

Nintendo

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INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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 activities until you feel better.

⚠ CAUTION - Brightness of TV Screen

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instructions manual of your TV for guidance on adjusting the brightness of your TV.

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.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the THE LEGEND OF ZELDA®: OCARINA OF TIME™ Game Disc for your NINTENDO GAMECUBE® System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card
Uses 15 Blocks

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

Please refer to the Nintendo GameCube instruction booklet for direction on how to format and erase Memory Card files.

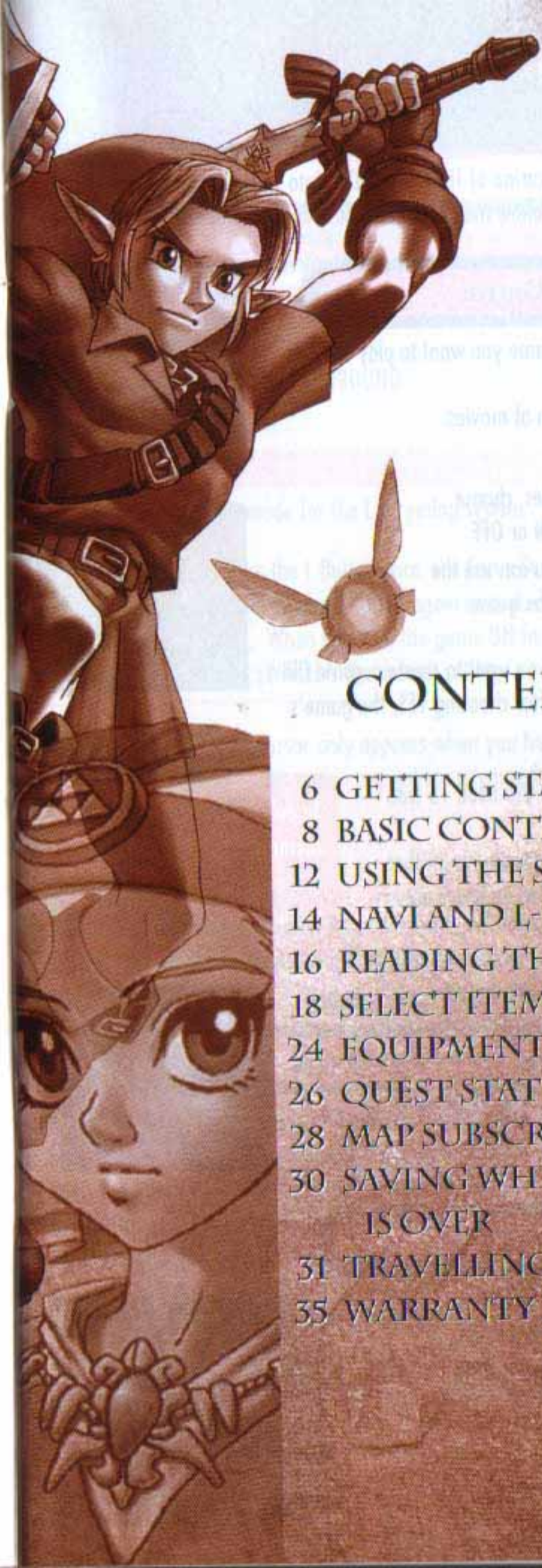
ATTENTION: This Bonus Disc (The Legend of Zelda: Ocarina of Time / Master Quest) is not compatible with some older televisions. Please see page 32 if you are experiencing difficulty with the Bonus Disc.

NOTE:

This Nintendo GameCube game is a port of a game previously released on an N64™ Game Pak. Because of the transfer process from Game Pak to Game Disc, you may experience brief moments where the Game Disc pauses to load. These pauses are normal and not indicative of defective software. When this occurs, wait for the game to finish loading and continue playing.

Nintendo

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GETTING STARTED

Properly insert The Legend of Zelda: Ocarina of Time Game Disc into your Nintendo GameCube, close the lid and turn the POWER on. Follow the on-screen instructions to proceed.

Starting the Game

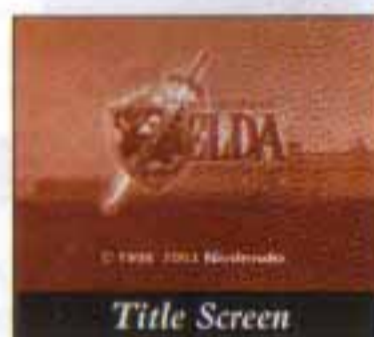
First use the Control Stick to select the game you want to play on the mode-selection screen.

- Press the Z Button to watch a selection of movies.



After choosing one of the two game modes, choose whether you want the Rumble feature ON or OFF.

- If you turn the Rumble feature on, you can use the Stone of Agony once you obtain it in the game.



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 15 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 or the A Button while on the title screen. Choose one of the three files with the Control Stick and select it with the A Button.

- 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 choosing DELETE you can empty the selected file.

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



Options

Sound

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



L-targeting

Select SWITCH or HOLD mode for the L-targeting system.

SWITCH If you press the L Button once, the Focus Cursor appears. Press the L Button again to make it disappear. When you turn the game ON for the first time, SWITCH is the default setting.



HOLD The Focus Cursor only appears when you hold the L Button. This option is great for advanced players.

