



**Objective:** Eliminate your opponent's characters.

**Characters:** Each player controls 2-3 characters on a team.

Forces of Light	Forces of Darkness
Link & Navi	Ganon & 3 Wizrobes
Princess Zelda & Impa	Shadow Link & Poe
Princess Ruto & 2 Zora Wizards	Skull Kid & 2 Moblins
King Darunia & 2 Goron Warriors	Iron Knuckle & Stalfos Knight
Nabooru & 2 Gerudo Thieves	Kotake & Komune


**Gameplay:** Roll the die to determine who goes first. An 'all' result is higher than a non-'all' result of the same number (i.e. 3-All beats 3, but not 4). A Container Heart is the highest possible roll. Play proceeds clockwise starting with the player who rolls the highest. Before play begins, each player shuffles their deck and draws 4 cards. Each player's turn proceeds as follows.

**On Your Turn:**

1. **Roll the Die.** A green number result means you can move one character up to the number rolled. A red "all" result means you can move all of your characters up to the number rolled. You do not need to move any of your characters, if you don't want to. Obstacles and Opponents block movement, but allies do not; however, two characters cannot occupy the same space. If you

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roll a Container Heart, heal all your characters still in play 2 points. There is no maximum to the number of Container Hearts you can roll in a game, but only once per turn can you heal from a Container Heart roll. 

2. **Perform 2 Actions.** There are several types of actions.

1. **Play A Card.** Each card contains instructions on when to play. See Types of Cards for more information

on playing cards.

2. *Draw A Card.* Draw a card from your draw pile. You can hold no more than 10 cards at a time. If you have 10 cards, and want to draw another, you must discard one first, then draw a card. If the game lasts long enough that you empty your draw pile, reshuffle your discards to form a new draw pile.

3. *Heal a character.* You can heal a character only if their partner(s) are eliminated. To heal, discard one card of the eliminated partner to heal the surviving partner one point.

You can perform any combination of actions, two of the same or two different, but you are limited to 2 actions. Some cards have an added effect of “Playing this card does not count as an action.” When these cards are played, they do not count toward your 2 action per turn limit.

**Types of Cards:** There are 3 types of cards: Basic Cards, Power Combat Cards, and Special Cards. These are the cards used when you Play A Card as one (or both) of your actions. See the FAQ for specific card questions.

\* **Basic Combat Cards:** These are the core of the deck. They contain a picture and the name of the character(s) that can play them, attack (red) and defend (blue) values, and sword and/or bow icon.

o The bow & arrow icon indicates the card can be played as a ranged attack (see Attack Position). The sword icon indicates that the card must be played as a melee attack. When both icons appear, the card may be used as either ranged or melee, but is automatically a melee attack if the attacker is adjacent to the target.



To attack with a Basic Combat card, name the character that is attacking, and the enemy character being attacked. Then play a Basic Combat card face down on the table. Remember you must announce which character is attacking, and that character must be in attack position (see Attack Position).

Your opponent then has the option of defending. To defend, play a Basic Combat or Power Combat card for the character being attacked face up on the table. The player controlling the defending character does not have to play a defense card, even if they have defense cards for the targeted character in their hand. The attacking player then reveals his card, and the attack value is compared to the defense value. If the attack value exceeds the defense value, the defender must

take damage equal to the difference. If the defense value is greater than the attack value, the defender has successfully blocked the attack, and no damage is done. Both characters then discard their respective cards, faceup, to their discard piles.


\* **Power Combat Cards:** also called Power Attack or Power Defense cards. A Power Attack and Power Defense cards will have the name and picture of the character they are for and an attack (red) value or a defense (blue) value just as Basic Combat cards do.

o Power Attack cards will also have a bow and/or sword icon, just as Basic Combat cards do. These cards function just like Basic cards – for attack and defense – but also have added abilities. However, after the attack is resolved (the attack and defense values are compared, and damage – if any – is dealt) there are added effects that come into play. Extra effects from an attacker’s card take place before the defender’s card.

o Some Power Combat cards have both an Attack and Defend value. Those that do will usually have different effects depending on how they are played; the effect on top (red) is the effect that happens when the card is played as an attack, the effect on bottom (blue) is the effect that happens when a card is played as a defense.

o Some Power Combat cards have a sunburst as a value. The value of these cards is infinite or determined by some factor outside of combat.

\* **Special Cards:** Special Cards have a “Special” along the left side of the card, along with the name and picture of the character(s) they are for, but Special Cards are not used in Combat. Any damage a Special Card may inflict cannot be defended against. Special Cards have abilities – usually more powerful than Power Combat Cards – that can achieve a wide variety of effects. Special Cards have a line, just under the name of the card, telling you when to play the card. Most cards say “Play On Your Turn.” This means you can lay them on your turn – usually as an action – after you have rolled the die and moved your characters. Often, Special Cards will have two (possibly more) effects. When this is the case, the effects must happen in the order they are listed on the card. After playing a Special Card, it is discarded into your discard pile.

 \* **The Triforce:** Some cards have a Triforce icon. The ability associated with the Triforce icon can only be used once per game. If the card has a condition

that must be met before the Triforce ability can be used, such as another card must have been played, the first time the card with the condition is played when the condition is met, the Triforce ability is activated. Once triggered, a Triforce ability is can not be triggered again, unless a card specifically allows you to do so.



\* **The Clock:** Some cards have a Clock icon. The number in the Clock icon indicates the duration of that card's effects. Play Clock cards on the table, and leave them face up until the duration is up. The duration is counted by the number of times your turn begins (usually, your turn begins when you roll the die for movement). When the duration is reached, the card is immediately discarded and the card's effects end.

*For example: You are controlling Princess Zelda. The following chart details how a person might use "Hidden Identity," a card with a duration of 3.*

*1. Turn 1: Roll The Die, Move.*

*Action 1: Play "Hidden Identity." Princess Zelda's attack & defend values are doubled.*

*Action 2: Draw a Card. (this could be any action).*

*2. Turn 2: Roll the Die, Move. This is count 1 of the duration.*

*Perform Two actions.*

*3. Turn 3: Roll the Die, Move. This is count 2 of the duration.*

*Perform Two actions.*

*4. Turn 4: Roll the Die, Move. This is count 3 of the duration. Princess Zelda's attack and defend return to normal and the Hidden Identity card is discarded.*

**Attack Position:** The bow & sword icons indicate which kind of attack the card can be played as, melee or ranged. Cards with both icons are ranged attacks unless the attacker is adjacent to the target, in which case the card is a melee attack.

**Melee Attacks:** Melee attacks can only be made when the target is adjacent to the attacking character. Adjacent means any square that shares a border or corner with the square the attacking character is in.

**Ranged Attacks:** Ranged attacks can only be made in a straight horizontal or vertical line, or a straight (45 degree) diagonal line. There is no limit to the number of squares a ranged attack can reach. Ranged attacks (or cards that indicate a target that could be attacked

at ranged) are blocked by other characters and raised obstacles; see individual map descriptions for which obstacles block ranged attacks.

**Winning the Game:** A player wins the game when all his opponent's characters have been eliminated.

**Maps:** There are four maps: The Triforce Chamber, The Lost Woods, The Fairy Fountain, and The Leever Desert. Each map has obstacles. Some obstacles block ranged attacks but all obstacles prevent movement through those squares.

\* **Triforce Chamber:** This map's obstacles are the pillars. Pillars block ranged attacks. Triforce abilities are usable an unlimited number of times per game.

\* **The Lost Woods:** This map's obstacles are the stump and log, bushes, and creek/pond. Only the stump and log blocks ranged attacks.. Princess Ruto and Zora Wizards can move through the creek as though they were legal spaces.

\* **The Fairy Fountain:** This map's obstacles are the pillars and fire basins, both of which block ranged attacks. If you roll a Container Heart on this map, heal any character in the same square as a fairy 4 points instead of 2.

\* **The Leever Desert:** This map's obstacles are the big rock and the various levers. Only the rock blocks ranged attacks. A character may move through a Leever by taking 2 points of damage. Characters that can move opponent characters (through the use of a card) may move their opponents through a Leever and force them to take 2 points of damage.



## LINK AND NAVI THE FAIRY

Link, Hero of Time, raised as a Kokiri, but without a fairy companion until the Great Deku Tree binds Navi to link to guide the boy on his quest to save all Time.


Caught up in events he only barely understands, Link must learn songs of power to travel back and forth in time, between his adolescent and adult selves, to combat the evil that is Ganondorf and save Hyrule from darkness.

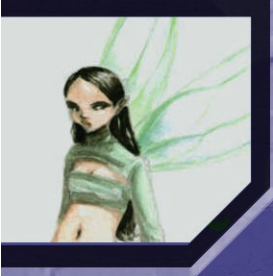
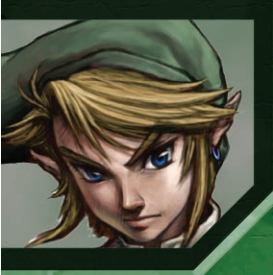
Navi may be Link's only constant companion, but he's outfitted with weapons, equipment, and maneuvers befitting a hero of his stature. Use his ranged basic cards and *Arrow of Light* to weaken opponents from a distance. Close in with *Charge Attack* to set up a well-played *Whirlwind Attack*. *Master Sword* should be enough to finish off anyone left after such hard hitting tactics, but *Mirror Shield* and *Fairy In A Bottle* are there to keep Link alive just long enough to win the duel.

LINK

	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15				

NAVI THE FAIRY

	1	2	3	4	
---	---	---	---	---	---



5



LINK

**CHARGE ATTACK**

Play when Link is attacking.  
After attacking, move Link to any empty space adjacent to the target.

5



LINK

**CHARGE ATTACK**

Play when Link is attacking.  
After attacking, move Link to any empty space adjacent to the target.

5



LINK

**CHARGE ATTACK**

Play when Link is attacking.  
After attacking, move Link to any empty space adjacent to the target.

5



LINK

**THE MASTER SWORD**

Play when Link is attacking.  
Draw 2 cards.

---

▲▲▲ If you have played TIME WARP this game, the attack value is 9.

6



LINK

**WHIRLWIND ATTACK**

Play when Link is attacking.  
This attack targets all adjacent enemies. After revealing this card against the first defender, all other adjacent enemies may defend normally.

3\*



LINK

**ARROW OF LIGHT**

Play when Link is attacking.  
\*If the target character plays a defense card, the defense value is changed to 0.

Special



LINK

**TIME WARP**

Play anytime on your turn.  
Take any card from your discard pile and place it in your hand.

---

▲▲▲ Increase Link's health by 3, even if he is at maximum health.

Special



LINK

**MIRROR SHIELD**

Play when Link is defending.  
Link takes no damage from the attack. Instead the attacker receives 2 damage.

Special



LINK

**FAIRY IN A BOTTLE**

Play anytime on your turn.  
Heal Link up to 4 points.

---

▲▲▲ If you have played TIME WARP this game, heal like an additional 2 points.

**7**  
**7**

**NAVI THE FAIRY**

**FAIRY DUST**

Play anytime on your turn.  
The player controlling the character FAIRY DUST is played against loses an action on his/her next turn.

**Special**

**NAVI THE FAIRY**

**HEY! OVER HERE!**

Play anytime on your turn.  
Move Navi up to 4 spaces. Then move Link adjacent to Navi.  
Draw a card.

**Special**

**NAVI THE FAIRY**

**HEY! OVER HERE!**

Play anytime on your turn.  
Move Navi up to 4 spaces. Then move Link adjacent to Navi.  
Draw a card.

**LINK**

**5**  
**1**

**LINK**

**5**  
**1**

**LINK**

**4**  
**1**

**LINK**

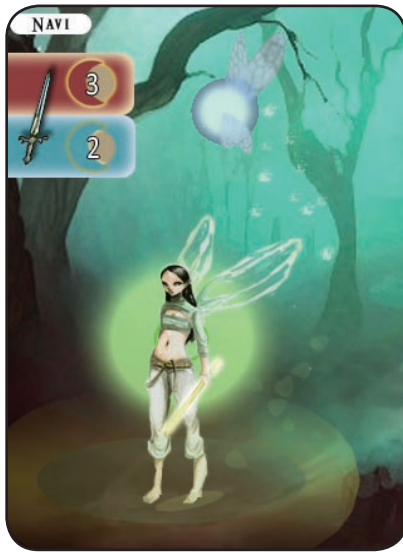
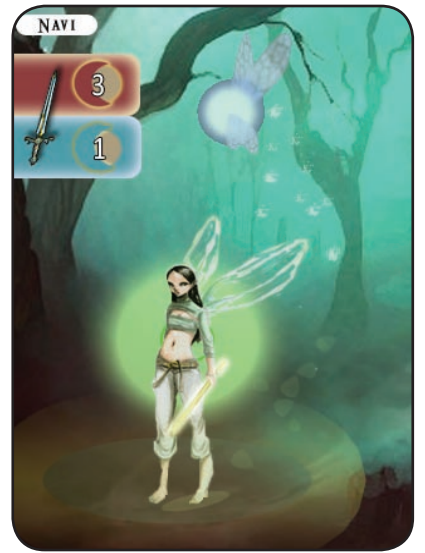
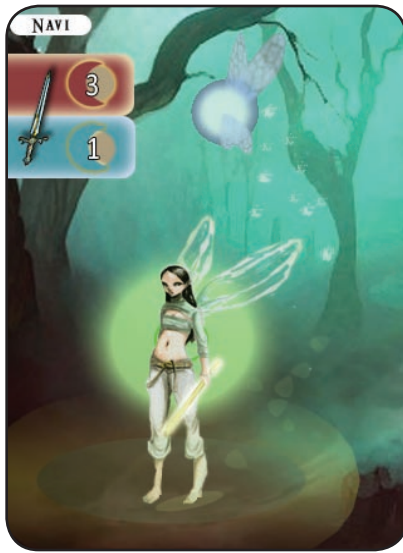
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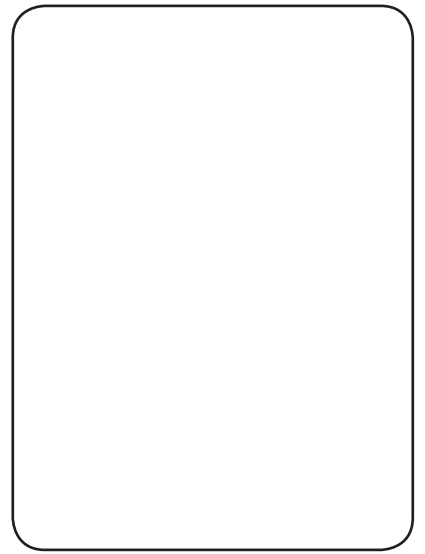
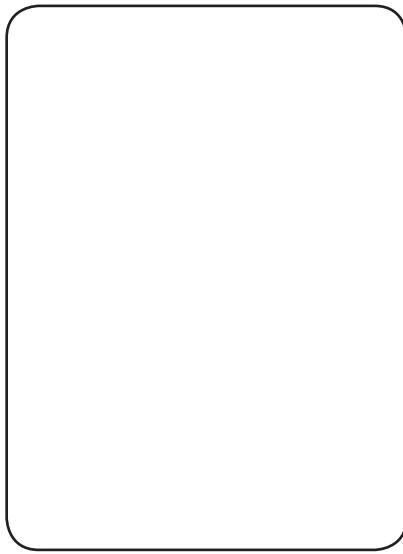
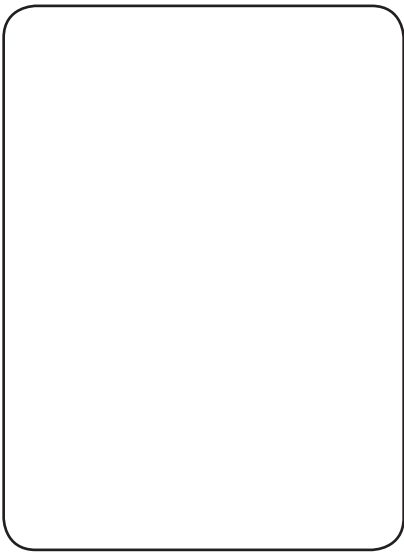
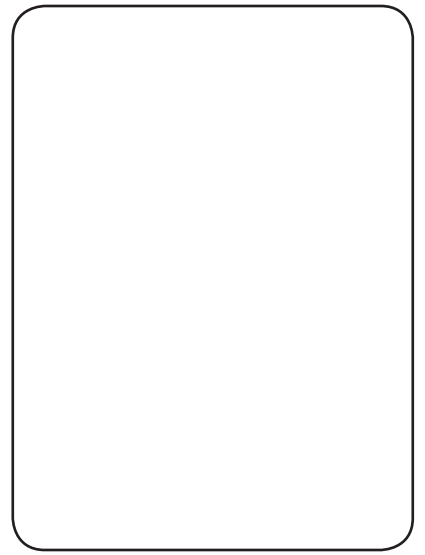
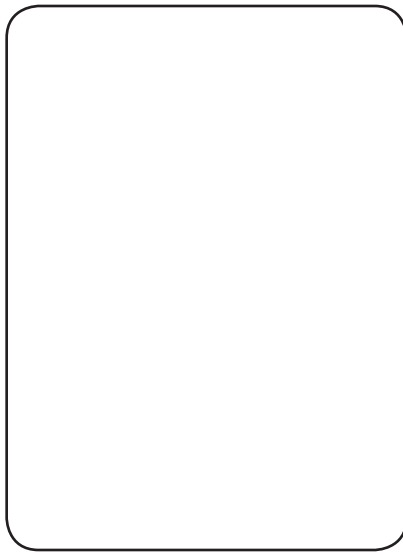
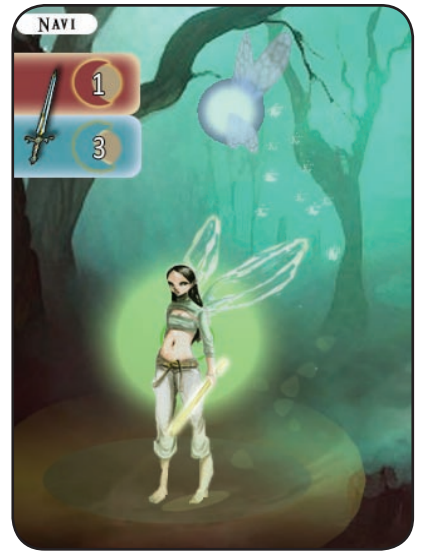
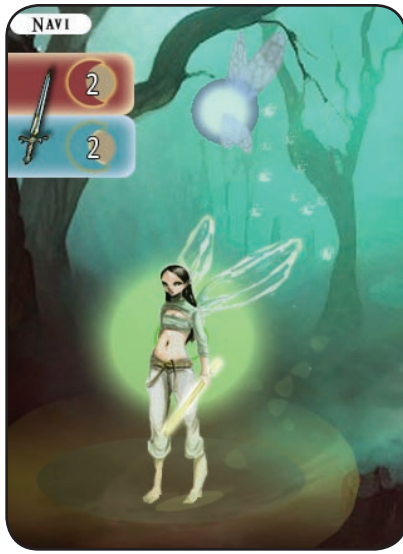
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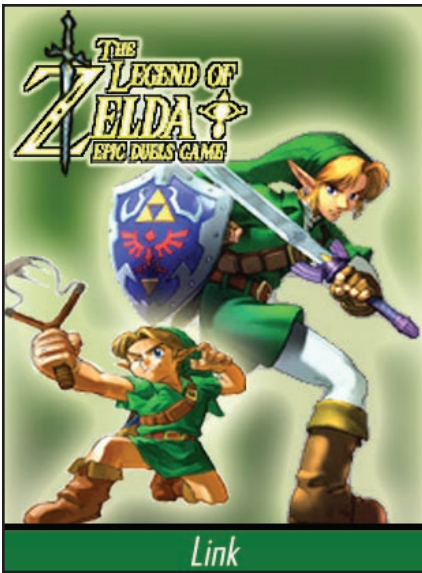
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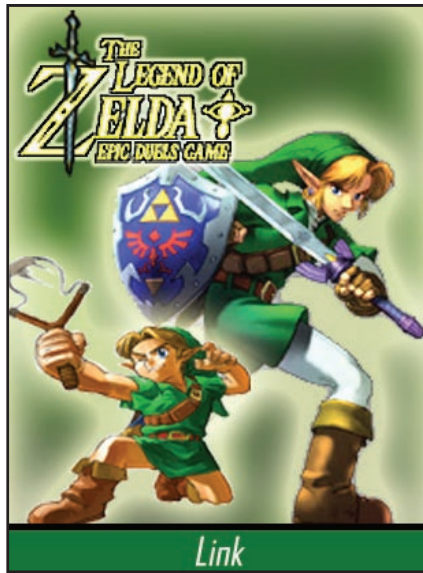








