

# **The Legend of Zelda Game: The Hyrule Fantasy Total Conversion Project**

## **Credits:**

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## **Gameboard Dimensions**

Board = 24.15" x 11.42"

Spaces = 1.42" x 1.07"

THE HYRULE FANTASY  
ゼルダの伝説™  
The Legend of Zelda Game

Dear Mom and Dad,  
Please read this instruction manual to your child and teach them how to play so they can enjoy the game.

© 1985 Nintendo Co., Ltd. 1986

(Please read this instruction manual before starting the game.)



Long ago, when the world was still embroiled in an age of chaos, the Demon King Ganon stole the Triforce of Power, a triangle with a mysterious power. Zelda, the princess of a small kingdom, divided the remaining Triforce of Wisdom into eight pieces in a bid for peace and hid them in different corners of the land. Ganon, enraged, seized her.

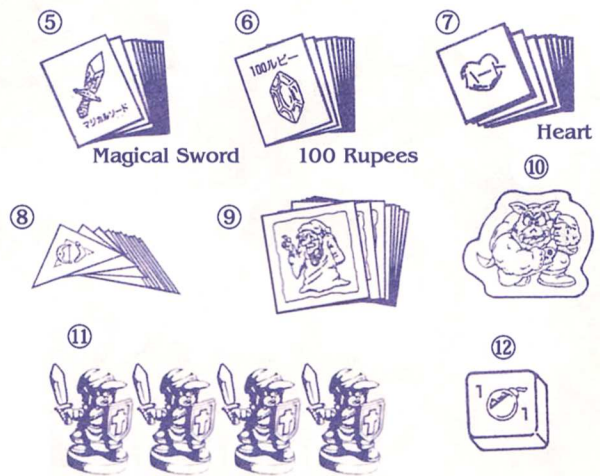
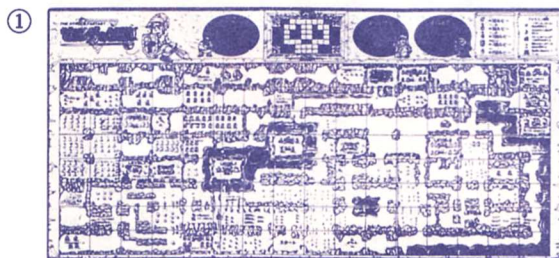
A youth named Link, possessing a strong sense of justice, heard this tale from Zelda's nursemaid, Impa, and decided that he would rescue the Princess! Complete the Triforce, and head for Death Mountain where the princess waits! The battle has begun!

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# 1. GAME CONTENTS

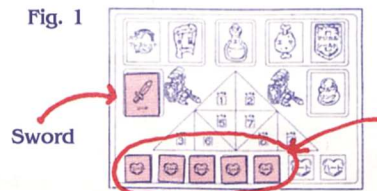
- ① Game Boards \_\_\_\_\_ (1)
  - ② Sub-Boards \_\_\_\_\_ (4)
  - ③ Battle Cards \_\_\_\_\_ (23)
  - ④ Labyrinth Cards \_\_\_\_\_ (8)
  - ⑤ Item Chips \_\_\_\_\_ (36, 9 types)
  - ⑥ Rupee Chips \_\_\_\_\_ (12, 2 types)
  - ⑦ Heart Chips \_\_\_\_\_ (30)
  - ⑧ Triforce Pieces \_\_\_\_\_ (32, 8 types)
  - ⑨ Money Making Game Cards \_\_\_\_\_ (8)
  - ⑩ Ganon \_\_\_\_\_ (1)
  - ⑪ Link Gamepieces \_\_\_\_\_ (4)
  - ⑫ Die \_\_\_\_\_ (1)
  - ⑬ Instruction Manual \_\_\_\_\_ (This Book)
- ※ The cards and chips with nothing written on them are spares. Use them when you lose one.



# 2. SETTING UP

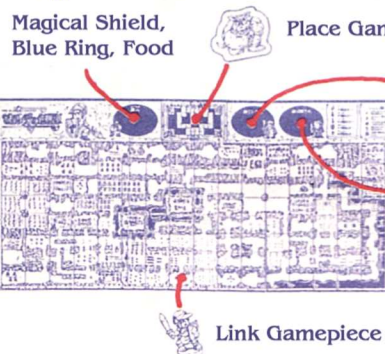
- ① Set up the board in a spot where it's easy to play.
- ② Separate the cards and chips by type.
- ③ Turn the Battle Cards and the Labyrinth Cards face down. Put them in piles and place them alongside the gameboard.
- ④ Give each player a sub-board and arrange the chips according to the diagram. (Fig. 1)
- ⑤ Place each chip type in its appropriate position on the gameboard.
- ⑥ Have each player chose a Link gamepiece and place it at the start. (Fig. 2)
- ⑦ Decide who's first with a game of Rock, Paper, Scissors. Play goes clockwise from the winner.

