

Wii™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should 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, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. 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.

REV-E

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.



Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.



This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable "Surround" in the sound settings of the game console.

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GETTING STARTED

Insert the Legend of Zelda: Skyward Sword Game Disc in the Wii console, point to the Disc Channel icon that appears, and press **A**.

If the logo for this game does not appear in the icon for the Disc Channel, you may need to update your system menu. For more details, please see page 4.

TITLE SCREEN

Press **A** on the title screen to proceed to the Quest Log (Save File) screen.



SELECT A QUEST LOG

Select a quest log marked New Adventure to start a new game. If you want to resume a previous game, select a quest log containing save data.



ABOUT SAVING

You can save your progress at any of the Bird Statues scattered throughout the land. Approach one and Examine it to access the save menu.

- You will need 7 free blocks of memory in your Wii system memory to create save data.
- For more information on how to delete files from your Wii system memory or copy files to an SD Card, please see the Wii Settings and Data Management section of your Wii Operations Manual.



Do not turn the power off or press RESET while saving.

CAUTION: WRIST STRAP USE

Please use the Wii Remote wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

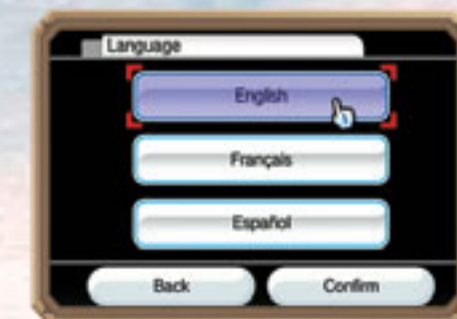
SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed, causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

To play this game in English, change your language settings in the Wii System Settings.



CONTROLS

This game is played using a Wii Remote™ Plus or Wii Remote™ with an attached Wii MotionPlus™ accessory, as well as a Nunchuk™ controller.

- For the purposes of explanation, this manual refers to both the Wii Remote Plus and Wii Remote as Wii Remote.
- If controls don't appear to be responding accurately, please read the Troubleshooting section of the Wii Operations Manual.



SHIELD CONTROLS

RAISE SHIELD




Shake the Nunchuk forward to raise your shield and defend against incoming enemy attacks.

SHIELD BASH

Shake the Nunchuk before an incoming attack lands to perform a Shield Bash and deflect the blow.

MOVE

The further you tilt , the faster you will move.

AUTO JUMP

Link will automatically jump when you run across small gaps or toward an obstacle or edge.

A (while moving)

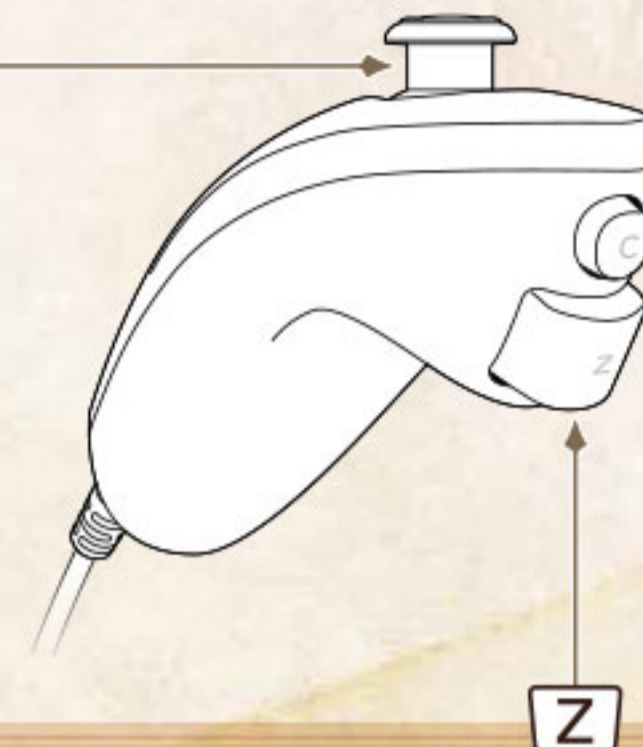
DASH

Use dash to quickly run up steep hills and ledges.

