



NINTENDO DS™

NTR-AZEP-UKV

THE LEGEND OF
ZELDA
Phantom
Hourglass

The logo for The Legend of Zelda: Phantom Hourglass. It features the word "ZELDA" in large, red, stylized letters with a white outline. Above it, "THE LEGEND OF" is written in a smaller, red, serif font. Below "ZELDA", the words "Phantom Hourglass" are written in a yellow, gothic-style font with a blue outline. To the right of the text is a stylized blue and yellow hourglass with a crown-like top and a base, set against a blue background with a grid and compass rose patterns.

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the THE LEGEND OF ZELDA™: PHANTOM HOURGLASS Game Card for the Nintendo DS™ system.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and 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.

This Game Card will work only with the Nintendo DS system.



WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

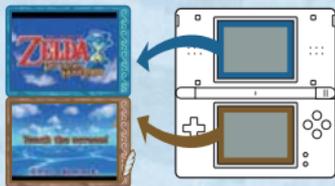


NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.



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The screen pictures shown in this manual are displayed in a **blue frame** for the top screen and a **brown frame** for the Touch Screen.



The Story

White birds soar aloof o'er the endless, deepest blue,
A pirate ship cuts through the waves, plunging bravely through.
Aboard this ship does Tetra sail -
Chief of the pirate crew.
With a green-clad brave young lad named Link
She met not long ago.

One day a great, dark evil learned that Tetra was quite rare.
She's Princess Zelda, Hyrule Kingdom's legendary heir.
But Link, he seized the power to vanquish evil's darkest hue,
Became a hero, beat the foe, and rescued Tetra too.

From that day forth they sailed as one, adventure at the helm,
A voyage never ending, quite the splendid seafaring trip.
Till chance saw them both drift into the Ocean King's realm,
Where they recalled dreaded rumours of a creepy, ghostly ship.

From out of the thick fog, a battered vessel sailed up close,
Once the brave, young Tetra got aboard it vanished like a ghost.
Link tried to give pursuit and jumped, but fell into the sea,
And woke upon an island, though who knows where this could be?
A fairy named Ciela chose to join him on his trip,
And thus began their quest to find the battered, ghostly ship.

Ciela

The fairy who found Link when he was unconscious. She has no recollection of her past.



Link

The main character. He sets out on a journey to find the Ghost Ship in the hope of saving Tetra.



Linebeck

A sailor. He is on a journey to find the Ghost Ship, and the treasure that is rumoured to be found on it.

Tetra

A strong-willed young girl who is the leader of a group of pirates. She is Zelda, the princess of the kingdom of Hyrule.



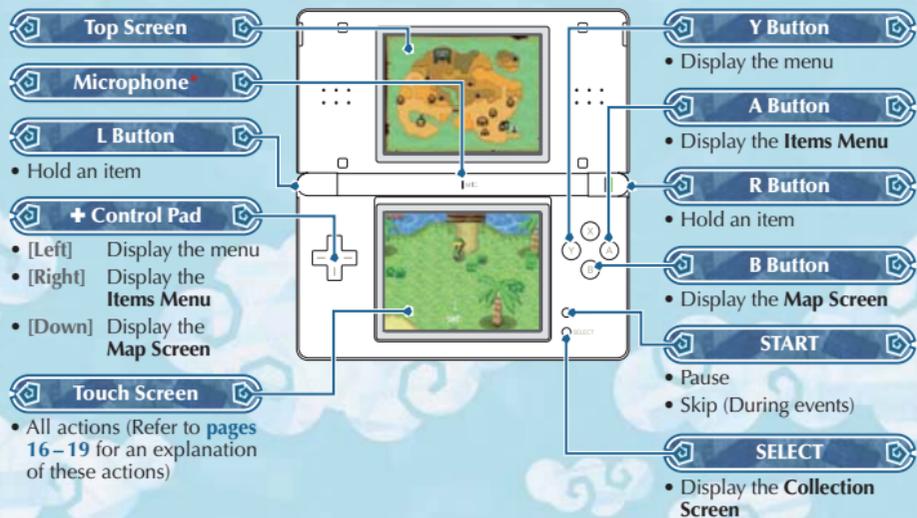
Oshus

A mysterious old man. He helps Link and his friends throughout his adventure.



