it means to be a true Master Swordsman.
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www.nintendo.com
or call 1-800-255-3700
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You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If this cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

**Hardware Warranty**

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

**Game & Accessory Warranty**

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

**Service After Expiration of Warranty**

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER.

**Warranty Limitations**

This warranty shall not apply if this product: (a) is used with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancement and copier devices, adapters, and power supplies); (b) is used for commercial purposes (including rental); (c) is damaged by unreasonable use, or by other causes unrelated to defective materials or workmanship; (d) has had the serial number altered, defaced or removed; (e) is modified or tampered with; (f) is damaged by negligence, accident, unreasonable use, or other causes unrelated to defective materials or workmanship; (g) has been subject to misuse, negligence, or tampering; (h) has had the serial number altered, defaced or removed; or (i) is damaged by normal wear and tear.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA, 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.