Fig. 1



Arrange the heart chips face up, as shown here.

Fig. 2



Magical Shield, Blue Ring, Food

Place Ganon face up.

White Sword, Magical Sword

Letter, Potion, Bracelet

Link Gamepiece



## 3. GAME OVERVIEW

- ① In this game, players take on the role of Link, collecting items and Triforce pieces in order to defeat Ganon.
  - ② Players can battle enemies, acquiring Hearts and Rupees for winning.
  - ③ Players can obtain items by visiting certain squares on the gameboard. (Refer to the section on Warp Points.)
  - ④ Battle labyrinth bosses, earning Triforce pieces for winning.
  - ⑤ The player who collects all the Triforce pieces and items and defeats the Demon King Ganon wins!
- ※ There are both items that can be purchased using Rupees and items that can be obtained without.

## 4. ABOUT CARDS & CHIP TYPES

### ● Sub-Board

This board displays Link's present location. Place items, hearts, and Triforce pieces here.

### ● Battle Cards

These cards depict overworld enemies. **Flip one over when you want to battle.** The die is rolled to determine the victor. The deck also contains Pitfall Cards.

### ● Labyrinth Cards

**These are flipped over during labyrinth battles.** The die is rolled to determine the victor. The outcome is influenced by how many hearts a player has.

### ● Triforce Pieces

These can be obtained by winning a labyrinth battle. Players who collect all 8 can challenge Ganon at Death Mountain. (Each piece depicts the item that can be obtained in the dungeon where it is found.)

### ● Item Chips

These chips depict items such as weapons and potions. They can be obtained or bought in certain squares on the gameboard.

### ● Rupee Chips

These chips are used to buy items on Peddler squares. They can be obtained from Battle Cards or in certain squares on the gameboard. There are two different types: 50 Rupee chips and 100 Rupee chips. **Each player can hold 250 Rupees. (One 50 Rupee chip and two 100 Rupee chips.)**

### ● Heart Chips

These chips display Link's life force. They are placed on the sub-board, **and players can only move their pieces according to how many hearts they have.** Everyone has 5 to start with, **but buying the Blue Ring will increase that number to 7. (It's impossible to obtain more than 7.)**

## 5. HOW TO PLAY

### Moving the pieces

- ① Players can only move their pieces according to the number of hearts on their sub-board.
  - ② Players cannot move their pieces past obstacles such as bushes and boulders. (Fig. 4)
- ※ The die is not used for moving. (Fig. 3)

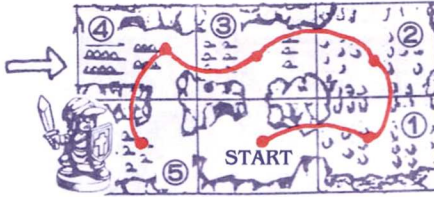


- ③ There are squares that won't allow you to advance unless you have certain items or Triforce pieces. (Fig. 5)

Fig. 3 Sub-Board



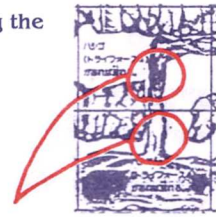
5 Hearts.



You can move up to 5 squares.

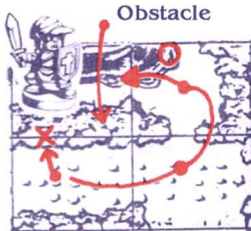
Fig. 5 Ⓞ Squares That Let You Advance Using Triforce Pieces

You can advance using the Raft (Triforce 3).



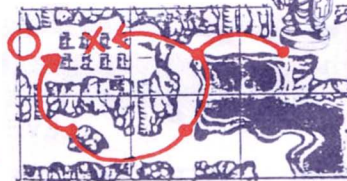
You can advance using the Ladder (Triforce 4).

Fig. 4



※ Move your piece in the direction connected by the path.

Ⓞ Squares Divided Into 2

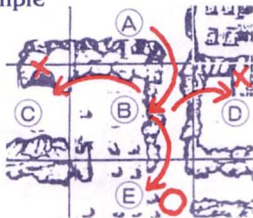


Ⓞ Squares That Let You Advance Using the Die (The Lost Woods)



You can move to the square on the left if you roll a 1, 3, or 5.