Controls

You will mainly use the Touch Screen and microphone to control your actions within the game. You will use the buttons when some menus are displayed and in some other situations.



- * If you find that the game is having difficulty picking up your voice, try changing your proximity to the microphone.
- If you close the system while you are playing, the game will enter **Sleep Mode** which will lower the amount of energy consumed by the battery. The game will come out of **Sleep Mode** when you open the system again.
- If you are playing on a Nintendo DS™ (NTR-001), please refer to the Nintendo DS Instruction Booklet.

Getting Started

This section will explain how to start the game. Follow the instructions given below to begin your adventure.

Check that your Nintendo DS system's power is turned off and insert the THE LEGEND OF ZELDA™: PHANTOM HOURGLASS Game Card into the Game Card slot until you hear it click.

When you turn the power on you will see the **Health and Safety Screen** shown to the right. When you have finished reading this information, tap the Touch Screen to continue.

Tap the THE LEGEND OF ZELDA: PHANTOM HOURGLASS Panel on the **Nintendo DS Menu Screen** and the game's **Title Screen** will appear.

Tap the Touch Screen, and refer to [page 10](#) for information about the **File Selection Screen** and saving your game.



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

Select a Game File

If you are beginning a new game, select the file labelled NEW GAME! If you are continuing a previously saved game, touch the file containing your saved data to open up the **File Menu**. You can create up to two different files.

You can configure your Nintendo Wi-Fi Connection settings by selecting NINTENDO WFC SETUP (page 30).



Starting a New Game

First you have to decide on a name for your player (the main character). The name you have registered to your Nintendo DS system will be entered by default. If you wish to change the name, enter a new name and when you are finished touch the OK button. Next you will set which hand you hold your stylus with, which completes the file creation process. You will then return to the **File Selection Screen**.



Saving Your Progress

Your progress through the game will be saved to the file you selected on the **File Selection Screen**. You can save your game from the menu (page 12) or from the **Pause Menu**.

After you save and end your game, there will be some instances when you begin the game again in a different place (a specific point) from where you actually saved your game.

File Menu

You can choose from the three actions listed below. Touching the  will take you back to the previous screen.

Be careful. Data overwritten by copying or deleted data cannot be restored.



COPY	Copy the selected file's saved data to the other data file.
ERASE	Delete the selected file's data.
START	Start the game with the selected file.

When you copy saved data, the multiplayer battle mode data from that file will not be copied. Furthermore, if the location you are copying the data to already contains battle mode data, that data will be used.

Select a Game Mode

You can choose between ADVENTURE (page 12–27) or BATTLE (page 28–39) modes.

Selecting OPTIONS will allow you to configure various game settings.



Options Menu

MESSAGE SPEED	Choose between three different message display speeds.
SOUND SETTINGS	Choose between four different types of sound output.
HAND SETTING	Choose between left or right-handed.
MIC TEST	You can perform a voice microphone test to see if the microphone is working correctly. If you find that the game is having difficulty picking up your voice, try changing your proximity to the microphone or lightly blowing into it.



Screen Layout

If you touch MENU or ITEMS on the **Main Screen** a bar will appear. From there you can access the various sub-menus or use items you have acquired. **The screens shown here are under right-handed configuration. If you set the game to left-handed mode, parts of the display will be reversed.**

Main Screen



Life Gauge

The life gauge decreases when you are hit by monsters, fall into water or take damage from any other action.

MENU



SAVE	Saves your current progress.
COLLECTION	Displays the Collection Screen (page 15).
SEA CHART	Displays the Sea Chart (page 14).
MAP	Displays the map on the Touch Screen.

When the menu bar is displayed, the amount of rupees (money) you currently have in your possession is displayed beneath the life gauge.

