

The Legend of Zelda: Twilight Princess HD

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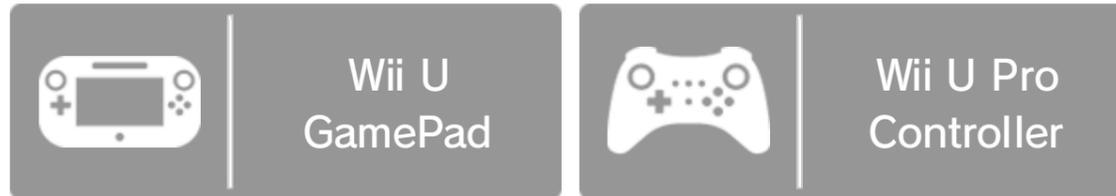
Important Information

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.

2 Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



◆ Only one Wii U GamePad controller can be used.

Pairing Controllers

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.



3 Internet Enhancements

Connecting your system to the Internet lets you enjoy the following features:

- Miiverse  16
- ◆ 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.

4 Note to Parents and Guardians

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restrict all functions that use Miiverse.
Miiverse	You can restrict creating text and handwritten messages on Miiverse through Restrict Posting, and you can restrict posting and viewing text and handwritten messages on Miiverse through Restrict Posting and Viewing.

- ◆ 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™: Twilight Princess HD is a remake of the action-adventure game The Legend of Zelda: Twilight Princess. Fight enemies and solve puzzles as you adventure to save a person dear to Link™!

Choose whether you would like to use the Wii U GamePad or the Wii U Pro Controller. Selecting New Game from the Quest Log screen will let you start Link's adventure from the beginning. If you would like to continue a previously saved game, select Start on an existing Quest Log.



◆ Select  to view this manual.

New Game

Once you have named the main character and his horse, you will be able to select the game's difficulty setting.

◆ You cannot change the name of the main character or the game difficulty once you have set out on your adventure.

Menu Controls

Most items that are displayed on the Wii U GamePad can be interacted with by touching them. You can also use the following commands to navigate other menus.

Cursor Movement	 /  / 
Confirm	
Back	



Saving Data

It is possible to save your data during the game by selecting Save on the Collection screen

→ 11 .

- ◆ After certain events, you may be asked if you would like to save your game.
- ◆ If you choose to save and quit, the next time you play, you will start from a designated place in the game—this place may not be exactly where you saved → 10 .

Copying and Deleting Data

Copying and deleting can be performed after selecting a save file.

Copy	Copy data to a different Quest Log slot, overwriting any data already in that slot.
Delete	Select this to delete the contents of a Quest Log.

- ◆ Please be very careful when choosing to overwrite or delete the contents of a Quest Log. Overwritten and deleted data cannot be recovered.

8 Main Screen



1 Life gauge

Whenever you take damage, your life gauge will decrease. If your life gauge is completely depleted, it's game over!

2 Talk to Midna → 14

This icon will flash when Midna has something to say to you.

3 Change display

Press \oplus to bring up the Map screen → 10 .

Press \oplus to bring up the Collection screen → 11 .

Use \oplus to toggle the minimap on or off.

4 Minimap → 10

5 Action icons

Displays the actions that you can perform with each button, as well as the items currently set to them.

6 Context-sensitive actions

This displays any action you can perform in the current location.

7 Rupees (currently held)

Special Types of Gauges

As you make your way through the game, you will see the following types of gauges. They are explained in greater detail within the game.

Vessel of Light Gauge

When you have the Vessel of Light, this will display how many tears of light you currently possess.



Oxygen Gauge

This will display when you are in the water. If it runs out, it's game over!



Off-TV Play

Normally, the GamePad displays the Map or Items screens, but if you press \ominus , it will show the main screen instead, allowing you to play without using the TV.

- ◆ Press \ominus again to continue playing on the television screen.

