

NINTENDO DS™

NTR-BKIP-UKV



INSTRUCTION BOOKLET

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™: SPIRIT TRACKS Game Card for the Nintendo DS™ systems.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. 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 Booklet for future reference.

This Game Card will work only with the Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.



WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.



THIS GAME ALLOWS WIRELESS GAME FEATURE SHARING



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This is a tale from long ago. The tale of the first people of this land.

In the beginning, the people followed the spirits, and all was peaceful. But that era of peace soon came to an end. The evil Demon King rose to power, destroying everything in his path. The spirits had no choice but to face him in battle.

The war that ensued seemed to last an eternity, and much blood was shed. Finally, the spirits subdued the Demon King, but they could not destroy him. Their powers were too heavily depleted.

With their remaining power, they buried his spirit in a dark, dark realm. They built shackles to imprison him, along with a tower that acted as a lock. These shackles cover the land to this day.

With their power drained, the spirits returned to the heavens. Suddenly bereft of both demons and spirits, this land was entrusted to us.

But now the shackles are disappearing and darkness once again threatens the land...

During Link's initiation ceremony, Princess Zelda slips him a letter telling him to come and see her. He visits her in her room, where she tells him something bad is happening to the land – and worse, that its spirit tracks are disappearing! She asks him to accompany her to the Tower of Spirits and investigate the cause.

The two board Link's train and head for the tower. But on the way, they are attacked by the villainous Chancellor Cole – who expels Zelda's spirit and takes away her body!

Link and Zelda continue to the tower, where they meet Anjean. Anjean tells them that if the spirit tracks were to disappear, the Demon King would be released – and that the villains plan to use Zelda's body as a vessel for his spirit!

This story chronicles Link and Zelda's journey to get Zelda's body back – and save the whole land from darkness!

Characters

Link

An apprentice engineer.
He came to the castle to become
a full engineer...but when he met
Zelda, fate took him on a different
journey.



Zelda

Princess of Hyrule.
After Cole and Staven stole her
body, her spirit joined Link on
his quest.



Anjean

Protector of the Tower of Spirits,
which links all of the spirit tracks.
Entrusts Link and Zelda with the
Spirit Train.



Cole

Chancellor of Hyrule.
Secretly working with Staven
to free the Demon King.



Staven

Of a race close to the spirits, he
dreams of wielding power greater
than any of them. To this end, he
wants to free the Demon King.



Getting Started

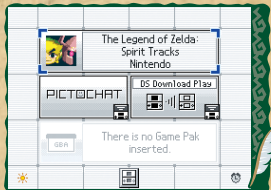
Make sure your Nintendo DS™ system is turned off. Insert the THE LEGEND OF ZELDA™: SPIRIT TRACKS Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

1 Turn the power on. The **Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

2 When using a Nintendo DSi™ system, simply touch the THE LEGEND OF ZELDA: SPIRIT TRACKS icon to start the game.

3 When using a Nintendo DS/DS Lite system, touch the THE LEGEND OF ZELDA: SPIRIT TRACKS Panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

Note: “Nintendo DS system” is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS™ Lite and Nintendo DSi systems.



The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.

Note: In this manual, images with a **pink** border represent the top screen, while images with a **blue** border represent the Touch Screen.





Selecting a File



To begin a new game, touch NEW GAME, then follow the instructions in the section below. To continue from a previously saved game, touch the save slot containing your save data.



Beginning a New Game



After selecting NEW GAME, you will be prompted to enter the main character's name. Use the keyboard on the Touch Screen to enter characters, then select OK when you are finished. You will then be asked which hand you use the stylus with.

When this is complete, the **File Selection Screen** will be displayed. Touch your new save slot to continue.



Saving Data

You can save your progress at any point by touching SAVE on the menu bar, or by pressing START and touching SAVE AND QUIT on the **Pause Menu**. Your progress will be saved to the same slot you selected when you began/continued your game. Keep in mind that when you restart a saved game, your character may not be standing in the same place as he was when you quit, e.g. you may be returned to the entrance of a temple.

Note: You can have a maximum of two save files at any time. If both are full, you must delete one if you want to begin a new game.



File Selection Screen



After choosing a save slot, touch START to go to the **Mode Selection Screen**. Touch COPY to copy a save file into the other save slot, or touch ERASE to delete a save file. Touch  to return to the previous screen.