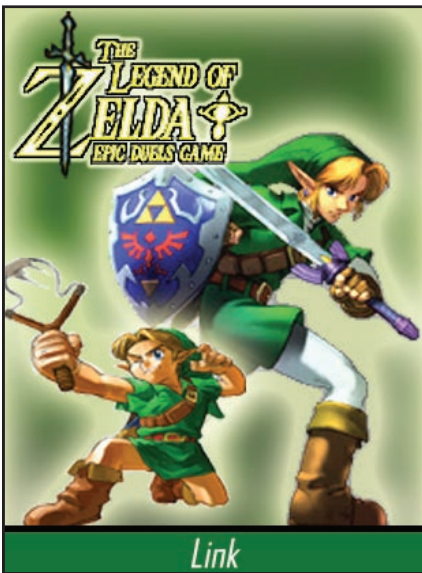
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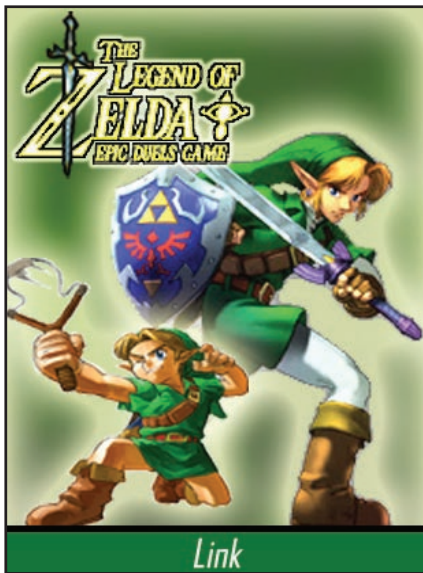
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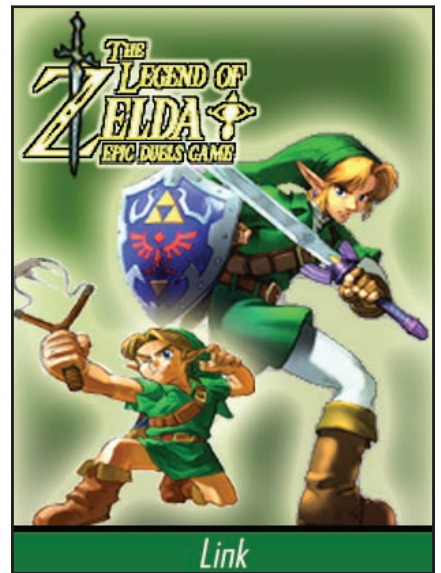
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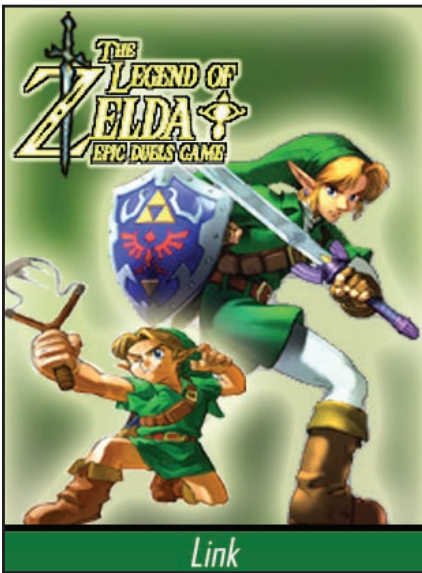
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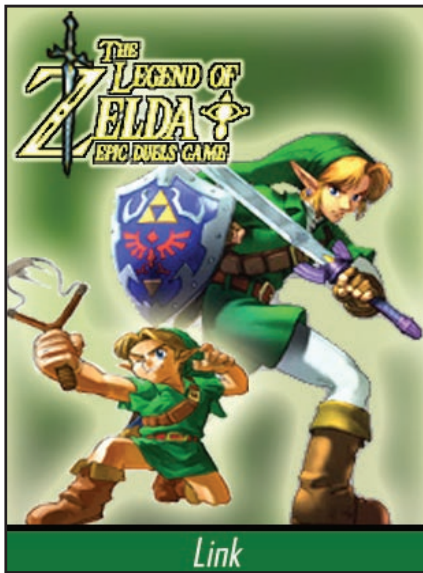
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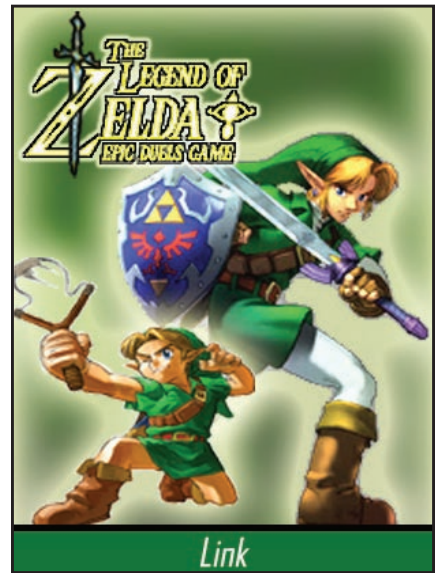
Link



Link



Link



Link

## THE LEGEND OF ZELDA

### PRINCESS ZELDA & IMPA

Princess Zelda is the paragon of hope, purity, nobility, and all things good in Hyrule. Consequently, this means she is ever under attack by Ganon's forces of evil and darkness. In the wake of Ganon's control of Hyrule, Zelda takes to disguising herself as a young roguish man name Shiek. As Shiek, Zelda is not fettered by the expectancies of Hyrulian nobility, and thus able to exhibit her martial training without hinderance.

Ever Zelda's companion and guardian, the mighty Impa keeps watch for any threat against the Princess, and takes decisive action accordingly. One of the last survivors of the Shiekah race, the shadow race, secretive, powerful, and devoted to the Great Goddesses.

**Gameplay:** Princess Zelda has the ability to increase the attack and defend values through the Hidden Identity card. That card has a Clock Icon, indicating that its effects last for multiple turns. When you play a Clock card, place it to the side of the board and count the number of times you start your turn. When you have started a number of turns equal to the Clock's value, discard the card normally.

Alternatively, you can place a number of markers or pennies on the card equal to the Clock's number. Each time you start your turn, remove a marker. When the last marker is removed, immediately discard the card.

PRINCESS ZELDA



●	1	2	3	4
5	6	7	8	9
10	11	12	●	

IMPA



●	1	2	3	4	5
6	7	8	9	10	11
●					



Special



PRINCESS ZELDA

**POWER OF LIGHT**

Play anytime on your turn.  
All enemy characters in play receive 3 damage.

Special




PRINCESS ZELDA

**POWER OF LIGHT**

Play anytime on your turn.  
All enemy characters in play receive 3 damage.


Special




PRINCESS ZELDA

**HIDDEN IDENTITY**

Play anytime on your turn.  
All combat cards for Princess Zelda have their attack and defend values doubled for the duration.



3\*



PRINCESS ZELDA

**AIRE OF NOBILITY**

Play when Zelda is defending.  
If Princess Zelda takes damage from this attack, the player controlling the attacking character must discard a card at random.

3\*



PRINCESS ZELDA

**AIRE OF NOBILITY**

Play when Zelda is defending.  
If Princess Zelda takes damage from this attack, the player controlling the attacking character must discard a card at random.

3\*



PRINCESS ZELDA

**AIRE OF NOBILITY**

Play when Zelda is defending.  
If Princess Zelda takes damage from this attack, the player controlling the attacking character must discard a card at random.

Special



PRINCESS ZELDA

**ROYAL INFLUENCE**

Play anytime on your turn.  
Choose an opponent. That player must discard 2 cards at random.  
Draw a card.

Special



PRINCESS ZELDA

**ROYAL INFLUENCE**

Play anytime on your turn.  
Choose an opponent. That player must discard 2 cards at random.  
Draw a card.

Special



IMP

**SAGE OF SHADOW**

Play anytime on your turn.  
Move Impa adjacent to Princess Zelda. Princess Zelda recovers 3 damage. If Princess Zelda has been destroyed, you may move Impa to any empty space.

Special



IMPA

**SAGE OF SHADOW**

Play anytime on your turn.  
 Move Impa adjacent to Princess Zelda. Princess Zelda recovers 3 damage. If Princess Zelda has been destroyed, you may move Impa to any empty space.

Special



IMPA

**SACRIFICE**

Play anytime on your turn.  
 Discard all Impa cards in your hand. Impa and all enemies adjacent to Impa receive damage equal to the number of cards discarded from SACRIFICE.



IMPA

**LOYAL TO THE END**

Play when Impa is attacking.  
 The attack value is equal to the amount of damage Impa has taken.

PRINCESS ZELDA



4  
1

PRINCESS ZELDA



4  
1

PRINCESS ZELDA



4  
1

PRINCESS ZELDA



3  
2

PRINCESS ZELDA



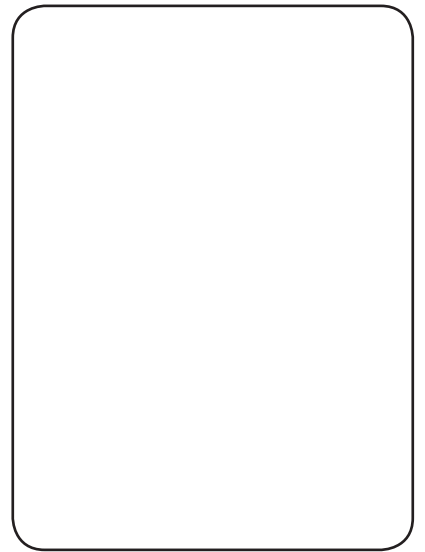
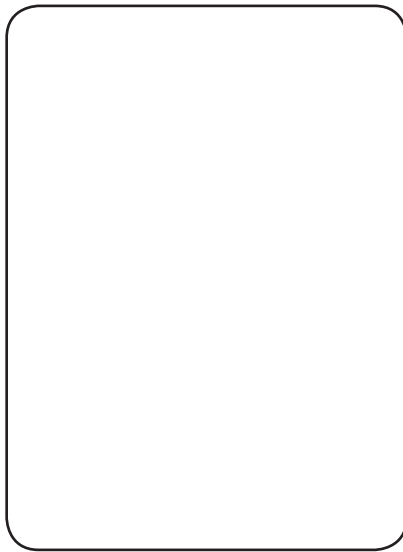
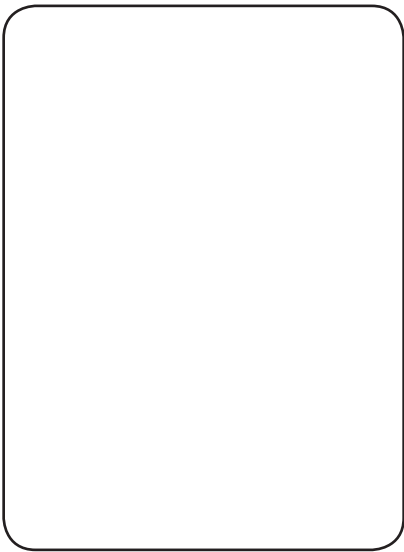
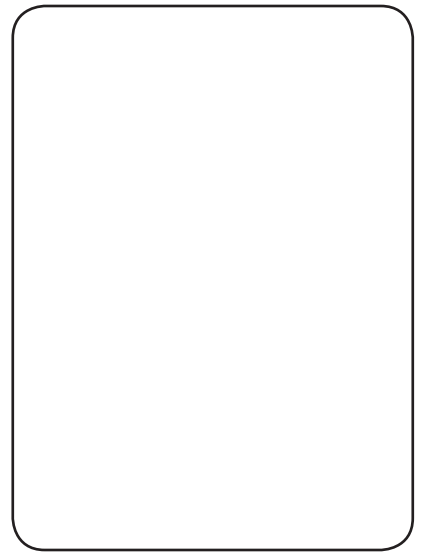
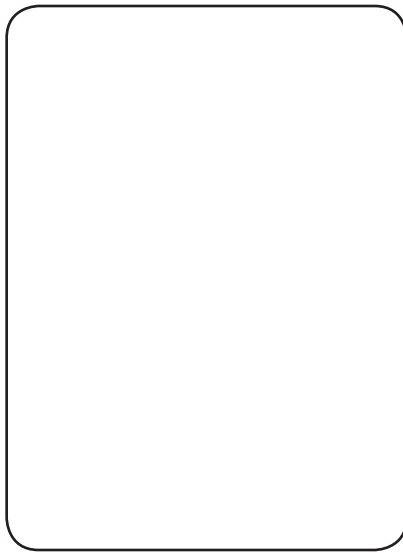
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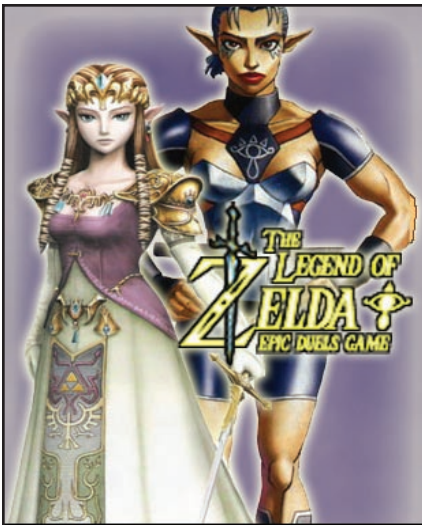
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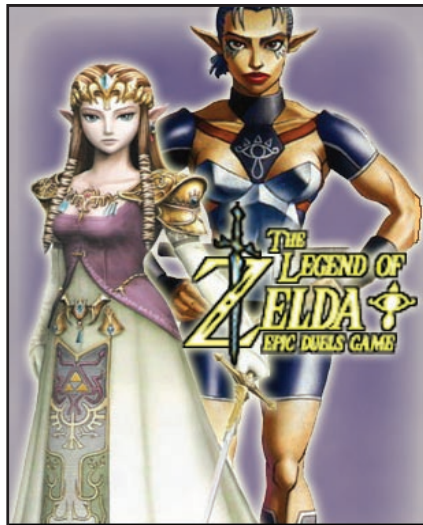
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PRINCESS ZELDA & IMPA



