NINTENDO DS™

THE LEGEND OF
ZELDA
Phantom
Hourglass

Instruction Booklet

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD 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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠️**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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- 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 - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

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.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS
Single-Card
Download Play
1-2

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Wireless DS
Multi-Card
Play
1-2

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at **www.nintendo.com/games**, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.
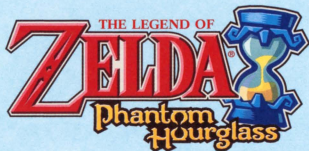
For more information about our forums, visit **www.nintendo.com/community**.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

Nintendo

FONT LC™

THE LEGEND OF ZELDA
Phantom Hourglass

Contents

In this manual, screen shots with a blue border indicate the top screen, and screen shots with a brown border indicate the bottom screen (Touch Screen).

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Story

White birds soar freely in the skies above the vast blue ocean. A pirate ship sails along, cutting through the waves. On deck is a crew of pirates and their leader Tetra, a brave and brash girl. Traveling with them is Link, the boy in green. Tetra and Link met for the first time not long before our story begins.

Link discovered that Tetra was princess of Hyrule, an ancient kingdom destroyed long ago. After Tetra was taken away by an evil king, Link set out on a perilous journey to find her. He slew many monsters and found powerful weapons. Link became a true hero and rescued the princess from the evil king.

Afterward, the pair set out to explore together. This time, they happen upon seas protected by a great spirit, the Ocean King. In these seas, the locals whisper rumors of a mysterious Ghost Ship. Suddenly a thick fog surrounds Tetra's vessel and the pirates spot a creepy, rickety old ship. Brave Tetra leaps on board to investigate, but the Ghost Ship begins to sail away. Link makes a valiant attempt to follow Tetra onto the Ghost Ship, but he loses his grip and plunges into the ocean. He awakens later on an unfamiliar island with a curious fairy fluttering overhead. And that is where Link's new adventure begins…
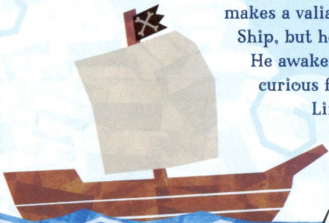
Ciela

The perky fairy who finds Link lying unconscious. She has lost her memory.

Tetra

The head of a band of pirates, this girl has an unyielding spirit. She is actually Princess Zelda.

Link

The protagonist of our story. He must set off on an adventure to find the Ghost Ship and rescue Tetra.

Linebeck

Sailor and captain of a ship. He is looking for the legendary Ghost Ship because it's said to hold a great treasure.
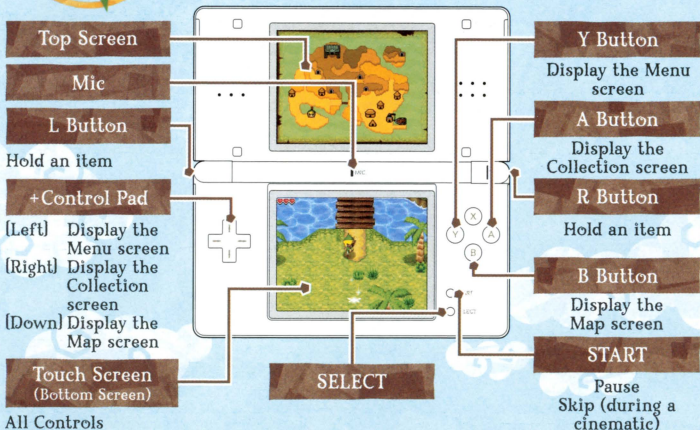
Oshus

A mysterious old man. He is somehow able to help Link and Ciela on their journey.

Controls

The controls for this game primarily use the Touch Screen and the microphone (Mic). You can also control some functions with the buttons.

Top Screen

Mic

L Button

Hold an item

+Control Pad

[Left]   Display the Menu screen
[Right] Display the Collection screen
[Down]   Display the Map screen

Touch Screen (Bottom Screen)

All Controls
All of the action controls are explained on pages 15–18.