Note:

- Data from **Battle Mode** cannot be copied.
- When copying a save file to another slot, that slot's data will be erased and cannot be recovered.



Selecting a Mode



Select ADVENTURE (p. 13–30) or BATTLE (p. 31–35) to begin playing. Select CONTACT MODE (p. 36) to trade treasure items over DS Wireless Communications, or OPTIONS to adjust in-game settings.

Note: **Contact Mode** will only be useful when you pick up treasure.

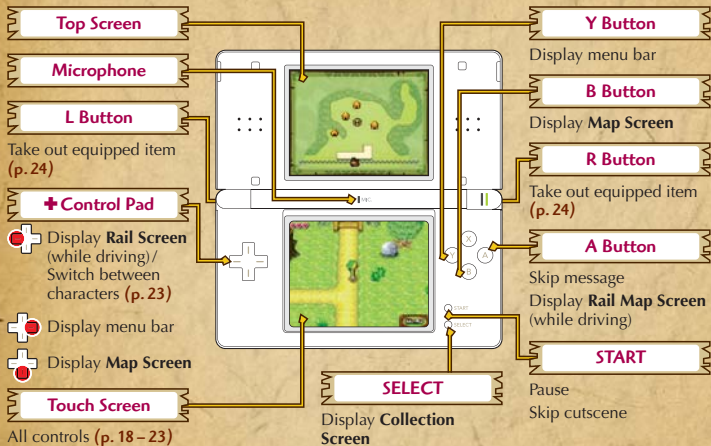


Options Menu

MESSAGE SPEED	Set the message speed to SLOW, NORMAL or FAST.
SOUND SETTINGS	Choose between four different audio output types.
HANDEDNESS	Choose whether you are left- or right-handed.
MIC TEST	A meter will appear on the screen. Blow into the microphone, moving the system closer to/further from your face, to ensure you are at the appropriate distance.

Controls

This game is primarily played using the Touch Screen and microphone. The buttons can be used for some functions.



Note: If you close your Nintendo DS system during play, it will go into **Sleep Mode**, greatly reducing battery consumption. To exit **Sleep Mode**, reopen your system.

Game Screens



Main Screen

Touch MENU on the lower part of the Touch Screen to display the menu bar, which contains a number of options.



Note: This screen is for right-handed mode. When playing in left-handed mode, some elements are displayed on the opposite side of the screen.



Collection Screen

Touch COLLECTION on the menu bar to display this screen. Here you can see all of your items, along with the songs you have learned for the Spirit Pipes. (p. 26)

Current Equipment

Key Items
These are some important items you gain on your quest.

Train Parts

Treasure

Songs

Ammo / Rabbits
Your bomb and arrow stocks are displayed here, along with the amount of wild rabbits you have caught.

Prize Postcards
Post these and you might win valuable treasure!

Stamp Book

Letters

Swap Screens
Touch this to swap the upper and lower screens.



Train Parts

Here you can see all of the train parts you have collected. Collect a bunch and take them to Alfonzo so he can give your train an overhaul! (p. 30)

Part Types (p. 30)



Treasure

This shows all of the treasure that you have collected. Take your loot to Linebeck to exchange it for train parts! (p. 30)



Stamp Book

Niko will give you this at a certain point in the story. Get it stamped in every area you visit!



Letters

As you progress through the game, some people will send you letters. If a postbox looks excited, touch it and the Postman will come along with a letter for you!





Map Screen

This shows a map of the area and marks your current location. It is usually displayed on the top screen. If you want to make notes or check other floors, touch MAP on the menu bar, or press down on **+** Control Pad or the B Button to move it to the Touch Screen.

MEMO/ERASE

Write or erase notes on the map.

Floor

Use this in dungeons to look at other floors you have been to.



Map Icons

These are some of the icons that appear on the map:

- You are here
- House/Shop
- Key
- Stairs
- Place where something has changed
- Phantom (p. 22)

Take lots of notes!

You'll pick up a lot of useful info along the way from people, signs and the environment. You never know what might be crucial for your quest, so remember to take notes on your map!



Rail Map

Touch RAIL MAP on the menu bar to display the Rail Map on the Touch Screen.

