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Nintendo

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PRINTED IN USA



52537A



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- 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.

⚠ CAUTION - 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. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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.



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1 Player

THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.



Progressive Scan
compatible

THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.



Memory
Card

THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



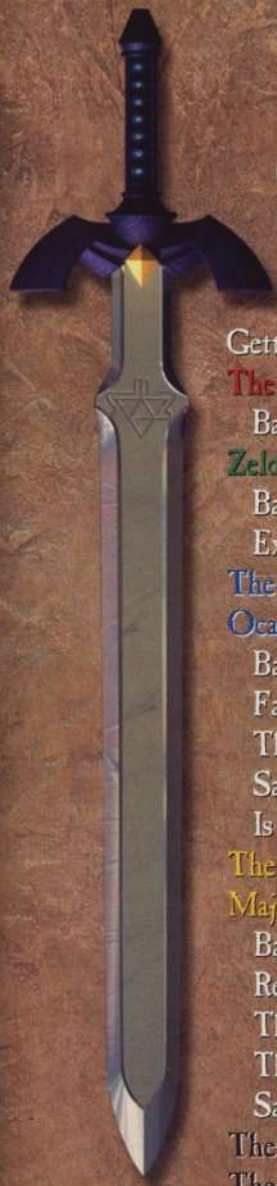
NOTE:

This Nintendo GameCube software is a collection of titles originally developed for other Nintendo Systems. Because of the process of transferring software from Game Paks to a Game Disc, you may experience slight sound irregularities or brief pauses during which the Game Disc loads data. Such instances are normal and do not indicate defective software or hardware. If you notice such irregularities, wait for the game to finish loading and continue playing.

Nintendo

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The Legend of Zelda: The Wind Waker is
presented in Dolby® Pro Logic® II. Connect your
game console to a sound system with Dolby Pro
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experience the excitement of surround sound.
You may also need to select "Dolby Pro Logic II"
from the audio options menu of the game.



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Getting Started

Properly insert The Legend of Zelda: Collector's Edition into your Nintendo GameCube, close the Disc Cover and turn the POWER on. Follow the on-screen instructions to proceed.

Starting the Game

Use the Control Stick to select the game you want to play on the mode-selection screen.

- If you choose The Legend of Zelda: Ocarina of Time or The Legend of Zelda: Majora's Mask, you will be asked if you want the Rumble feature ON or OFF.



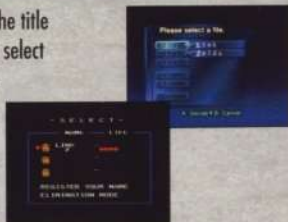
On the next screen, you will be asked if you want to create a game file on the Memory Card inserted in Slot A. After choosing YES, the game's title screen will appear.



- In order to save your game data, you will need up to 36 free blocks on the Memory Card in Slot A.
- Once you've saved, you can continue playing from that point. Please make sure that the Memory Card is always inserted in Slot A.

To delete a file or empty a Memory Card, please refer to the Nintendo GameCube manual.

To go to the file-selection screen, press START/PAUSE on the title screen. Choose one of the files with the Control Stick and select it with the A Button. For the NES titles, use START/PAUSE.



- When you want to continue a game that you've saved, choose that file.

Copying or Deleting Files

You can copy a saved file to an empty file by choosing COPY. By selecting ERASE or ELIMINATION MODE you can delete a Save File.

- Once you've deleted a file, you cannot recover it.



Options

Sound

Select from four different sound modes: STEREO, MONO, HEADSET, and SURROUND.

Brightness

Adjust the brightness setting to see the game better. Make sure four shade levels are clearly distinguished on the screen.

• These options apply to Ocarina of Time and Majora's Mask ONLY.