Map Displays a map of the surrounding area and your current location. Touching MAP on the menu will display the map on the Touch Screen where you can write notes on it, or view other floor maps if you are in a dungeon.

MEMO/ERASE

You can write and erase notes from the maps. Simply touch to switch between write and erase modes.

Changing Floors

In a dungeon, you can switch between and view maps of floors you have already been to.



Map Icons

This section will explain some of the icons you will notice when viewing the map.

Icon Examples

	Current Location		Houses
	Changed Area		Port
	Phantom (page 24)		Key
	Safe zone (page 24)		Stairs

Equipped Items

Touch to hold or put items away.

ITEMS

Recovery Items

Touch these to use them right away. These are consumable items.



Equippable Items

These are items you equip to use such as the boomerang or bombs. Touch to equip them.

Sea Chart Screen

Touching SEA CHART on the menu will display the Sea Chart on the Touch Screen.

Completed Sea Chart

Touching a part of the ocean will bring up a magnified view of the Sea Chart. If you touch an island that you have already visited you can see a map of that island (page 13).

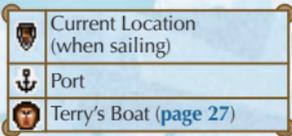


Incomplete Sea Chart

You can view this area once you have found the corresponding part of the Sea Chart.

Sea Chart Icons

This section will explain some of the icons displayed on the Sea Chart.



MEMO/ERASE

You can write and erase notes from the Sea Chart. Simply touch to switch between write and erase modes.

Game Over

When your life gauge (page 12, 25) runs out and it's game over, two options will be displayed. Select CONTINUE to try again from right where you left off, or select SAVE AND QUIT to save the game and return to the Title Screen.

If you select SAVE AND QUIT and then select NO when prompted SAVE YOUR PROGRESS? you will continue the game from your previous save location when you start the game again.

Collection Screen

Touching COLLECTION on the menu will bring up the **Collection Screen**. From here you can view swords, shields and any unique items you have found in your adventure. You can also see any treasure you have collected as well as any ship parts you may have found. At a certain point in your adventure, you will learn how to fish in the ocean. You can then view any fishing records you set on this screen as well.



Change Screens

Ship Parts

If you obtain new parts, you can have them installed at the shipyard (page 27).

TREASURE/SHIP PARTS

Switches between the **Treasure** and **Ship Parts** Screens.



Actions

All of Link's actions can be performed by touching and sliding. From running to sword fighting, Link's actions are in your hands.

Basic Actions

Walk/Run/Jump/Somersault

Link will move in the direction you touch. If you touch close to Link he will walk. Touching far away from Link will make him run.



If you run towards a platform, Link will automatically jump.



If you repeatedly draw circles **towards the edge of the screen** Link will somersault in that direction.

Be careful! Somersaulting too many times in a row will make you dizzy!

Try drawing a circle quickly while running.

I wonder what would happen if you somersaulted into this tree!?



Talk/Investigate

Touch a person to talk to them. Touching signs or other objects will allow you to investigate them. Try touching anything that looks suspicious!



If you see a DS icon in a message, be sure to check the top screen.

Pick Up → Throw

You can pick up rocks, jars, barrels and other objects by touching them. To throw those items, simply touch in the direction you wish to throw. When you throw an object it will break, and sometimes you will find an item inside!



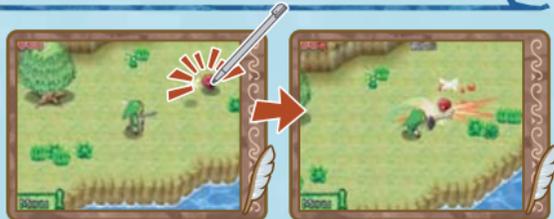
Tap in the direction you want to throw!

Swinging Your Sword

As you progress through the game you will obtain a sword. By swinging your sword you can attack monsters, cut down tall grass, break jars and activate various devices.