Game Over

You will receive a game over if your life gauge or

oxygen gauge is fully depleted. If you choose Retry, you will be able to start again from shortly before your last moments. Choose Return to Title to return to the title screen.



Touch Items on the Wii U GamePad to display the Items screen. To display this screen during off-TV play or when playing with the Wii U Pro Controller, press \oplus .



Setting Items

To set an item to a certain button, touch the item, slide it over that button's icon, and then release it. You can also set an item to a certain button if you highlight the item and then press \odot , \otimes , or R while the game is paused. Use the item by pressing the corresponding button during play.

- ◆ Press A while choosing an item to display the item explanation while the game is paused.
- ◆ Press A while using an item to put it away.



Ooccoo (and Ooccoo Jr.)

Use Ooccoo while inside a dungeon to leave her at your current location and warp outside the dungeon. Use Ooccoo Jr. to warp back to Ooccoo's location in the dungeon.

- ◆ If you reenter the dungeon without using Ooccoo Jr., you will not be able to warp to where you placed Ooccoo.



Ooccoo



Ooccoo Jr.

Fishing Rod

Cast a line into rivers and lakes to fish. Once you get a bite, pull the rod back by pressing the button you've assigned it to.

- ◆ You can bait the hook of your fishing rod if you use a bottle containing a worm or bee larvae while the fishing rod is equipped.

Slingshot

You can move the aiming reticule by holding down the assigned button and tilting the GamePad. You can also move the reticule using . Release the assigned button to fire!

- ◆ You can fire more accurately by using -targeting.

Lantern

This oil-burning lantern can illuminate Link's surroundings, light torches, or burn things. You can even use other items while using the lantern.

- ◆ To refuel the lantern, use a bottle filled with oil while the lantern is set to a button.

Bottle

You can fill bottles with restorative potions and drinks, oil for the lantern, fishing bait, and any fairies that you catch.



Bombs

Damage enemies with an explosion, or open holes in walls. Pull out a bomb, throw it, or plant it at your feet by pressing the button it is set to.



Gale Boomerang

Throw the boomerang to whip up a wind that can stun distant enemies, carry objects, and more.

- ◆ The basic controls are the same as those for the slingshot. Press  to lock on to multiple targets.



Hero's Bow

Fire at distant enemies or activate faraway switches.

- ◆ The basic controls are the same as those for the slingshot. To combine items, such as bombs, with the bow, equip the bow and then slide the item you want to combine it with to the combination slot or highlight the item and press . This can only be done while the game is paused.
- 

10 | Map Screen

While on the main screen, press  to display the Field Map, or if you're in a dungeon, the Dungeon Map. Press  to zoom in or  to zoom out. Press  again to close the map and return to the main screen.

Field Map

Touch the Field Map to place a  on the spot you touched. Move  by tilting , and then touch  or  to zoom in or out, centered on the .



-  : Where you entered the current area
-  : Your current location and the direction you are facing
-  : Objective
-  : Dungeon
-  : The last place you saved

Dungeon Map

You are able to switch between the displayed floors of the dungeon using 🕒.



1 Dungeon floors

👤 : Current floor

👤 : Boss floor

2 Map display

🟩 : Current room

🟩 : Explored rooms

🟩 : Unexplored rooms

🟡 : Door

👛 : Treasure chest (Displayed once you've acquired the compass)

👤 : Boss (Displayed once you've acquired the compass)

3 Dungeon Map

Reveals all of the rooms in the dungeon.

4 Compass

Reveals the locations of all treasure chests and the dungeon boss.

5 Boss Key

Opens the door to the dungeon boss's chamber.

Minimap

Touch Minimap on the Wii U GamePad to display a map of your current location on the GamePad screen. Touch  and  to zoom in and out.

- ◆ Some of the icons from the Field Map and the Dungeon Map can appear on the minimap.

11 Collection Screen

Press \oplus on the main screen to bring up the Collection screen. Here you can save your game, check your progress, or change the game settings.