Example



※ If you enter square B from square A, you will be able to advance to square E, but not squares C & D. (When one square has an obstacle in it, you will not be able to circumvent the obstacle in order to enter the square beside it.)

Ⓞ Squares That Let You Advance By 1 Space



You can only advance in the direction of the arrow.

# 6. HOW TO BATTLE

- ① You can battle in any square on the board. (Except for the ones with instructions!) After moving your piece, yell "Battle!" and flip over a Battle Card. (Fig. 6)
- ② Roll the die 2 times. If the total of the numbers you rolled is higher than the enemy's attack power, you win. You then receive the amount of Rupees written on the card.

Fig. 6

Battle!

※ Without Magical Sword



Enemy's Strength: (8)

Enemy's Strength With the Magical Sword: (7)

Fig. 7

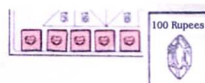
A tie also counts as a win.



$3 + 5 = 8$

You win!

Player has 5 hearts.



Receive 100 Rupees.

Lose:



Turn the number of hearts written on the card face down.

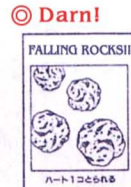
Fig. 8

If you have turned any hearts face down, you can also choose to heal the number of hearts indicated on the card instead of taking the Rupees. (Fig. 7)

- ③ If the total of the number you rolled is too low, you lose! Turn the number of hearts indicated on the card face down. (Fig. 8)
- ④ The second type of card is known as a Pitfall. Follow the directions indicated on the card. (Fig. 9)

Ⓞ Cards That Move Your Piece

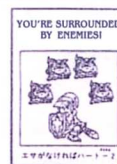
Fig. 9



Your next battle will occur on a labyrinth square.

Ⓞ Cards Whose Effects Depend On Held Items

Ⓞ What a nice surprise!





⑤ When you enter labyrinth entrance squares (Levels 1~ 8 & Dead Mountain), you must battle.

※ Regardless of whether you win or lose, you can challenge the labyrinth battle again on your next turn.

⑥ If you lose a battle and have to turn all of your hearts face-down, return your piece to the starting square and skip a turn. Then, turn 5 of your hearts face up and resume play.

※ Even if you have 7 hearts, you can only turn over 5.

### ★ The Money Making Game



- ① If this card turns up, all players participate in the game. Turn over the card and shuffle it into the deck.
- ② Everyone takes turns turning over a chip, starting with the player who drew the card.
- ③ Players who turn over the MOBLIN or OLD MAN chips are expelled from the game. Those who are still in keep playing.

- ④ Once both the MOBLIN and OLD MAN chips have been overturned, the game ends. The player who overturned the OLD MAN chip gives the player who overturned the MOBLIN chip 50 Rupees.
- ⑤ If the loser does not have 50 Rupees, they lose a turn. The winner obtains 50 Rupees from the field.
- ⑥ If the winner of the game already has 250 Rupees, they will not be able to take any more. The loser places 50 Rupees back on the field.

## 7. LABYRINTH BATTLES (LEVEL 1~8)

● You must visit the labyrinth in order.

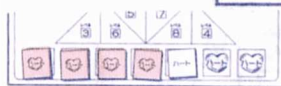
- ① Once you complete a battle at a labyrinth entrance, it's time for the labyrinth battle itself. Turn over a Labyrinth Card, and roll the die as directed. (Fig. 10)
- ② If you win the battle, obtain the Triforce piece corresponding to the labyrinth you entered and place it on your sub-board. If you have any hearts turned over, flip them face up. (Fig. 11)

- ③ If you lose the battle, you must return your piece to one of the two Fairy Fountain squares. Heal your hearts, and try challenging the labyrinth again next turn (Fig. 12)
- ④ Even if you lose the battle, you can use a potion to continue without returning to the Fairy Fountain. Keep the Labyrinth Card in your hand until the next battle. (Fig. 13)

Fig. 10



※ There are also Labyrinth Cards that aren't related to your number of hearts.



In this case, roll the die 4 times.



Fig. 11

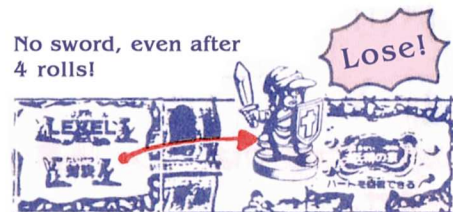
Obtain the Level 1 Triforce and place it on your sub-board. You can also heal your hearts.



On the 4th roll, a Sword appears!

Win!