Shake Nunchuk (while dashing)

FORWARD ROLL

NUNCHUK



CENTER THE CAMERA BEHIND LINK

When near an enemy, character, or object of interest, press and hold **Z** to target it.

- Targeting an enemy allows you to remain focused on that enemy in the heat of battle.

LOOK AROUND

While holding **C**, point with the Wii Remote to look around in a first-person view to see your surroundings.

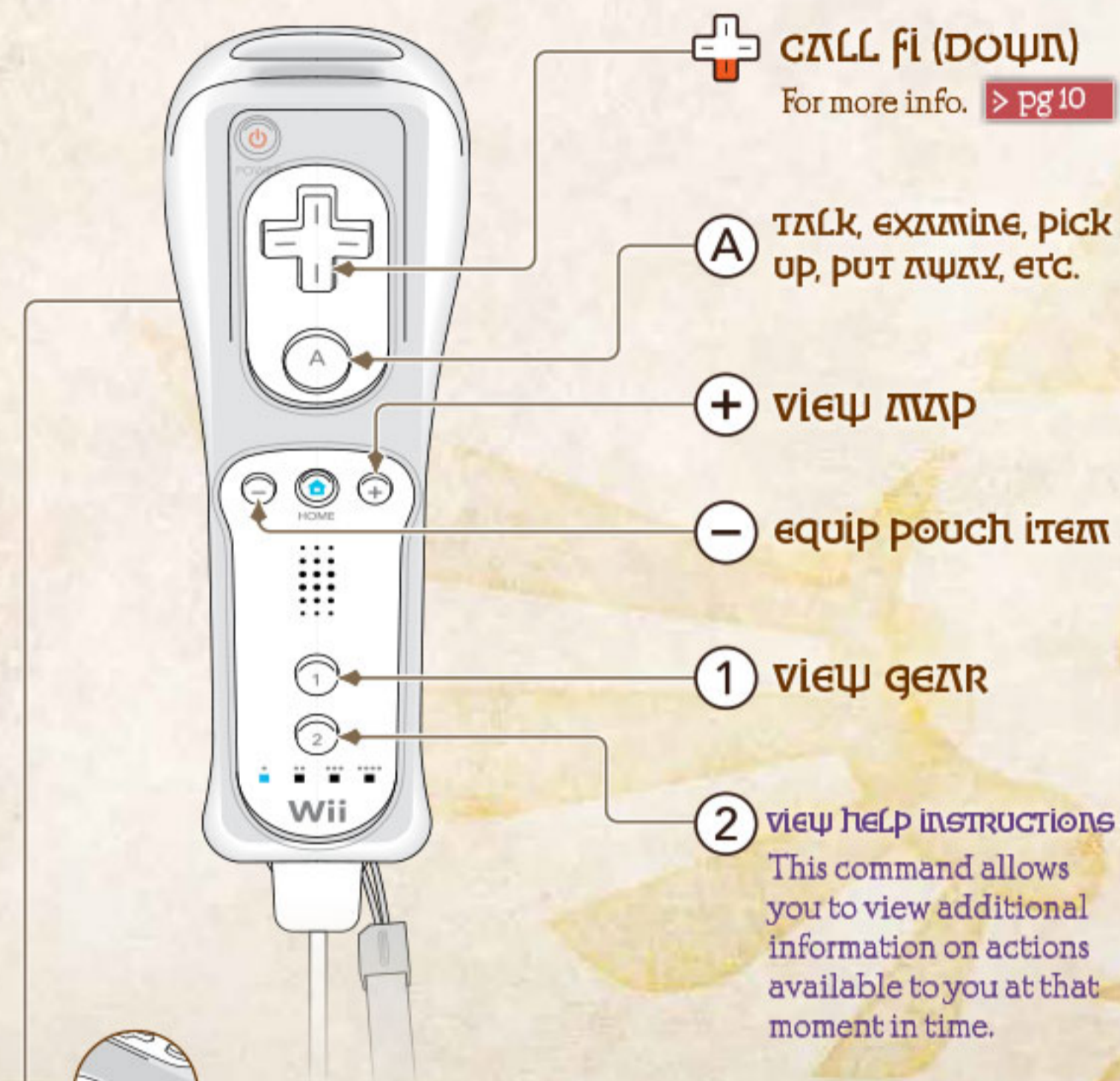
DOWSING

When dowsing, point the Wii Remote toward the screen to search for the people and objects you seek.