World Map Screen

Known Region

Touch this to show the **Region Map Screen** for that area. If you touch a place you've been to before, the name of that place will appear.

Unknown Region

These areas will remain uncharted until you get the corresponding glyphs.



Region Map Screen

MEMO/ERASE

Write or erase notes on the map.

You are here

Tracks

During the game, you will be able to unlock new tracks to travel on.

Station



Actions

All of Link's basic actions are controlled by either touching or sliding.

Use them to defeat enemies and solve the puzzles throughout the game!



Basic Actions

Walk / Run / Jump / Roll

Link will walk in the direction you are touching. If the stylus is further away from him, he will run.



Link will automatically jump over small gaps.

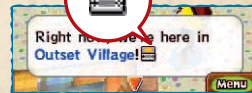


Quickly touch the Touch Screen twice and Link will roll.

Link will get dizzy if you roll too much!

Talk / Examine

Touch a person to speak to them, or a sign to read it. You never know what might be useful, so check out everything you see!



If you see a  at the end of the message, take a look at the top screen!

Pick up → Throw

Touch a small item like a pot or rock to pick it up, then touch a spot to throw it. When it breaks, an item might pop out!



Touch where you want to throw it.



Using your Sword

You will gain a sword as you progress through the game. You can use it to defeat enemies, cut down bushes, destroy pots and solve puzzles!



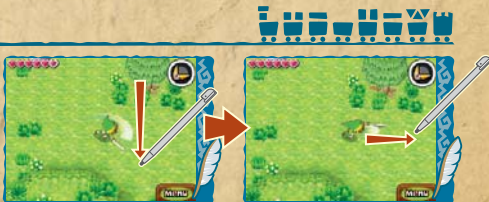
Lock-On Slash

Touch an enemy to make Link swing his sword at it.



Slide Slash

Slide the stylus in the direction you want to swing your sword.



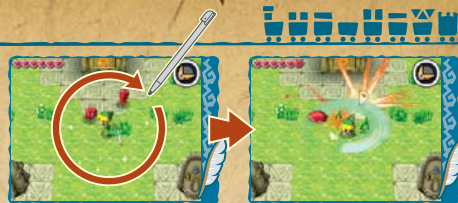
Slide perpendicular to Link and he will slash sideways.

Slide in the direction Link is facing and he will lunge with his sword.



Whirling Blade

Draw a circle around Link and he will perform a spinning sword slash! But be careful – he will get dizzy if you repeat this too quickly.



Draw a large circle...

...and Link will slash any enemies or objects around him!



Grab → Push / Pull

Touch a block to grab it, then touch an arrow to push or pull it in that direction. Keep in mind that some blocks cannot be moved.



Touch the block...

...then touch the direction you want to move it in!



Guiding the Phantom

Invincible enemies called Phantoms appear in a certain dungeon. Collect three Tears of Light 🔥 to power up your sword, then attack the Phantom from behind to stun it. A friendly spirit can then fly into the Phantom and take control!

A Phantom under your control will usually follow Link, but you can also guide it freely using the stylus.



Direct the Phantom

Touch and it will turn yellow. Slide the stylus to draw the route you want the Phantom to take. While it is moving, touch to stop it.



Draw a route for the Phantom to follow.



As long as there are no obstacles, it will follow the path exactly.



Touch to stop it.

Phantom



If a Phantom finds and hits you, you will lose some health and be returned to the entrance of the current floor. Try to keep out of their line of sight to avoid detection!



Change Viewpoint

Touch and to switch focus between the Phantom and Link. This is useful if they are far apart and you want to keep an eye on both of them!



While controlling Link, touch ...



...and you will switch focus to the Phantom!



Call the Phantom

Touch at the bottom corner of the screen to call the Phantom to your side and have it follow you.



When your game ends...

If your Life Gauge (p. 13) runs out, your game will end and you will be presented with two options. Select CONTINUE to retry the same area, or select SAVE AND QUIT to save the game and return to the **Title Screen**.

Note: If you select SAVE AND QUIT, you will be asked if you want to save your progress. If you select NO, you will continue from your previous save point the next time you load the save file.