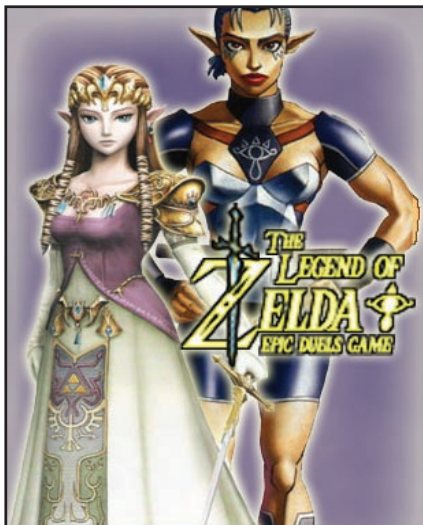
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PRINCESS ZELDA & IMPA



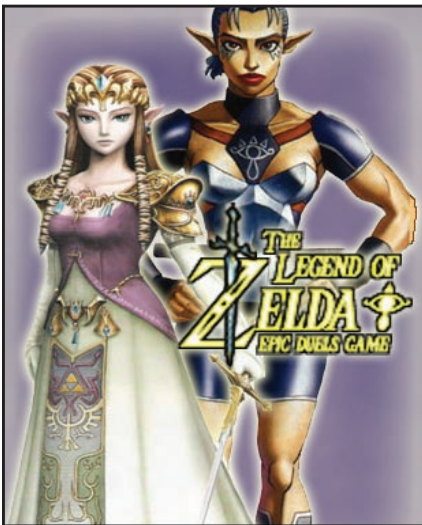
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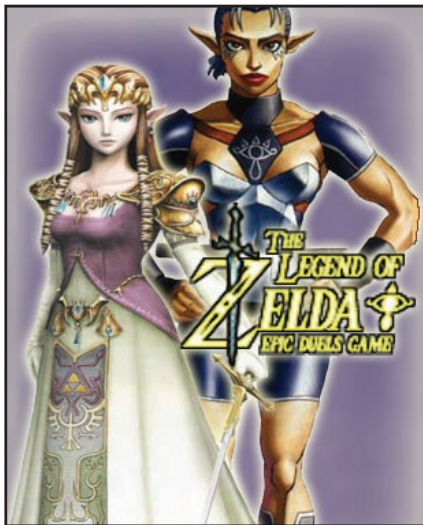
PRINCESS ZELDA & IMPA



PRINCESS ZELDA & IMPA



PRINCESS ZELDA & IMPA



PRINCESS ZELDA & IMPA



PRINCESS ZELDA & IMPA

## KING DARUNIA

The gentle King of the Gorons has long been a friend to Hyrule. When Ganon's evil spread over the lands, the Goron people fell upon hardships that would break weaker folk. The Gorons instead drew strength from their brotherhood, even as their King sank into despair. It was the Hero of Time who restored Darunia to his right self, and enabled the King of the Gorons to awaken as the Sage of Fire.

**KING DARUNIA**



	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17		

**GORON WARRIORS**




	1	2	3	4	
--	---	---	---	---	--



	1	2	3	4	
--	---	---	---	---	--








**KING DARUNIA**

**STRENGTH OF STONE**

◀◀ Play when King Darunia is attacking.  
 •Increase the attack value by 2 for each Goron Warrior adjacent to the target.



**KING DARUNIA**

**STRENGTH OF STONE**

◀◀ Play when King Darunia is attacking.  
 •Increase the attack value by 2 for each Goron Warrior adjacent to the target.



**KING DARUNIA**

**STRENGTH OF STONE**

◀◀ Play when King Darunia is attacking.  
 •Increase the attack value by 2 for each Goron Warrior adjacent to the target.


Special



**KING DARUNIA**

**GORON SPECIAL CROP**

◀◀ Play anytime on your turn.  
 Choose one character King Darunia can attack at range. That character and all adjacent characters receive 4 damage.



**KING DARUNIA**

**STONEY HIDE**

◀◀ Play when King Darunia is defending.  
 •The attack value of the attacker's card is reduced by half, rounded down.



**KING DARUNIA**

**STONEY HIDE**

◀◀ Play when King Darunia is defending.  
 •The attack value of the attacker's card is reduced by half, rounded down.

Special



**KING DARUNIA**

**ROLLING CHARGE**

◀◀ Play anytime on your turn.  
 Move Goron Warriors and King Darunia up to 5 spaces each. At the end of this move, any enemy adjacent to a Goron Warrior or King Darunia receives 2 damage.

Special



**KING DARUNIA**

**ROLLING CHARGE**

◀◀ Play anytime on your turn.  
 Move Goron Warriors and King Darunia up to 5 spaces each. At the end of this move, any enemy adjacent to a Goron Warrior or King Darunia receives 2 damage.

Special



**KING DARUNIA**

**ROLLING CHARGE**

◀◀ Play anytime on your turn.  
 Move Goron Warriors and King Darunia up to 5 spaces each. At the end of this move, any enemy adjacent to a Goron Warrior or King Darunia receives 2 damage.

Special



KING DARUNIA

**SONG OF THE MOUNTAIN**

Play anytime on your turn.  
Choose any player. That player's characters each receive 2 damage.

Special



KING DARUNIA

**SONG OF THE MOUNTAIN**

Play anytime on your turn.  
Choose any player. That player's characters each receive 2 damage.

Special



KING DARUNIA

**GORON BROTHERHOOD**

Play anytime on your turn.  
Restore any destroyed Goron Warriors to play in any empty spaces adjacent to King Darunia.

KING DARUNIA

5  
1



KING DARUNIA

5  
1



KING DARUNIA

5  
1



KING DARUNIA

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KING DARUNIA

5  
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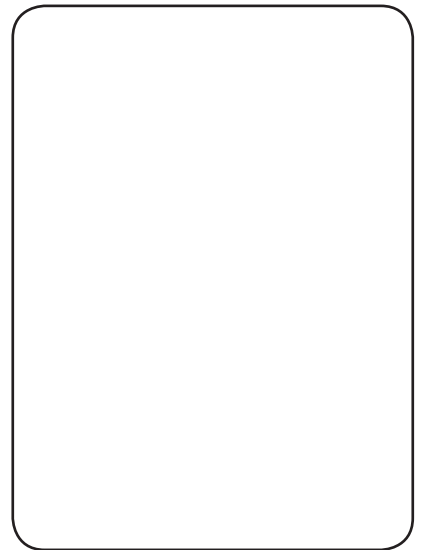
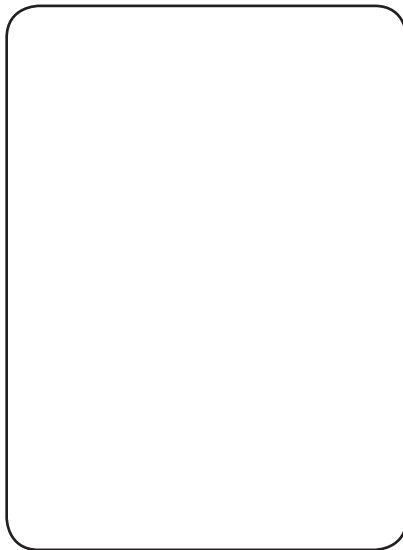
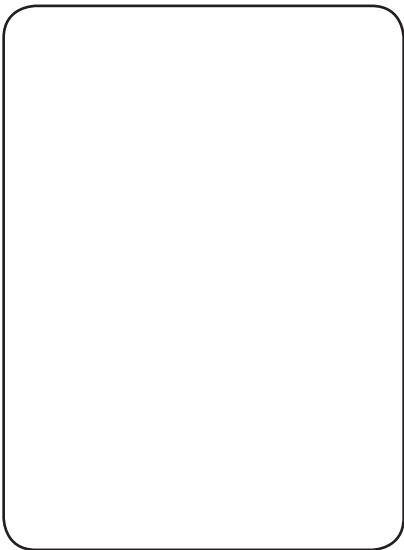
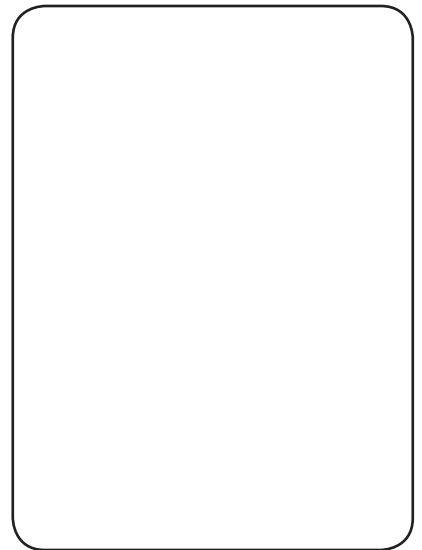
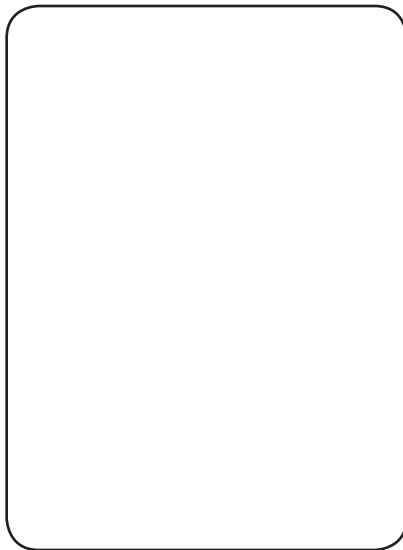


KING DARUNIA

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*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*



*KING DARUNIA*

# NABOORU

Link, Hero of Time, raised as a Kokiri, but without a fairy companion until the Great Deku Tree binds Navi to link to guide the boy on his quest to save all Time.

Caught up in events he only barely understands, Link must learn songs of power to travel back and forth in time, between his adolescent and adult selves, to combat the evil that is Ganondorf and save Hyrule from darkness.

Navi may be Link's only constant companion, but he's outfitted with weapons, equipment, and maneuvers befitting a hero of his stature. Use his ranged basic cards and *Arrow of Light* to weaken opponents from a distance. Close in with *Charge Attack* to set up a well-played *Whirlwind Attack*. *Master Sword* should be enough to finish off anyone left after such hard hitting tactics, but *Mirror Shield* and *Fairy In A Bottle* are there to keep Link alive just long enough to win the duel.

**NABOORU**



	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16			

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**GERUDO THIEVES**



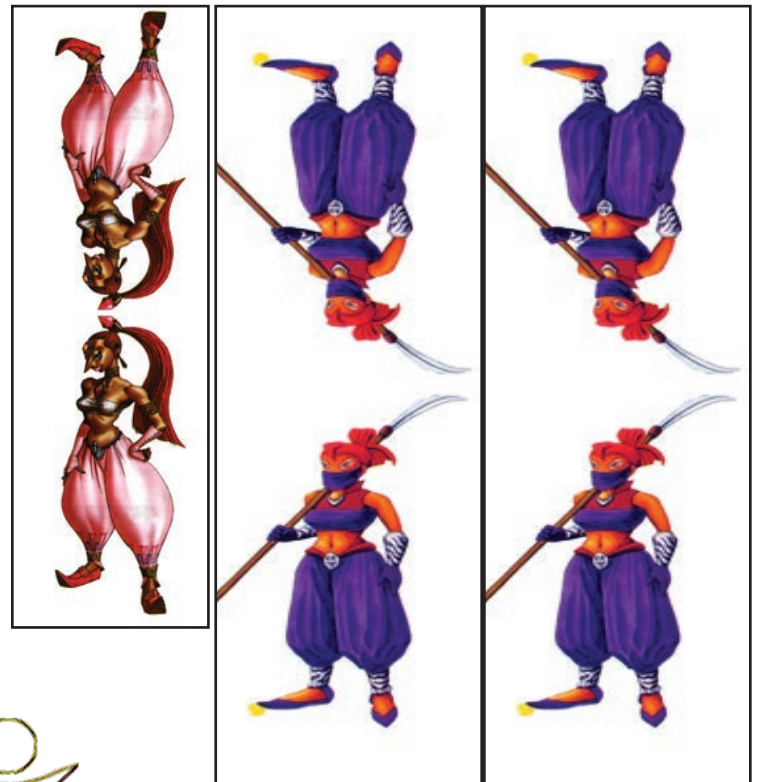
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2

	1	2	3	
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Special



NABOORU

**DESERT DANCE**

Play anytime on your turn.

Move Nabooru and Gerudo Thieves up to 4 spaces each. Choose an opponent to choose and discard 2 cards.

Special




NABOORU

**DESERT DANCE**

Play anytime on your turn.

Move Nabooru and Gerudo Thieves up to 4 spaces each. Choose an opponent to choose and discard 2 cards.

Special



NABOORU

**DESERT DANCE**

Play anytime on your turn.

Move Nabooru and Gerudo Thieves up to 4 spaces each. Choose an opponent to choose and discard 2 cards.

3



NABOORU

**SPEED OF THE DESERT WINDS**

Play when Nabooru is attacking.

Playing this card does not count as an action.

3



NABOORU

**SPEED OF THE DESERT WINDS**

Play when Nabooru is attacking.

Playing this card does not count as an action.

3



NABOORU

**SPEED OF THE DESERT WINDS**

Play when Nabooru is attacking.

Playing this card does not count as an action.

5

5



NABOORU

**MISDIRECTION**

Play when Nabooru is attacking or defending.

After the attack is resolved, move Nabooru to any empty space.

Special



NABOORU

**SAGE OF SPIRIT**

Play anytime on your turn.

Nabooru does 2 damage to all enemy characters she can attack at range. Increase the damage by 2 for each Gerudo Thief that can also attack any character Nabooru can attack.

Special



NABOORU

**FEMINE CHARMS**

Play anytime on your turn.

Choose an opponent to reveal his/her hand. Choose 1 card for him/her to discard.

**5**  
**5**

**NABOORU**

**MISDIRECTION**

Play when Nabooru is attacking or defending.  
After the attack is resolved, move Nabooru to any empty space.

**Special**

**NABOORU**

**SAGE OF SPIRIT**

Play anytime on your turn.  
Nabooru does 2 damage to all enemy characters she can attack at range. Increase the damage by 2 for each Gerudo Thief that can also attack any character Nabooru can attack.

**Special**

**NABOORU**

**FEMINE CHARMS**

Play anytime on your turn.  
Choose an opponent to reveal his/her hand. Choose 1 card for him/her to discard.

**NABOORU**

**4**  
**1**

**NABOORU**

**4**  
**1**

**NABOORU**

**4**  
**1**

**NABOORU**

**3**  
**2**

**NABOORU**

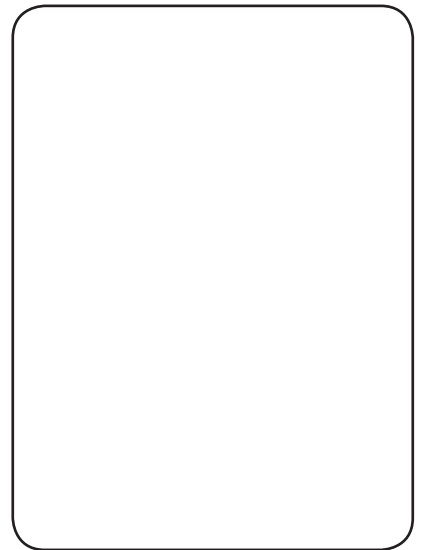
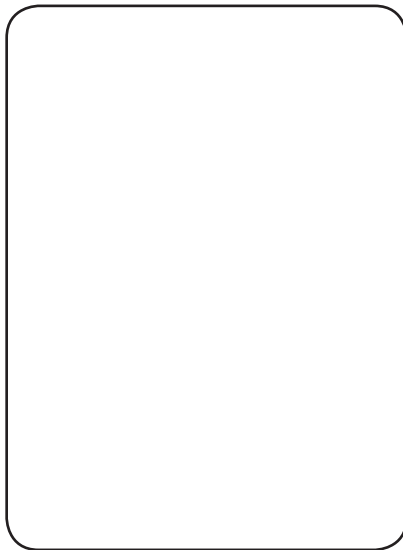
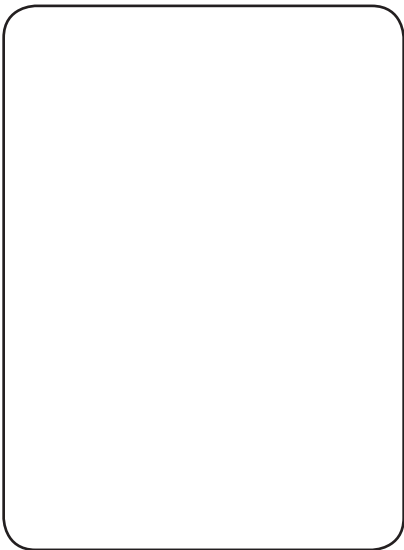
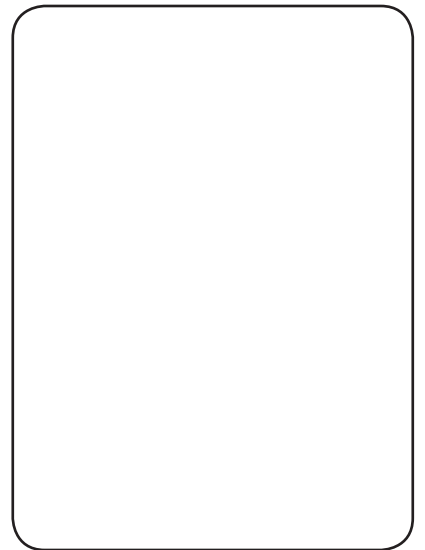
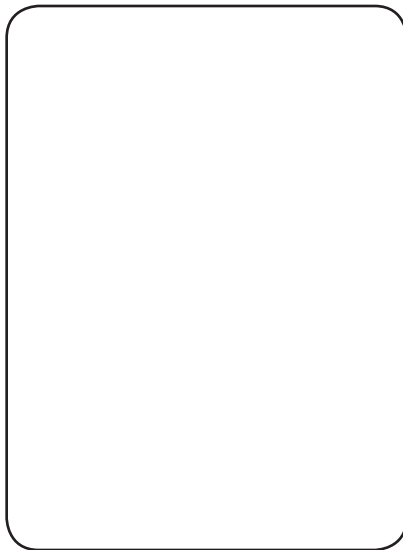
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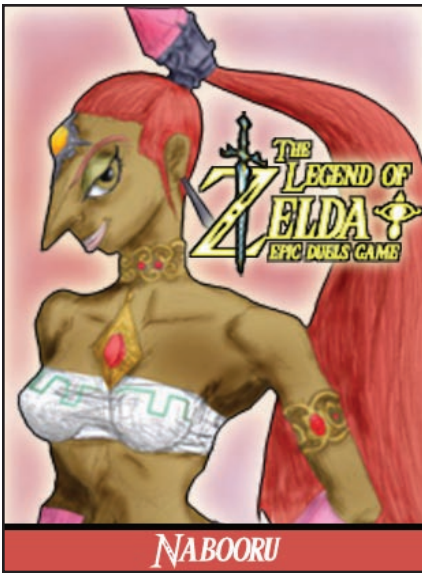
**NABOORU**

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## PRINCESS RUTO

Princess Ruto is the daughter of King Zora, the ruler of the Zora Domain. As a young girl, she was rescued by Link from the belly of a whale (among other places). The young princess aided Link in his quest to collect the Spiritual Stones, but only on the condition that he marry her one day.