SELECT

Y Button

Display the Menu screen

A Button

Display the Collection screen

R Button

Hold an item

B Button

Display the Map screen

START

Pause
Skip (during a cinematic)

* Close your Nintendo DS during play to cause it to enter Sleep Mode and minimize battery consumption. Open your Nintendo DS to take it out of Sleep Mode.

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Getting Started

Follow the steps below to begin a game.

1. Check that the power on the Nintendo DS is off, then insert the Legend of Zelda: Phantom Hourglass Game Card securely into the Game Card slot until you hear it click.

2. Turn the power on to display the screen on the right. Once you have read the contents, tap the Touch Screen.

3. Tap "The Legend of Zelda: Phantom Hourglass" on the DS Menu Screen to display the title screen.

   *If your DS system is set to Auto Mode, you will not have to perform this step. Check your Nintendo DS Instruction Booklet for details.

4. Tap the Touch Screen to display the File Selection screen (see page 10).

⚠️ **WARNING - HEALTH AND SAFETY**

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.

The Legend of Zelda: Phantom Hourglass
Nintendo

PICTOCHAT   DS Download Play

There is no Game Pak inserted.

Pick a File

When you play for the first time, tap any "New Game!" file. To continue your game, tap the file with the save data that you want to play. You can create two save files. You can also adjust your Nintendo Wi-Fi Connection settings by choosing Nintendo WFC Setup.

New Game

First, enter your character's name. The name already registered to the DS will be displayed, so if you want to change it, please type in the name that you want to use and tap "Confirm." Next, set the hand you use to hold the stylus. The file-creation process is now complete, and you will be taken to the File Selection screen.

Saving

Your game's progress will be saved to the file in the File Selection screen. When you want to save, select Save from the Menu (see page 11) or from the Pause Menu (see page 13).

File Selection Menu

You can choose from the following three options on this menu. Tap ⬅ to return to the previous screen.

*Data that has been overwritten by being copied or deleted can't be restored, so be careful!

Copy:	This will copy the save data in one file to the other file.
Erase:	This will erase the save data in a file.
Start:	This will start the game in the save file. On the next screen, you will select the game mode you want to play.

*Battle Mode data will not be copied over with game data.

Choose the Game Mode

Choose to play Adventure (see pages 11–26) or Battle (see pages 27–37). Choose Options to adjust your game settings. Later, you will be able to choose Tag Mode (see page 22).

Options

Message Speed:	You can choose between three text-scrolling speeds.
Sound Settings:	You can choose one of four sound settings.
Hand Setting:	You can change whether you hold the stylus with your right or left hand.
Mic Test:	Use your voice to check if the microphone is working correctly. If it isn't, try adjusting the distance between your mouth and the Mic, or try blowing into the Mic.

Game Screen

Tap Menu or Items from the main game screen to bring up quick-access bars. From these bars, you can go to a particular screen or use an item.

Main Screen

This will decrease if you get hit by an enemy or fall into the water.

Life Gauge

Menu

Save:	Save your progress
Collection:	View the Collection screen (see page 14)
Sea Chart:	View the Sea Chart (see page 13)
Map:	View the Map

*When the menu bar is displayed, you can view the current number of Rupees you have under your Life Gauge.

Map

Tap this option to view a map of your surroundings and your current location. If you tap Map and the map is displayed on the Touch Screen, you can make notes on your map. In a dungeon, you can also view maps of the other floors.

Memo/Erase

You can write and erase notes on your map. Tap these options to swap between writing and erasing.

Change Floors

You can view a map of any floor in a dungeon you have already visited. Simply swap between the floors to view them.
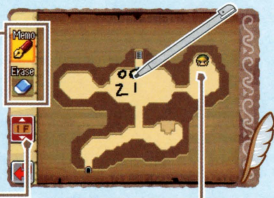
Map Icon

These icons indicate important areas, items, and other things of interest.

Icon	Description
	Current Location
	Houses and Shops
	Port
	Key
	Stairs
	A place where something happened or changed
	Safe Zone (see page 23)
	Phantom (see page 23)

Equipped Item

Tap this icon to hold or put away an item you have equipped.

Items

Potions

Tap these single-use items to use them immediately.

Items You Can Equip

These items, including the boomerang and bombs, need to be equipped to be used. Tap them to equip them.