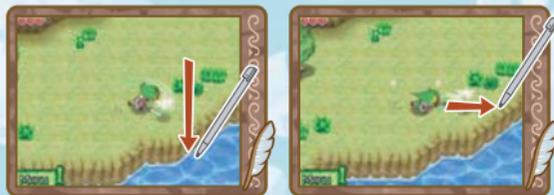
Targeted attack

By directly touching an enemy you will automatically turn towards it and attack it with your sword.



Side slash

You can swing your sword in any direction you like by quickly sliding the stylus in the direction you want to cut with your sword.



Slide the stylus perpendicular to the direction Link is facing to make him swing his sword.

You can also slide the stylus in the direction Link is facing to make him thrust his sword.

Spin Attack

Slide the stylus in a circular motion around Link and he will perform a spinning sword attack.

Be careful though, because too much spinning will make Link dizzy!



Make sure you draw a fairly large circle.

This attack is perfect when you are surrounded by enemies, or there is a lot of grass around.

Grab → Push/Pull

Touch blocks or levers to grab hold of them. Then, touch the arrows to move the object in that direction. Some blocks cannot be moved.



First, simply touch the block or lever...

...then touch the arrow in the direction you want to move it.



Items

There are two types of items: those you equip to use, and those you can use at any time. Try using equippable items in various ways in different situations.

Using Equippable Items

When you receive an equippable item, an icon will appear in the upper right corner of the screen. To use an equipped item, touch this icon to hold it, and then you can use it. You can change equippable items by touching ITEM (page 13) on the Main Screen.

What's more, the things you can do once you're holding it change depending on the item.



Boomerang

By throwing the boomerang you can attack monsters, break jars, and activate various devices. Draw out the path you want to throw it by sliding the stylus. If it doesn't hit any obstacles along the way, the boomerang will fly exactly as you directed it.



Bomb

Once you use a bomb it will explode after a certain period of time. The explosion will damage enemies as well as destroy cracked walls and other objects. You can throw a bomb in the same way as if you were holding a rock or jar (page 17). Be careful, though. If you get caught up in the explosion, you will take damage as well.



Phantom Hourglass

The Phantom Hourglass is a mysterious item that you will pick up as you progress through your adventure. As for what it does... Well, you will just have to find that out yourself!



Replenishing Items

Defeating enemies, cutting grass or breaking objects sometimes gives you items, such as hearts or rupees. These items take effect as soon as you pick them up. You will find these items hidden in many different ways throughout your adventure. Experiment and you may be surprised what you find.

Heart

Restores one heart to your life gauge (page 12).



Rupee

Adds to the amount of rupees (money) you currently have. The amount added depends on the colour and size of the rupee.



Finding Heart Containers

When you find a heart container, the size of your life gauge will increase by one and it will be completely refilled.



Trade Items with Other Players!

When you talk to a person named Freedle somewhere out there in the world, you will be able to store ship parts and treasure (page 15) in a magical box. When this happens you will be able to use the DS Wireless Communications to trade items with other players.



- 1 Put the ship parts and/or treasure items you want to trade in the magical box (up to 3 items).
- 2 Trade the items using one of the following two methods.

- Talk to Freedle one more time or select **CONTACT MODE** (which is only displayed if you have items in the magical box) on the **Game Mode Selection Screen** (page 11). This will put the game into **Contact Mode**.
- Enter **Battle Mode** through Multi-Card Play or a Nintendo Wi-Fi Connection (page 28).

If you are going to enter **Contact Mode** without talking to Freedle, be sure to save your game with the items you want to trade in the magical box. Read the section "DS Wireless Connections (Multi-Card Play)" (page 38) and perform the necessary steps before entering Contact Mode.

In Contact Mode you can search for other players even if your Nintendo DS system is closed. Please note that the battery consumption during Contact Mode is much higher than that during standard play.

Safe Zones and Phantoms

Inside one cursed dungeon, enemies known as Phantoms will appear and there are special areas called safe zones.



Phantoms

Phantoms are monsters that protect the inside of the dungeon. Your attacks will not harm them, but if they attack Link then he's a goner for sure. You will need to progress through this dungeon while trying to stay out of the Phantoms' sight. If a Phantom spots you, you can hide from it by escaping to a safe zone.