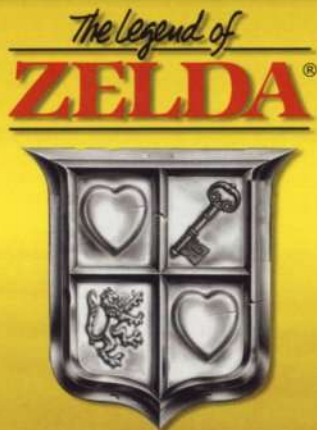
Name Registration

Select an empty file, or for NES games select REGISTER. Use the Control Stick to select a letter and press the A Button to confirm. When you have finished, press START/PAUSE or move the cursor to END. To begin your quest, select the file that you have named and press START/PAUSE.



Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual) and a Nintendo GameCube Component Video cable (available only through Nintendo. Visit www.nintendo.com or call 1-800-255-3700). To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Display in Progressive Scan mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

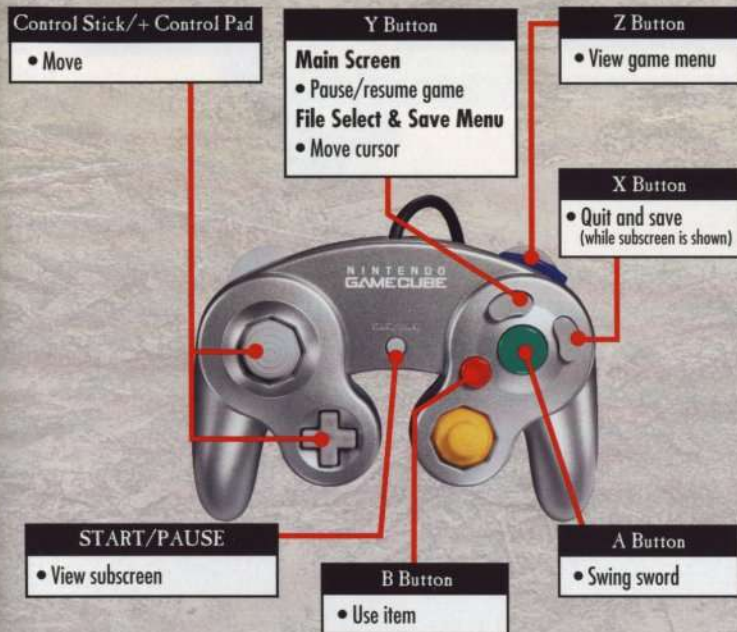


Long ago in the land of Hyrule, legends spoke of the Triforce—three golden triangles with mystical powers. When Ganon, Prince of Darkness, invaded the kingdom and stole the Triforce of Power, the princess Zelda took the Triforce of Wisdom and broke it into eight pieces. She hid them to protect the Triforce from Ganon's clutches. Furious, Ganon imprisoned Zelda. It was a young boy named Link who endeavored to save her...

Originally released: July, 1987

Basic Controls

The Legend of Zelda



- The L Button, R Button and C Stick are not used in this game.
- To view the Save menu, press START/PAUSE, then the X Button. Once you have entered this menu, you will not be able to return to your current game. If you select Continue, you will start at the beginning of the game with all the items you have collected. If you select Save, your game will be saved to your Memory Card. You can then select your save file from the File Selection screen to continue.

Link's Sword



Link can use his sword to defeat almost all of Ganon's henchmen. When struck, an enemy will

flash and be knocked back. Link can get three types of swords. When Link finds a more powerful sword, it automatically replaces the weaker sword.

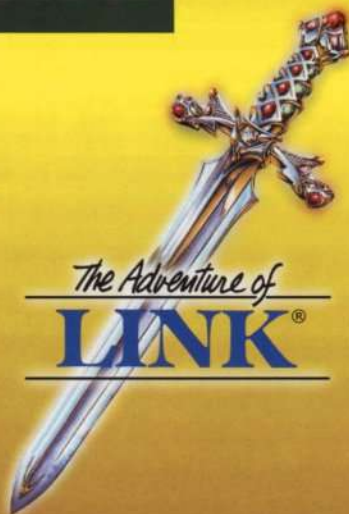
Link's Shield



When Link is not attacking, he can use his shield to fend off most attacks. Link begins

his adventure with the Wooden Shield. Later on, Link can use the Magic Shield, which is much more powerful.