◈ Sea Chart Screen

Tap Sea Chart on the Menu bar to view the Sea Chart on the Touch Screen.

Your Charts

Tap an area of the sea to enlarge it. You can also tap an individual island you have already visited to view a map of the island (see page 12).

Memo/Erase

You can write and erase notes on your Sea Chart using your stylus. Swap between writing and erasing by tapping the corresponding icon.
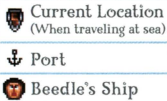
Uncharted Area

You will be able to view these areas once you find the Sea Chart for them.

Sea Chart Icons

Here are some of the icons you'll see on the Sea Chart screen.

⚓	Current Location (When traveling at sea)
⚓	Port
🦁	Beedle's Ship

Pausing and Game Over

If you press START to pause your game or your Life Gauge (see pages 11 or 24) runs out, you will have two choices: Continue or Save and Quit. Choose Continue to start again where you left off or slightly before that, or Save and Quit to save your progress and return to the title screen.

Collection Screen

Tap Collection on the Menu bar to view your Collection. In addition to your sword and shield, you can also view the special items, treasure, and ship parts you have collected. As you progress through the game, you will be able to go fishing and keep a record of the fish you have caught.

Fish Record

Items

Treasure/Ship Parts

Swap Screens

Tap here to swap screens.

Ship Parts

You can customize your ship at the shipyard (see page 26) to personalize it and equip full sets of parts.

Treasure/Ship Parts

Swap between viewing your treasure and ship parts.

Actions

All of Link's actions can be performed by tapping or sliding your stylus on the Touch Screen.
Use your stylus to make Link run and attack however you want.

◆ Basic Actions

◎ Walk/Run/Jump/Roll

Link will move in the direction you touch. Touch and hold the stylus on the Touch Screen close to him to walk, or farther away to run.

Run over small gaps in the ground to make Link automatically jump.

While running, try repeatedly drawing small circles on the edge of the screen to roll in that direction.

If you roll too many times in a row, Link will get dizzy. Be careful!

Try drawing a small circle while Link is running.

Something might happen if you run into a tree and shake it by doing this move...

◎ Talk/Check

Talk to people or read signs by tapping them. You can also tap anything that looks suspicious.

at spot. Go
y hard!

When a DS icon appears in a text window, make sure to look up at the top screen.

◎ Pick Up/Throw

Tap rocks, pots, and barrels to pick them up. Then simply tap the place on the ground you want them to land to throw them. They will break when they hit the ground. You might just find something nice inside.

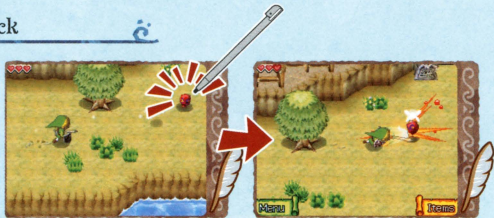Just tap the place you want to throw the item!

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◈ Swinging Your Sword

During your travels you will find a sword. Of course, you can attack enemies by swinging your sword, but you can also cut grass, break pots, and flip switches as well.

❀ Targeted Attack

Tap on an enemy to immediately swing your sword in the direction of that enemy and attack.

❀ Slash Attack

Quickly slide the stylus in the direction that you want to swing your sword to attack in that direction.

Slide your stylus perpendicular to the direction that Link is facing to swing your sword.

Slide your stylus in the direction that Link is facing to stab in that direction.

Spin Attack

Slide your stylus in a circle around Link to make him swing his sword around him and perform a Spin Attack. Be careful: Link will get dizzy if he performs this attack too many times in a row.
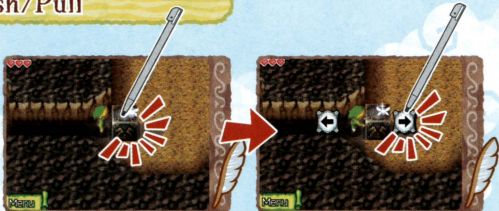

Draw a large circle around Link.

This move comes in handy when you are surrounded by enemies or you want to cut a lot of grass.