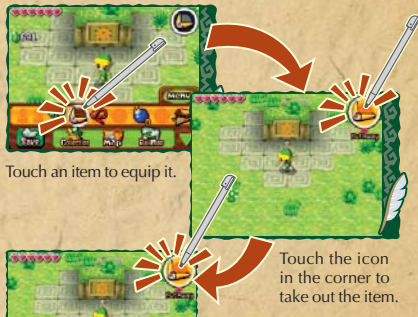
Items

There are two kinds of items: those you can equip, and those that can only be used in a particular area. Try out equippable items wherever you can!



Using Equippable Items

Touch an item on the menu bar to equip it. The corresponding icon will then appear in the upper corner of the screen. To use the item, touch it to take it out, then follow the usage instructions for that particular item. You can also use the L Button and R Button to take out an equipped item.



Touch an item to equip it.

Touch the icon again to put the item away.

Touch the icon in the corner to take out the item.



Whirlwind

To use this, choose a direction then blow into the microphone. Link will shoot a small whirlwind at whatever he is facing!



Choose a direction with the stylus, then blow!



The whirlwind shoots forward and stuns the monster!



Boomerang

Slide on the Touch Screen to draw a path for the boomerang, then lift the stylus to throw it. It can hit enemies, flick switches and much more! Be careful when you draw the path, because if any obstacles get in the way, it will come flying back immediately.



Not sure what to do?

Can't find the item you need to progress? Not sure how to move forwards? Make sure you've checked everything around you and gathered all the info you can. Talk to people, check out stone tablets, signs, everything!

Spirit Pipes

You pick up this mystical pan flute as you progress through the game. To play the instrument, select the Spirit Pipes from the menu bar. Slide the pipes left and right to select a note, then blow into the microphone to play.



Use your items!

Some puzzles require a certain item to be used. Try combining different items and trying everything you can – you never know what might work!



Collectable Items

You can get Hearts and Rupees by defeating enemies, cutting bushes and breaking pots. You might also find them in unexpected places, so keep your eyes peeled!



Hearts



These restore your Life Gauge (p. 13) by one heart.



Rupees



Rupees are the currency of Hyrule. Different colours and sizes have different values.



Collect Heart Containers!

Collect these to refill your Life Gauge and permanently increase it by one heart!



Driving the Train

Drive your train all across the land! You can even ferry people and haul cargo!

Unlock more tracks and travel to new places!



Train Screen

You are here

The purple area represents your line of sight.

Operation Gauge

This will decrease when you run into an animal or enemy. Stop at a station to refill it.

Remaining Cargo

This will decrease when your train takes damage. Some cargo also decreases automatically over time.

Line of Sight

Touch the edges of the screen to look in other directions.

ROUTE

Touch this to trace a new route.



Railroad Switch

Use this to turn at a junction.

Whistle

Slide this downwards to blow the train whistle.

Gear Box

- High Speed
- Drive
- Brake
- Reverse/Emergency Brake

MENU

Touch this to bring up the menu bar (p. 13). Your items are not displayed here.



Rail Screen

You can use this screen to draw out a route for your train to travel on. Touch the quill and slide it across the tracks to plan your route. When you're done, lift the stylus from the screen, then touch GO! to set off or CANCEL to redraw the route.



Quill



Be vigilant!

Pay attention to your surroundings while you drive the train! You could be attacked by monsters or find obstacles on the track. Changing your route or blowing your whistle are always good options, but make sure you don't let your guard down!





Linebeck Trading



You will find this trading post on your travels. Here you can trade your hard-earned treasure for train parts! Select the part to see what treasure is required to obtain it. If you have all of the treasure needed, touch BUY to trade! Alternatively, Linebeck would be more than happy to buy your treasure from you with Rupees.



Alfonzo's House



Alfonzo's house in Outset Village doubles as a train workshop! Here you can customise your train by mixing and matching the train parts in your inventory. Select a train part to see it on the top screen, then select OK to put it on your train!



Part Types

- Engine
- Cannon
- Passenger Car
- Wagon

Multiplayer

Battle your friends and trade items using DS Wireless Communications!

You can also battle using DS Download Play!



Battle Mode



Select BATTLE on the **Mode Selection Screen** to play head-to-head against up to 3 players!

Name
This is your character name.

Battles Fought

Battle Menu (p. 32)

Battles Won

Rank
This is based on your Rank Point total. Fight lots of battles to get more Rank Points!



Battle Menu

There are three options in the **Battle Menu**.