The closer your pointer is to the targeted object, the stronger the dowsing response (represented by sound and vibration) will be.



Wii REMOTE



SELECT/READY ITEM

Press and hold **B** to open a menu where you can choose the item you want to equip and use. Select the item of your choice and release **B** to equip the selected item.

There is no need to point the Wii Remote at the screen when selecting items. Simply move the Wii Remote to select your desired item.



SWORD CONTROLS

SWING SWORD



Swinging the sword produces a strike similar to your movement.

SKYWARD STRIKE



Point the Wii Remote straight up to charge your sword. Once it is charged, swing the Wii Remote to release a powerful blast.

SPIN ATTACK

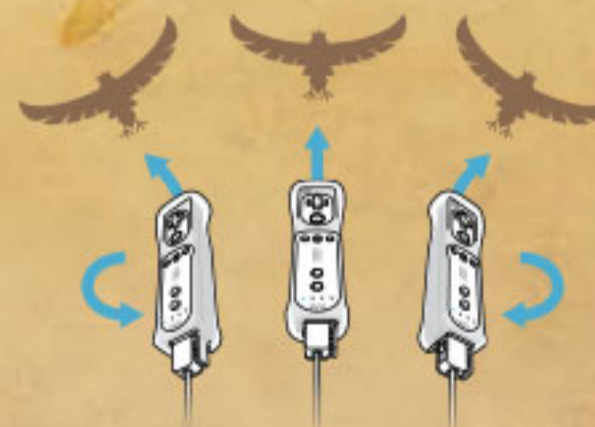
Swing both the Wii Remote and Nunchuk to perform a spinning attack.

When an enemy has been knocked down, target it with **Z** and swing both the Wii Remote and Nunchuk to deliver a finishing blow.

FLYING YOUR LOFTWING

CHANGE DIRECTION

Rotate your Wii Remote as shown below to send your bird soaring in the direction of your rotation.



FLAP

Shake the Wii Remote to make your Loftwing flap its wings and gain altitude.



GAME SCREEN

In this game, you control the main character, Link, and explore a huge world full of adventure. To do so, you'll fly back and forth between the main hub of Skyloft and the vast world below atop your trusty Loftwing, who serves as Link's companion and mount.

MAIN SCREEN

LIFE GAUGE

Hearts displayed in this gauge will deplete as you take damage. When it's fully depleted, the game is over.

SHIELD GAUGE

Depletes when a shield takes a hit that you do not successfully deflect. When this gauge is fully depleted, your shield will break.

STAMINA GAUGE

This gauge depletes when you perform exhausting movements, such as running or climbing. If it is allowed to fully deplete, Link will become sluggish for a moment while he catches his breath.

- The meter begins to refill automatically after a short period of time.

RUPEES (MONEY)



FLIGHT SCREEN

ALTITUDE METER

The closer the bird icon is to ☀️, the higher your altitude.

WING GAUGE

Performing a charge with your bird consumes one wing icon.

- This meter begins to refill automatically after a short period of time.



CLUES FOR YOUR QUEST

Here are a few helpful hints to aid you on your adventure. If you're feeling stuck during the game, try some of the actions suggested below.

TALK WITH EVERYONE

The people of Skyloft and the beings living below the clouds have a great deal of information to offer you. You never know when they might give you a piece of useful advice, so chat with them whenever you can.



FI'S ADVICE

Fi, the spirit of your sword, will help guide you as you move through your quest. If you forget where you're headed or what you need to do, don't hesitate to summon her. Additionally, if you call Fi while targeting an enemy or certain objects, Fi will provide you with helpful information about the target.



WHEN YOU'RE COMPLETELY STUCK...

If you run into a puzzle you just can't seem to solve, or find yourself fighting an enemy you simply can't beat, go examine the strange stone outside the Sparring Hall in Skyloft. The movies it contains provide easy-to-understand hints that should help you get past particularly tricky parts of the game.





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