Grab ➞ Push/Pull

Tap blocks and levers to grab them and then tap the arrows to move them in that direction. Tap and hold the arrow to continue moving. Some blocks and levers can't be moved.

First, tap the block or lever to grab hold of it...

Next, tap the arrow to move it in that direction.

Items

Some items must be equipped before you can use them, and some items can be used right away. Try using equipped items in all kinds of ways!

Using Equipped Items

When you get a new item, it will appear equipped in the upper right-hand corner of the screen. When you want to use the item that you have equipped, tap the icon to hold it. Then you can use it! Tap Items (see page 12) on the Main menu to equip another item. Each item is used differently after it is equipped.

Equip

Tap the item you want to equip.

Hold

Tap the icon in the upper-right corner to hold it. And when you want to put it away...

Put Away

Tap the icon on the upper right once more.

ꙮ Boomerang

You can use your boomerang to attack enemies, break pots, flip switches, and pick up small items. Just draw the path that you want it to travel with your stylus. As long as it doesn't hit an obstacle, it will follow the path that you have drawn. If you are holding the boomerang, you can also tap an enemy to immediately hurl the boomerang at it.

ꙮ Bombs

After you place a bomb, it will explode, blowing up enemies and breaking walls that have cracks in them. Throw bombs in the same way you would throw a pot or a rock (see page 16). But be careful—if you are too close to a bomb when it explodes, you will take damage!

Phantom Hourglass

The Phantom Hourglass is a mysterious item that you will find during your adventure. You'll have to discover this item's ability for yourself...

◆ Replenishing Items

As you defeat enemies, cut grass, or break pots, you will find hearts and Rupees that you will pick up as soon as you walk over them. They are hidden in a variety of places, so try different ways of finding them.

Heart

These will replenish some of your Life Gauge (see page 11).

Rupees

Pick these up to earn Rupees you can spend at stores. The value of a Rupee depends on its size and color.

Green (x1)	Blue (x5)	Red (x20)

Heart Containers

If you find a Heart Container, the maximum number of hearts in your Life Gauge will increase by one and it will be completely filled.

You got a Heart Container! You increased your life by 1 and refilled your hearts!

Exchange Items with Other Players!

If you talk to someone named Freedle during your adventure, you can put ship parts or treasure (see page 14) in his magical boxes and exchange them with other players wirelessly using Tag Mode.

♪Use Wireless Mode to begin Tag Mode?♪

Yes
No

Menu

1 Place ship parts or treasure into the magic boxes (up to three).

2 Exchange items through one of the methods listed below.

> ⚡ Speak to Freedle once again or choose Tag Mode from the File Selection screen (this option will only appear when you have placed items in the magical boxes; see page 10) and put your game into Tag Mode.
>
> ⚡ Play a battle through wireless game play or over Nintendo WFC (see page 27).

* When you are going to play Tag Mode, prepare first by checking "How to Play Over DS Wireless Communications (DS Wireless Play)" (see page 36).

* While in Tag Mode, you will continue to search for other players even if you close your Nintendo DS.

* While in Tag Mode, battery consumption will be greater than during normal play, so please be careful!

Safe Zones and Phantoms

In one cursed dungeon, there are special areas called Safe Zones and enemies called Phantoms.

Safe Zones

While in a Safe Zone, you will not be affected by the curse and the Phantoms can't reach you. You can also break red pots to create small Safe Zones.

Red Pot

Phantoms

Phantoms are fearsome enemies that protect the dungeon. They can't be defeated by being attacked, but if they hit Link, he will go down in one shot. The key is to move around the dungeon without the Phantoms seeing you. But if you are spotted, you can hide by running into a Safe Zone.

Ship Travel

Once you can get on the ship, you will be able to cross the seas and visit various islands.
As your adventure progresses, you will even be able to go fishing and salvage treasures from the deep.

Ship Screen

Travel by sea with the Sea Chart (see page 13) on the top screen while viewing your surroundings on the Touch Screen.

Ship's Life Gauge

This will decrease if you run into rocks or get hit by enemies. Damage will be repaired when you dock at a port.

Jump Button

Tap it to jump.

Menu

Tap this icon to access Save, Collection, Sea Chart, and other options.

Current Location

The yellow area is what you are currently looking at.