1 Pieces of Heart

Collect five Pieces of Heart to form a Heart Container \rightarrow 15 .

2 Collectibles

3 Equipment

Your equipment is displayed here, with items you are currently wearing highlighted.

4 Fused Shadows

Mysterious items that Midna \rightarrow 14 is looking for—these are displayed once you acquire them.

5 amiibo

Once you have progressed past a certain point in the game, the amiibo logo will appear and you will be able to use amiibo \rightarrow 18 .

Changing Game Settings

Select Options to adjust the following game settings.

Lock-on Type	Choose Hold to lock on to targets by holding down  . Choose Switch to lock on by pressing  (pressing it a second time cancels the action).
Camera Control	Select the behavior of first-person camera controls from the four options available.
Air / Water Controls	You can choose one of four different control types for when you are in midair or underwater.
Aim	Select whether to use a first-person or third-person view when aiming the slingshot and bow.
Rumble Feature	Select whether to enable or disable the rumble feature.
Motion Controls	Choose whether to enable or disable motion controls.
Brightness	Use the arrows to adjust the brightness of the screen.

Walk/Run/Swim/Jump

Move and swim using \odot . Link's movement speed depends on how far you tilt \odot in a direction. Link will jump automatically when he runs off a ledge. Additionally, you can press A while moving to roll quickly in the direction you're heading, letting you slam into walls and other things.

Swing Your Sword

Press B repeatedly to keep swinging your sword, allowing you to chain attacks.

Horizontal Slice	B or $\text{ZL} + \leftarrow \odot \rightarrow + \text{B}$
Spin Attack	Hold and then release B , or fully rotate \odot and press B .



Lock On and Defend

If you hold down , the mark above an enemy's head will turn from  to , indicating you are now locked on to that enemy. Locking on to a foe lets you guard against that foe's attacks using your shield. It also allows you to move around while keeping the foe in sight.

- ◆ You can also use the lock-on ability to target distant characters and then talk to them.

Vertical Slice	 + 
Thrust Attack	 +  ↑ + 
Jump Attack	 + 
Sideways Jump	 + ←  → + 
Backflip	 +  ↓ + 



Camera Controls

Camera Free Look	
Look Around	

- ◆ While in first-person view, you can look around by moving the GamePad.



Context-Sensitive Actions

Press **A** to perform different actions depending on the situation.

Speak/Check/Open

Talk to other characters, check out signs or suspicious spots, and open doors and chests.



Enter

Allows you to enter tunnels. While in a tunnel, you can tilt **L** to choose whether to move forward or backward or to choose between paths to the left or right.

Pick Up → Place/Throw

After picking up a stone, pot, or similar object, press **A** to put it down in front of you. To throw it, press **A** while moving or **ZL**-targeting.



Grab → Push/Pull

Some crates and other objects can be moved. Use **A** to grab hold of one, and then push and pull it with **L**.

Whistling with Grass

Throughout the world, you'll occasionally come across reeds that you can use to



whistle. Approach a reed, and then pick it and blow with **(A)**! Some reeds will call your horse, while others summon hawks to aid you.

Epona Controls

Approach Epona and press **(A)** to get on. To get off, press **(A)** when stationary.

Run

Use **(L)** to move. You can back up if you tilt **(L)** slowly or perform a 180-degree turn if you do it more quickly.

Dash

Press **(A)** while riding to use up one spur and make your horse surge forward briefly. If you time your dash well, you can leap over various obstacles.



- ◆ The spur icons represent how many times you can make your horse dash. Spurs regenerate a short while after they are used.

As you progress through the game, there are points where Link will transform into a beast. Some of the controls may differ from normal while Link is transformed, and you will be unable to use items.

Conditional Actions

Press **(A)** to dash while moving, talk to animals, or perform various conditional actions.

Push / Hold in Mouth

Things like wooden crates can be pushed by pressing and holding **(A)** and tilting **(L)**. Things like pots can be picked up in your mouth by pressing **(A)**.