Focus Cursor

Brightness

Adjust the brightness setting for optimal viewing of this game. Ensure the four shade levels are clearly distinguished on the screen.

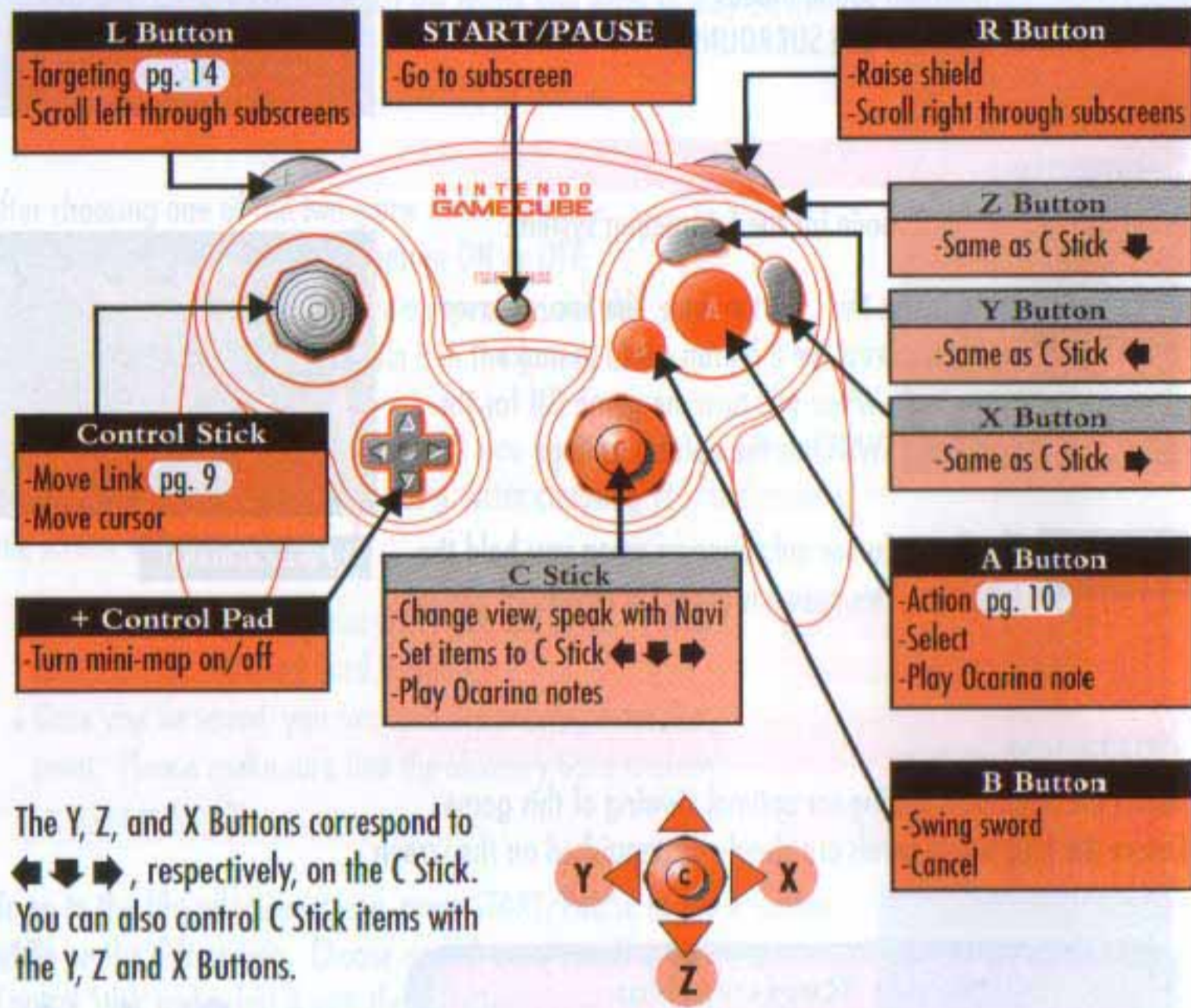
Name Registration

Names cannot exceed eight characters. Use the Control Stick to select a letter and press the A Button to confirm. Press the B Button to delete a letter. When you have finished, press START to move the cursor to END. Press the A Button to finalise your name.



Link's Basic Actions

The quickest way to master the game is to effectively control Link in every situation. Try practicing manoeuvres at the beginning of the game in Kokiri Forest.



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.



When you can't perform certain actions...

There are some cases where the game will only allow certain actions. The icons for actions that Link cannot perform are black and white or not displayed.



Control Stick

Use this mainly to move Link.



Walk/Run

Move the Control Stick in the direction you want Link to go.



Link walks or runs depending on how far you move the Control Stick. If you're in a dangerous area, move the Control Stick slightly so that Link walks slowly. Hold the L Button while walking to face forward.

Jump/Climb

To jump gaps or climb uneven ground, move the Control Stick in that direction to make Link automatically jump (or climb). Link may not be able to jump or climb if the distance is too great.



Swim

Move the Control Stick in the direction you want to swim.



Diving Depth

5

Dive

Hold the A Button while you are at the water's surface.