ZELDA II™



After Ganon was destroyed, Impa, Princess Zelda's nursemaid, told Link that a sleeping spell had been cast on Princess Zelda and that only the power of the Triforce could awaken her. Armed with six crystals and an ancient scroll, Link embarked on his most challenging quest yet, unaware that evil forces were hunting him in the hopes of sacrificing Link and using his blood to revive the evil Ganon.

Originally released: September, 1988

Basic Controls

Zelda II - The Adventure of Link

Control Stick/
+ Control Pad

FIELD

- Move

BATTLE

- Magic/Level-Up selection
- Lower shield (↓)
- Downward thrust (↓ when jumping)
- Jump thrust (↑ when jumping)

TOWNS

- Enter buildings (↑)

Y Button

BATTLE

- Use magic
- #### FILE SELECT & SAVE MENU
- Move cursor

Z Button

- View game menu

X Button

- Quit and save (while subscreen is shown)



START/PAUSE

FIELD

- Pause/resume game

BATTLE

- View subscreen
- Raise Link's level

B Button

FIELD

- Use flute

BATTLE

- Swing sword

TOWNS

- Speak

A Button

FIELD

- Use hammer

BATTLE

- Jump

• The L Button, R Button and C Stick are not used in this game.

• To view the Save menu, press START/PAUSE then the X Button. Once you have entered this menu, you will not be able to return to your current game. If you select Continue, you will start at the beginning of the game with all the items you have collected. If you select Save, your game will be saved to your Memory Card. You can then select your save file from the File Selection screen to continue.

Experience and Magic

Experience/Leveling Up

After defeating an enemy, a number will appear where the enemy once stood. This number represents the experience points Link will receive for defeating the enemy. The stronger the enemy, the larger the number and the more experience points Link will receive. When Link has collected enough points, a menu will appear which allows you to increase one of Link's following three attributes:



Attack

Link can inflict more damage to enemies.



Magic

Link's MAGIC points will not decrease as fast.



Life

Link's LIFE Energy will not decrease as fast.

To increase an attribute, move the cursor next to the attribute that you wish to increase and press START/PAUSE. If you wish to wait and save your points, move the cursor next to CANCEL and press START/PAUSE. Each attribute can be raised eight levels.



Magic

There are eight Magic Spells which Link can learn. Each spell consumes a different amount of Link's magic points, so use them wisely.

Shield

Reduces enemy damage by half.

Jump

Increases the height Link can jump.

Life

This will recover a portion of Link's Life Energy.

Fairy

Allows Link to fly and enter small areas by turning him into a fairy.

Fire

Allows Link to throw a fireball.

Reflect

This magic will bounce back spells cast by magicians.

Spell

A mysterious spell. You must find its uses to complete your journey.

Thunder

The most powerful of all the magic, Thunder will defeat all the enemies on the screen.

To use a magic spell, press the Y Button when you are in town or a fight screen. To select a spell, press START/PAUSE and move the cursor next to the spell, then press the Y Button. The number next to the spell shows how many magic points are required to use the spell.