When Link returned years later as a near-adult, the Zora Domains were frozen by Ganon's power. With Ruto's help, Link broke Ganon's grip on the land, and enabling Ruto to awaken as the Sage of Water.

**Gameplay:** Ruto's *Wall of Water* and *Spirit of the Rapids* cards have the Clock Icon, which allows the effects of those cards to be in play for multiple turns. When you play a Clock card, place it to the side of the board and count the number of times you start your turn. When you have started a number of turns equal to the Clock's value, discard the card normally.

Alternatively, you can place a number of markers or pennies on the card equal to the Clock's number. Each time you start your turn, remove a marker. When the last marker is removed, immediately discard the card.

PRINCESS RUTO



	1	2	3	4
5	6	7	8	9
10	11	12	13	

ZORA WIZARDS



	1	2	3	
--	---	---	---	--



	1	2	3	
--	---	---	---	--



Special



PRINCESS RUTO

**SAVAGE WAVE**

Play anytime on your turn.  
Move all enemy characters in play up to 3 spaces each. All enemy characters receive 3 damage.

Special



PRINCESS RUTO

**SAVAGE WAVE**

Play anytime on your turn.  
Move all enemy characters in play up to 3 spaces each. All enemy characters receive 3 damage.

Special



PRINCESS RUTO

**WATER OF LIFE**

Play anytime on your turn.  
Ruto or any allied character recovers up to 4 health.

Special



PRINCESS RUTO

**SAVAGE WAVE**

Play anytime on your turn.  
Move all enemy characters in play up to 3 spaces each. All enemy characters receive 3 damage.

Special



PRINCESS RUTO

**SAVAGE WAVE**

Play anytime on your turn.  
Move all enemy characters in play up to 3 spaces each. All enemy characters receive 3 damage.

Special



PRINCESS RUTO

**WATER OF LIFE**

Play anytime on your turn.  
Ruto or any allied character recovers up to 4 health.

Special



PRINCESS RUTO

**SONG OF STORMS**

Play anytime on your turn.  
All opponents must discard 1 cards at random and enemy characters can not roll to move until after your next turn.

Special



PRINCESS RUTO

**SONG OF STORMS**

Play anytime on your turn.  
All opponents must discard 1 cards at random and enemy characters can not roll to move until after your next turn.

Special



PRINCESS RUTO

**SPIRIT OF THE RAPIDS**

Play anytime on your turn.  
Increase the attack and defend values of all Princess Ruto and Zora Wizard basic combat cards by 2 for the duration of SPIRIT OF THE RAPIDS.



Special



PRINCESS RUTO

**SONG OF STORMS**

Play anytime on your turn.

All opponents must discard 1 cards at random and enemy characters can not roll to move until after your next turn.

Special



PRINCESS RUTO

**SONG OF STORMS**

Play anytime on your turn.

All opponents must discard 1 cards at random and enemy characters can not roll to move until after your next turn.

Special



PRINCESS RUTO

**WALL OF WATER**

Play anytime on your turn.

Only Princess Ruto and Zora Wizards may move for the duration of WALL OF WATER.

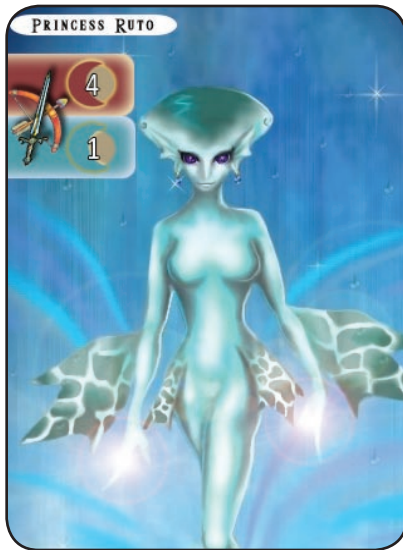


PRINCESS RUTO



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PRINCESS RUTO



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PRINCESS RUTO



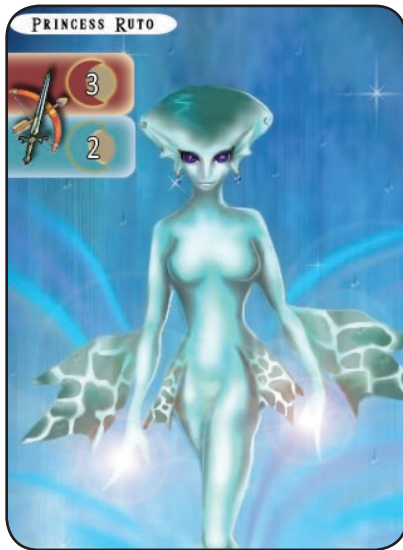
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PRINCESS RUTO

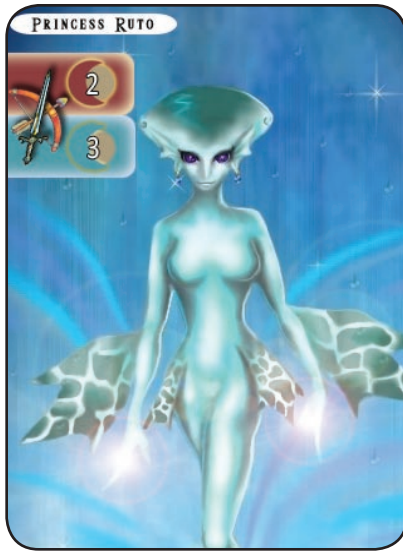


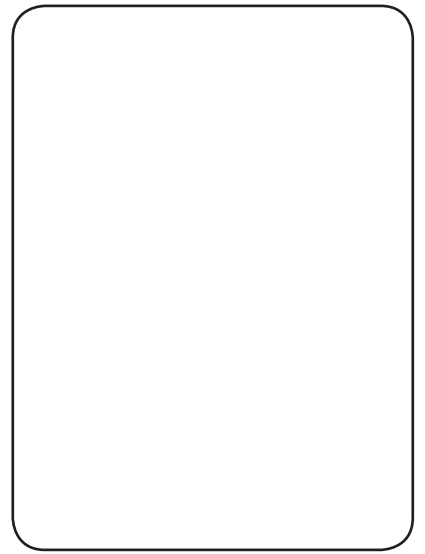
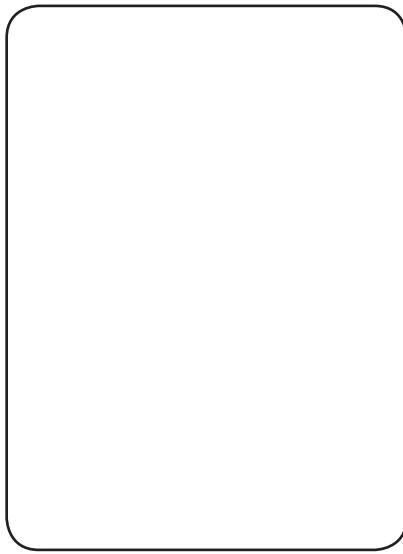
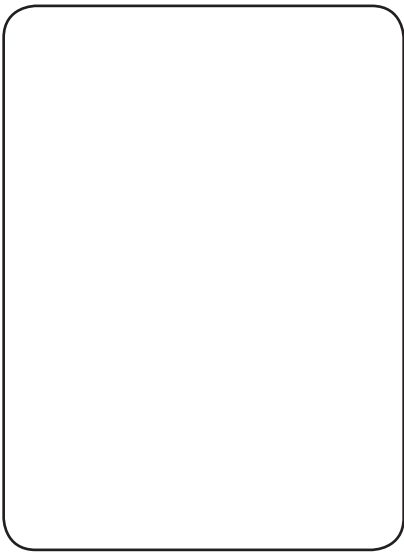
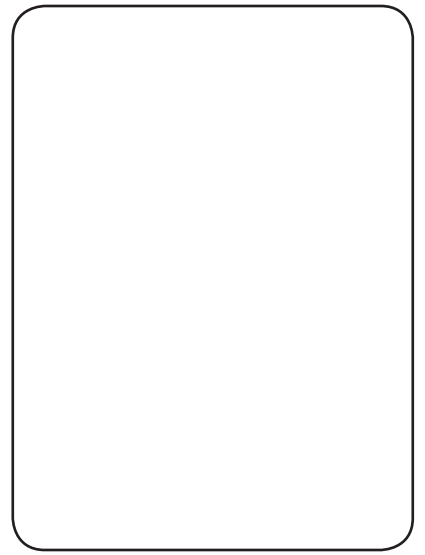
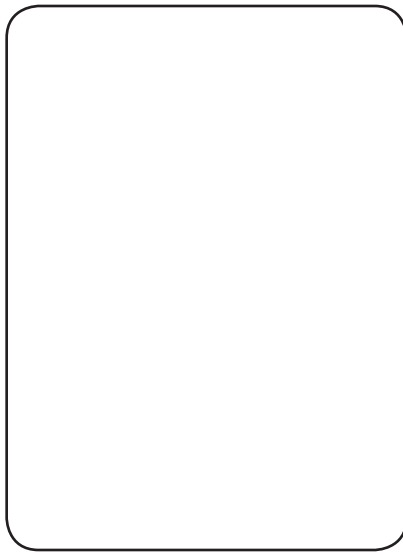
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PRINCESS RUTO

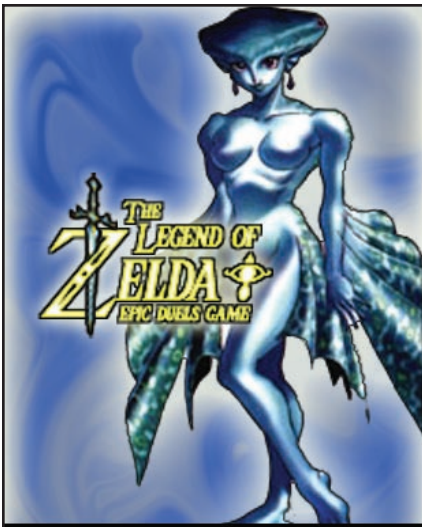


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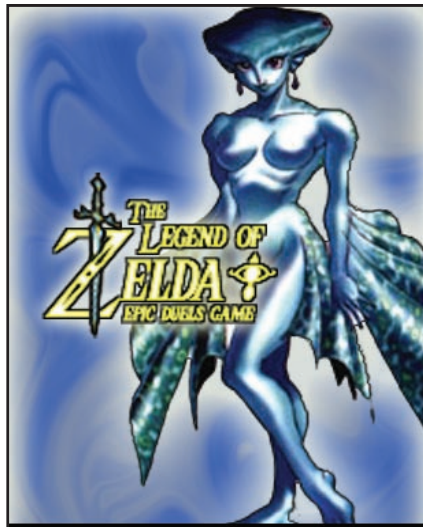








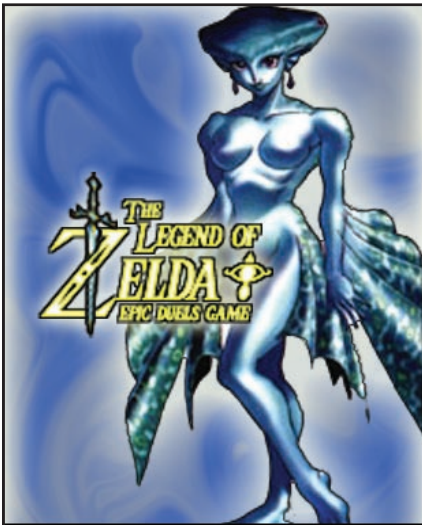
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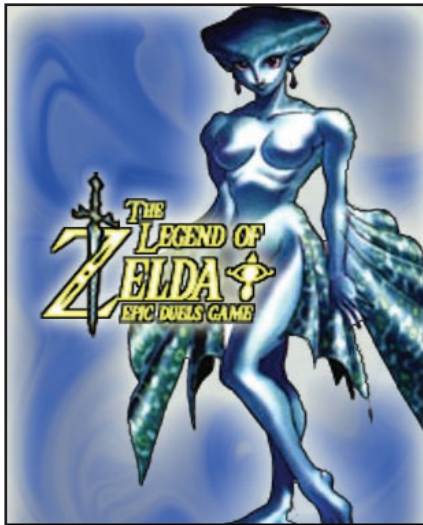
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PRINCESS RUTO



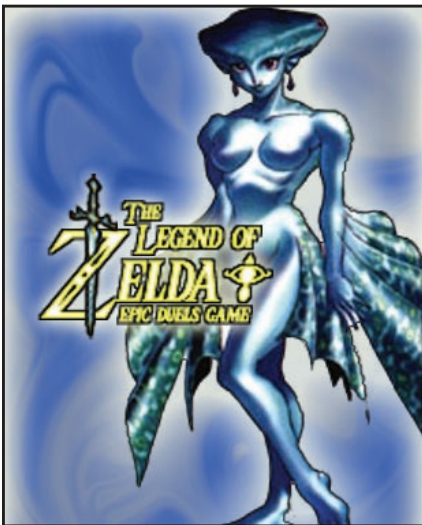
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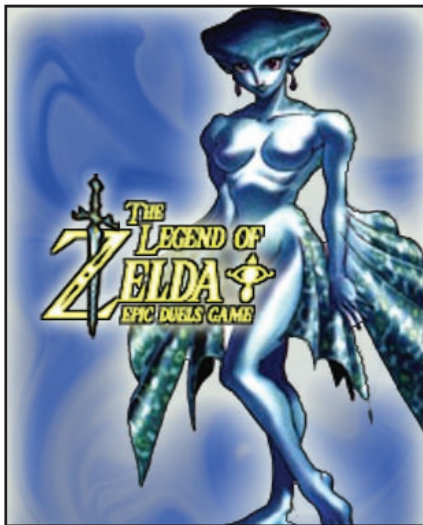
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PRINCESS RUTO



PRINCESS RUTO



PRINCESS RUTO



PRINCESS RUTO

## SHADOW LINK & POE

Shadow Link is never more than that, a shadow of the Hero of Time. The Shadow's life force is bound to shadow, moving in shadow, striking from shadow, and using the mimicry of a shadow to mirror his opponent's attacks and maneuvers. Created by Ganon as the ultimate opponent, Shadow Link is perhaps the greatest foe the Hero of Time will ever face.

The ghost Poe is an unsettled spirit, angry at the living, though even he doesn't know why. He travels the night in dark, dangerous places with his lantern lit to draw in unwary night travelers. When threatened, Poe disappears from sight only to return and strike when his opponent is looking the other way.

**Gameplay:** Poe has the ability to turn invisible from his *Ghostly Cackle* card. When invisible, Poe can not be targeted by any attacks or special cards, though cards that effect an area, such as Link's *Whirlwind Attack*, can still effect Poe. When invisible, Poe does not block ranged attacks or enemy movement. When invisible, any attack Poe makes can not be defended. Invisibility is cancelled only when Poe takes damage, when Poe deals damage, or when, at any time, a player chooses and discards a number of cards equal to Poe's current health. To mark invisibility, place a penny or other marker under Poe while he is invisible.

SHADOW LINK



	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15				

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POE



	1	2	3	4	
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**SHADOW LINK**  
**SHADOW STRIKE**

☛ Play when Shadow Link is attacking. If this attack is completely blocked, the defender receives damage equal to the attack value (if any) of the defense card.



**SHADOW LINK**  
**SHADOW STRIKE**

☛ Play when Shadow Link is attacking. If this attack is completely blocked, the defender receives damage equal to the attack value (if any) of the defense card.



**SHADOW LINK**  
**SHADOW STRIKE**

☛ Play when Shadow Link is attacking. If this attack is completely blocked, the defender receives damage equal to the attack value (if any) of the defense card.



