

1 Important Information

Getting Started

2 Controllers and Accessories

3 Online Features

4 Note to Parents and Guardians

Introduction

5 About This Game

6 Getting Started

7 Saving Data

Viewing the Game Screen

8 Game Screen

9 Items Screen

10 Map Screen

Adventuring

11 Basic Actions

12 | Situational Actions

13 | Sailing

14 | Using the Wind Waker

15 | Tingle Bottles

16 | Items

About This Product

17 | Legal Notices

Troubleshooting

18 | Support Information

1

Important Information

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

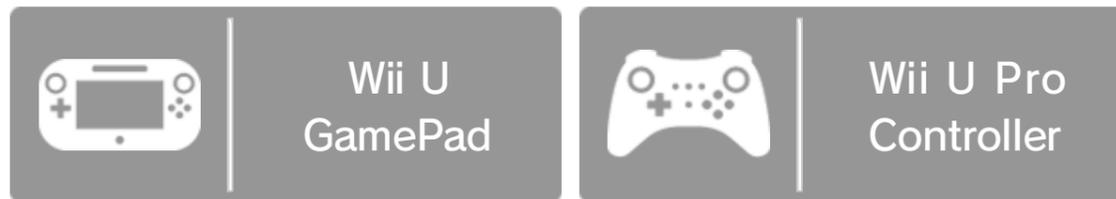
Important Information

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 | Controllers and Accessories

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 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.

3 Online Features

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  15 . 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.

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	Restricts the exchange of Tingle Bottles on Miiverse entirely.
Miiverse	Restricts the exchange of Tingle Bottles on Miiverse. <ul style="list-style-type: none">• Restrict Posting: Restrict the sending of Tingle Bottles and use of the Yeah button.• Restrict Viewing and Posting: Restrict the sending and viewing of Tingle Bottles and use of the Yeah button.

- ◆ 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!



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  **11** .
- ◆ You can switch between controllers by accessing the Options menu found on the Items screen  **9** .



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.



Menu Controls

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

Navigate	Ⓕ
Confirm	Ⓐ
Back	Ⓑ



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.



Game data can be saved at the following points:

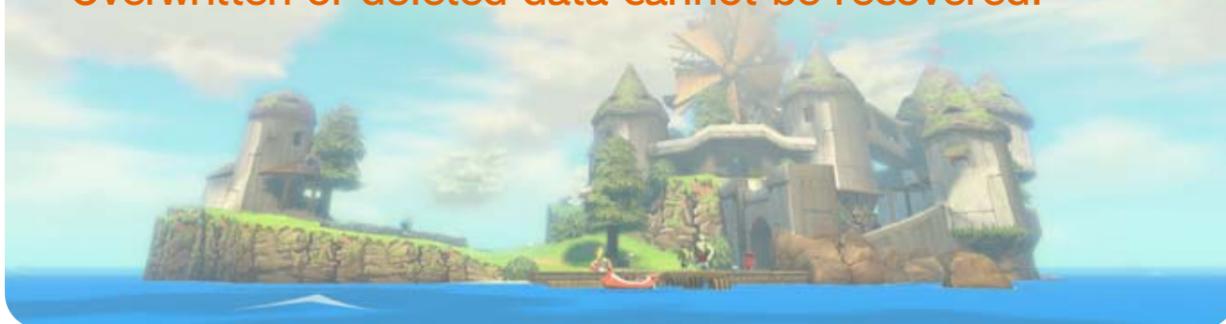
- On the Items screen 
- On the game-over screen 
- ◆ When you save and then quit the game, you will restart on the island nearest your save when you next play. If you save and then quit while in a dungeon, you will restart at the beginning of the dungeon.

Copying and Deleting Data

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

Copy	Copy data to a different Quest Log slot, overwriting any data in that slot.
Delete	Select a Quest Log slot to delete its data.

Be careful when overwriting and deleting data. Overwritten or deleted data cannot be recovered.



8 Game Screen

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  .

- ◆ Shown only when there are Tingle Bottle messages you haven't read yet.

4



Item icons

Items set to \odot / \otimes / R are displayed  .

5



Action icons

Actions that can be performed with A / ZR are displayed  .

6

Rupees (money)

Playing Off-TV Using the Wii U GamePad

Press \ominus 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 \oplus .

- ◆ Press \ominus to return to using both the TV screen and GamePad.
- ◆ The game will pause when you switch to the Items screen  .



Game Over



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

→ 16 .

- ◆ 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.



1 Menu icons

Items	Set items for use.
Map	View maps → 10 .
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.