Safe Zones

The inside of a safe zone is not affected by the curse, and therefore Phantoms cannot enter. Also, breaking a red jar will turn that area into a safe zone.



Sailing

Once you are able to sail on a boat, try crossing the ocean and visiting the various islands scattered throughout the world. As you progress through your adventure you will also be able to enjoy fishing and salvaging for treasure!

Sailing Screen

While you are sailing you can check the Sea Chart (page 14) on the top screen and the surrounding area on the Touch Screen.

Current Location

The yellow region is your field of vision.

Ship Life Gauge

This will decrease if you run into rocks or enemies. You can recover life at a port.

Jump Icon

Touch this icon to jump.

MENU

Parts of the menu are different from when you are on land (page 12).



Outside the Boat

Touch this area to freely change your point of view.

Engine

Touch GO to move forwards and STOP to stop.

ROUTE

Draw a new sea route (page 26).



Drawing a Sea Route

When you travel by boat you first have to draw out a sea route (the route you will travel) on the Sea Chart. Slide the quill pen icon and draw the route in one stroke. To travel along the sea route you drew simply touch GO! If your destination is a port, its name will be displayed.



Be Aware of Your Surroundings While Sailing

Once you've drawn out your sea route, don't just think it's going to be plain sailing. It's dangerous out there! If there is a rock or some other obstacle blocking the way you will need to re-draw your route, and if an enemy appears you will need to jump to avoid it or use your cannon to defeat it. Always keep an eye on your surroundings in the open sea!



Terry's Boat

Terry's Boat is a shop which travels the ocean. Terry sells ship parts and even some rare items. If you want to shop there, draw up a sea route with the Terry's Boat icon as your destination.



Shipyard

At the shipyard you can install or remove any ship parts you may have. Select CUSTOMIZE to install or remove parts, or select VIEW SHIP to see what your ship currently looks like.

Ship's Appearance

Part Type Icons

	Prow
	Anchor
	Hull
	Handrail
	Bridge
	Chimney
	Wheel
	Cannon

Ship View Screen



Touch the area around the ship to change the viewing angle, and touch / to zoom in or out.

Customize Screen





Battle Mode Play

By using DS Wireless Communications or Nintendo Wi-Fi Connection, you can enjoy the versus battle game.

Battle Menu Screen

When starting a battle game, you first have to choose a battle type. However, the basic rules are the same no matter which type you choose.

NAME
The name you use in **Battle Mode**.

RANK
Represents your skill in **Battle Mode**.

BATTLE PTS.
You get these points by winning in **Battle Mode**, and they are used in determining a player's rank.

Battle Menu

Manner Icon
This icon represents a player's manners during **Battle Mode**. If a player repeatedly drops out during the middle of a battle this icon will, over time, turn into an angry face. Try to keep a smile on your face at all times! (If you continue to play until the match is over, the icon will slowly return to a smiling face.)

WIN PERCENTAGE
Your accumulated battle statistics.

Battle Menu

MULTI-CARD PLAY	Play with two Game Cards and two Nintendo DS systems.
NINTENDO WFC	Connect to Nintendo Wi-Fi Connection and play against players all over the world (page 30).
DS DOWNLOAD PLAY	Play with one Game Card and two Nintendo DS systems (page 33). Results from matches played in this mode will not be saved.
HOW TO PLAY	Learn how to play the Battle Mode game.
FRIEND ROSTER	Register a friend's friend code (page 32) and view your own friend code.
BIG PLAYS	View your different achievements.
CHANGE NAME	Change the name you will use for Battle Mode . The name used in Adventure Mode will not be affected by any changes made here.

Starting the Game via Multi-Card Play

First you will need to get both Nintendo DS systems and Game Cards ready. Then, refer to the section "DS Wireless Communications (Multi-Card Play)" (page 38) and follow the instructions there to get ready.

Both players participating in the battle need to touch **MULTI-CARD PLAY** on the **Battle Menu**.