Fig. 12

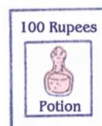


Move your piece to the Fairy Fountain and heal your hearts.

※ It doesn't matter which Fairy Fountain you return to.

Fig. 13

A Potion!



If you use a Potion, you can stay put and challenge the labyrinth again next turn!

※ Discard Blue Potions after using them. Red Potions can be flipped over and reused once.



# 8. ABOUT ITEMS & WARP POINTS

There are 9 different types of items, each of which can be obtained at set points. You can only carry one of each item.

## ● Sword

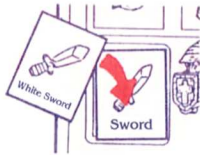
The blade you receive when you start the game.

## ● White Sword

If you have Triforce 2, you can obtain this sword by progressing to its point on the gameboard. Without it, you cannot enter Level 3. (It's useful during Battle Card battles.)

## ● Magical Sword

If you have Triforce 6, you can obtain this sword. Without it, you cannot enter Level 7. (It's useful during Battle Card battles.)



Once you get a new sword, put it on top of your old sword.

## ● Power Bracelet

You can use this chip to warp. (Refer to Warping.)



## ● Letter

You can use this chip to buy Potions.

## ● Blue Ring



Pay 250 Rupees and receive a Blue Ring and 2 hearts.

Leave any overturned hearts face down!

Now you have 7 hearts!

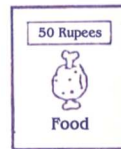


You can buy this for 250 Rupees. It will increase your hearts to 7. (Obtain 2 heart chips.)

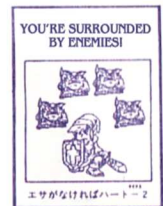
※ Even if you buy the Blue Ring and increase your hearts by 2, you cannot turn your face down hearts face up. They stay the way they are.

## ● Food

You can buy this for 50 Rupees. It is an effective defense against "SURROUNDED BY ENEMIES!" cards.



If you're carrying Food when this card appears, you can continue on without losing any hearts.



## ● Magical Shield

You can buy this for 100 Rupees. Effective against ZORA cards.



If you encounter a ZORA after obtaining the Magical Shield, the battle's on! If you don't have it yet, you lose.



## ● Potion

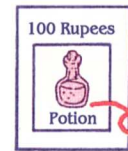
You can buy this if you have the Letter. Red Potions cost 100 Rupees, Blue Potions cost 50. If you play this chip before moving your piece at the start of your turn, you can turn all of the face down hearts on your sub-board face up.

※ Red Potions can be used twice. Turn the chip over after the first use and treat it as a Blue Potion. Blue Potions can only be used once. Return it to the field after using.



Blue

Can only be used once!