Create Group

Create a group using DS Wireless Communications, with you as the host. When enough opponents have registered, touch CLOSE ROOM. Next, select an arena and touch START! to begin!

Note: Please read **p. 37–39** before beginning DS Wireless Communications.



Join Group

Join a group as a client system. If there are any open rooms within range, the host's name will be displayed. Touch it to join. The host will close the room and select an arena when ready.



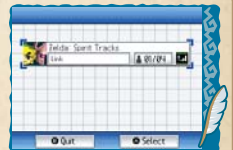
Player List

This is a list of all players you have battled against. Touch a player and your records against that player will be displayed on the top screen.



Using Single-Card Play

You can also play against up to three Nintendo DS users who don't own the game. The host should select CREATE GROUP, while the other players follow the DS Wireless Communications (Single-Card Play) instructions on **p. 37**.





How to Battle

The aim of the game is to collect the Force Gems scattered around the arena. The player with the most Force Gems when time runs out is the winner!



Basic Controls

Guide your character around the arena, collecting Force Gems. The controls are the same as in **Adventure Mode**, but your character does not have a sword.



1P is green, 2P is red, 3P is blue and 4P is purple.



Force Gems

Have your character touch a Force Gem to pick it up. If a Phantom attacks you or you fall into a pit, you will be stunned and your Force Gems will scatter around the arena near you.



Force Gems



Battle Screen



Force Gem

Phantom

The yellow area is the Phantom's line of sight.

Force Gems Held

Time Remaining

Player

Each player has a different colour.

Pit

Item



Items

Item bubbles will appear periodically in the arena. Pick one up and a random item will be assigned to you. All items trigger automatically.

Lightning	Lightning will strike nearby players.
Pit	Pits will appear around the arena. Other players will not be able to see these pits.
Force Gem (1/3/6)	Force Gems will appear near the player.
Invincibility	Phantoms cannot harm you for a short time. Bump into other players to make them drop their Force Gems!



Contact Mode



In this mode, you can use DS Wireless Communications to trade treasure items with other players! Please refer to the information on **p. 38 – 39** before initiating DS Wireless Communications.

1 Select **CONTACT MODE** from the **Mode Selection Screen**. (**p. 11**)

2 Put the treasure you want to trade in a box and touch **EXCHANGE** to initiate **Contact Mode**.



3 To end **Contact Mode**, touch **END**. If you have successfully made a trade, it will be displayed.

Note:

- While **Contact Mode** is active, the battery will drain more quickly than usual.
- Even if you close your Nintendo DS system during **Contact Mode**, it will not enter **Sleep Mode** and it will continue searching for players to exchange treasure with.



DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
THE LEGEND OF ZELDA: SPIRIT TRACKS Game Card	One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.

NOTE: In case you are using a Nintendo DS/DS Lite system which is set to **AUTO MODE**, skip the next step and go on with step 4.

3. Touch the **THE LEGEND OF ZELDA: SPIRIT TRACKS** Panel or icon.
4. Now, follow the instructions on pages 31 – 33.

Client System:

1. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.

NOTE: When using a Nintendo DS/DS Lite system, make sure the **Start-up Mode** of your system is set to **MANUAL MODE**. For further details on how to set up the **Start-up Mode**, please refer to the Instruction Booklet of your Nintendo DS/DS Lite system.

2. Touch **DS DOWNLOAD PLAY**. The **Game List Screen** will appear.
3. Touch the **ZELDA: SPIRIT TRACKS** Panel or icon.
4. You will be asked to confirm your choice. Touch **YES** to download game information from the Host System.
5. Now, follow the instructions on page 33.



DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
THE LEGEND OF ZELDA: SPIRIT TRACKS Game Card	One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.
NOTE: In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the THE LEGEND OF ZELDA: SPIRIT TRACKS Panel or icon.
4. Now, follow the instructions on pages 31 – 33.

Guidelines for Communications

For best results when using DS Wireless Communications, follow these guidelines.

The  icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). When using a Nintendo DSi system in a hospital or on board an aeroplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DS/DS Lite system or the wireless indicator LED of your Nintendo DSi system will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Ensure that the maximum distance between systems is at about 20 metres (approx. 66 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
- In order to use DS Wireless Communications with Nintendo DSi, DS Wireless Communications must be enabled in the System Settings.

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