Ship's Surroundings

Look at what's around the ship.

Engine

Tap to alternate between Go and Stop.

Route

Tap this to draw a new route (see page 25) for the ship to take.

⬥ Drawing the Route

When traveling by ship, you will start by drawing a route (the path it will take) on the Sea Chart. Slide the feather pen to draw the route in one line. If you are happy with the route you have drawn, tap GO! If your destination is a port, the name of the island will be displayed.

Feather Pen

Destination

Mercay Island

GO!   CANCEL
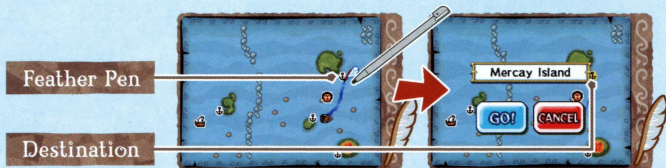
This is displayed in yellow.

Look Around

Once you have drawn your route and are traveling at sea, you might be tempted to just wait until your ship automatically makes its destination... But doing this is dangerous! If rocks appear in front of the ship, you must redraw your route to avoid them. If an obstacle appears, you must jump over it! Always pay attention to your surroundings.

Tap the Jump Arrow at the screen's bottom to jump, but only at the right time!
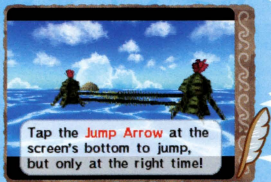
Beedle's Ship

Beedle's ship is a floating shop that travels on the sea. He carries ship parts and rare items. If you want to shop there, draw your ship's route so that it arrives at Beedle's ship.

Yes

No

Want to board this ship, Link?

The Shipyard

You can swap out the parts on your ship here. Choose Customize to swap out parts and View Ship to see how your ship looks now.

Customize Screen

Ship's Exterior

Type Icon

View Ship

Prow	
Anchor	
Hull	
Handrail	
Bridge	
Chimney	
Paddle	

Hull

Standard Hull

Iron Hull

Attach   Explanation

Touch around the ship to change the angle, and zoom in and out with ➕ / ➖ .

Battle Mode

You can play a game against another player over local wireless or Nintendo Wi-Fi Connection.

Battle Menu Screen

To play a Battle game, choose Battle from the mode-selection menu. No matter how you play Battle Mode, the game play will be the same.
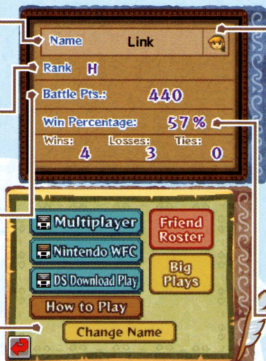
Name

The name you will use in battle.

Rank

Your current skill level in Battle Mode.

Battle Points

Points you've earned for each win. Points determine your rank.

Battle Menu

Name	Link
Rank	H
Battle Pts.:	440
Win Percentage:	57 %
Wins: 4	Losses: 3	Ties: 0

Multiplayer
Nintendo WFC
DS Download Play
How to Play
Change Name
Friend Roster
Big Plays

Manner Face

This face indicates the manner level of a player with an expression. Each time a player drops out of a battle, the expression will become more and more grim. Try to keep Link smiling! When a player completes a game to the end, his expression will become happier.

Win Percentage

The current percentage of games that you have won.

🗡 Battle Menu

Multiplayer:	Battle with two Nintendo DS systems and two Game Cards.
Nintendo WFC:	Connect to Nintendo Wi-Fi Connection and battle against someone around the world (see page 29).
DS Download Play:	Battle with two Nintendo DS systems and one Game Card (see page 32). *The results of a game played this way will not be saved.
How to Play:	Run through a quick tutorial on how to play Battle Mode.
Friend Roster:	Register the friend codes (see page 31) of your friends and view your own friend code here.
Big Plays:	Check the records of the Big Plays you have accomplished in Battle Mode.
Change Name:	Change the name that you will use in Battle Mode. Changing your name here will not change your name in Adventure Mode.

◆ When Starting a Multiplayer Game

Stage 1   Stage 2
Stage 3   Stage 4
Stage 5   Stage 6
Stage 7   Stage 8
Random
Choose the battle stage you want to play!