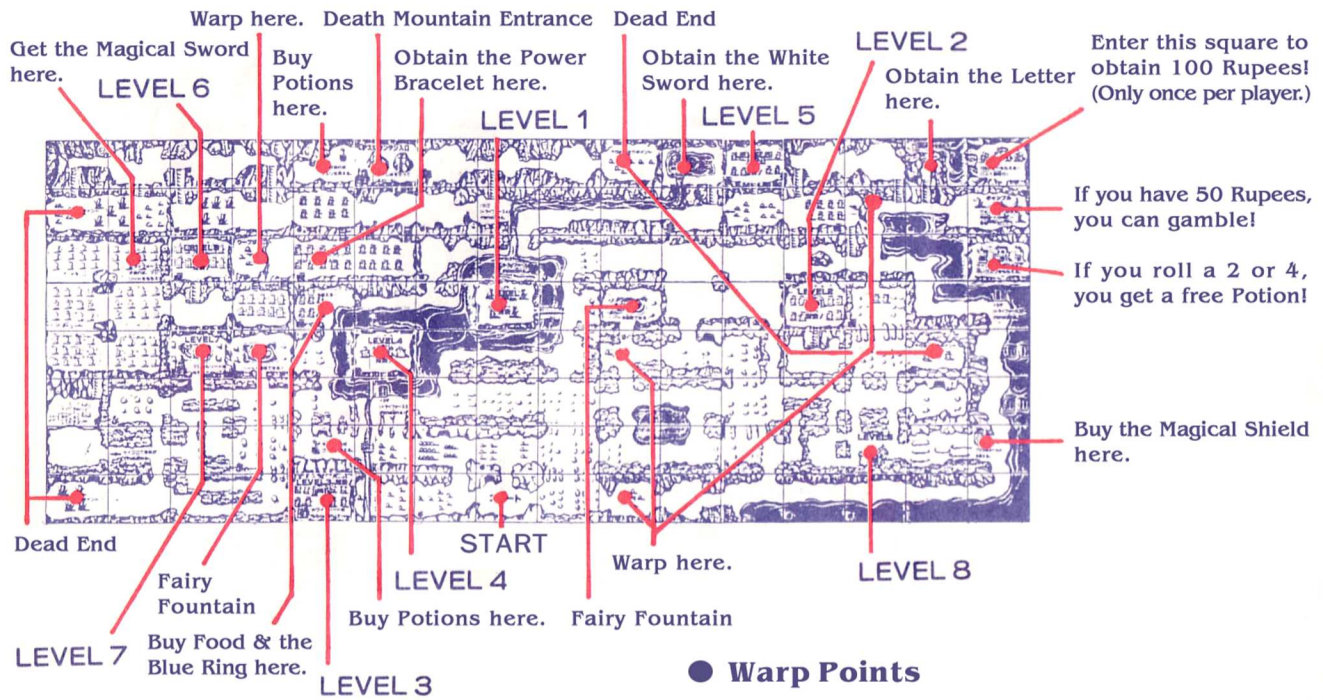
Red

You can use it twice!

Turn it over after using it once.







● **Fairy Fountain**

Upon entering this square, flip all overturned hearts on your sub-board face up.

● **Warp Points**

If you have the Power Bracelet, entering one of these squares will allow you to move your piece to any other Warp Point.

Step on one of these, and you will be able to travel to other Warp Points around the board! ※ If you choose to warp, you must remain at the square you warped to, regardless of your number of hearts.

# 9. THE BATTLE ON DEATH MOUNTAIN

① Once you collect all the Triforce pieces and items (excluding potions), head for the entrance to Death Mountain. Start by turning over a Battle Card. Once you've battled and followed the directions on the card, move your piece to Death Mountain. Then comes the battle with Ganon (Fig. 14)

② Roll the die 4 times. If the Magical Sword and Silver Arrows both appears, that means you'll have defeated Ganon and won the battle. (Fig. 15)

③ If you lose the battle, return your piece to a Fairy Fountain and keep trying for Death Mountain.

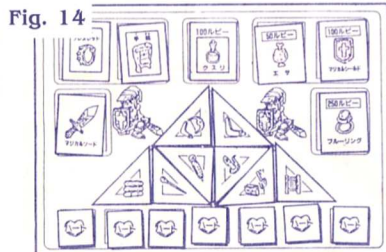
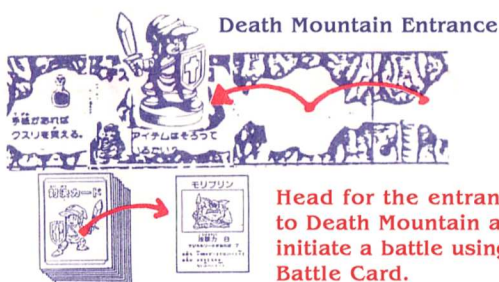


Fig. 14 You have collected all the items and pieces of the Triforce (excluding Potions)!

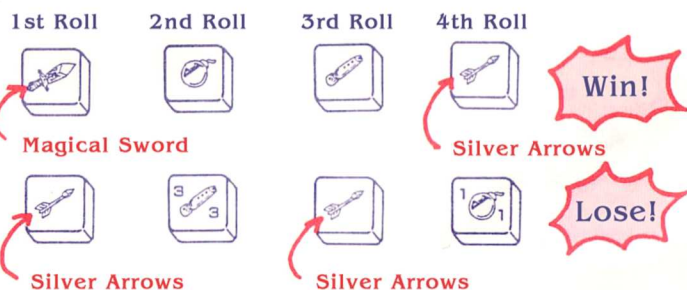


Fig. 15 Regardless of whether you win or lose the battle, move your piece to Death Mountain and use your next turn to battle with Ganon.



Death Mountain Entrance Head for the entrance to Death Mountain and initiate a battle using a Battle Card.

Fig. 15





※ It doesn't matter which of the two Fairy Fountains you return to.

- ④ If you play a Potion you can challenge the Labyrinth again on your next turn without returning to a Fairy Fountain.

★ You can battle Ganon without any Potions, but it's better to have them on hand.

## 10. WINNING THE GAME

The first player to defeat Ganon wins.

### BONUS

- There are lot of secrets on the gameboard!  
You can have even more fun by using it as a map when you play the video game!

Combine Party Joy and Famicom to beat Zelda!!

THE HYRULE FANTASY

ゼルダの伝説<sup>TM</sup>  
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