

THE LEGEND OF ZELDA: TWILIGHT PRINCESS HD

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


Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in  System Settings.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/doc/index.php?id_4=883

A Wii U GamePad or a Wii U Pro Controller can be paired with the console and used with this software.



- ◆ Only one Wii U GamePad can be used with this software at a time.

Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.




3 | Online Features

Connect to the internet to enjoy the following feature:

- Miiverse™  16

◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:


Name	Description
Online Interaction in Games	Restricts all features that use Miiverse.
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.



THE LEGEND OF ZELDA™: TWILIGHT PRINCESS HD is an exclusive Wii U remake of the classic Nintendo GameCube™ action-adventure game THE LEGEND OF ZELDA™: TWILIGHT PRINCESS. Embark on a grand quest to save those that you hold dear, solving puzzles and defeating enemies that bar your path!

First you will have to select whether you will be playing using a Wii U GamePad or Wii U Pro Controller. Then, to start a new game, select any option labelled "New Quest Log" from the Quest Log selection screen. To continue a game already in progress, choose a Quest Log containing save data, then select "Start".



◆ Select  to view the electronic manual.

New Game

The game will begin after you enter names for the hero and his horse, and select the game difficulty.

◆ You will not be able to change the names or difficulty later on.

Navigating Menus

Touch options displayed on the Wii U GamePad to select them. On some screens you can also use the following controls.

Highlight an option	 /  / 
Confirm	
Back	

Saving the Game

You can save your game progress by selecting "Save Game" on the Collection screen. → 11

- ◆ After certain events, you will be given the option to save the game.
- ◆ When loading a previously saved game you may start in a different place to the one you were in when you saved. → 10

Copying and Erasing Data

To copy or erase data, first select a Quest Log.

Copy	Overwrite another Quest Log with the selected save data.
Erase	Delete the save data in the selected Quest Log.

- ◆ Take care when overwriting/erasing save data, as the data cannot be recovered afterwards.




1 Life Gauge

Your life energy will go down whenever you take damage - for example, getting hit by enemies or falling from a great height. The game will end if your life gauge is totally depleted.


2 Interact with Midna → 14

The icon will flash if Midna needs to get your attention.

3 Change Display

Press  to bring up the Map screen. → 10

Press  to bring up the Collection screen. → 11

Use  to toggle the mini-map on or off.

4 Mini-map → 10

5 Action Icons

This shows the actions and items that are assigned to each button.

6 Context-sensitive Action

Actions that can be performed in your current location will display here.

7 Rupees (current funds)

As you progress through the game you will at times see the below gauges displayed. They are explained in more detail in-game.

Vessel of Light Gauge

When you're carrying a Vessel of Light, this will show the number of Tears of Light in your possession.



Oxygen Gauge

This appears when you're underwater. If it runs out, the game will end.



Off-TV Play

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

- ◆ Press ⊖ again to go back to the default display setting.

Game Over

If your life energy or oxygen gauge is depleted, it's Game Over. Select "Retry" to restart from where you left off, or "Return to Title" to go back 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 ⊕.



Equipping and Using Items

Touch an item, slide it over a button icon and release it to set the item to that button.

Alternatively, pause the game and touch an item to highlight it, then press Y, X, or R to set the item to that button. Use the item by pressing the corresponding button during play.

- ◆ With the game paused, select an item and press A to display its description.
- ◆ Press A to put an item away when you've finished using it.



Ooccoo (and Ooccoo Jr.)

While inside a dungeon, you can get Ooccoo to warp you to the outside, while she stays behind. You can then get Ooccoo Jr. to return you to where you left Ooccoo.


- ◆ If you go back into the dungeon without Ooccoo Jr.'s help, you will no longer be able to warp to Ooccoo's location.



Ooccoo




Ooccoo Jr.




Fishing Rod


Cast your line into a river or lake to fish. When a fish bites, reel it in by holding down the button you set your rod to.

- ◆ With the fishing rod equipped, use a bottle containing bee larvae or a worm to bait your hook.



Slingshot

Hold down whichever button the slingshot is equipped to, and move the GamePad to aim. You can also aim using . Release the button to fire!


- ◆ Use the slingshot while -targeting to automatically aim at your current target.



Lantern


Consumes oil, and can be used to illuminate your surroundings, light torches or set things on fire. You can use other items while holding the lantern, too.