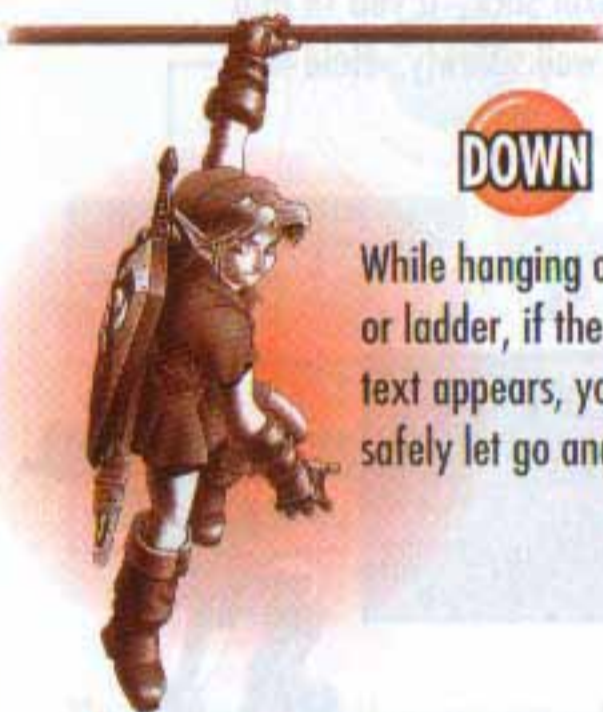
As your adventure progresses, you will be able to dive deeper.



A Button

About the Action Icons

The A Button represents the Action icon, which allows you to perform many actions. The text appearing on the icon tells you what action Link can execute. The text changes depending on where Link is standing. If the icon shows no text, try calling Navi for help.



While hanging on a cliff or ladder, if the DOWN text appears, you can safely let go and drop.

Climb

Move the Control Stick toward the ladder to climb up. If DOWN appears, you can safely jump down from the ladder.



To jump onto a large block, press UP on the Control Stick and press the A Button.



GRAB

Push/Pull

Press the A Button to grab, push or pull an object. Once you've grabbed an object, use the Control Stick to manoeuvre it.



Grab

THROW / DROP

Grab an object by pressing the A Button. To throw the object, press the A Button. To throw a bomb, use the Control Stick to run and then press the A Button. To drop a bomb, simply press the A Button while standing still.



Other Actions

SPEAK

Stand near a person and talk when the SPEAK text appears. To talk to people who are far away, use L-Targeting. Be sure to read everything a person has to say.



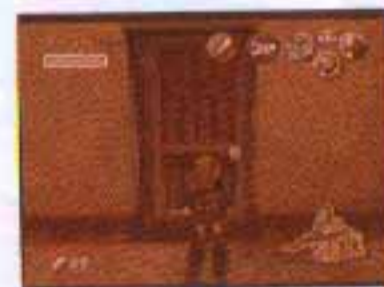
CHECK

Use CHECK when standing near a sign or something important.



OPEN

Stand in front of a door or chest and press the A Button when the OPEN text appears.



NOTE: Other actions will appear during the game. Be sure to check the Action icon.

USING THE SWORD

B Button

You can swing the sword in many ways.



Swing Vertically



Swing Horizontally



Press the B Button three times with precise timing to make your third swing much wider.

Stab



Spin

Hold the B Button then release.

After you master the magic attack, the power of the swing depends on how long you hold the B Button.

Magic is used when performing a spin swing. The power of the swing is indicated by the color of the flame surrounding the sword.



Weak



Strong



This produces a weak power swing.

Other Actions

Back-Flip



Back-flips and side-jumps are effective dodging manoeuvres.



Jump

While holding the sword, hold the L Button and press the A Button. Offensive power will double.



Side-Jump



Raise Your Shield

R

Press and hold the R Button to raise your shield. When it is raised, move it with the Control Stick.



Roll Attack



Press the A Button while running to perform a roll attack. You can even do this when you are not holding a sword. The roll attack can help you avoid taking damage.

Use L-targeting during a fight!

Lock on to an enemy with L-targeting to gain an advantage.

1. You won't lose sight of your enemy.
2. You can keep your enemy at a safe distance or close in on him.
3. Your attacks will be more accurate.

NAVI AND L-TARGETING

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



When Link gets close to an enemy or object that Navi 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 Navi's direction, and the enemy or object is surrounded by the Focus Cursor. This is called L-Targeting. When you use L-Targeting, the Navi icon appears in the top-right corner of the screen. Press UP on the C Stick to read Navi's advice.

When using L-Targeting on people or signs, the Navi 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 Navi icon flashes.



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



NOTE: The Navi 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

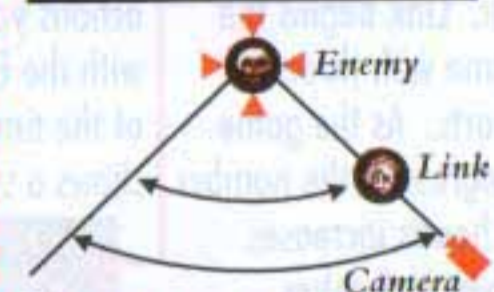
L-targeting will not only help you with Navi's advice, but it can also help you target things, aim weapons, and interact with characters.