**SHADOW LINK**  
**SHADOW SOUL**

☛ Play when Shadow Link is attacking. Shadow Link recovers health equal to the damage inflicted with SHADOW SOUL.



**SHADOW LINK**  
**SHADOW SOUL**

☛ Play when Shadow Link is attacking. Shadow Link recovers health equal to the damage inflicted with SHADOW SOUL.



**SHADOW LINK**  
**MIMICRY**

☛ Play anytime on your turn. Take any card from any player's discard pile and put it in your hand. Treat this cards as though it were a Shadow Link card. If you play the chosen card, return it to the discard pile from which it was drawn.



**SHADOW LINK**  
**MIRROR FIGHTING**

☛ Play when Shadow Link is defending. Shadow Link receives no damage from the attack. Move Shadow Link to any empty space adjacent to the attacking character. That character receives 1 damage.



**SHADOW LINK**  
**MIRROR FIGHTING**

☛ Play when Shadow Link is defending. Shadow Link receives no damage from the attack. Move Shadow Link to any empty space adjacent to the attacking character. That character receives 1 damage.



**SHADOW LINK**  
**SHADOW STALKER**

☛ Play anytime on your turn. Move Shadow Link adjacent to any character. Playing this card does not count as an action.

Special



POE

### HAUNTING TAUNT

Play anytime on your turn.

Move Poe adjacent to any character. That character must immediately attack Poe with the lowest attack value card in his/her hand. Playing this card does not count as an action.



POE

### GHOSTLY CACKLE

Play when Poe is attacking or defending.

- If this attack is undefended, the target receives 5 damage instead of 3.
- After taking damage, if any, Poe turns invisible.



POE

### GHOSTLY CACKLE

Play when Poe is attacking or defending.

- If this attack is undefended, the target receives 5 damage instead of 3.
- After taking damage, if any, Poe turns invisible.

SHADOW LINK



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SHADOW LINK



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SHADOW LINK



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SHADOW LINK



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SHADOW LINK



4

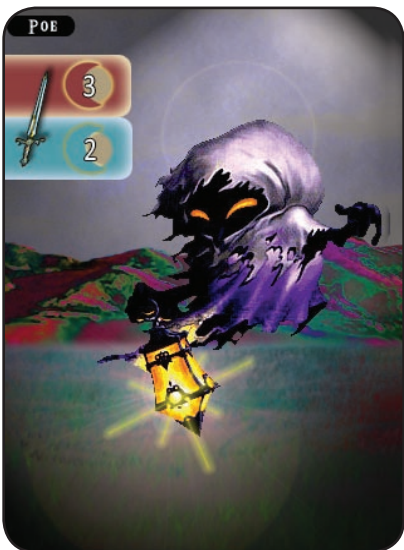
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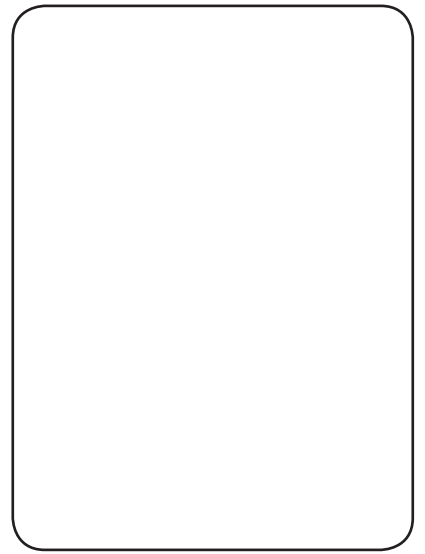
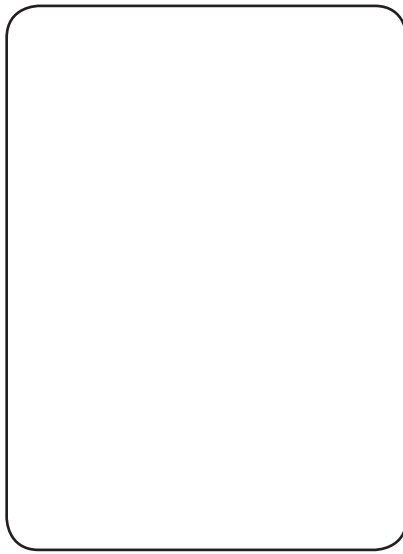
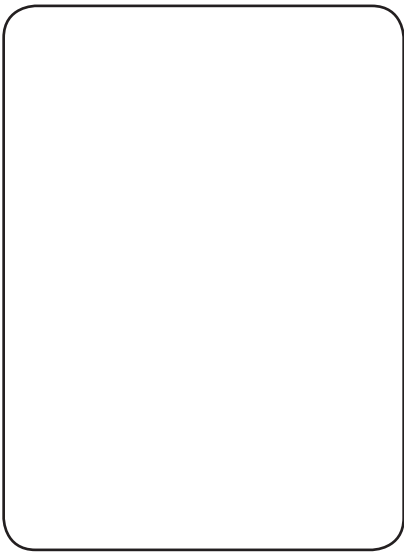
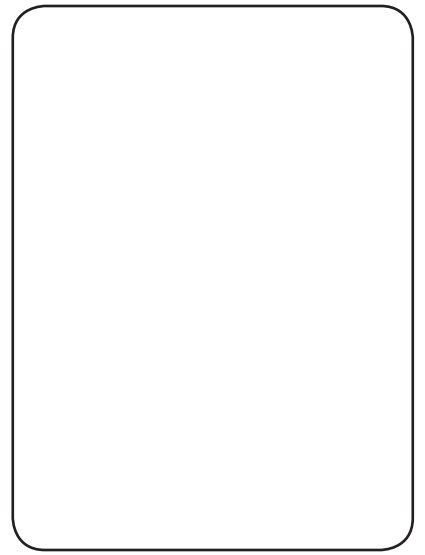
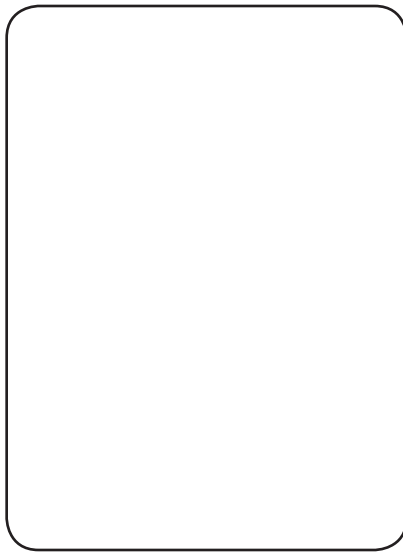
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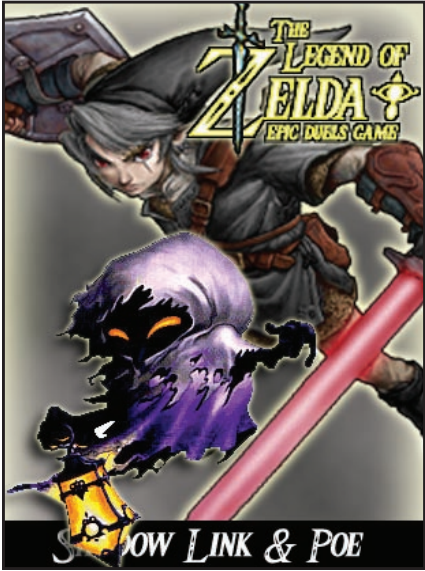
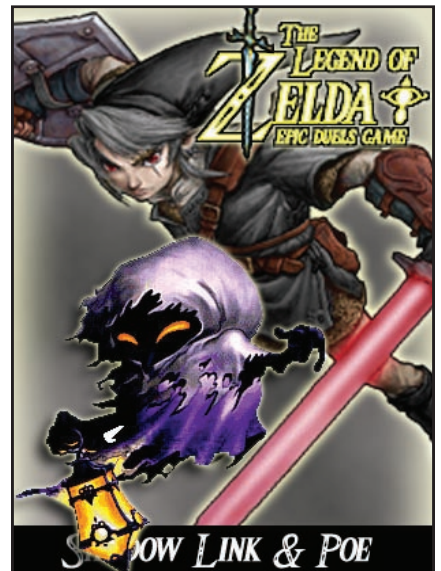
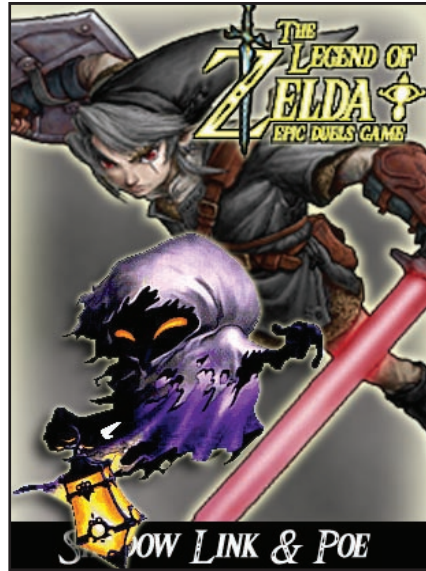


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## IRON KNUCKLE & STALFOS KNIGHT

The Iron Knuckle is a monstrous guardian of the dark and deep places of Hyrule. The massive axe-wielding warrior is ponderous even in combat but so well armored that threats of speed are inconsequential. His are powerful enough to crumble walls.

No one knows whose remains spawns the legions of dungeon crawling Stalfos Knights found in the secret places of Hyrule. His attacks, more powerful even than the Iron Knuckle, are so blatant his enemies are quick to take advantage. Fortunately for the Stalfos the life-energy that sustains him also restores his health.

**Gameplay:** The Iron Knuckle has the ability to add Armos obstacles to play with the *Armos Dungeon* card. Armos are a unique combination of obstacle and character. Like an obstacle, an Armos blocks all ranged attacks. Enemy characters (characters you do not control or who are not allied to you) who move through a space occupied by an Armos receive 2 damage. Armos can not move except via the *Dungeon Crawlers* card.

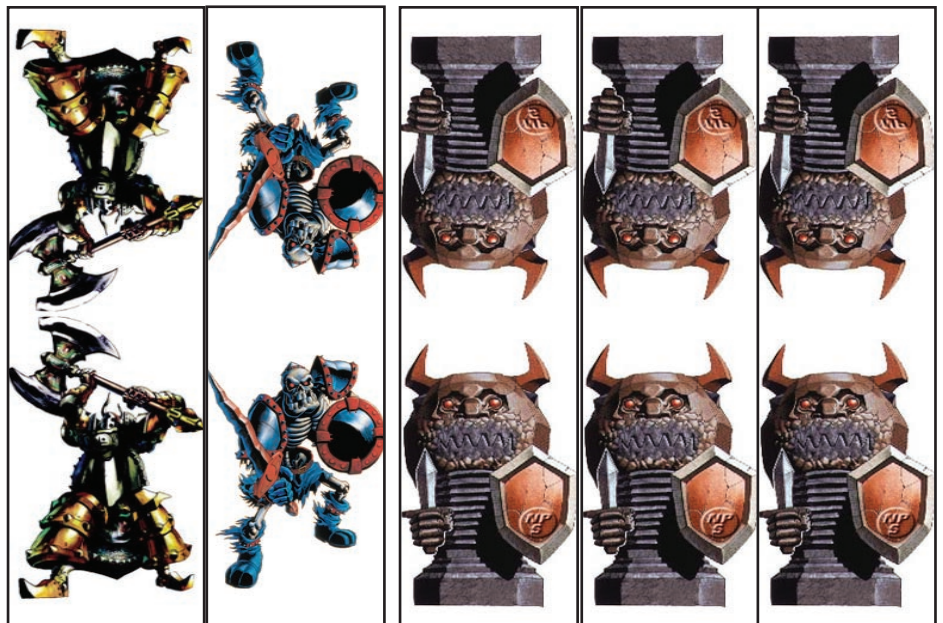
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	5	6	7	8	9
	10	11	12	13	14
					

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	6	7	8	9	10	

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	1	2			1	2	






Special



**IRON KNUCKLE**  
**ARMOS DUNGEON**

Play anytime on your turn.  
Add 3 Armos obstacles to the board in any empty spaces. Armos block ranged attacks for enemies. Enemies moving through a space occupied by an Armos receive 3 damage.


10



**IRON KNUCKLE**  
**IMPERVIOUS ARMOR**

Play when Iron Knuckle is defending.  
Draw a card.

10



**IRON KNUCKLE**  
**IMPERVIOUS ARMOR**

Play when Iron Knuckle is defending.  
Draw a card.


Special



**IRON KNUCKLE**  
**DUNGEON CRAWLERS**

Play anytime on your turn.  
Move Iron Knuckle and Stalfos Knight up to 4 spaces each. Move each Armos up to 1 space each.


7



**IRON KNUCKLE**  
**POWERFUL SWING**

Play when Iron Knuckle is attacking.  
After attacking, you may move the target character up to 4 spaces.

7



**IRON KNUCKLE**  
**POWERFUL SWING**

Play when Iron Knuckle is attacking.  
After attacking, you may move the target character up to 4 spaces.

Special



**IRON KNUCKLE**  
**DUNGEON CRAWLERS**

Play anytime on your turn.  
Move Iron Knuckle and Stalfos Knight up to 4 spaces each. Move each Armos up to 1 space each.

8



**STALFOS KNIGHT**  
**BLATANT ATTACK**

Play when Stalfos Knight is attacking.  
If a defense card is played, Stalfos Knight receives damage equal to the defense value of the defender's card.

8



**STALFOS KNIGHT**  
**BLATANT ATTACK**

Play when Stalfos Knight is attacking.  
If a defense card is played, Stalfos Knight receives damage equal to the defense value of the defender's card.



**STALFOS KNIGHT**  
**STALWART DEFENSE**

Play when Stalfos Knight is defending. If the attacker is adjacent to Stalfos Knight, he/she receives 2 damage.



**STALFOS KNIGHT**  
**STALWART DEFENSE**

Play when Stalfos Knight is defending. If the attacker is adjacent to Stalfos Knight, he/she receives 2 damage.



**STALFOS KNIGHT**  
**UNLIFE**

Play anytime on your turn. Restore Stalfos Knight to full health. Stalfos Knight can not be targeted by attacks or special cards until after your next turn.



**IRON KNUCKLE**

5  
1



**IRON KNUCKLE**

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1



**IRON KNUCKLE**

5  
1



**IRON KNUCKLE**

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**IRON KNUCKLE**

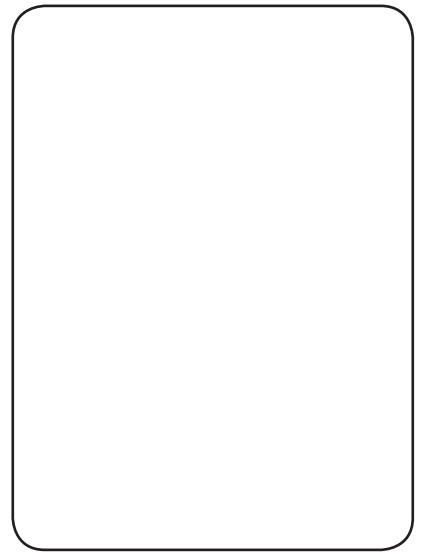
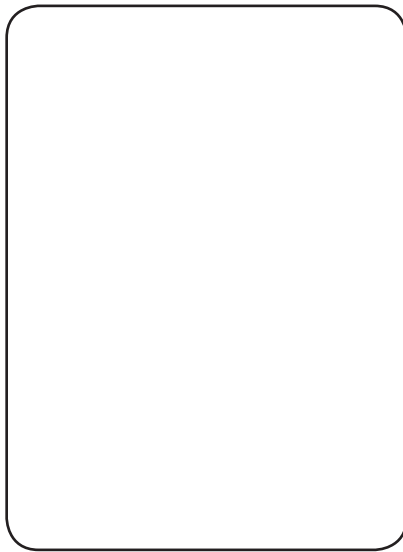
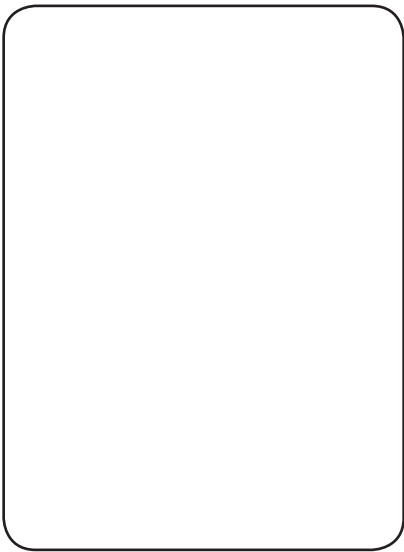
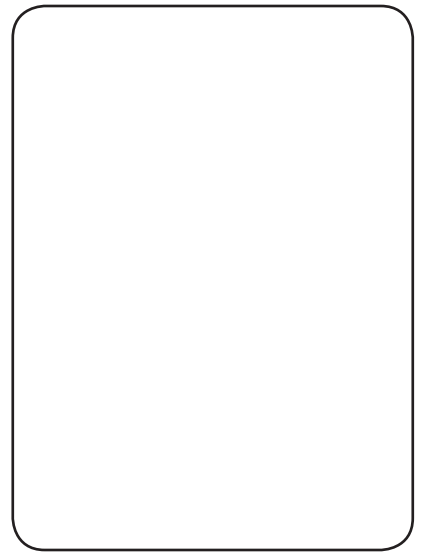
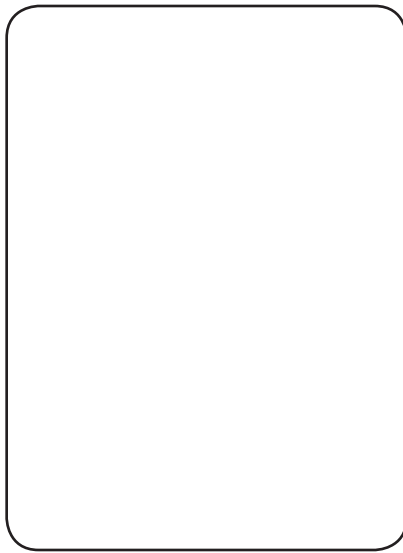
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**IRON KNUCKLE**

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2







# SKULL KID

Link first encounters the Skull Kid in the Lost Woods, where the Kid is just an annoying prankster. But when Skull Kid gets hold of Majora's Mask, he becomes a force of chaos powerful enough to send all of Termina into a tailspin. The evil of the mask gives Skull Kid the power to control minds, and transform bodies, but Majora's power comes with a price.

