

THE LEGEND OF ZELDA®

Twilight Princess



INSTRUCTION BOOKLET



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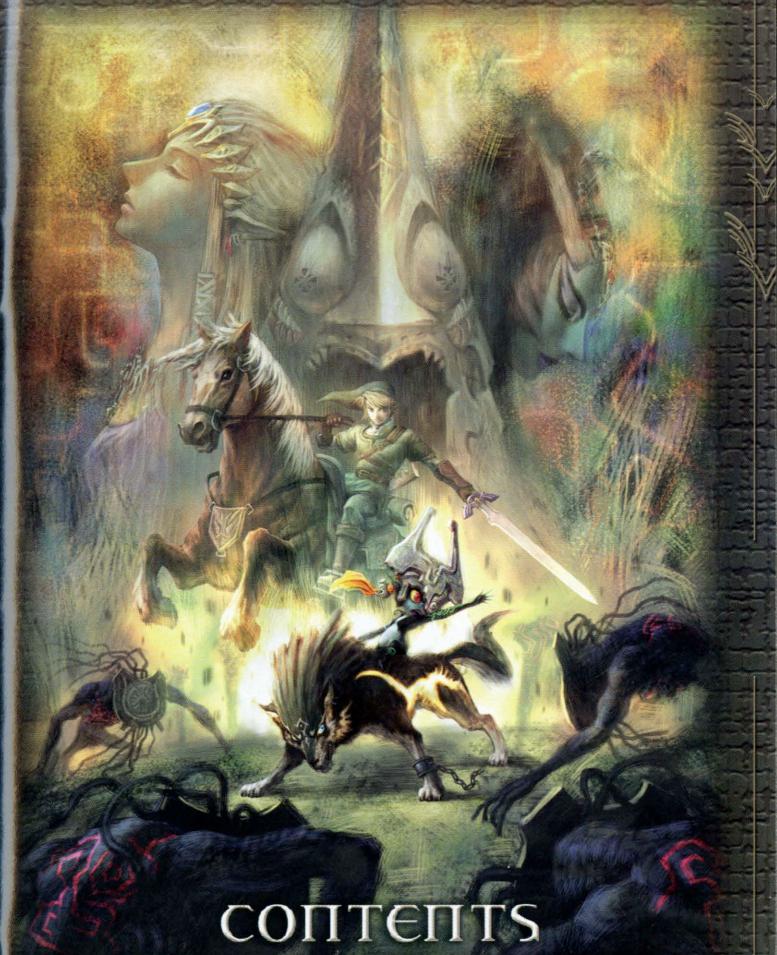
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PROLOGUE

Deep in the southernmost region of the kingdom of Hyrule lies a village by the name of Ordon. Cradled in the scenic beauty of pristine farmland, the villagers of Ordon make a living by raising livestock. Among the villagers is a boy known as the most skillful rider in all the land. A boy who, it is expected, will one day take over the responsibility of leading Ordon as the village chief. His name is Link...



Trusted and liked by all the villagers, Link is especially loved by the other children of Ordon, among whom he holds unofficial status as the leader of the pack. Link spends his days as a ranch hand and learns the ways of the sword from the village's lone swordsman, Rusl, in his spare time. He often displays his newly honed skills to the village youths, which makes him even more popular.

One day Link is showing off his swordsmanship as usual, when a monkey appears. "Hey! That's the monkey that's been causing trouble all over the village! Let's get him," cry the children. They run after the monkey into the forest. Link rushes into the heart of the woods after them and is shocked to find that the dark thickets are teeming with countless monsters. After fighting his way through their ranks, Link rescues the child and the monkey from the cage where they are held captive.

Until now, the forest had always been a safe place...



The next day, after much encouragement by Rusl, Link prepares to set out and deliver the village's tribute to Hyrule Castle. Having never visited the castle before, Link is in high spirits as he prepares for his journey, but when his childhood friend Ilia notices a wound on Epona's haunch, she gives Link an earful for being so careless with his horse. In a huff, Ilia leads Epona away.



Link tracks down Epona and Ilia at the mystical spring nearby and attempts to apologize for injuring Epona. But no matter how many times he says he's sorry, Ilia simply refuses to forgive Link. Then Colin, a young boy from the village who idolizes Link, steps forward to mediate the situation. Thanks to Colin's explanation, Link is finally able to get Ilia to drop her guard and talk with him. Having warmed back up, Ilia tells Link, "Come back safely, and don't do anything reckless!"



Just then...

A monster astride a huge boar comes crashing out of the forest. The fearsome monster and its mount break through the gate to the spring and attack the youths.



Caught off guard by the sudden assault, Link is helpless to stop the monster from delivering a blow that renders him unconscious. Through the fog of his half-conscious mind, Link watches Colin and Ilia get swept off by the monster...

USING THE CONTROLLER

This section is devoted to explaining the basic in-game controls for this game. For more detailed explanations, please refer to the individual pages dedicated to advanced functions, or check the in-game tutorials.



Up/Down View Items screen
Left/Right View map screen

START/PAUSE

View Collection screen
Press twice to skip cut scene
Be careful not to skip cut scenes you've never seen.
(Some cut scenes can not be skipped.)



X X Button Y Y Button
Use assigned item

R R Button
Grab an object + ⌂ to push or pull

Z Z Button
Talk to Midna

A A Button
Talk/Check/Open/
Pick Up/Throw, etc.
Confirm

B B Button
Swing sword
Cancel

C C Stick
Change camera angle
(perspective)

A Multiple Actions

Depending on the situation, **A** can trigger any of the following actions.

Talk, Check, Open

You can talk with nearby people, check signs and suspicious areas, or open treasure chests and doors.



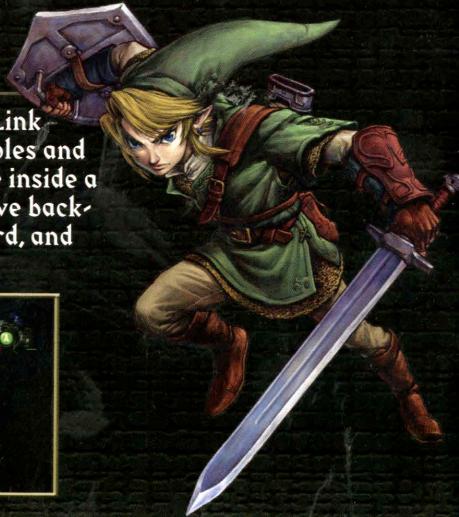
Pick Up, Throw/Set Down

Pick up, carry, and set down pots, rocks, etc. Press **A** while moving and carrying something to throw it. You can also throw when you are targeting something by simply holding down **L**, aiming forward, and pressing **A**.



Enter

Press **A** to make Link crawl into small holes and tight spaces. While inside a hole, use **O** to move backward, move forward, and choose paths.



C Change Camera Angle (Perspective)

Look around

Change perspective

- First-person view
- Normal view
- Far-off view

First-person view



Look around

R Grab → Push/Pull

You can move some large objects and wooden boxes. Press **R** to grab the object and then use **O** to push or pull.



Grass Whistles

There are areas of the land where special whistle grass grows. If you are near the grass, press **A** to pick up and whistle with the grass. There are two types of special grass, one for horses and one for hawks. Depending on the type, you can call a horse to your side or get a hawk to fetch a hard-to-reach item for you. In the right situation, you might even be able to get a hawk to aid you in battle.



Horse Grass

Hawk Grass





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