Sense

Press **(X)** to sense things that you can only see while transformed or to detect scents. Whenever you are looking for something, try using this and investigating the area.



Dig

Dig in the ground with **(Y)**. You can dig up items in designated spots or get into some areas that have been blocked off by doors or fences.

Attack

Bite	Ⓑ
Jump Attack	Ⓩ + Ⓐ ◆ Depending on the enemy type, you can keep pressing Ⓐ after a jump attack to perform additional bite attacks.
Spin Attack	Hold and then release Ⓑ, or fully rotate Ⓢ and press Ⓑ.
Energy Field	Press and hold Ⓑ while Midna is on your back, and then release.

Howl

While in wolf form, approach a patch of flute grass to howl. Howl by tilting Ⓢ ↕ to match the example pitch—represented with a blue line—and pressing Ⓐ.

Interacting with Midna

After you meet a character named Midna, you can talk to her and perform special actions using Ⓩ.

Special Actions

If you focus on Midna using Ⓩ and then press Ⓐ, you can jump to designated, distant platforms.



◆ As you progress through the game, Midna will allow

you to warp to various locations.



Heart Containers and Heart Pieces

Collecting a Heart Container or five Pieces of Heart will increase the size of your life gauge

 by one.



Heart
Container



Piece of
Heart

Health and Wealth

The items below appear when you defeat enemies or destroy objects.

Heart

Restores your life gauge by a small amount.



Rupee

Rupees act as money. The value of each Rupee depends on its color.



x1

x5

x10

x20



Acquiring Stamps

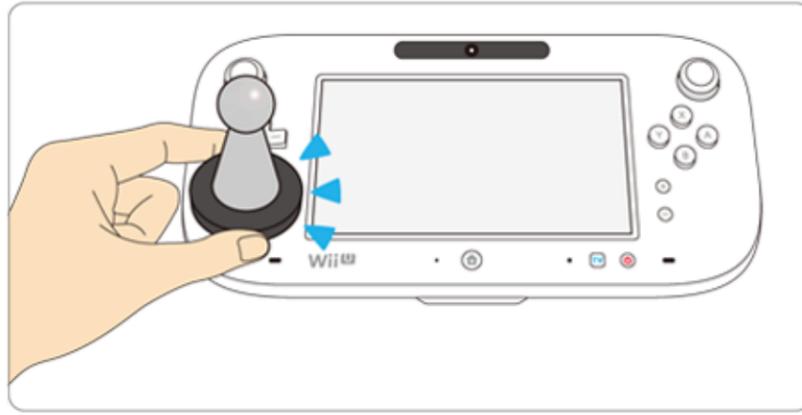
Along his adventure, Link might come across stamps in chests or certain locations that can be used in Miiverse.



Post to Miiverse

You can post messages to Miiverse by selecting  on the Collection screen. You can also insert stamps into handwritten messages.

- ◆ You first need to connect to the Internet and configure Miiverse settings.



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (📶) on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

- ◆ Only one software's game data can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game data, go to Wii U Menu → System Settings (🔧) and then select amiibo Settings.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings (🔧) → amiibo Settings and reset the data.

Touch the Wolf Link amiibo to the GamePad to perform several actions.

- ◆ As you progress through the game, you will be able to read and write data using amiibo.

Quick Start

The save data for your current adventure can be saved to your Wolf Link amiibo. Once the data has been saved to the amiibo, if you touch the Wolf Link amiibo to the GamePad while on the title screen, the game will immediately load your save data.

The Cave of Shadows

You can access the Cave of Shadows by using the Wolf Link amiibo on the Collection screen.

The Cave of Shadows

The Cave of Shadows is a challenging location filled with enemies for you to defeat. If you can reach the deepest level of the cave, you'll receive a special reward.

- ◆ Details on amiibo use can be found at Nintendo's home page (<http://www.nintendo.com/amiibo/>).

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

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