**Gameplay:** Skull Kid has the ability to increase his attack and defend values using the Price of Power card, which has a Clock Icon indicating its effects last for multiple turns. When you play a Clock card, place it to the side of the board and count the number of times you start your turn. When you have started a number of turns equal to the Clock's value, discard the card normally.

Alternatively, you can place a number of markers or pennies on the card equal to the Clock's number. Each time you start your turn, remove a marker. When the last marker is removed, immediately discard the card.

**SKULL KID**



●	1	2	3	4
5	6	7	8	9
10	11	12	13	●

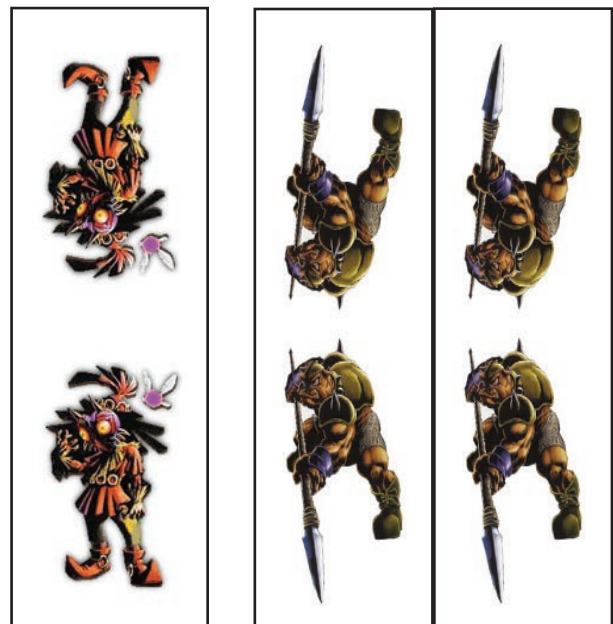
**MOBLINS**



●	1	2	3	●
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●	1	2	3	●
---	---	---	---	---



Special



**SKULL KID**

**POWER TO CONTROL**

Play anytime on your turn.

Move any Moblins in play up to 4 spaces each. After moving, each enemy character adjacent to a Moblin receives 2 damage.

Special



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Special



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Move any Moblins in play up to 4 spaces each. After moving, each enemy character adjacent to a Moblin receives 2 damage.

Special



**SKULL KID**

**I'M BORED**

Play anytime on your turn.

Move all characters in play up to 3 spaces each. Hum softly in a sing-song voice. You may reshuffle your discard pile into your draw pile.

Special



**SKULL KID**

**I'M BORED**

Play anytime on your turn.

Move all characters in play up to 3 spaces each. Hum softly in a sing-song voice. You may reshuffle your discard pile into your draw pile.

Special



**SKULL KID**

**POWER TO CONTROL**

Play anytime on your turn.

Move any Moblins in play up to 4 spaces each. After moving, each enemy character adjacent to a Moblin receives 2 damage.

Special



**SKULL KID**

**ARE YOU JEALOUS?**

Play anytime on your turn.

Skull Kid and Moblins each recover up to 3 health. If you are playing in the Lost Woods, move Skull Kid to any empty space.

Special



**SKULL KID**

**ARE YOU JEALOUS?**

Play anytime on your turn.

Skull Kid and Moblins each recover up to 3 health. If you are playing in the Lost Woods, move Skull Kid to any empty space.

Special



**SKULL KID**

**POWER TO CONTROL**

Play anytime on your turn.

Move any Moblins in play up to 4 spaces each. After moving, each enemy character adjacent to a Moblin receives 2 damage.

Special



**SKULL KID**

**CALL OF CHAOS**

Play anytime on your turn.

All players must discard their entire hand and draw 3 new cards. Restore any destroyed Moblins to play in any empty spaces adjacent to Skull Kid.

Special



**SKULL KID**

**I KNOW A SECRET!**

Play anytime on your turn.

Search your draw pile for any card, put the card in your hand, then reshuffle your draw pile.

Special



**SKULL KID**

**PRICE OF POWER**

Play anytime on your turn.

Add 3 to the attack and defend values of all Skull Kid basic combat cards for the duration of PRICE OF POWER. After discarding this card, set Skull Kid's health to 3.



SKULL KID



4  
1

SKULL KID



4  
1

SKULL KID



4  
1

SKULL KID



3  
2

SKULL KID



3  
2

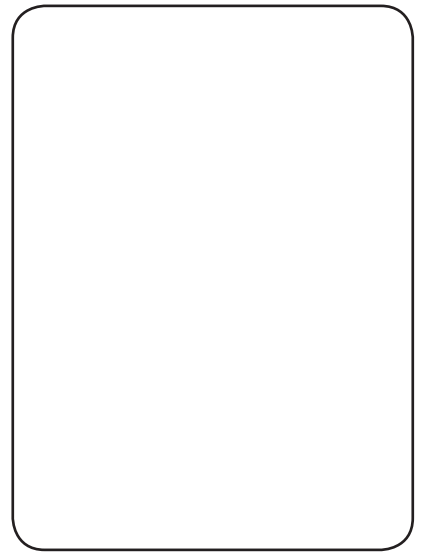
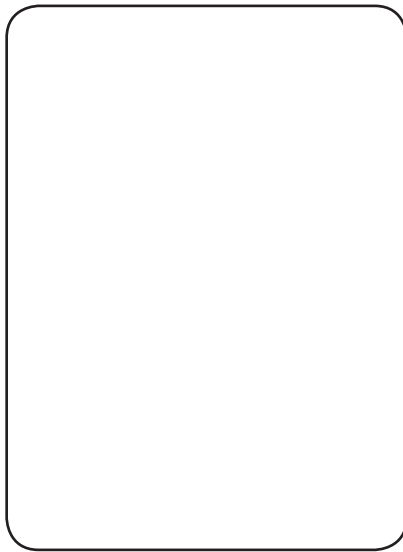
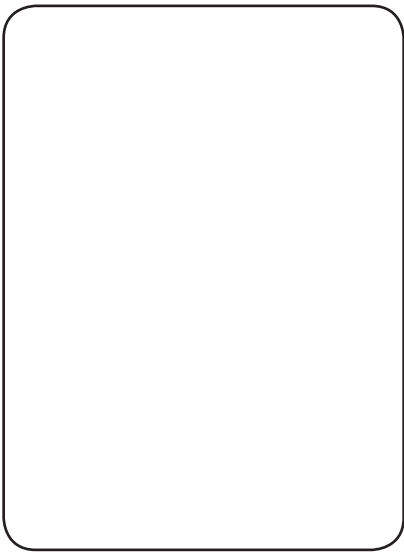
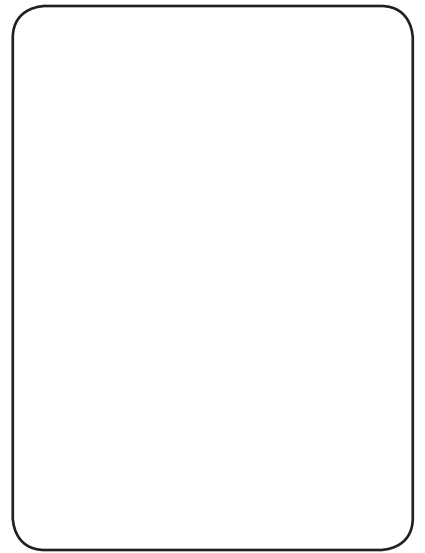
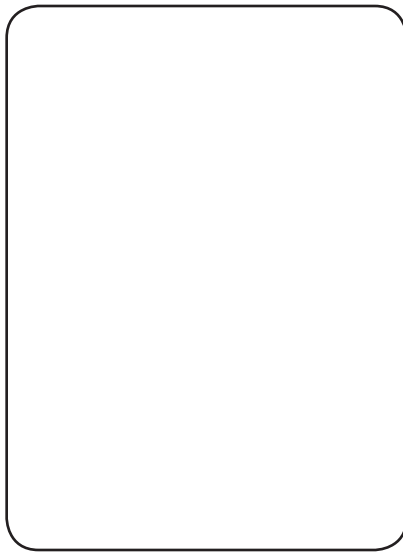
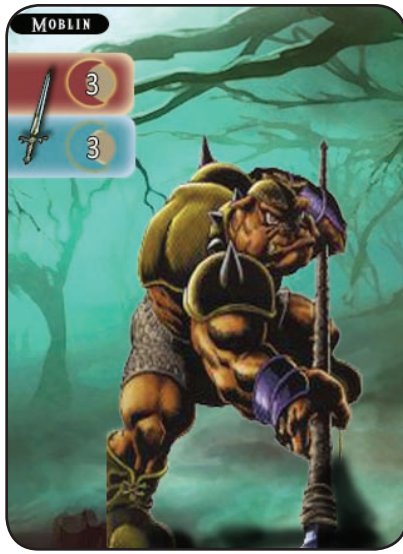
SKULL KID

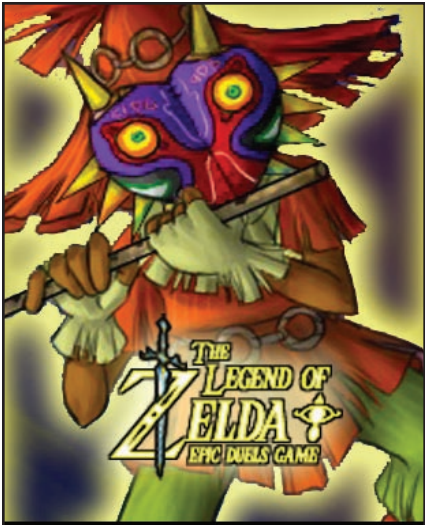


3  
2









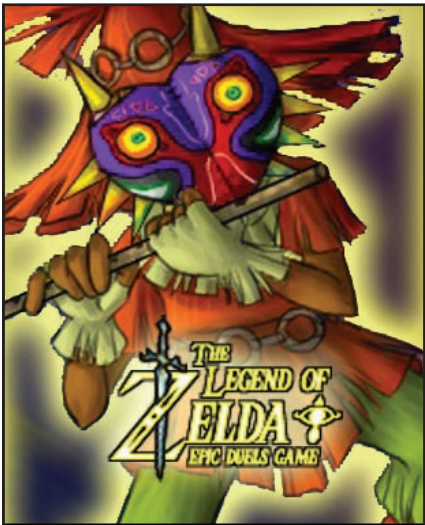
Skull Kid



Skull Kid



Skull Kid



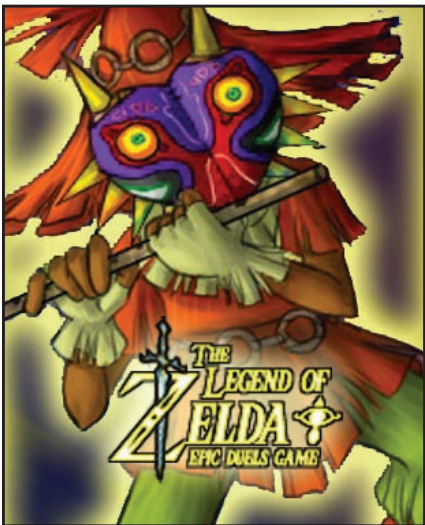
Skull Kid



Skull Kid



Skull Kid



Skull Kid



Skull Kid



Skull Kid

## THE WITCH SISTERS

The Sister Sorceresses, the Witch Sisters, Kotake the Ice Witch, Komune the Fire Witch:

'Tis said these two are the surrogate mothers of Ganon himself, so great is their evil.

Their only weakness lies in their divided state; it is their true form, the uber-witch Twinrova, that is powerful enough to threaten any force in Hyrule.

**Gameplay:** The Witch Sisters, Kotake and Komune, begin play alone on the board. Through use of the Merge card, which either of them can play, the two combine into the witch Twinrova. If either Kotake or Komune is destroyed, the Merge card has no effect when played. To combine the sisters, remove both Kotake and Komune from the board; make sure to note which spaces they were in. Place Twinrova on the board in any space not adjacent to any character. When Twinrova is destroyed, replace Kotake and Komune to the spaces they were in before you played Merge.

**TWINROVA**



●	1	2	3	4
5	6	7	8	9
10	11	12	●	

**KOTAKE**

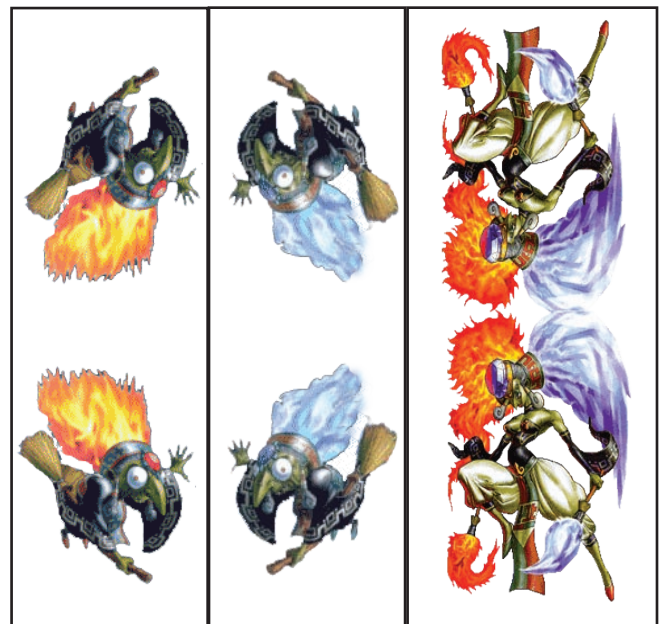


●	1	2	3	4	5
6	7	8	9	●	

**KOMUNE**



●	1	2	3	4	5
6	7	8	9	●	



Special



**KOTAKE**

**CHANNEL ENERGY**

Play anytime on your turn.  
Choose a character Kotake can attack at range. That character receives 3 damage and Komune recovers 3 damage. If Komune has been destroyed, draw a card.

Special




**KOMUNE**

**CHANNEL ENERGY**

Play anytime on your turn.  
Choose a character Komune can attack at range. That character receives 3 damage. Kotake recovers 3 damage. If Kotake has been destroyed, draw a card.

Special



**KOTAKE & KOMUNE**

**MERGE**

Play anytime on your turn.  
Remove Kotake & Komune from the board and place Twinrova in any empty space not adjacent to any character. When Twinrova is destroyed, replace Kotake & Komune to the board in their starting spaces.

Special



**KOTAKE**

**CHANNEL ENERGY**

Play anytime on your turn.  
Choose a character Kotake can attack at range. That character receives 3 damage and Komune recovers 3 damage. If Komune has been destroyed, draw a card.

Special



**KOMUNE**

**CHANNEL ENERGY**

Play anytime on your turn.  
Choose a character Komune can attack at range. That character receives 3 damage. Kotake recovers 3 damage. If Kotake has been destroyed, draw a card.

Special



**KOTAKE & KOMUNE**

**SISTERS OF ONE MIND**

Play anytime on your turn.  
Search your draw pile for the MERGE card, put it in your hand, then reshuffle your draw pile. If MERGE has been discarded, you may instead draw 4 cards.

Special



**KOTAKE**

**RAYS OF ICE**

Play anytime on your turn.  
All enemies Komune can attack at range receive 3 damage. You may reshuffle your discard pile into your draw pile.

Special



**KOMUNE**

**RAYS OF FIRE**

Play anytime on your turn.  
All enemies Komune can attack at range receive 3 damage. You may reshuffle your discard pile into your draw pile.

3\*



**TWINROVA**

**TWINROVA'S RAGE**

Play when Twinrova is attacking.  
Deal any amount of damage to Twinrova. Add 1 to the attack value for each point of damage Twinrova receives from TWINROVA'S RAGE.



Special



**TWINROVA**

**ARCANE MALESTROM**

Play anytime on your turn.  
All characters adjacent to Twinrova receive damage equal to Twinrova's remaining health. Remove Twinrova from play.

**TWINROVA**

**ENERGY ABSORPTION**

Play when Twinrova is defending.  
Twinrova receives no damage from the attack. Twinrova recovers health equal to the attack value of the attacker's card.




**TWINROVA**

**ENERGY ABSORPTION**

Play when Twinrova is defending.  
Twinrova receives no damage from the attack. Twinrova recovers health equal to the attack value of the attacker's card.