When a battle opponent has been found, that opponent's information will be displayed on the top screen. If everything is correct both players should touch OK to continue. Once a battle stage has been selected the game will begin. (The player that gets to select the battle stage is chosen at random.)



Go to "The Battle Begins!" on page 34.

Starting the Game via Nintendo WFC

In this mode you can play with both friends and players from around the world. Once you have configured your Wi-Fi settings, select NINTENDO WFC from the **Battle Menu** to establish a Nintendo Wi-Fi Connection. Choose the conditions you want to set for your battle opponent. Once you have an opponent, select a stage and the battle will begin.

Go to “The Battle Begins!” on **page 34**.

Configuring Your Wi-Fi Settings

Wi-Fi configuration can be done by touching NINTENDO WFC SETUP on the **File Selection Screen** (page 10). For information on connection methods related to the Nintendo Wi-Fi Connection or other support related information, please refer to the attached Nintendo Wi-Fi Connection Instruction Booklet.

If you cannot get your connection or communication working properly, refer to the page in the Nintendo Wi-Fi Connection Instruction Booklet entitled “Troubleshooting”.



Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows multiple THE LEGEND OF ZELDA: PHANTOM HOURGLASS owners to play together over the internet – even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS system.
 - To complete Nintendo WFC setup, you need wireless internet access (such as a wireless router) and an active broadband internet account.
 - If you only have a wired internet access for your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
 - Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the Power Supply to prevent running out of power when using the Nintendo Wi-Fi Connection.
 - You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
 - The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.co.uk
- For additional information on the Nintendo WFC, setting up your Nintendo DS system or a list of available internet hotspots, visit www.nintendowifi.co.uk

Selecting Battle Opponent Conditions

There are five types of conditions you can choose from when selecting an opponent. Your opponent's ability level here refers to their rank (page 28).

VS FRIEND	Battle against someone registered in your Friend Roster.
VS RIVAL (CONTINENTAL)	Battle against a similarly-ranked opponent in your continent.
VS RIVAL (WORLDWIDE)	Battle against a similarly-ranked opponent anywhere in the world.
VS ANYONE (CONTINENTAL)	Battle against anyone in your continent.
VS ANYONE (WORLDWIDE)	Battle against anyone in the world.

When you connect to the Nintendo Wi-Fi Connection, your character's name will be seen by a large number of people. Be sure not to use any name which reveals any specific or important information about you, or any name which may offend other players.

Please try not to end battles prematurely by turning off the power of your Nintendo DS system, except in cases where this cannot be avoided.

Friend Codes

A friend code is a random 12-digit number that is automatically assigned to you when you connect to the Nintendo Wi-Fi Connection for the first time. Friends who have registered each other's friend codes to their Friend Rosters (page 29) can battle each other by choosing the VS FRIEND condition in **Battle Mode**.



If you battle in Multi-Card Play (page 29), your friend codes will automatically be registered on each other's Friend Rosters.

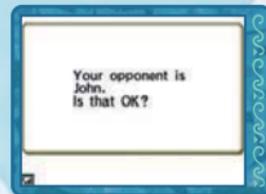
The friend code system was developed so that players who know each other well can safely play with each other. If you post your friend code on an Internet message board or give it out to people you don't know, you may inadvertently receive tampered data or offensive messages without your consent. Do not share your friend code with people you do not know.

Starting the Game via DS Download Play

First you will need to get both Nintendo DS systems and one Game Card ready. Then, refer to the section "DS Wireless Communications (Single-Card Play)" (page 37) and follow the instructions there to begin.

- 1 The player on the host system (the system with the Game Card inserted) should touch DS DOWNLOAD PLAY on the **Battle Menu**. The client system (the system without a Game Card) will then download the game data.
- 2 When the opponent's name appears on the host system, touch OK. The client system will receive data sent by the host system, and once the player on the host system selects a stage the game will begin.

Go to "The Battle Begins!" on page 34.