2 View Quest Status screen

Setting Items

Set items by dragging them to the (Y)/(X)/(R) 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:

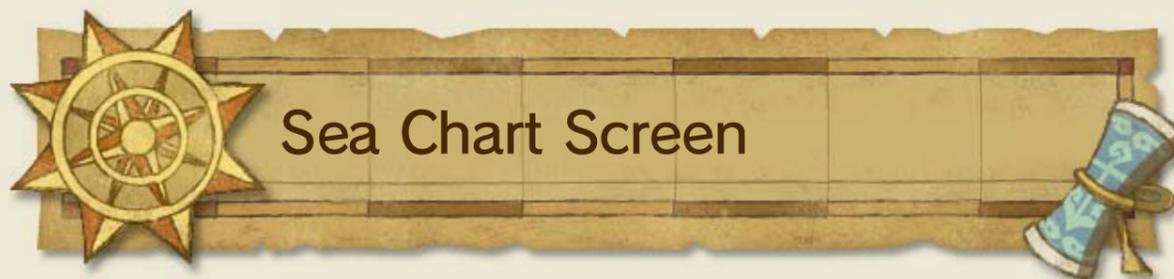


Navigate	(L)/(+) / (+)
Set Items	Choose an item and press (Y)/(X)/(R).
See Description	(A)
Back	(B)



10 | 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.



Touch a square on the map to view that specific area. The area can be magnified to two larger scales.



1 Island name

2 Charts

Touch ◀ or ▶ to switch to other charts.

3 Current location

The direction Link is facing is shown by ▶ .

4 Treasure Charts held

5 Sunken treasure salvaged

6 Fishmen

You can review hints received from Fishmen.

7 Current wind direction



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.



8 Dungeon name

9 Dungeon floors

Touch to change the floor currently being displayed.

 : Current floor

 : Boss floor

10 Acquired dungeon items  16

11 Map display

 : Current position

 : Explored rooms

 : Unexplored rooms

 : Doors

 : Treasure chests



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.



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 **B** to perform the following actions:



Horizontal Slice	B or ZL + L ↔+ B
Vertical Slice	ZL + B
Thrust	ZL + L ↑+ B or L + B
Spin Attack	Briefly hold B and release, or rotate L (once) and press B .
Jump Attack	ZL + A

Defend

Hold **ZR** while using your sword or another item to raise your shield and defend yourself. Use **L** to adjust the angle of the shield.

Other Actions

Rolling Attack

$\text{L} + \text{A}$, or $\text{ZL} + \text{A}$ when your sword is not drawn

Sidestep

$\text{ZL} + \text{L} \leftrightarrow$ ($\text{ZL} + \text{L} \leftrightarrow + \text{A}$ to side jump)

Backflip

$\text{ZL} + \text{L} \downarrow + \text{A}$



Changing Viewpoint (Operating the Camera)



Targeting

Hold down **ZL** 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 **A** icon flash, you can press it to perform a parry attack.



Looking Around

Use **R** to look around. Press **R** to look from Link's viewpoint. You can also move around while in Link's viewpoint by using **L**.

- ◆ 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.)



12 Situational Actions

Perform various actions depending on the situation.

Action Icons

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

Pick Up

Press A to pick up an item. Then press A to throw it or ZR 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 L to push or pull the object.

Sidle

Face a flat surface and hold A to press up against it. Tilt L 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 $\text{L}\leftrightarrow$ to move along the edge while hanging. Use $\text{L}\uparrow$ to pull yourself up or A to let go.



Rope Actions

Jump toward a rope to grab it. Use $\odot \updownarrow$ to swing back and forth. Press \odot to jump from the rope in midswing or drop down if the rope is stationary.



Change Direction	$\odot \leftrightarrow$
Stop Swinging	$\square ZR$
Climb Up or Down	$\square ZR + \odot \updownarrow$ (when the rope is stationary)



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 **A** when you are close to the side of the boat to board. Press **B** when the boat is stopped to get out.

How to Sail

Press **A** 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.