Changing the Camera Angles



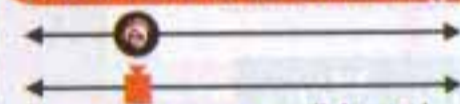
During the game, if you press the L Button, the viewpoint centers behind Link. It also slowly centers behind Link if you don't press any buttons or move the Control Stick.

The Camera



While L-Targeting, pivot around your enemy.

When there is no active target:



The camera moves parallel to Link when you hold the L Button.

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 colour has a different meaning.



Yellow

Navi knows the enemy's weakness.



Green

A hint is available.



Light Blue

A person or sign. Press the A Button.

NOTE: It's important to use L-targeting when battling enemies (see page 13).

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. If he stands next to a person, the SPEAK command will appear. If he stands next to a door, the OPEN command will appear (see page 10).

C Icons

These show the items currently selected for the C Stick (page 18).

Magic Meter

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

Rupee

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

Map

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.

First-Person View

When you press UP on the C Stick during the game, the viewpoint changes to Link's view (first-person perspective). While in this viewpoint, you cannot use an item, move, or use L-targeting. You can, however, look around with the Control Stick. This is very helpful when you're in a dungeon and you need to see the terrain around you.

Link's View

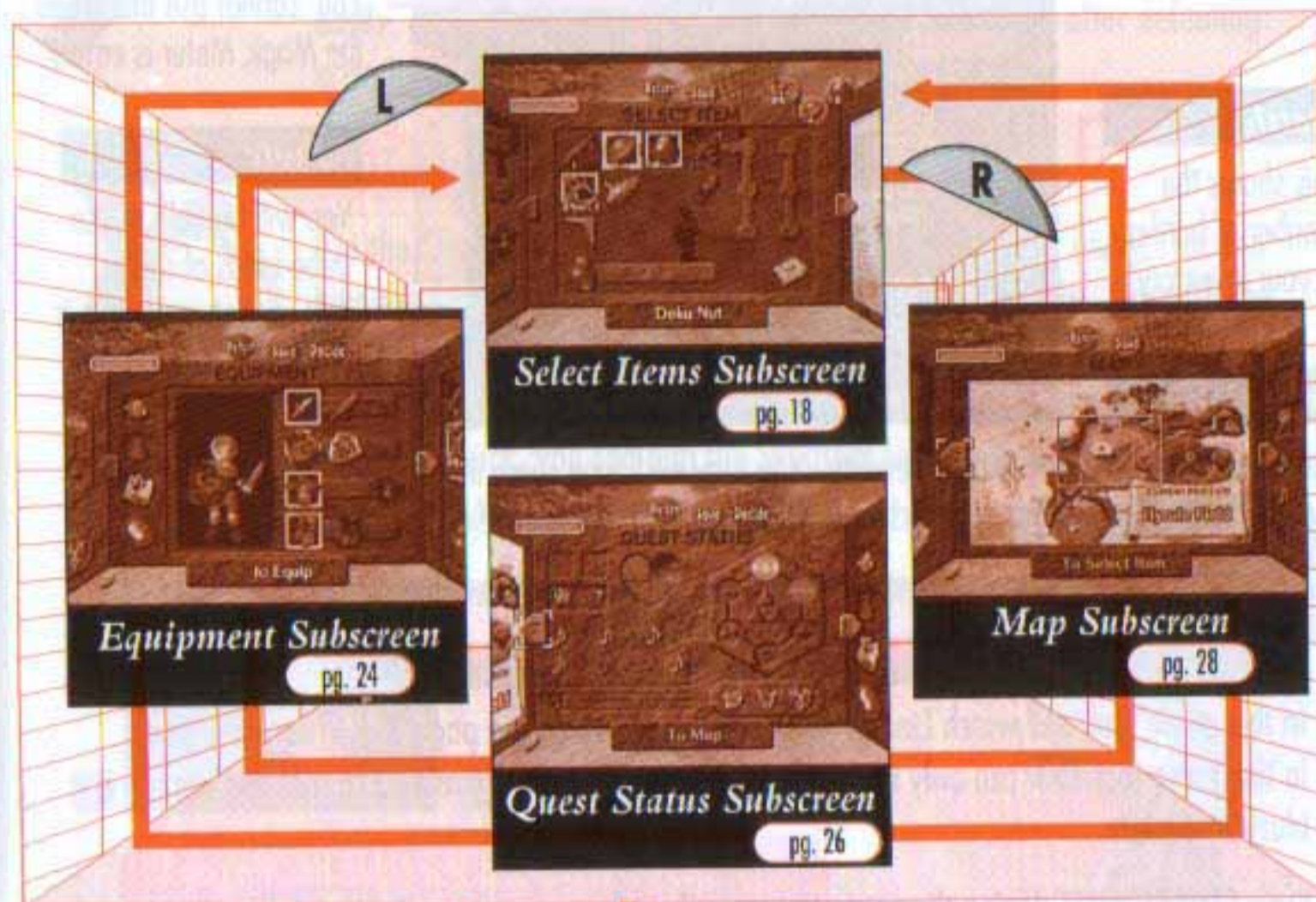


Top View



Subscreen (while paused)

Press START/PAUSE during the game and the subscreens appear. There are four different subscreens (as shown below). Press the L or R Button to cycle through the screens. Press START/PAUSE on the subscreen to return to the game. Press the B Button on the subscreen to save your game (see page 30).