- ◆ To fill the lantern, use a bottle containing oil while the lantern is equipped.




Empty Bottle

You can put lots of different things in your bottles - drinks and potions to refill your life gauge, oil to fuel your lantern, bait for fishing and even fairies.




Bombs

These explosive items can damage your foes, blow holes in walls and more. Take out a bomb by pressing the button your bombs are equipped to, then throw it or put it down at your feet.



Gale Boomerang


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

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







Hero's Bow







Use the bow to shoot distant foes or trigger out-of-reach switches in dungeons.

- ◆ The basic controls are the same as the slingshot. To combine items such as bombs with the bow, equip the bow, then slide the item you want to combine it with to the combo slot, or highlight the item and press .








While on the main screen, press  to display the field map (if you are currently in the field) or the dungeon map (if you are currently in a dungeon). Press  again to return to the main screen. Press  to zoom in and press  to zoom out or return to the main screen.


Field Map Screen

Touch the field map to place a  in the spot you touched. Move the  using  and then press  or  to zoom in or out, centred on the .




-  : Where you entered the current area
-  : Your current location and the direction you're facing
-  : Your destination
-  : Dungeon
-  : Where you last saved


Dungeon Map Screen

On the dungeon map, use  to switch between different floors of the dungeon.





1 Dungeon floors


: The floor you are on


: The floor the dungeon boss is on


2 Map display


: Room you are currently in

: Room you have been to before

: Room you have not yet been to

: Door

: Treasure chest (only shown after you get the compass)

: Dungeon boss (only shown after you get the compass)

3 Dungeon map

Reveals all the rooms of the dungeon.



4 Compass

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

5 Big key

Opens the door to the room where the dungeon boss lurks.

Mini-map

Touch "Mini-Map" on the Wii U GamePad to display a map of your current location on the GamePad touch screen. Touch  and  to zoom in and out.

◆ Some field map and dungeon map icons will also be displayed on the mini-map.

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



1 Pieces of Heart

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

2 Collectables

3 Equipment

Your equipment is shown here, with currently equipped items highlighted.

4 Fused Shadows



These are the mysterious objects sought after by Midna. \rightarrow 14 The ones you have gathered will be shown here.

5 amiibo

After you make enough progress in the game, the amiibo™ icon will be displayed here and you will be able to use amiibo features. \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 lock-on).
Camera Control	Select the behaviour of first-person camera controls from the four options available.
Air / Water Control	Select the behaviour of mid-air and underwater controls from the four options available.
Aim	Select whether you want to aim the slingshot and bow in first or third person.
Rumble Feature	Select whether you want to enable the rumble feature.
Motion Controls	Select whether you want to enable motion controls.
Brightness	Use the arrows to adjust screen brightness.












Walking / Running / Swimming / Jumping

Move (or, while in water, swim) by moving . Your movement speed depends on how far you move . Running towards a ledge will cause you to jump automatically. Additionally, you can press  while moving to roll quickly in the direction of movement, letting you slam into walls and other things.




Using Swords


Press  repeatedly to keep swinging your sword.







Horizontal slice	 or  +  +  +  + 
Spin attack	Hold then release  , or rotate  once and press 



Locking on and Defending



Hold down , and 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, and to move around while keeping the foe in sight.

- ◆ You can also use lock-on to target characters at a distance from you and press  to talk to them.

Vertical slice	 + 
Thrust attack	 +  ↑ + 
Jump attack	 + 
Sideways jump	 + ←  → + 
Backflip	 +  ↓ + 



Look Controls

Change point of view	
Look around	

- ◆ You can also look around by moving the GamePad while in first-person view mode.



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

Crawl into small tunnels. While inside tunnels, use **L** to move ahead or back and to choose which way to turn.

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, then push and pull it with **L**.

Whistling with Grass

You'll find special reeds that you can use to whistle growing here and there in the game



world. Get close to a reed, then pick it and blow with **(A)** to whistle! Some reeds call your horse, while others summon hawks.

Horse Controls

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

Riding

Use **(L)** to move. You can back up if you move **(L)** gently, 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 put on a brief spurt of speed. Time your dash well, and you can even jump over fences and similar 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 in the game, there will be times when the hero takes on the form of a beast. In this form, certain actions and controls differ from the usual ones, and you will be unable to use items.