First, prepare two DS systems and two DS Game Cards and read "How to Play Over DS Wireless Communications (DS Wireless Play)" (see page 36). Both players should tap Multiplayer on the Battle Mode menu. Once an opponent has been found, your opponent's information will be displayed on the top screen. Each player then taps OK. The battle will start once a stage has been selected. (The player who gets to select the stage will be chosen at random.)

The battle begins! (see page 33)

*Turning the power off in the middle of a Wi-Fi Battle is considered rude. Please avoid doing so unless you absolutely have to.

When Starting a Wi-Fi Game

You can play against friends or other players around the world. Once you have set your Wi-Fi settings, select Nintendo WFC on the Battle Mode menu to connect to Nintendo Wi-Fi Connection. Choose the type of opponent you want to face. Once an opponent has been found, the stage will be chosen and the Battle will begin.

Nintendo WFC Setup

Set your Nintendo Wi-Fi Connection settings by selecting Nintendo WFC Setup from the File Selection screen (see page 9). Please refer to the Nintendo Wi-Fi Connection Instruction Booklet for information on how to connect, or contact customer service.

Nintendo Wi-Fi Connection Setup

Nintendo Wi-Fi Connection Settings

Options

Ⓑ Back   Ⓐ OK

*If you are unable to connect, please check the section of the Nintendo Wi-Fi Connection Instruction Booklet on "When You Are Unable to Connect to Nintendo WFC."

Nintendo Wi-Fi Connection allows multiple The Legend of Zelda: Phantom Hourglass owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.

- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement that governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Choose Your Opponent Type

You can choose from five different types of opponents. Skill level refers to Battle Point count (see page 27).

Vs. Friend:	Battle against someone you have exchanged friend codes with.
Vs. Rival: (N. America)	Battle against someone with a matching skill level in N. America.
Vs. Rival: (Worldwide)	Battle against someone with a matching skill level in the world.
Vs. Anyone: (N. America)	Battle against anyone in North America.
Vs. Anyone: (Worldwide)	Battle against anyone in the world.

*When you play over Nintendo Wi-Fi Connection, the name you use will be seen by everyone you play with. Please make sure that your name does not contain any personal information or is not offensive.

Friend Codes

Your friend code is a 12-digit number that you are assigned the first time you connect to Nintendo Wi-Fi Connection. You can battle against friends you have registered to your friend roster by selecting Vs. Friend.

* People you have battled over Multiplayer (see page 28) will automatically be registered to your friend roster.
* Friend codes were created to ensure a safe gaming experience for players by making it possible for them to play only people they know. If you exchange friend codes with someone you don't know, you might become vulnerable to receiving altered data or unwanted messages. Please do not share your friend code with people you do not know.

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail address, or home address when communicating with others.

◆ DS Download Play

To play over DS Download Play, first prepare one Game Card and two DS systems and read "How to Play Over DS Wireless Communications (DS Download Play)" (see page 37).

1 The parent system (the DS system with the Game Card inserted) selects DS Download Play from the Battle menu and the child system (the DS system without the Game Card inserted) will download the data.

2 Once the guest's name appears on the parent system's screen, the parent will tap OK. The data will be sent from the parent system to the child system, the parent system will select the stage, and the battle will begin.

> Your opponent is Jill.
> Is that OK?
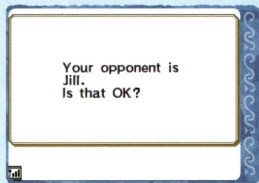
The battle begins! (see page 33)

◆ Battle Start (How to Play)

In Battle Mode, Player 1 (red) competes with Player 2 (blue) to try to take the most yellow triangles, called Force Gems. (Players 1 and 2 will be determined at random.) Each player will have a chance to play once as Link (offense) and the three Phantoms (defense) in a Round. There are three Rounds in a game, and the player who has the most points at the end wins.

✿ Basic Rules

P1's Base   **P2's Base**

◣ Pick up Force Gems and set them in your base to earn points.

◣ There are three sizes of Force Gems (large, medium, and small). The larger the Force Gem, the heavier it is and the harder it is to carry, but the more points it is worth.