**TWINROVA**

5  
1



**TWINROVA**

5  
1



**TWINROVA**

5  
1



**TWINROVA**

4  
2



**THE WITCH SISTERS**

3  
2

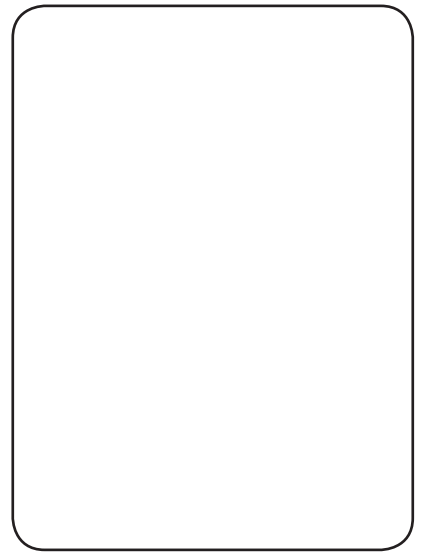
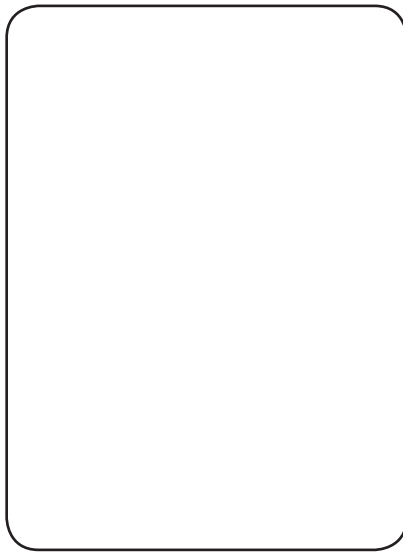
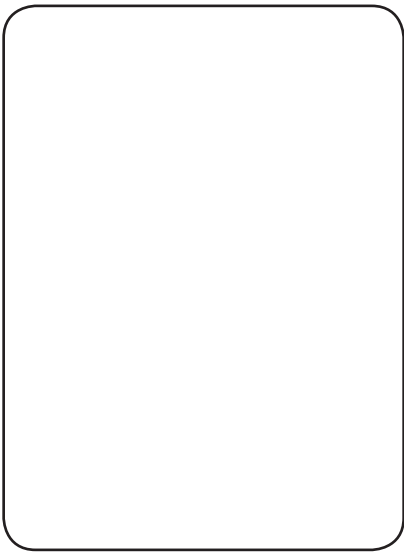
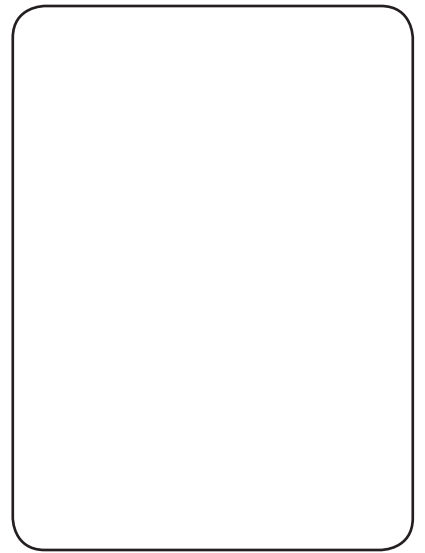


**THE WITCH SISTERS**

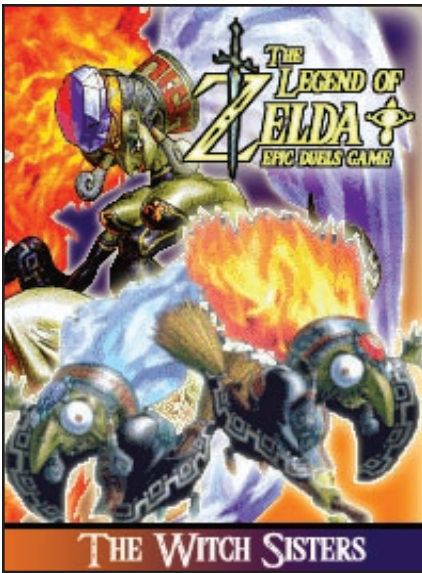
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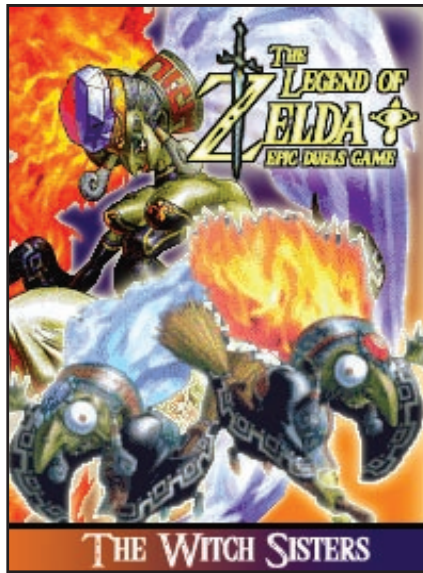




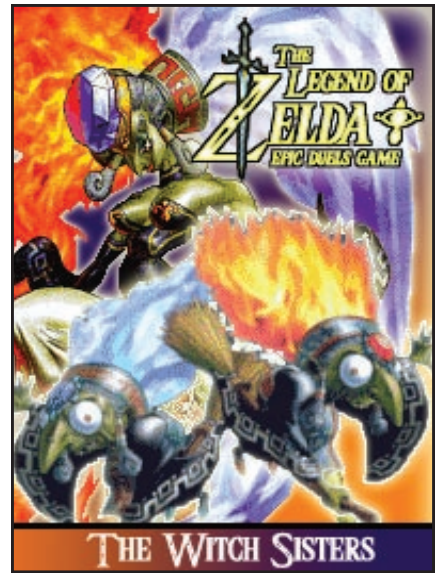




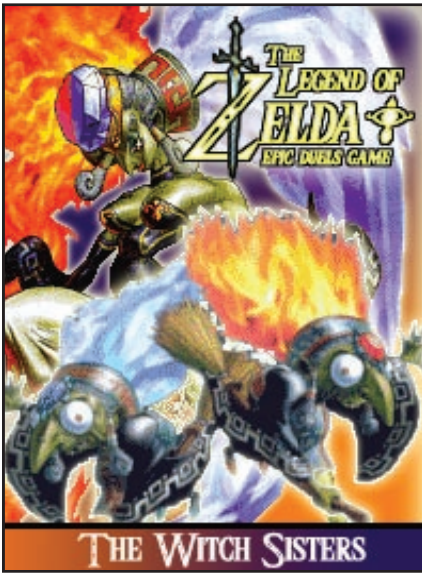
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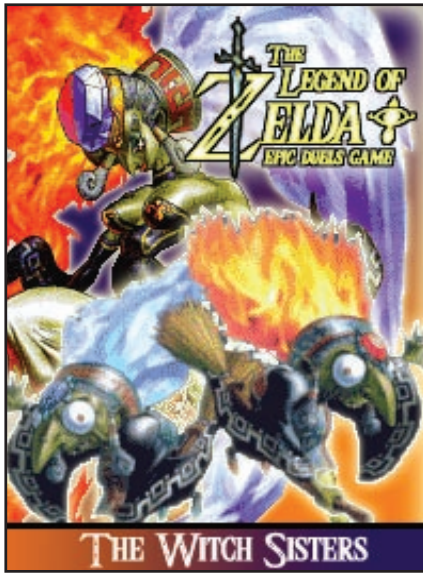
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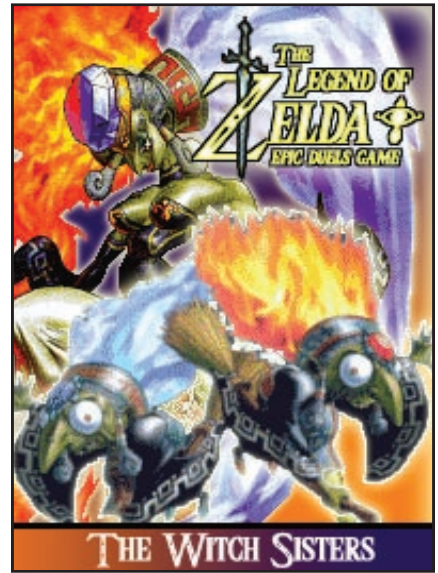
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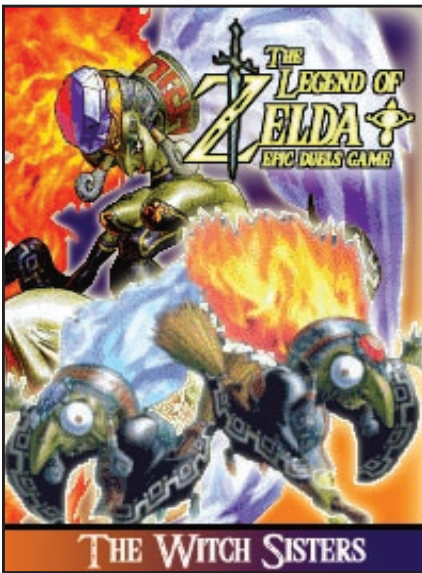
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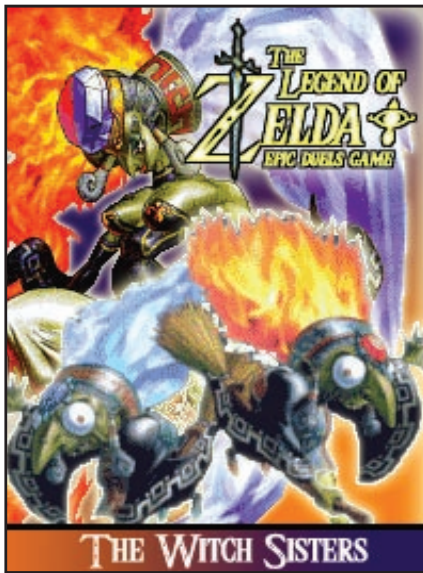
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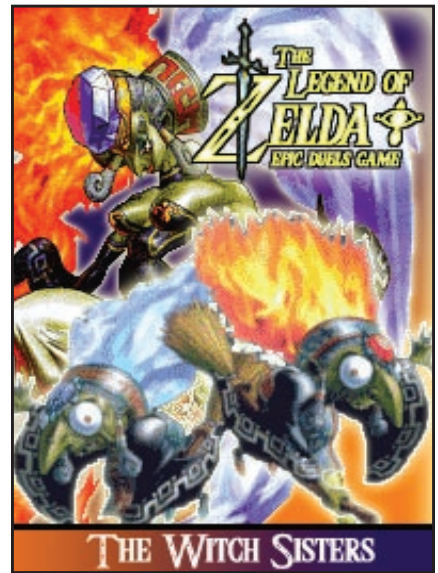
THE WITCH SISTERS



THE WITCH SISTERS



THE WITCH SISTERS



THE WITCH SISTERS

# GANON

Evil incarnate, none know if the entity known as Ganon is demon, devil, or pure chaotic evil. In mortal form, Ganon appears as a tall, handsome Gerudo man, who calls himself Ganondorf, the Dark Wizard. Ganon's quest for power is never sated, whether persuing the immense power of the trifoce or conquering Hyrule.

Ganon calls for all manner of corrupt and depraved creatures to serve him, one of which is the Wizrobe. The Wizrobe's magic is both empowered by and feeds Ganon's own vile magics.

GANON



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	●			

WIZROBES



●	1	2	●
●	1	2	●
●	1	2	●



**5\***

**GANON**

**ENERGY BLAST**

Play when Ganon is attacking.

•Move the target 3 spaces for each point of damage inflicted with this attack.

•If you have played TRUE FORM this game, increase the attack value by 2.

**5\***

**GANON**

**ENERGY BLAST**

Play when Ganon is attacking.

•Move the target 3 spaces for each point of damage inflicted with this attack.

•If you have played TRUE FORM this game, increase the attack value by 2.

**5\***

**GANON**

**ENERGY BLAST**

Play when Ganon is attacking.

•Move the target 3 spaces for each point of damage inflicted with this attack.

•If you have played TRUE FORM this game, increase the attack value by 2.

**3\***

**GANON**

**SPELL WEAWE**

Play when Ganon is attacking.

•For each Wizrobe that can also attack the target, you may discard a Wizrobe card to increase the attack value by 3.

**3\***

**GANON**

**SPELL WEAWE**

Play when Ganon is attacking.

•For each Wizrobe that can also attack the target, you may discard a Wizrobe card to increase the attack value by 3.

**3\***

**GANON**

**SPELL WEAWE**

Play when Ganon is attacking.

•For each Wizrobe that can also attack the target, you may discard a Wizrobe card to increase the attack value by 3.

**Special**

**GANON**

**THE DARK WIZARD**

Play anytime on your turn.

Move Ganon and all Wizrobes in play to any empty spaces.

•If you have played TIME WARP this game, restore any destroyed Wizrobes to play in any empty space adjacent to Ganon.

**Special**

**GANON**

**THE DARK WIZARD**

Play anytime on your turn.

Move Ganon and all Wizrobes in play to any empty spaces.

•If you have played TIME WARP this game, restore any destroyed Wizrobes to play in any empty space adjacent to Ganon.

**Special**

**GANON**

**RING OF FLAMES**

Play anytime on your turn.

Move all characters adjacent to Ganon up to 4 spaces. These character receive 4 damage each.

Special



GANON

**RING OF FLAMES**

Play anytime on your turn.  
Move all characters adjacent to Ganon up to 4 spaces. These character receive 4 damage each.

Special



GANON

**TRUE FORM**

Play anytime on your turn.  
Discard any number of cards. Ganon recovers 2 health for each card you discard.  
Increase Ganon's health by 5, even if he is at maximum health.

Special



GANON

**QUEST FOR POWER**

Play anytime on your turn.  
Look at the top 10 cards of your draw pile. Choose 3 cards to discard and put the remaining 7 back in any order. If you have no cards in your hand after playing this card, draw 7 cards.

GANON



5  
1

GANON



5  
1

GANON



4  
1

GANON



4  
2

GANON



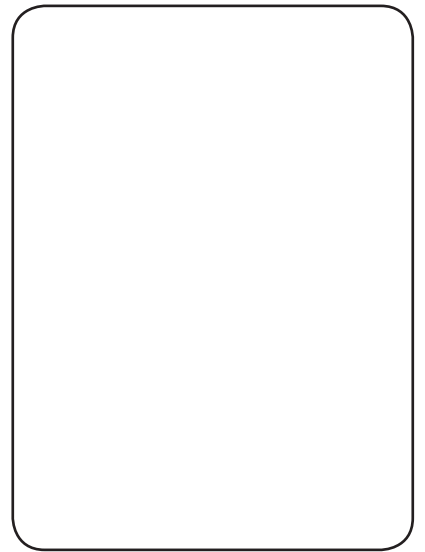
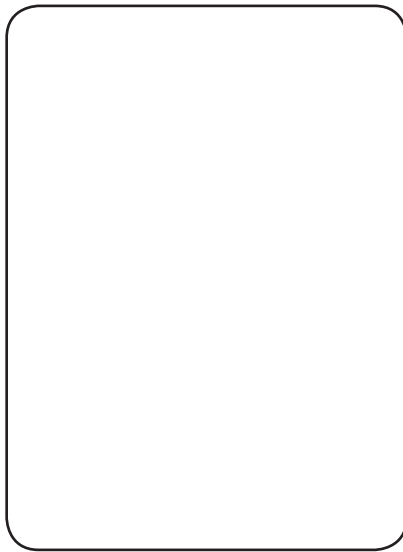
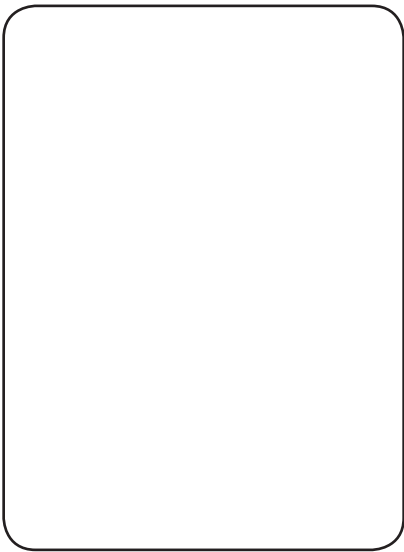
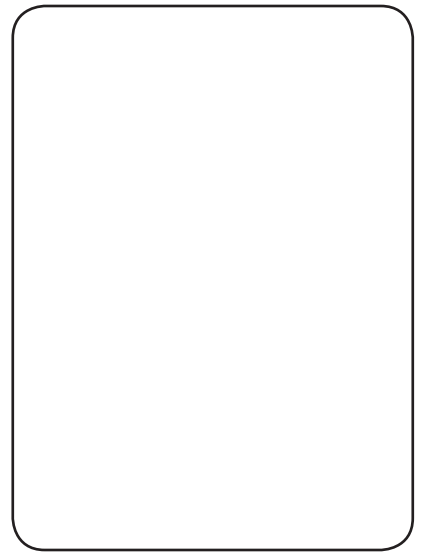
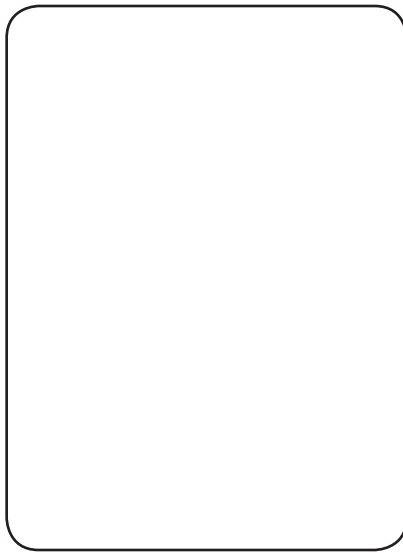
4  
2