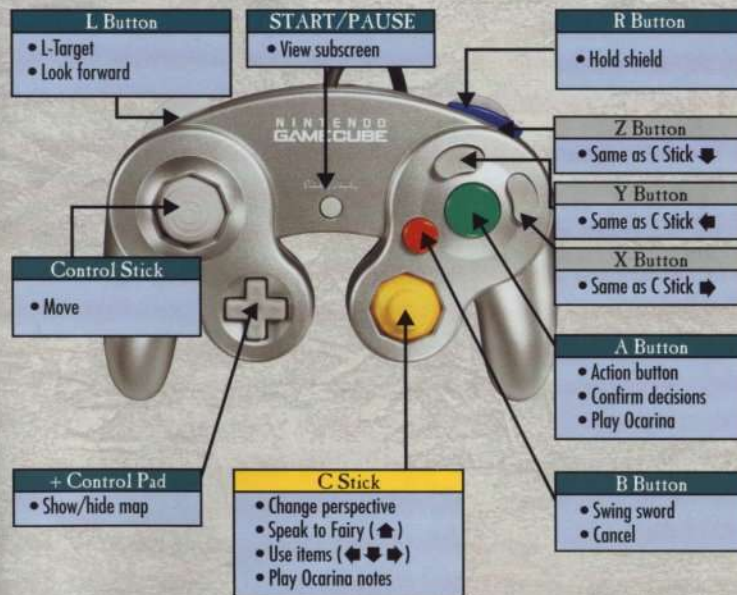


A long, long time ago, the land of Hyrule, blessed by the three golden goddesses, was a land at peace. But one day a wicked man from the desert appeared and began searching for the doorway to the Sacred Realm where the Golden Power, the Triforce, lay hidden. Chosen for his courage, Link was tasked with preventing this evil man from ever entering the sacred realm of legend and obtaining the divine relic.

Originally released: November, 1998

Basic Controls

The Legend of Zelda: Ocarina of Time



The Y, Z, and X Buttons correspond to ↴↲↴, respectively, on the C Stick. You can also control C Stick items with the Y, Z, and X Buttons.



Limits on control

During the game, there may be times when your controls are limited. Buttons that cannot be used will appear transparent.



Fairies and L-Targeting

Link's guardian fairy helps and supports Link during his adventure. She gives helpful hints such as enemy weaknesses. If she calls you during the game, press Up on the C Stick to see what she has to say.



Fairy

When Link gets close to an enemy or object that the fairy can help with, she flies in that direction. That enemy or object has a triangle mark next to it. If you press the L Button, Link looks in the fairy's direction, and the enemy or object is surrounded by the Focus Cursor. This is called L-Targeting. When you use L-Targeting, an icon appears in the top-right corner of the screen. Press Up on the C Stick to read the fairy's advice.

When using L-Targeting on people or signs, the fairy icon does not flash. Instead, the SPEAK or CHECK commands appear.



Press the L Button when looking at an enemy or object to target.



Focus Cursor

When L-Targeting is activated, a black band appears at the top and bottom of the screen.



Press Up on the C Stick when the icon flashes.



When you're using L-Targeting and the icon flashes, press Up on the C Stick to read the fairy's advice.

NOTE: The icon occasionally flashes even when you're not using L-Targeting. When it flashes, be sure to press Up on the C Stick.

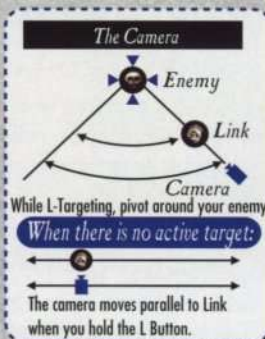
Using L-Targeting

L-Targeting will not only help you with advice, but it can also help you target things, aim weapons, and interact with characters.

Changing the Camera Angles



During the game, if you press the L Button, the viewpoint centers behind Link. It also slowly centers behind Link if you don't press any buttons or move the Control Stick.



Talking to Faraway People



To talk to people who are far away, use L-Targeting. If the person is surrounded by a cursor, press the A Button to talk.

Aiming



When using a shooting device, use L-Targeting to accurately target an enemy.

Triangle Marks

Each color has a different meaning.



Yellow

The enemy's weakness is known.



Green

A hint is available.



Light Blue

A person or sign. Press the A Button.

The Ocarina

Effects of the Ocarina

Certain things happen when you play the Ocarina melodies. Use the C Stick icons to set the Ocarina. Play the Ocarina by pressing the C Stick and the A Button.



Effect #1

If you play the right music at the right place or in front of the right people, various things will happen (i.e.: the person might give you a hint or a door might open).

Effect #2

Playing certain tunes can warp you to different places.