Play Screen

START

When Saving

B



Save Screen

NOTE: Please see the corresponding pages for more information about each screen.

NOTE: To advance to the next screen, you can also place the cursor on the L or R Button icon and move the Control Stick left or right.

SELECT ITEM SUBSCREEN

As you guide Link through his adventure, you will find various items. To use an item, you need to assign it to one of the directions on the C Stick.

Select Item Subscreen

Here are a few items you can assign to the C Stick.



Bottle

This shows the number of bottles in your inventory.

Event Items

These are items you obtain through events. You may exchange some items during the course of your adventure. The items on this screen change as your game progresses (see page 23).

Magic Arrow

You cannot use this when the Magic Meter is empty.

Magic

You will be able to use three kinds of magic. You cannot use magic if the Magic Meter is empty.

Setting the C Items

In this game, you will watch Link grow from child to adult (see page 31). There are items in the game that Link can only use as a child or as an adult. Items you cannot use are black and white.

Press START/PAUSE during the game to access the subscreen. Press the L or R Button to access the Select Item Subscreen. Use the Control Stick to place the cursor on the item you want to use and press LEFT, DOWN or RIGHT on the C Stick. The item is now assigned.



Place the cursor on the desired item.



Assign it to the C Stick.



The selected item appears in one of the yellow icons in the top right corner of the screen.

Introducing the C Items

Some items, those with numbers located next to them, have limited uses. When you carry the maximum number of items, the number turns green. With some items, you can increase the maximum number.



Deku Stick (Young Link)

Deku Sticks work like a sword, but are much weaker. They break very easily. Deku Sticks can also work as torches. Find them after defeating enemies or purchase them in stores.



Fairy Slingshot (Young Link)

Use the Slingshot to shoot enemies or objects that are far away. Tilt and hold the C Stick to change the view to behind Link's hands. Aim with the Control Stick and release the C Stick to shoot. If you use L-targeting before shooting, your accuracy will increase greatly. If you just tilt and hold the C Stick, you can aim the Slingshot without shooting it. Collect Deku Seeds to refill your ammunition.



1



2

If you tilt and hold the C Stick, you will not immediately fire your Slingshot.

Set the Slingshot to



Boomerang (Young Link)

If you throw it, it comes back! The Boomerang can stun or defeat enemies. Use L-targeting to improve your accuracy. Some enemies can only be defeated with the Boomerang.



Deku Nut

Throw a Deku Nut on the ground to create a bright flash of light, temporarily stunning enemies. The Deku Nut cannot stun all enemies. Deku Nuts can be found practically everywhere.



Ocarina of Time

Play the Ocarina at certain times and special things may happen. With the Ocarina, you can also warp to other places (see page 27).



Fairy Ocarina

Until you get the Ocarina of Time, you'll make music with this instrument.



Lens of Truth

See which walls are real and which are fake with the Lens of Truth. Using this item consumes magic.



Bomb

Damage enemies or blow up walls with the Bomb. Be careful not to get too close to the blast or you may get hurt. Bombs explode approximately four seconds after you pick them up (see page 11).



Bombchu

Pick up a Bombchu and set it at your feet. It will start running by itself. If it hits an object or runs for a while without hitting anything, it will explode. Once it starts running, you have no control over it.



Magic Bean

If you place a Magic Bean in a certain location, it will eventually sprout. L-targeting comes in handy when trying to decide where to plant a Magic Bean.



Fairy Bow (Adult Link)

Shoot enemies or switches with the Fairy Bow. It works the same as the Fairy Slingshot. As your adventure progresses, you will find three magic arrows, each with different effects.



Fire Arrow



Ice Arrow



Light Arrow

2 MP

2 MP

4 MP

MP Consumption

Using magic and some items consumes Magic Points. Spin swings also use Magic Points. Watch your Magic Meter!



Hookshot (Adult Link)

This is a hook at the end of an expandable chain that can grab onto certain objects. The Hookshot is helpful when you're trying to get to hard-to-reach places. A red dot shows when a target is in range. The Hookshot can also be used as a weapon (even underwater). When using it, if you see a red dot, your target is in range. As the adventure progresses, you can extend the length of your chain.



Megaton Hammer (Adult Link)

Move big blocks or activate a rusted switch with the Hammer. You can also use it as a weapon.

Somewhere in Hyrule are three Great Fairy Fountains. At the fountains, you can learn three different magic spells. When you meet a Great Fairy, the Magic Meter shows the remaining amount of Magic in the top-left corner of the screen. You need the correct number of Magic Points to use magic.



Din's Fire

6 MP

Fire wraps around Link's body, protecting him from harm. This is very helpful when you're surrounded by a large number of enemies.



Farore's Wind

6 MP

Farore's Wind surrounds Link's body with a green light and the spot where you first use it will be set as a warp point. If you use the magic again at a different location, you will be able to warp back to the original warp point. Select "Dispel the Warp Point" to set a new warp point location.



Nayru's Love

12 MP

A blue light surrounds Link, protecting him from enemy harm. This love wears off after a short time.

