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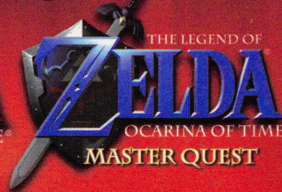
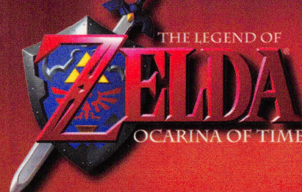
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THE LEGEND OF **ZELDA®** *the Wind Waker™*

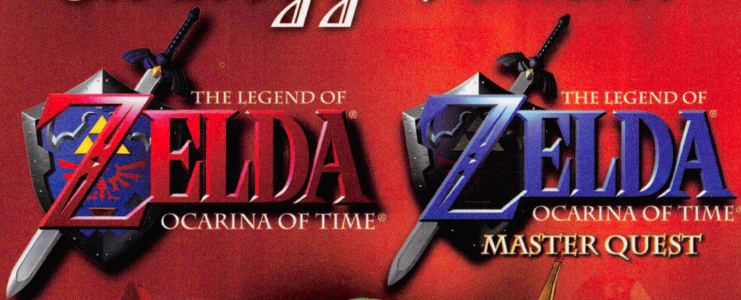
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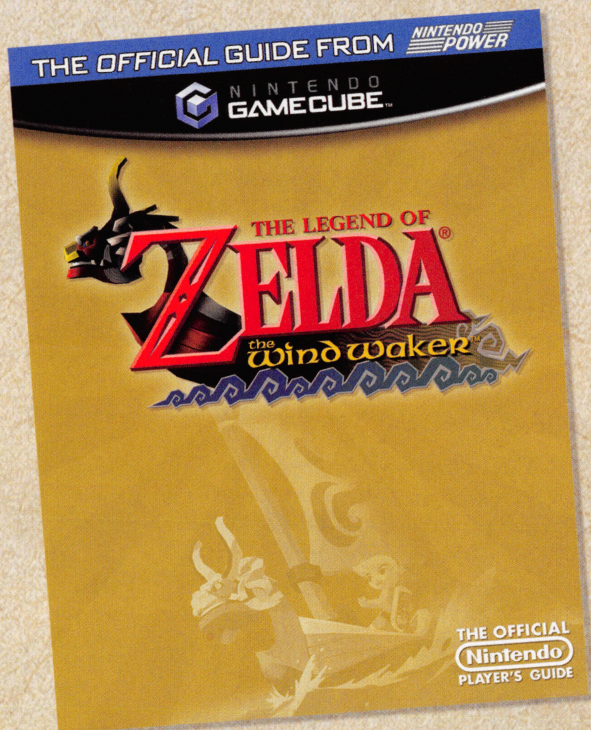
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THE LEGEND OF **ZELDA** the Wind Waker™

The Legend of Zelda is one of the most well-known and beloved video game series ever created. Spanning nearly two decades and multiple consoles, the adventures of a brave hero named Link have entertained and enthralled gamers the world over. Come along with us as Nintendo Power presents a sneak preview of the next game in the series—The Legend of Zelda: The Wind Waker.



Note: Screen shots are from the Japanese version of the game and are subject to change.

Enter the Dungeons



The Wind Waker will send you through a series of tricky and dangerous dungeons.



Many dungeons are based on an element such as fire, wood or water.



You'll need familiar tools such as the map and compass to complete each dungeon.



Like dungeons in other Zelda games, these get harder. Enemies and puzzles also become more clever.



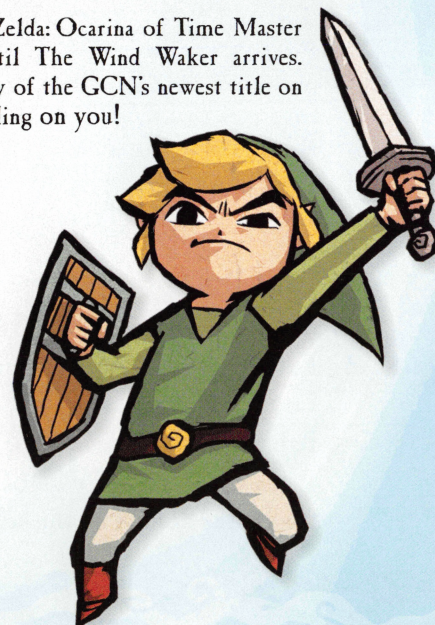
Each dungeon ends with a fierce boss battle. Most bosses are gigantic creatures that tower over Link.