How to Remember a Melody

There are 12 melodies that you will learn from various people. When you learn a new melody, the music score appears on the screen. If you press the corresponding buttons, then the melody is recorded. The melody always appears on the Quest Status Subscreen.



How To Play

To play the Ocarina, first make sure it is set to one of the C Stick icons. When Link is holding the Ocarina, use the A Button and C Stick to play. To stop, press the B Button.



Saving When Your Game Is Over

Game Over

When you take damage, the Life Energy in the upper-left corner of the screen decreases. When you run out of hearts, your game is over. When that happens, "Game Over" appears. Use the Control Stick to select the desired option and press the A Button to confirm.



Would You Like to Save? Yes/No

When your game is over, you have the option to save your progress. Select YES to save or NO to quit and return to the title screen.



Would You Like to Continue? Yes/No

If you select YES, you will start at the beginning of the current dungeon. Select NO and you will return to the title screen. Listed below are the places you will continue if your game ends.



If your game ends ...	Your game will continue ...
in the field (Young Link)	at Link's house
outside a dungeon (Adult Link)	at the Temple of Time
in a dungeon	at the dungeon entrance

When you continue, you'll start with only three hearts full in your Life Energy.

Quitting During Gameplay

If you want to quit during your adventure, be sure to save your progress first. Turn the power OFF when you are done.

If you save and quit during your adventure, the game saves the number of hearts in your Life Energy.

- Do NOT turn the power OFF while saving. This may cause saved data to disappear.

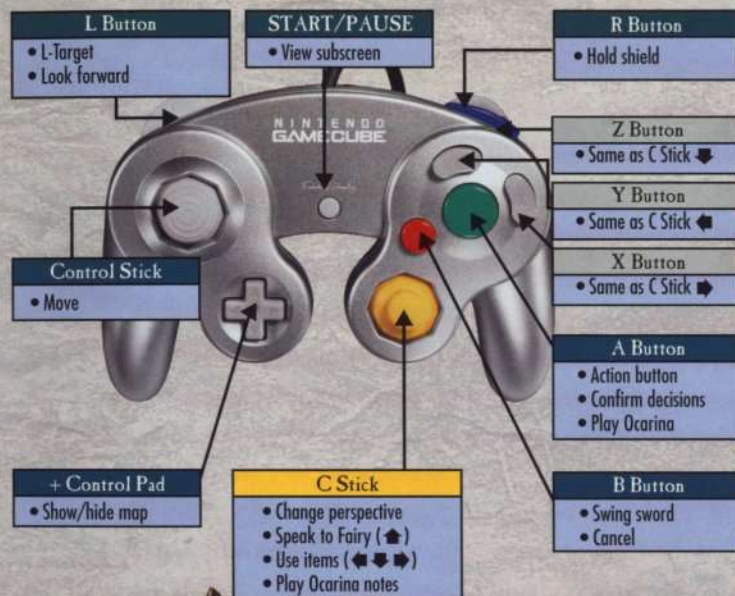


Having waged his battles across time to defeat the evil Ganon and restore peace to Hyrule, Link departed from the land that made him a legend. On a personal journey in search of a beloved and invaluable friend, Link was waylaid while traveling through the Lost Woods, and his horse and precious Ocarina were stolen from him. His pursuit of the villain led him into the strange, parallel world of Termina, where he found his fate tied to its impending doom...

Originally released: October, 2000

Basic Controls

The Legend of Zelda: Majora's Mask



The Y, Z, and X Buttons correspond to ↙ ↘ ↗, respectively, on the C Stick. You can also control C Stick items with the Y, Z, and X Buttons.



ATTENTION: You may notice slight sound irregularity when playing The Legend of Zelda: Majora's Mask. This is a result of transferring the game from its original N64 version to Nintendo GameCube and does not indicate any problem with your system. This irregularity does not occur when playing other Nintendo GameCube software.

Reading the Game Screen

Game Screen

Life Energy

The hearts are Link's life. Link begins the game with three hearts. As the game progresses, the number of hearts increases. When Link takes damage, the number of hearts decreases.