Force Gems

◣ When time runs out or when Link is caught by a Phantom, the turn will end and players will switch.

◣ Shortly after a game has started, helpful items will appear on the screen. There are many different types of items. Red items are for Player 1 and blue items are for Player 2. You will grab your own items if you pass over them. Running over your opponent's items will break them.
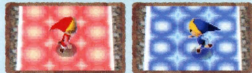
〰️ 🌀 Playing as Link 🌀

Your goal as Link is to carry as many Force Gems to your base as possible without being caught by a Phantom.

▷ You can only see Phantoms on your map when you are carrying a Force Gem.

▷ You can enter Safe Zones. When in a Safe Zone, Link will disappear from the map of the player controlling the Phantoms.

▷ Force Gems will turn the color of bases they are set down in. They will turn back to yellow when they are placed in a Safe Zone.

〰️ 🌀 Playing as the Phantoms 🌀

Your goal is to protect the Force Gems from being taken by Link! Defeat Link to end the turn.

▷ Control the Phantoms by drawing lines on the map. They will follow the route you draw.
  * While the Phantoms are moving, you can draw another line to change the path.

▷ Link's turn will end if you catch him. (The Phantoms will automatically attack when they come close to Link.)

▷ Phantoms can't enter Safe Zones or see Link when he is in a Safe Zone.

Battle Screen

Link is controlled on the Touch Screen. While playing Link, watch the location of the Phantoms on the top screen. The Phantoms are controlled by drawing paths on the Touch Screen. While playing as the Phantoms, watch their movements on the top screen. You can swap between the Phantoms on the top screen by pressing the L Button or R Button. Items and bases are the same color as Player 1 and Player 2.

Points

This is the current score. If Force Gems the color of your base are changed to another color, you will lose those points.

Safe Zone

Force Gems

Base (Red/Blue)

Helpful Items (Red/Blue)

Battle

The current battle you are on.

Time Limit

Link's Screen

Phantoms' Screen

DS Wireless Communications
(DS Wireless Play/DS Download Play)

Find out here how to play over DS Wireless Communications.

How to Play Over DS Wireless Communications (DS Wireless Play)

What You Will Need

☐ Nintendo DS/Nintendo DS Lite - 2 systems
☐ The Legend of Zelda: Phantom Hourglass Game Card - - - - - - - - - 2

Steps

1. Check that the power on each of the DS systems is OFF.
   Insert a Legend of Zelda: Phantom Hourglass Game Card into each of the DS systems.

2. Turn the power on each of the DS systems ON. The DS Menu Screen will appear.

3. Tap "The Legend of Zelda: Phantom Hourglass."

4. Please follow the instructions on page 28.

How to Play Over DS Wireless Communications (DS Download Play)

What You Will Need

☐ Nintendo DS/Nintendo DS Lite — — — — — — — — — — 2 systems
☐ The Legend of Zelda: Phantom Hourglass Game Card — — — — — 1

Steps (for the Player 1 (parent) DS System)

1. Check that the power on the DS system is OFF. Insert a Legend of Zelda: Phantom Hourglass Game Card into the DS system.
2. Turn the power ON. The DS Menu Screen will appear.
3. Tap "The Legend of Zelda: Phantom Hourglass."
4. Please follow the instructions on page 32.

DS Menu Screen

Steps (for the Player 2 (child) DS system)

1. Turn the power on the DS system ON. The DS Menu Screen will appear.
2. Tap "DS Download Play" and the game list will appear on the screen.
3. Tap "The Legend of Zelda: Phantom Hourglass." The download-confirmation screen will appear.
4. If it is correct, tap "Yes." The data will be downloaded from Player 1.
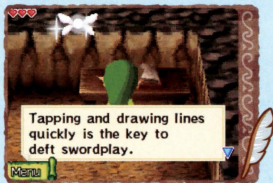5. Please follow the instructions on page 32.

Game List Screen

Adventure Hints

Gather Information

If you get stuck during your adventure, just ask around for information! Consult Astrid for advice, and make sure to read signs, gossip stones, and books on desks.

Tapping and drawing lines quickly is the key to deft swordplay.

In a Hurry? SKIP!