If you think the dungeons in The Legend of Zelda: Ocarina of Time Master Quest are tough, wait until you tackle The Wind Waker!

Almost Home!

We hope that The Legend of Zelda: Ocarina of Time Master Quest will tide you over until The Wind Waker arrives. Remember to pick up your copy of the GCN's newest title on March 24, 2003—Link is depending on you!



The Forsaken Fortress



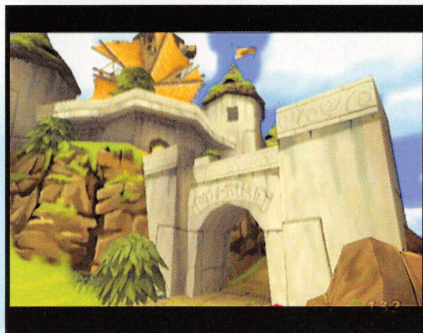
Next door to Star Island is a vast stronghold known as the Forsaken Fortress. Link must visit the citadel multiple times on his journey. Once there, he'll encounter angry beasts, alert guards and the evil leader who engineered Aryll's kidnapping.



Windfall Island



Windfall Island is home to the biggest city in the game. You'll find merchants, playhouses, windmills, schoolchildren, coffee shops and more—so if you can't find what you're looking for on Windfall Island, you probably don't need it.



Friendly Occupation

Link will need help from friends and allies to complete his latest quest. Luckily, there are dozens of people to meet along the way. Take a look at a few of the interesting folks you'll encounter.



Link



Link's little sister is named Aryll. She gives him a telescope at the beginning of his quest.



Aryll



Link's grandmother is sad to see him leave but gives him a green tunic and a shield to speed him on his way.



Grandma



Medli



Young Medli is a princess of the Rito tribe. She possesses both unquestioned bravery and the ability to fly.



Makar



Makar is a troublemaking forest spirit that loves music.



Tingle



Tingle will be familiar to gamers who played either N64 Zelda game. In The Wind Waker, Tingle gives Link an item that allows a second human player to help in the adventure. If you connect a GBA to a GCN, a friend can assume the role of Tingle and perform many important tasks.



Orca



The swordmaster in Link's hometown goes by the name of Orca. He teaches you the basics of swordplay and gives you your first weapon.



After you gain experience, you can return to Orca to learn more of his ancient wisdom.



Sturgeon



Orca's brother is an angry fellow named Sturgeon. He lives in the apartment above Orca's dojo.



The constant fighting downstairs causes Sturgeon's belongings to fall off the shelves. Needless to say, the old-timer isn't happy about it!

Tetra and the Pirates

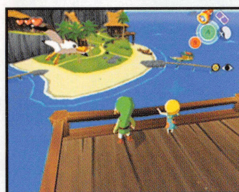


Tetra is the leader of a band of pirates. The sea dogs help Link many times throughout his journey.

The Legend Continues . . .

Many of the islands in The Legend of Zelda: The Wind Waker are little more than caves, but others contain small villages, vast fortresses and even whole towns. Get ready for a whirlwind tour that showcases some of Link's popular island destinations.

Outset Island



Outset Island is Link's home. It's also where Link's adventure begins.



Poor Rose has lost her pigs. If you find them, she'll give you a handsome reward.



Abe is an odd duck who enjoys sneaking up behind things and crawling through the grass.



Aryll spends time at the top of a large lookout tower on the edge of Outset Island.



If you're looking for trouble, check out the upper reaches of the island—fierce creatures reside there.



All is not happy on Star Island. After a bit, a large bird will kidnap your kid sister. Thus begins Link's journey.