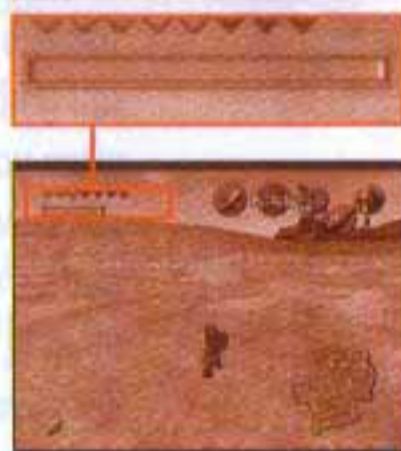
Magic Power Recovery

To refill your Magic Meter, find Magic Jars by defeating enemies or looking under pots and bushes. You may also consume the green medicine that you buy in shops. There are two types of Magic Jars: large and small. Large jars refill your Magic Meter completely. It is rumored that there is a place somewhere in Hyrule where you double the size of your Magic Meter.



Magic Jar

Magic Meter



Empty Bottle



Bottles can carry medicine, milk or other important things. You can use them whenever you need to. Your inventory cannot exceed four bottles, and you cannot buy them anywhere. Look everywhere and talk to everyone to find them. They are very useful.

Potion

Life and magic can be restored by taking potions. You can buy potions at the shops, but you must have an empty bottle.

Green

Completely refills
Magic Meter

Red

Completely refills
Life Energy

Blue

Completely refills both
Life and Magic

Event Items



Mask

Items that appear in the bottom-right corner of the Select Item Subscreen are Event Items. Use them at certain places or show them to certain people during your adventure. Event Items can be set with the C Stick.

The mask is one of the Event Items. Borrow a mask from the Happy Mask Shop in Hyrule Castle Town Market. Sell it to someone who needs it and you will be able to get a different mask. Keep doing this during your adventure, and you may end up with something nice!

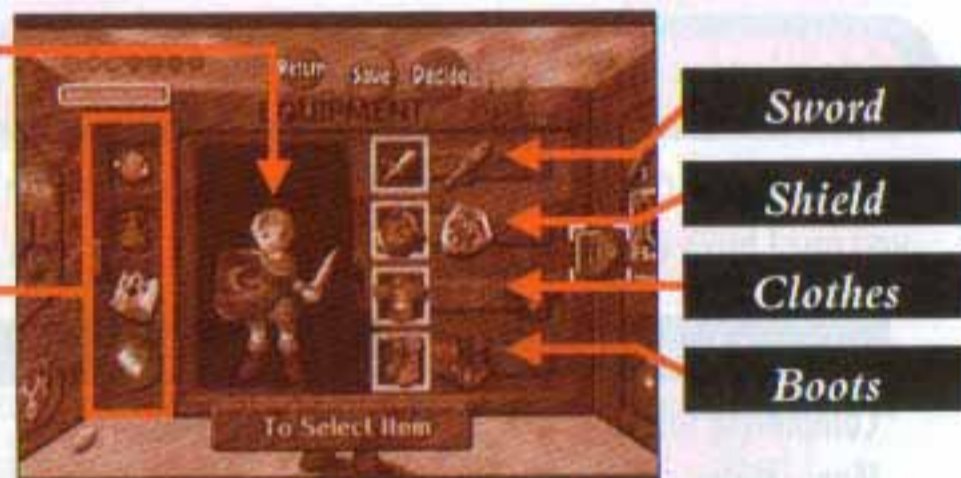


How to Equip

This screen shows all the items that you can equip. Highlight the desired item with the Control Stick and press the A Button to select it. Items that you cannot select are shown in black and white.

Link's Current Equipment

Items obtained here are equipped automatically. These items may upgrade in size as the adventure progresses.



Sword

Shield

Clothes

Boots



Deku Seed Bag

This bag contains Deku Seeds, the ammunition for your Slingshot.



Quiver

Arrows are stored in your Quiver.



Bomb Bag

The Bomb Bag holds your Bombs.



Goron's Bracelet

This bracelet allows you to grab and throw the Bomb Flowers of Death Mountain.



Silver Scale

The scale allows you to dive deeper underwater.



You can only use green equipment when Link is young and blue and red equipment when Link is an adult.

SWORDS

Swords appear in order of strength from left to right.



Kokiri Sword

Link must find the Kokiri Sword.



Master Sword

This legendary sword lies in the Temple of Time.



Giant's Knife

This large sword is too heavy to hold with one hand.

SHIELDS

Shields protect Link from enemy attack. Shields appear in order of defensive power from left to right.



Deku Shield

This simple shield is made of wood and is not very durable.



Hylian Shield

Hylian soldiers use this shield. It's very strong.



Mirror Shield

The Mirror Shield deflects special attacks.

CLOTHES

Goron and Zora Tunics may be purchased in shops, but they are very expensive.



Kokiri Tunic

Link begins the game wearing this.



Goron Tunic

Intense heat is not a problem if Link wears this.



Zora Tunic

Stay underwater for long periods of time wearing this.

BOOTS

In some dungeons, Link may need to change boots many times. The Iron and Hover Boots are hidden in treasure chests.



Kokiri Boots

This is Link's standard choice of footwear.



Iron Boots

Use the Iron Boots to walk on the bottom of Lake Hylia.



Hover Boots

Walk on thin air with the Hover Boots.