Context-sensitive Actions

Press **A** to talk to animals and perform other actions depending on the situation. Press **A** while moving to dash.

Push / Pick up

You can push crates and other objects by holding down **A** and moving **L**. Press **A** to pick up pots and other things.

Sense

Press **X** to hone your senses in order to see things you can't see normally or to detect scents. If you're searching for something, you might find honing your senses worth your while!



Dig

Use **Y** to dig around in the earth. Dig in certain spots to discover buried items or to get to the other side of a locked door or fence.

Attacking

Bite attack	Ⓑ
Jump attack	Ⓩ+Ⓐ ◆ Against certain enemies, you can follow up a jump attack with a series of bites by pressing Ⓐ repeatedly.
Spin attack	Hold then release Ⓑ, or rotate Ⓢ once and press Ⓑ
Multi-attack circle	Hold then release Ⓑ when Midna is riding on the hero's back.

Howling

To howl, approach the reeds normally used for whistling while in beast form. Howl by pressing Ⓐ, and raise and lower your pitch with Ⓢ↕ in order to match the example melody (blue line).

Getting Help from Midna

After meeting Midna you can press Ⓛ to talk to her and to perform special actions.


Special Actions

In certain places you can make long jumps by targeting Midna with Ⓩ and pressing Ⓐ.



◆ As you progress through the game you will become able to ask Midna to warp you across the game world.

Heart Containers and Pieces of Heart

When you pick up a Heart Container or collect five Pieces of Heart, your maximum life energy will increase by one heart. 



Heart
Container



Piece of
Heart

Supplies

The following items might appear when you defeat enemies or break certain objects in the game world.

Hearts

These restore a little of your life energy.



Rupees

Rupees are the currency of Hyrule. The value varies depending on the colour.



1



5



10



20

Collecting Stamps

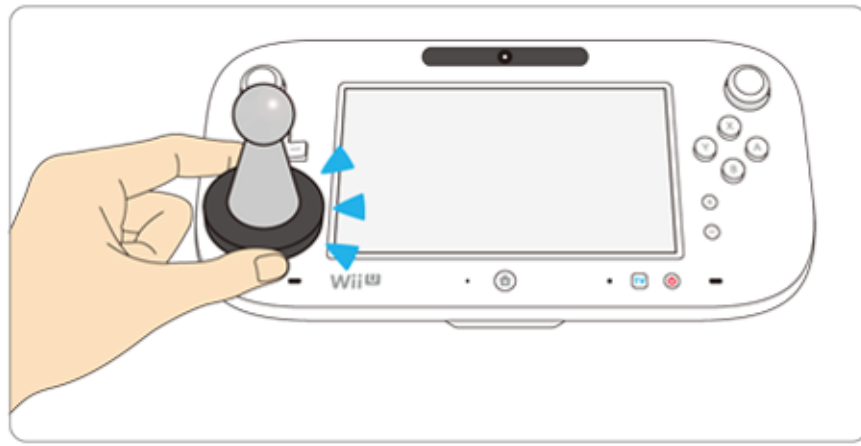
In certain locations and treasure chests you can find stamps that can be used when posting to Miiverse.



Posting to Miiverse

Select  from the stamp list on the Collection screen in order to post to Miiverse. You will be able to use the stamps you have collected in handwritten messages.



- ◆ To use online features you must first connect to the internet and set up Miiverse.



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

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game. For more information, visit:

<http://amiibo.nintendo.eu/>

- ◆ Each amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to Wii U Menu ⇒  System Settings ⇒ amiibo Settings.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒  System Settings ⇒ amiibo Settings and reset the data.

You can use a Wolf Link amiibo to do the following:

- ◆ Please note, you will only be able to read and write amiibo data once you have made enough progress through the game's story.

Quick Start

You can store your Quest Log save file on a Wolf Link amiibo. Afterwards, all you have to do to load your game is touch the amiibo to the NFC touchpoint while on the title screen.

Cave of Shadows

Scan the amiibo while on the Collection screen to test your mettle in the Cave of Shadows.

About the Cave of Shadows

In the Cave of Shadows, you must defeat all enemies on the current floor in order to progress to the next one. Make it to the very end, and you'll receive a special prize!

- ◆ For more information about compatible amiibo, visit: <http://amiibo.nintendo.eu/>

IMPORTANT: This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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Wii U is a trademark of Nintendo.

Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com