The Pirate Ship



Most pirates are unpleasant (and unwashed) fellows, but the pirates in Link's world are rather nice. Before they'll trust you, however, you'll have to prove your worth by engaging in a few tough challenges.





Deku Leaf

The Deku Leaf has two functions. It can create large wind gusts and also act as a kind of glider that allows Link to surf air currents.



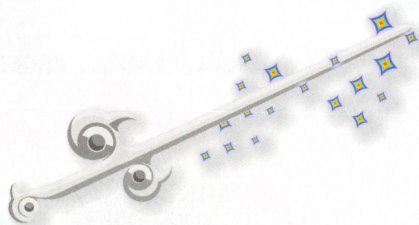
Bomb

You can throw and drop bombs. Many enemies are vulnerable to bomb blasts, but you'll most often use bombs to find hidden rooms.



Telescope

The telescope is great when you're searching for a small island in a big ocean. It has a powerful zoom lens.



The Wind Waker

A magic baton called the Wind Waker lets you control the elements, manipulate time, move objects and more. The first spell you'll learn uses the Wind Waker to change the wind's direction. To use the Wind Waker, simply press the C Stick at the right time. More-complicated spells involve the Control Stick as well.



So Real It's Unreal

The Wind Waker boasts a phenomenal new graphic style. Known as cel shading or toon shading, the visuals totally immerse players in Link's universe. Link also has a number of moves and talents to accompany his new look. Check out a few of them below.



If you stand in place, Link will look around the room. His eyes often settle on something that you can use to solve a puzzle.



Link can use ropes to swing in different directions and reach far-off areas.



Though crawling is not a new skill, Link can use the talent to sneak through small spaces.



In some areas, Link can hide underneath a barrel and use it as a disguise.



Once you learn the right song, you can take control of certain characters and objects and move them around.



Many baddies are armed with large weapons. When you dispatch such an enemy, it may drop its weapon. Link can pick up dropped items and use them to attack other foes.



Link can now inch across ledges by pressing himself against a wall and sidling along. You'll use the move to creep along cliff faces and other narrow spaces.

The Sea for Thee

Link sets sail on a vast ocean with around 50 islands to discover and explore. After you delve into the game and acquire certain items, you'll be able to dredge the ocean floor for treasure, battle sea monsters, fire cannons at your seafaring enemies and more.



Link's boat is called the King of Red Lions, and it functions as both a partner and a friend. The boat's figurehead (the large dragon head on the front) can even speak to Link and give him hints.



Treasure hunting isn't limited to dungeons anymore. Link can now dredge the ocean floor to find sunken chests.



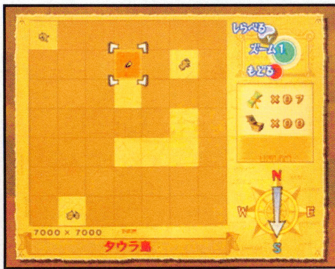
Once you buy a sail, your boat will make good time on the open seas. As the game's title suggests, wind plays an important role in the quest.



The ocean is not a safe place. You'll often have to battle sea monsters or address some other threat.



When you set sail, you will activate the passage of time. Both the sun and moon rise and set, and some events happen only at specific times.



Once you find Fish Bait, you can meet a paintbrush-wielding fish who will fill in your ocean map one square at a time. His work can help you find islands and treasures that you might otherwise overlook.

Items

Link carries a huge array of useful gadgets. The most important new item is the Wind Waker, a magic baton that allows Link to cast magic spells. Look at the following items to get a feel for the tools you'll use. Don't worry—there are many more items in the game.



Bags

Link can use three bags in The Wind Waker, and each one holds a different kind of item. One bag even lets Link send and receive mail.



Boomerang

Link's trusty boomerang can stun enemies and engage switches. It can also target up to five items at once!



Grappling Hook

The grappling hook can attach to certain outcroppings and let Link swing over gaps. You can also use it to bonk enemies on the head.



Bottle

Bottles can hold a wide variety of goodies—everything from water to magic potions to small fairies.