QUEST STATUS SUBSCREEN

Quest Status

This screen shows items that you have collected and the Ocarina melodies you have learned.

Special Item
Useful items that you have collected appear here.

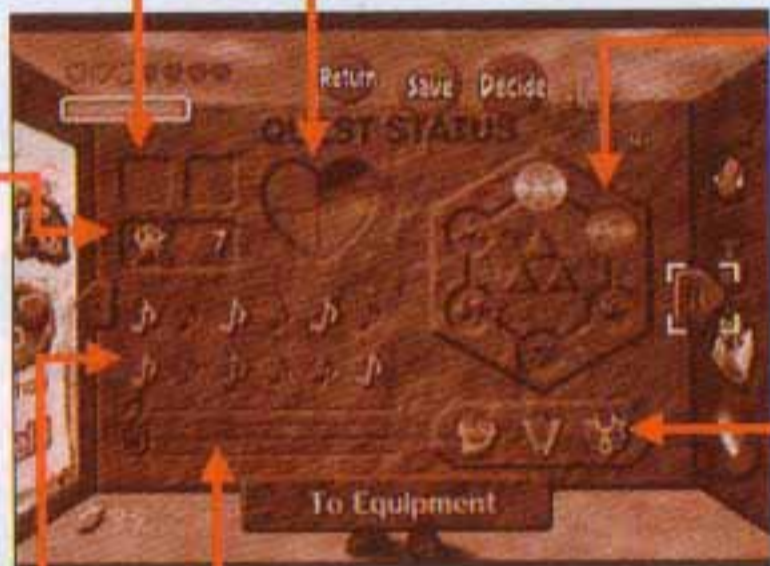
Pieces of Heart

This represents the number of Pieces of Heart you have collected so far. For every four Pieces of Heart you collect, your Life Energy increases by one.

Golden Skulltula
The number of Golden Skulltulas appears here (see page 28).



Ocarina Melody
Melodies that you have memorized appear here in note form.



Sage's Medallions
Help the six Sages to obtain the Medallions. Collect all of the Medallions to fight the final enemy.

Sacred Stones

When you find these stones and the Ocarina of Time, you can open the door to the Sacred Realm.

Musical Score
The selected melody's musical score is shown out here.

About Pieces of Heart

At the beginning, your Life Energy will have only three hearts. Life Energy gradually increases as you collect Heart Containers. You collect Heart Containers by defeating the dungeon bosses. You will also find Pieces of Heart scattered throughout Hyrule. For every four Pieces of Heart you find, your Life Energy will increase by one. Life Energy will not exceed 20 hearts.



Pieces of Heart



Heart Container

Fill up your Life Energy by collecting Pieces of Heart.

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.



MAP SUBSCREEN

Viewing the Field Map Screen

At the beginning, the entire Map screen is blank. The map gradually appears as you visit new areas.

Link's Current Location

Your current location appears here.



Area Name

The cursor points to the name of the area.

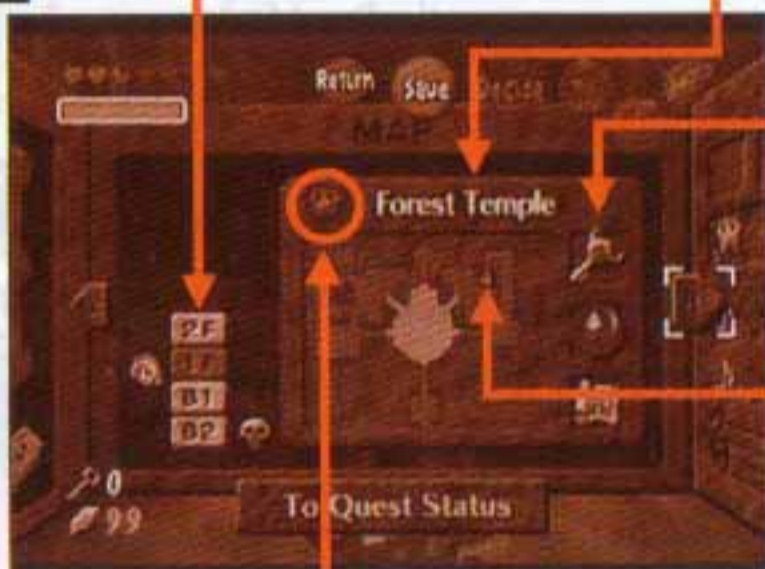
If something on the Map screen is blinking, then Link should visit that place next.

Viewing the Dungeon Map Screen

While inside a dungeon, if you access the Map screen, you can view a map that gradually draws in as you explore. Dungeons are very complex, so check your map often.

Dungeon Levels

Dungeon level numbers appear on the left side of the screen. When you select the desired level with the cursor, the layout of that level appears on the right side of the screen. The Link icon indicates the level you are currently on. The Skull icon indicates the location of the boss. You must have the compass for this icon to appear.



Golden Skulltula

If you collect every Golden Skulltula in a dungeon or special area, that area will be marked on the map.

Dungeon Name

Boss Key

Compass

Dungeon Map

Maps you obtain appear here.

Square Mark

Treasure chests are represented by a square mark. If the square mark is red, then the treasure chest has never been opened.

Rooms that Link has entered are blue, flashing rooms mark Link's current location, and unexplored rooms have no color. The skull mark indicates the location of a boss.