During event scenes, you can press START to make the SKIP icon appear. Tap SKIP to bypass the scene. However, tapping SKIP can make you miss important storyline points, so be careful!

Skip »

Get Your Goods Appraised!

As you progress in your adventure, you will eventually be able to visit a Treasure Teller and have him appraise and buy items from you. The value of treasures will vary depending on the player, so you might want to try trading them with friends (see page 22).

Treasure | Ship Parts

Quit

STAFF CREDITS

DIRECTOR
Daiki Iwamoto

SUBDIRECTOR
Hidemaro Fujibayashi

PLANNING
Hajime Takahashi
Yutaka Hiramuki

PROGRAMMING LEAD
Shiro Mouri

MAP/OBJECT PROGRAMMING
Yohei Fujino

PLAYER PROGRAMMING
Masahiro Nitta
Eiji Nishikawa

ENEMY PROGRAMMING
Yasushi Ebisawa
Toshinori Kawai

NPC PROGRAMMING
Yoshitaka Takesita
Atsushi Yamazaki

SHIP PROGRAMMING
Keigo Nakanishi

UI SYSTEM PROGRAMMING
Naonori Ohnishi

WIRELESS PROGRAMMING
Yukari Suzuki

DESIGN LEAD/PLAYER DESIGN
Michiho Hayashi

ENEMY DESIGN
Koji Takahashi
Hirohito Shinoda

NPC DESIGN
Tomomi Marunami
Masaaki Ishikawa

MAP/OBJECT DESIGN
Takeshi Koike
Eiji Mukao
Hanako Hisada

EFFECTS DESIGN
Motoaki Fukuda
Sayaka Yano

UI DESIGN
Tomoko Ichikawa
Yoshifumi Masaki

3-D MODELING
Mituko Okada
Mizuki Tashima
Mari Fujita
Mariko Sanefuji

CHARACTER ANIMATION
Yuko Yoshimura
Marumi Nakajyou

DESIGN SUPPORT
Yoshiki Haruhana

CINEMA SCENE DIRECTOR
Naoki Mori

CINEMA SCENE PLANNING
Daisuke Nobori
Shigeki Yoshida
Hiroyasu Kuwabara
Hitoshi Kobayashi
Eriko Kimura
Chiaki Aida
Katsuki Hisanaga
Kazuhide Hiura

CINEMA SCENE EFFECTS
Keijiro Inoue

PAPER CUTOUT ILLUSTRATION
Yuri Adachi

MUSIC
Kenta Nagata
Toru Minegishi

SOUND EFFECTS/PROGRAMMING
Toru Asakawa
Sanae Susaki

VOICE
Sachi Matsumoto
Hikari Tachibana
Kaori Mizuhashi

PROGRESS MANAGEMENT
Keizo Kato

SUPERVISORS
Yoichi Yamada
Toshihiko Nakago
Takashi Tezuka

TECHNICAL SUPPORT
Hironobu Kakui
Yoshito Yasuda
Takehiro Oyama

DEBUG
Naoki Takami
Super Mario Club

ILLUSTRATION
Yusuke Nakano

ARTWORK DESIGN
Daiki Nishioka
Yuka Kotaki

TITLE LOGO DESIGN
Takashi Ito
Sachiko Nakamichi

PROMOTION
Takeshi Furuta

SPECIAL THANKS
Takumi Kawagoe
Koichi Kawamoto
Tomoaki Kuroume
Tadashi Sugiyama
Toshiaki Suzuki
Takahiro Hamaguchi
Taro Bando
Makoto Miyanaga
SRD
DIGITALSCAPE Co., Ltd.

PRODUCER
Eiji Aonuma

GENERAL PRODUCER
Shigeru Miyamoto

EXECUTIVE PRODUCER
Satoru Iwata

NORTH AMERICAN LOCALIZATION
Gema Almoguera
Steven Grimm
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Reiko Ninomiya
Erik Peterson
Kevin Sullivan

NOA LOCALIZATION MANAGEMENT
Nate Bihldorff
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Melvin Forrest
Michael Leslie
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NOTES

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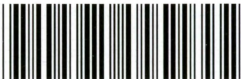
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Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
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