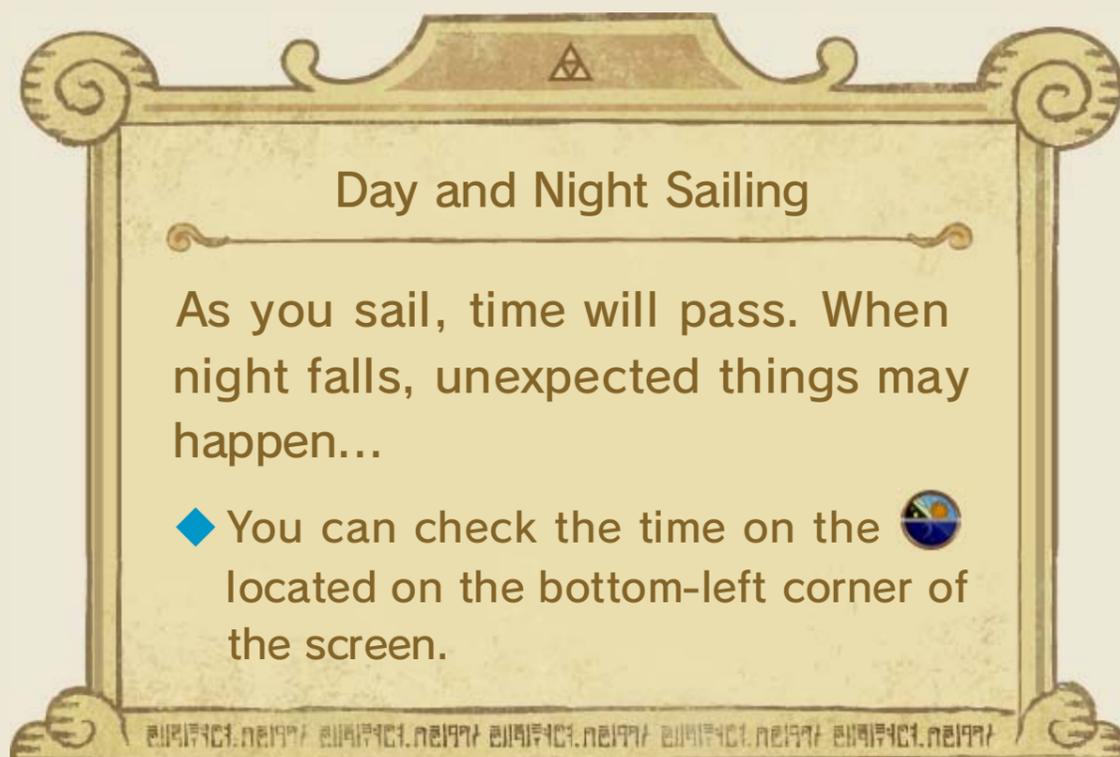
Wind direction

Change Course	L
Cruise	Hold ZR with the sail down.

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

How to Stop

Hold **B** to slow down and eventually stop.



Press **+** once you've acquired the Grappling Hook **16** to turn it into a salvage crane for hunting treasure.



Hauling Up Treasure (Salvaging)

Hold down **A** 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 **L**.



Firing the Cannon



There are enemies out at sea too. If you have bombs  16 , you can use the cannon by pressing . Use  to aim and  to fire.



14 Using the Wind Waker

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.



Tilt  to adjust the song's rhythm.

3/4 Time 	 (Do nothing.)
4/4 Time 	Hold  ←.
6/4 Time 	Hold  →.

- ◆ 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.



Metronome

 (Center)	 (Do nothing.)
 (Up)	 ↑
 (Down)	 ↓
 (Left)	 ←
 (Right)	 →

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.

Small decorative text at the bottom of the scroll frame.





15 Tingle Bottles

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  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.



1 Message

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

2 Pictograph attachments

Touch to view an attached pictograph. You can also save the pictograph to your own album.

Miiverse Settings

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 \textcircled{R} to look around, and tilt \textcircled{L} 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 \textcircled{R} to frame a shot, and press \textcircled{A} to take the pictograph.

- ◆ A maximum of 12 pictographs can be saved in the album.



Weapon Items





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 (ZR) to set it down.



Item Bags



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



Spoils Bag

Store spoils obtained from enemies.



Bait Bag

Store bait.



Delivery Bag

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.



Dungeon Items



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

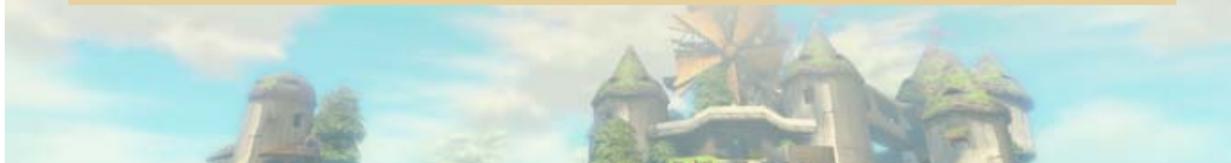
This will display treasure-chest and boss locations on the Dungeon Map screen.

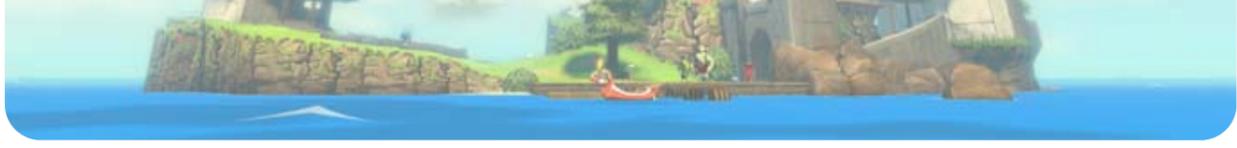


Big Key

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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18 | Support Information

Nintendo Customer Service
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