What is a Dungeon?

If you want to restore peace to Hyrule, you need to journey into the dungeons. Each dungeon has its own boss. Defeat each dungeon boss to complete the dungeon.

Treasure Chests/Dungeon Items

Treasure chests come in various sizes. Big chests hide important items such as maps and compasses.



Dungeon

A dungeon map shows all the rooms in a dungeon, including your current location.



Compass

The compass shows you the location of all treasure chests. It also shows you the location of the dungeon boss (indicated by a skull mark).



Boss Key

You need this key to open the door to the boss's room.

Small Keys and Doors

Use small keys to open locked doors. The number of small keys in your inventory appears on the game screen. Once you use a small key, it will disappear. You can only use small keys in the dungeon in which they were found. There are also one-way doors that only open when you solve the mystery in that room.

Small keys do not appear in the dungeons that you visit at the beginning of the game.

Number of Small Keys



Link's Current Location

The yellow arrow mark shows your current location and the direction you are heading. The red mark represents the door you came through. Press the + Control Pad to turn the map ON or OFF.

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.

TRAVELLING THROUGH TIME



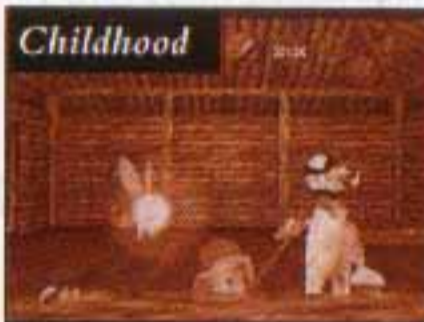
This page offers some basic tips that will help you as you travel back and forth between Link's childhood and adulthood. Characters in the game will offer even more hints, so listen to their words!

While you are playing the game, you discover that Link has aged seven years since his adventure began. During that seven-year span, the atmosphere of Hyrule has changed dramatically. Things Link does in his childhood affect him as an adult.



In the village of Hyrule, if you do something at the Temple of Time, you will be able to travel between these two time periods. This time travel is necessary for you to progress through your adventure.

Childhood



Adulthood



Temple of Time



Be sure to visit the people you met while young. You never know what might have happened to them in seven years.

Young Link

Adult Link

ATTENTION

ATTENTION: This Bonus Disc (The Legend of Zelda: Ocarina of Time / Master Quest) is not compatible with some older televisions.

To use the Bonus Disc:

- 1) Ensure the Bonus Disc is placed printed side up in your Nintendo GameCube and the Disc Cover is closed (see the Nintendo GameCube Instruction Booklet for more details).
- 2) Press the Power Button to turn the power ON.
- 3) The Nintendo GameCube logo screen should appear on your television screen.
- 4) A few moments later, the Bonus Disc Game-Select screen should appear.

If the Game-Select screen does not appear or you are experiencing difficulty using the Bonus Disc with your television, try the following steps to confirm your Nintendo GameCube is correctly connected:

- Follow steps 1-3 above using a different Nintendo GameCube Game Disc (eg The Legend of Zelda: The Wind Waker). After the Nintendo GameCube logo screen disappears, you should see the introduction screen of the Game Disc you placed into the Nintendo GameCube. This will confirm correct connection of your Nintendo GameCube.
- Check all connections between the Nintendo GameCube and your television (see Page 21 of the Nintendo GameCube Instruction Booklet for more details).

Once you have established the correct connection of your Nintendo GameCube, re-insert the Bonus Disc and follow steps 1-4 above.

If you continue to experience difficulty with the Bonus Disc, connect to a different television and follow steps 1-4 above.

If you are still unable to use the Bonus Disc, please contact Nintendo Australia (1300 362 746) between 8:30am and 5:30pm Monday to Friday for further assistance.

NOTES

A large rectangular area with a decorative orange border, containing ten horizontal lines for writing notes.

Important

REV-A

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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12 MONTH WARRANTY FOR NINTENDO GAMECUBE™ (GAME DISC) ^{REV-Q}

You may only require simple instructions to correct a problem with your product, therefore we recommend the following services:

NINTENDO HELPLINE 190 224 1001

Set-up, connection and gameplay assistance together with hints and tips for a wide range of Nintendo products.

Live Games Experts available between 12 noon and 7pm, every day of the year.

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NINTENDO WEBSITE www.nintendo.com.au
Troubleshooting, warranty and service/repair information.

CONDITIONS OF WARRANTY

The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this GameCube (GAME DISC) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of twelve months after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME DISC or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:

- (a) If the GAME DISC has been subjected to misuse, abuse, accident or want of care.
- (b) If the GAME DISC has been modified and/or tampered with.
- (c) If a repair has been made or attempted by the purchaser or their agent.
- (d) The following are not covered by this Warranty:
 - (i) Liquid damage;
 - (ii) Scratched or damaged discs;
 - (iii) Wear and tear.

(e) If the GAME DISC fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

This Warranty is given by Nintendo Australia Pty Limited and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a Nintendo GameCube™ GAME DISC for service, contact:

Nintendo Customer Service on (03) 9730 9822
Warranty and Repair information and all other general enquiries.
Hours of operation: 8:30am to 5:30pm Monday to Friday (EST).

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