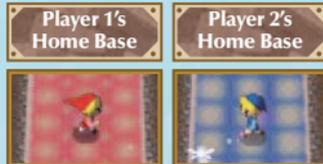
The Battle Begins! (How to Play)

Battle Mode involves **Player 1 (Red)** and **Player 2 (Blue)** fighting to grab yellow triangular objects called "Force Gems". (Player 1 and 2 will be decided at random.)

Each side will play as Link (Offence) once and three Phantoms (Defence) once per round. After three rounds the player with the most points wins the battle.

Basic Rules

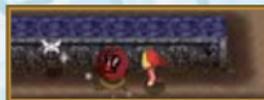
- ▶ Points are scored by carrying Force Gems back to your home base.



- ▶ Force Gems come in three sizes: small, medium and large. The larger the Gem, the heavier it is and the longer it takes to carry it. However, larger Gems are worth more points.
- ▶ Offence and defence switch sides when the time reaches zero or Link is defeated by a Phantom.



- ▶ A short time after the game begins, helpful items will appear. These come in various types, and **red items are for Player 1** only, while **blue items are for Player 2** only. Passing over your own item will pick it up, while passing over your opponent's item will destroy it.



Playing as Link

Your goal is to carry Force Gems back to your home base while avoiding being beaten by the Phantoms.

- ▶ The position of the Phantoms will only be displayed on your map when you are carrying a Force Gem.
- ▶ You can enter safe zones. When you are in a safe zone, the Phantoms will not be able to see you and you will disappear from the Phantom's map.
- ▶ When a Force Gem is placed in a base it will change to that base's colour, and when it is placed in a safe zone it will change to yellow.



Playing as the Phantoms

Your goal is to try to take Link down while protecting the Force Gems from being taken by him.

- ▶ Control the three Phantoms by drawing lines (movement routes) on the map. You can re-draw lines even if the Phantoms are already moving.
- ▶ If you defeat Link, offence and defence will switch sides. (The Phantoms will automatically attack when they are close to Link.)
- ▶ You cannot enter safe zones, nor can you see Link when he is inside one.



Control Link via the Touch Screen while checking the map displayed on the top screen. Control the Phantoms by drawing paths for them on the map displayed on the Touch Screen while checking their actual movement on the top screen. You can switch between which Phantom is displayed on the top screen by pressing the L or R Buttons. Your home base and items will be divided according to colour: **Player 1 (Red)** and **Player 2 (Blue)**.

Points The number of points you currently have. **If a Force Gem that was once your colour changes to a different colour, that point will be lost.**

Safe Zone

Force Gem

Base (Red/Blue)

Item (Red/Blue)

BATTLE X/3 Tells what round (of 3) you are currently playing.

Time Limit

Link's Screen

Phantom's Screen

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

- Nintendo DS system One for each player
- THE LEGEND OF ZELDA: PHANTOM HOURGLASS Game Card One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the THE LEGEND OF ZELDA: PHANTOM HOURGLASS Panel.
4. Now, follow the instructions on page 33.

Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
- NOTE:** Make sure the **Start-up Mode** of your system is set to **MANUAL MODE**. For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.
2. Touch **DS DOWNLOAD PLAY**. The **Game List Screen** will appear.
 3. Touch the THE LEGEND OF ZELDA: PHANTOM HOURGLASS Panel.
 4. You will be asked to confirm your choice. Touch **YES** to download game information from the Host System.
 5. Now, follow the instructions on page 34.

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

- Nintendo DS system One for each player
- THE LEGEND OF ZELDA: PHANTOM HOURGLASS Game Card One for each player

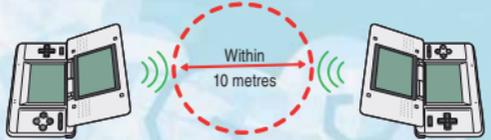
Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **THE LEGEND OF ZELDA: PHANTOM HOURGLASS Panel**.
4. Now, follow the instructions on page 29.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.
The DS wireless icon indicates that the associated choice will activate the wireless communications function. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate **Health and Safety Precautions Booklet** included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

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