GANON



3  
3







GANON



GANON



GANON



GANON



GANON



GANON



GANON



GANON



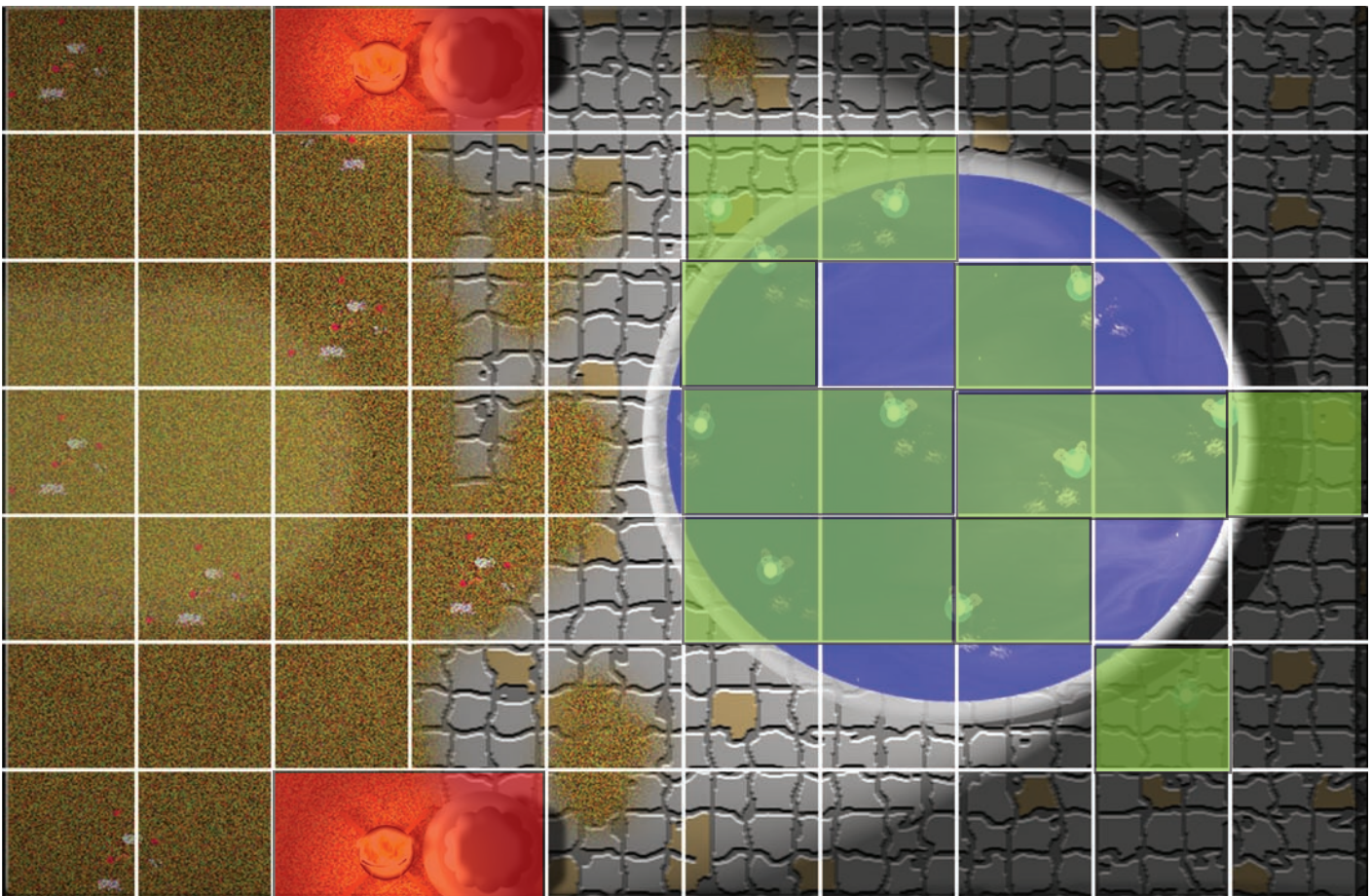
GANON

# THE LEGEND OF ZELDA

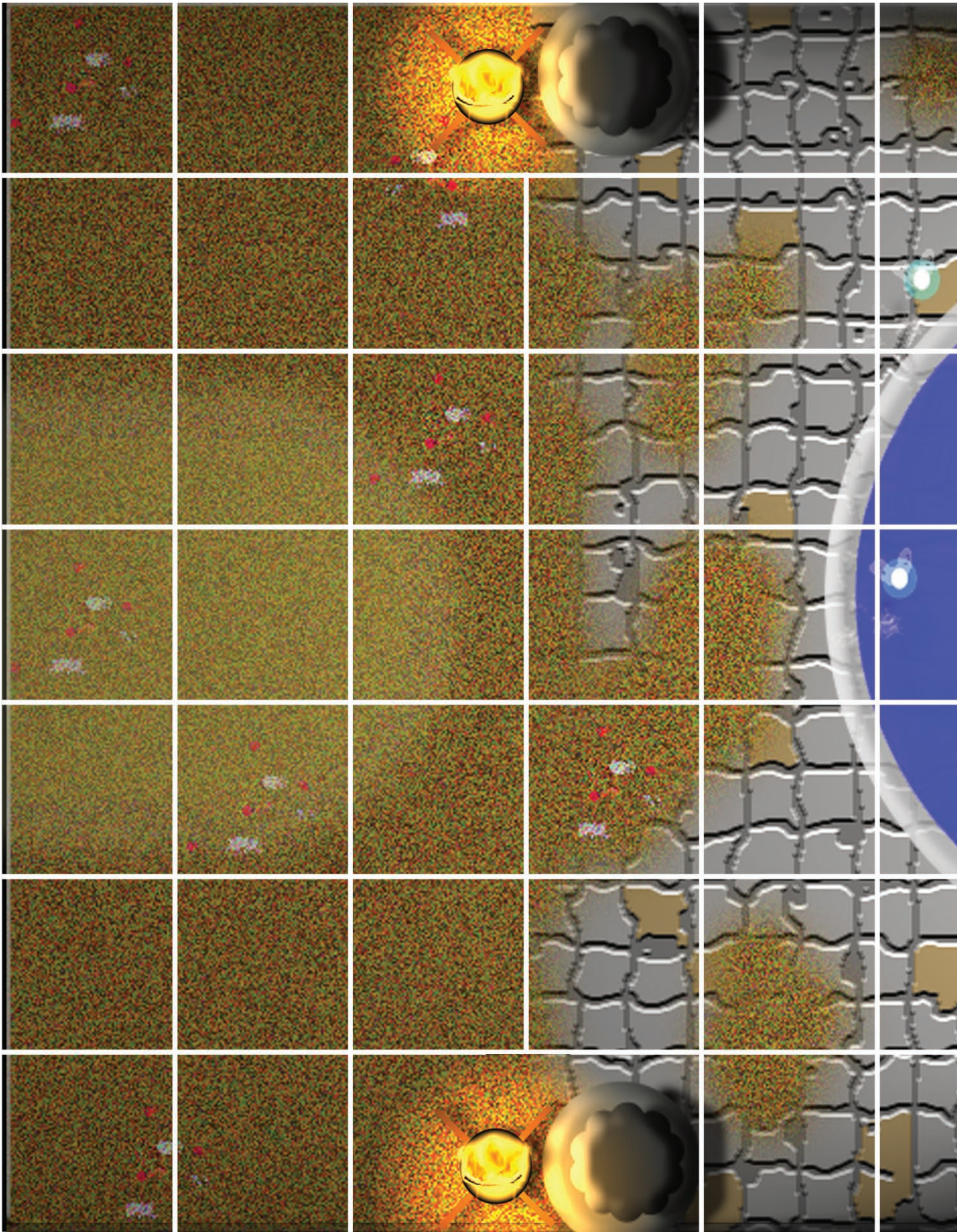
## GREAT FAIRY'S FOUNTAIN

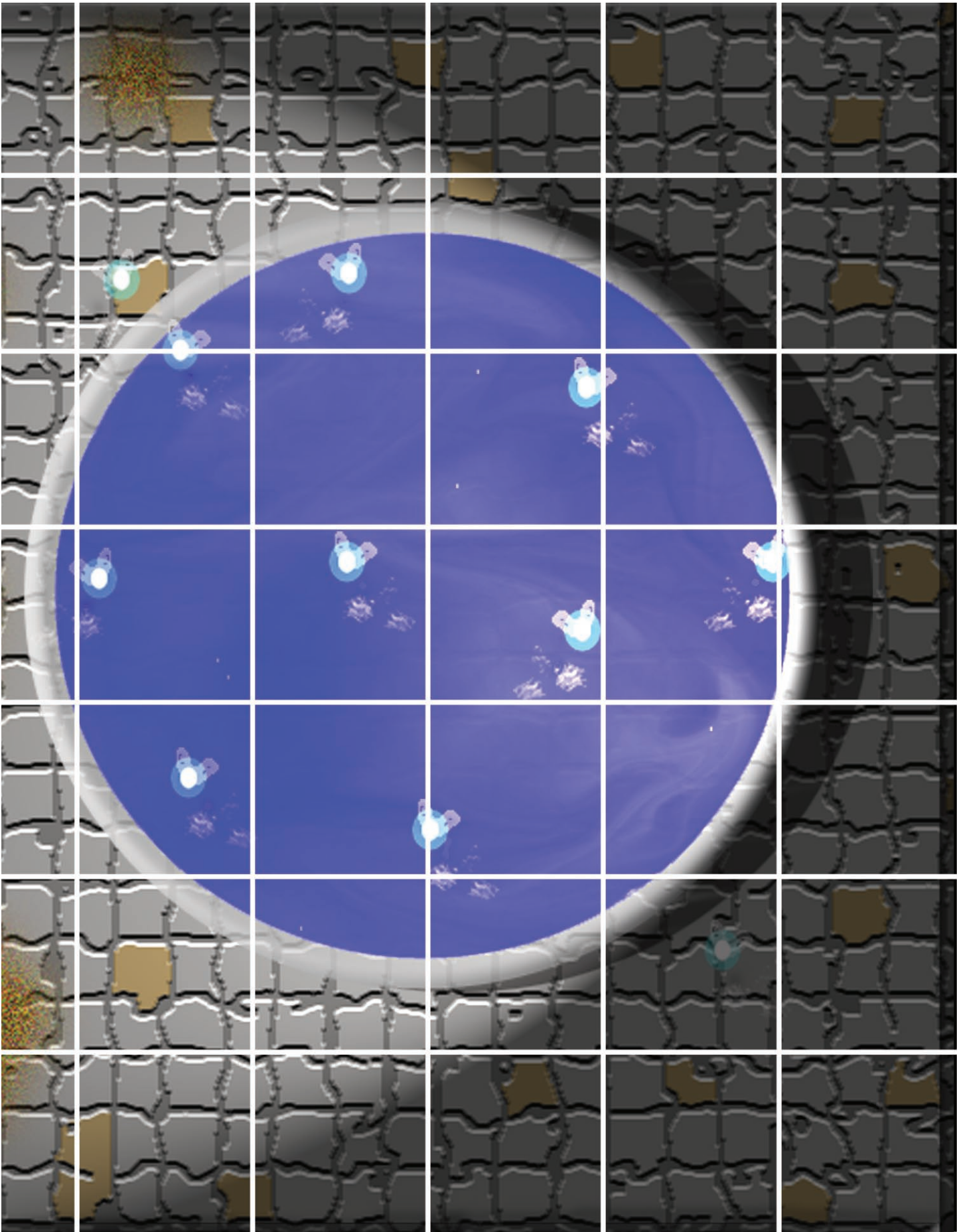
The Fountains where Fairies hide are places of power, places of healing, in Hyrule. The greatest of which is the Fountain of the Great Fairy.

Gameplay: The obstacles on this map, shaded in red, are the pillars and fire pits. On this map, when you roll a container heart and you are in a space occupied by a fairy, you can heal 4 points of health instead of 2. The spaces with fairies are shaded in green.









# THE LEGEND OF ZELDA

## LEEVEER DESERT

The plant-like leevers that plague the desert lands of Hyrule and beyond are ever a threat to travelers.

Gameplay: The obstacles on this map, shaded in red, are the leevers and the rock formation, all of which block ranged attacks. On this map, a character can move through a leever space but doing so inflicts 2 damage on the character. A character with the ability to move opponents can send an opponent through a leever space, forcing the moved character to take damage.





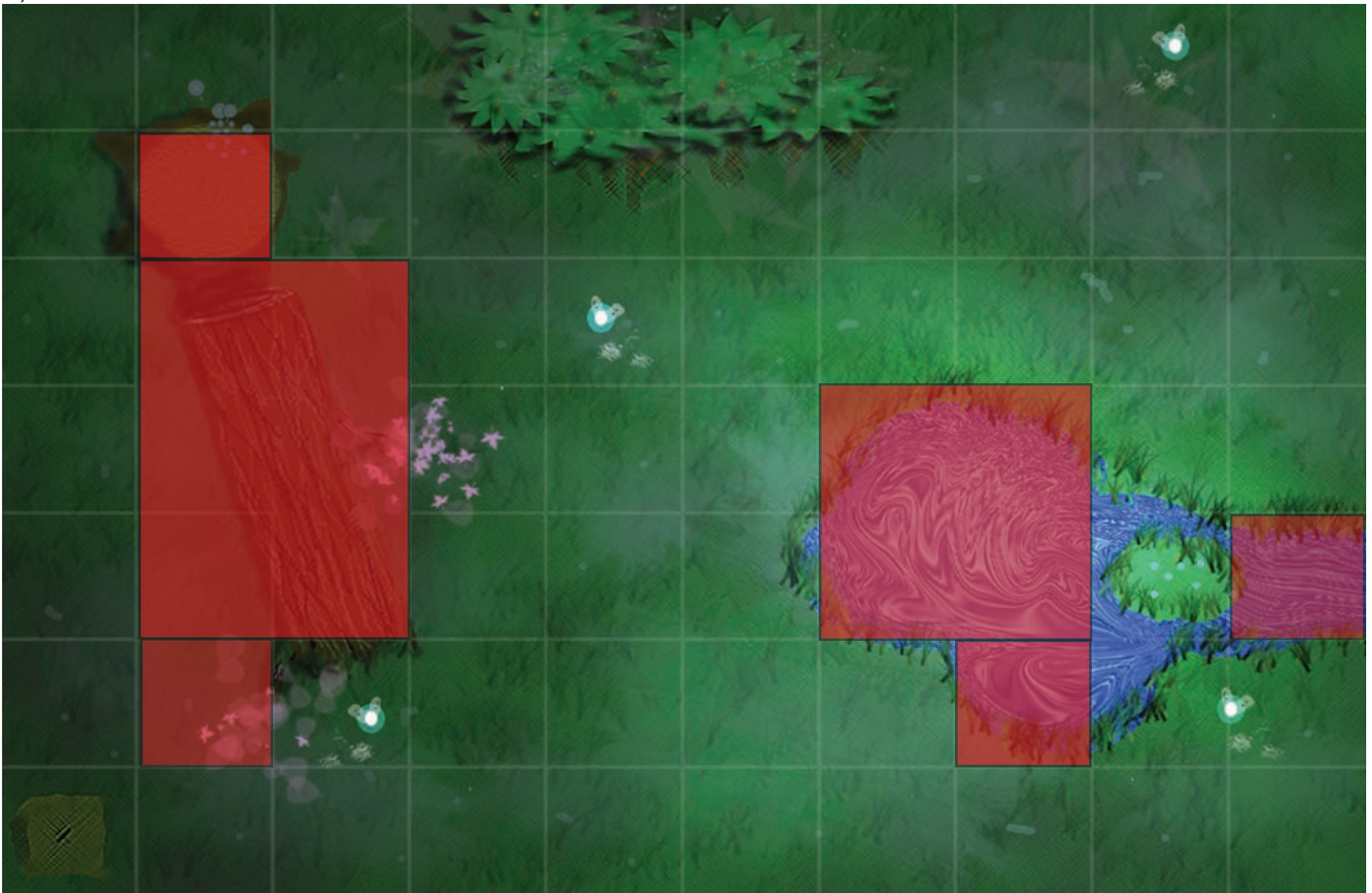


# THE LEGEND OF ZELDA

## THE LOST WOODS

The Lost Woods is a primordial place, where the trees and rocks move, and a traveler can get lost just by turning around. Many Zelda games feature a maze-like wood, where Link meets various challenges. These Lost Woods are home to the Skull Kid.

Gameplay: The obstacles on this map, shaded in red, are the stump & log and the creek. Only the stump & log block ranged attacks. On this map, the Skull Kid can move across obstacles and occupy obstacle spaces as though they were normal spaces, and the stump & log obstacle do not block Skull Kid's ranged attacks. Also, Princess Ruto and Zora Wizards can move across and occupy the creek obstacle spaces as though they were normal spaces.









# THE LEGEND OF ZELDA

## TRIFORCE CHAMBER

In every Zelda game, there is a chamber, usually temple-like in construction, where the Triforce is meant to be housed. More often than not, it's also the location from which Ganon has stolen one or more of the Triforce. This design is based on the Temple of Time in the Ocarina of Time.

Gameplay: The obstacles on this map, shaded in red, are the pillars. On this map, Triforce abilities are playable an infinite number of times per game. Normally, a Triforce ability can only be triggered once per game.