B Button Icon

This icon shows what actions you can execute with the B Button. Most of the time, the icon shows a sword.

Action Icon

All the actions that Link can perform when you press the A Button appear here.

C Icons

These show the items currently selected for the C Stick.

Map

Magic Meter

This represents Link's remaining magic power. This only appears when he has obtained magic.

Rupee

This shows the number of Rupees (Hyrulian currency) in your inventory.

Clock

The clock displays the day and time in Termina (Majora's Mask only).

Link's current location appears here. The yellow arrow represents the direction Link is currently facing. The red arrow represents the area Link came from. Press the + Control Pad to turn the map ON or OFF.

Reading the Clock in Majora's Mask

Hour Display

The number indicates the current time. When it passes one line, it means one hour has passed.

Minute Display

Each time the light passes around the day display, one minute passes.

Day Display

This displays the current day as 1st 2nd or Final.

The Many Masks of Link

A variety of masks can be found throughout the game. Several of these masks actually have the power to change Link's shape when he wears them. As Link's shape changes, he will be given new, unique abilities.

Goron Link



Special Abilities

- Curl into a ball and roll around (tilt the Control Stick while pressing A). When your body becomes armored, defeat enemies by rolling into them. (Magic power is required.)
- While curled, jump up and pound the ground with great force, damaging nearby enemies (press A while holding B).
- Use your might to let loose powerful punches (B Button). Use good timing to unleash consecutive blows (three stages).

Weaknesses

- Because of his great girth, Goron Link can't go into deep water and can't handle falling from heights.

Zora Link



Special Abilities

- Move through the water and along the sea floor at will (press A).
- Create a barrier of electric current (requires magic power). Press R while swimming.
- Attack with up to three swift chops (B Button)..
- Shoot arm fins at enemies for long-distance attacks (hold and release B)

Weaknesses

- Because the Zora live in water, they are susceptible to both fire and ice.

Deku Link



Special Abilities

- Use Deku Flowers to fly around (for a limited distance). Press and hold A, then release.
- Attack enemies by shooting bubbles (magic power is required). Press the B Button.
- Hop across the surface of the water (a limited number of times). Hold UP on the Control Stick while on the water.

Weaknesses

- It is susceptible to fire, since it originates from plants.
- Deku Link doesn't fare well when falling from great heights.

The Bomber's Notebook

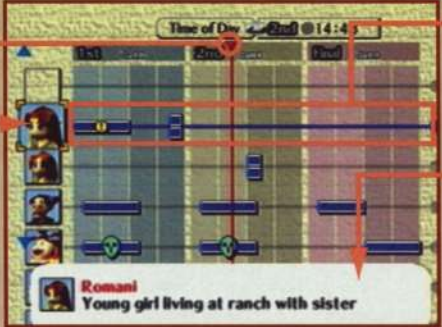
This is the notebook Link uses to keep notes on the different characters he meets throughout his adventure. Conversations with and promises made to these people will be recorded automatically.

If you move the cursor on the Quest Status Subscreen to the Bomber's Notebook and press **A**, a screen similar to the one below will appear. You can use it to confirm appointments and schedules recorded here. Use the Control Stick to move the cursor to view the details of a particular person's schedule. Link must work hard to make the troubled people of Termina happy!

Current Time

Characters

Characters' pictures will be displayed here. As you speak to more people who can be recorded here, the number of faces shown will increase. You can record information for a maximum of 20 people.



Schedule

Times when you spoke to people or received items are shown.

Details

Information about your conversations or the items received will be displayed here.



This mark is recorded for important conversations. Blue time bars mean that you can have that conversation at any time during that period. Tasks you must perform again after saving and returning to the first day will be marked by a gray icon.



When you receive an item from a person, this symbol will be shown at the time of day



This symbol will be added after you receive a mask from someone.



When you have solved the problems of a troubled person, this symbol will be added to the right of that character's schedule information as proof of completion.

