Marina has a key item called the “Careworn Book” or some such nonsense. Using it allows the player to rehear the legend, and it also includes a Glossary that records important terms and people from the legend. Mostly there so people can catch up if they haven’t played for a while.

The book is Marina’s most important possession. Her grandfather gave it to her when she was a child.

The game begins with a sequence telling the legend (Wind Waker style)

At its conclusion, we learn that it was Marina, reading the book to a group of children