The contents of your Bomber's Notebook are saved when you use the Song of Time, but your conversations with those people are not, so you may have to repeat some tasks and conversations.

Saving and the Passage of Time

Time in the Game

Time flows continuously in the game, except during conversations and when you've paused the game by pressing **START/PAUSE**. If three days (72 hours) pass after starting, the game will end, so be careful. However, you can play the Song of Time on the Ocarina of Time to keep the game from ending. When you play the song, Link will pass through a time vortex to return to 6:00 a.m. on the first day. If the game ends, you will have to restart from the last time you saved using the Song of Time.



Time in the world of Termina flows faster than you might expect. The hours seem to go by in mere minutes.

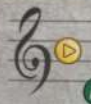
About Saving

When you play the Song of Time, your game progress will be saved as you travel back in time. However, while items you have gotten are saved, puzzles within mazes and other events you have cleared will revert to their original status, so be careful when saving. Since Link is the only one who travels through time, the other characters in the game will not remember meeting him. When you want to save your game and quit playing, play the Song of Time and wait until "Dawn of the First Day" appears on screen before turning the power OFF. The next time you play, you can continue your game from that point. If you turn the power OFF without saving, you will continue from Dawn of the First Day from the last time you saved.



WHEN LIFE ENERGY REACHES ZERO

When you take damage and your Life Energy meter runs out, you will be returned to the entrance of the area where you lost all your Life Energy. At this time, you will restart with only three hearts, regardless of how many heart containers you have.



Playing the Song of Time

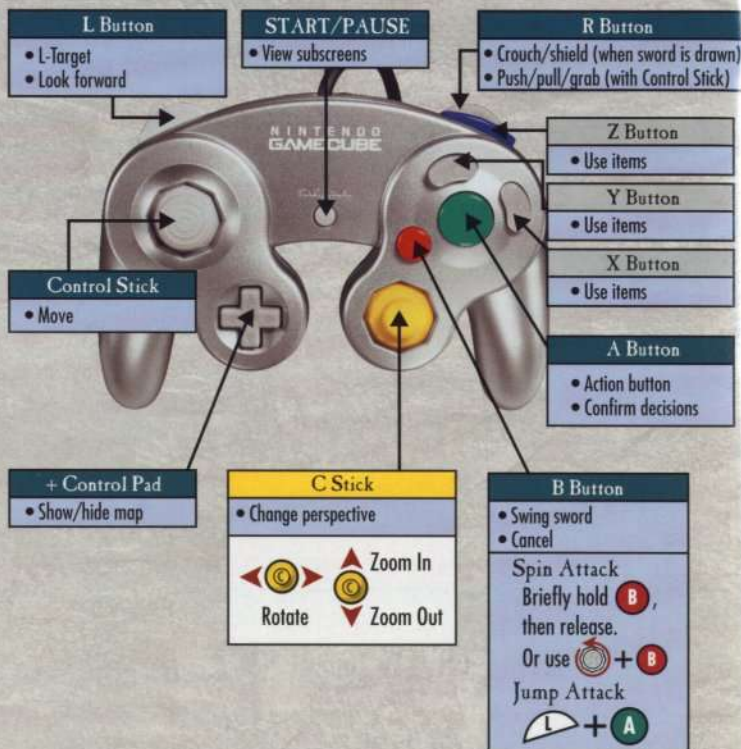
- You will always be returned to 6:00 a.m. of the first day.
- Your game progress (data) will be saved.








NOTE: There are some things in the game that can be saved and some that cannot, so timing your saves is very important.

Basic Controls

The Legend of Zelda: The Wind Waker

NOTE: This game is only a playable demo, and NOT the full version of The Legend of Zelda: The Wind Waker. Gameplay will reset after twenty minutes.



When  appears as you approach an object or enemy, press  all the way down. When the icon changes to , you can target the object. When you are L-targeting, you can attack more precisely. Also, if you press  lightly,  will appear on the screen. When it does you can tilt   to change to a first-person perspective. You can't switch to a first-person perspective while L-targeting.



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