

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

Credits:

Coordinator - Evan Derrick

Game Component Scans - Brett Martin & Daniel Howard

Japanese to English Translation - Aria Tanner

Image Editing & Design - Alberto Vitali

Printing & PDF Layouts - Shawn Hanson

**** A Note On Construction Before You Begin ****

Do NOT cut down the center of the guides on the following sheets. In all cases, a guide's *edge* will align with the edge of a game piece. Each guide has two edges, so make certain before you cut that you're using the one that lines up with a game piece.

Game Contents

-Sub-Boards (x4) : [14.9 cm x 11.01 cm]

-Battle Cards (x23) : [5.08 cm x 7.11 cm]

-Labyrinth Cards (x8) : [6.99 cm x 6.27 cm]

-Item Chips (x36, 9 types) : [2.03 cm x 2.46 cm]

-100 Rupees Chips (x8) : [2.03 cm x 2.46 cm]

-50 Rupees Chips (x4) : [2.03 cm x 2.46 cm]

-Heart Chips (x30) : [1.44 cm x 1.44 cm]

-Triforce Pieces (x32, 8 types) : [3.36 cm x 1.68 cm]

-Money Making Game Cards (x8) : [3.56 cm x 3.56 cm]

-Ganon (x1) : [12.89 cm x 6.77 cm]

-Die (x1, 6 faces) : [1.35 cm x 1.35 cm]

**** WHAT TO PRINT ****

Pages 2 & 3 : Sub-Boards – Print 2 copies of each of these pages for a total of 4 Sub-Boards.

Pages 4 – 9 : Battle Cards – Print one copy of each of these pages for a total of 23 battle cards.

Pages 10 – 13 : Labyrinth & Money Making Game Cards – Print one copy of each of these pages for a total of 8 Labyrinth Cards and 8 Money Making Game Cards.

Pages 14 & 15 : Item, Rupee, Heart, and Triforce Chips – Print 4 copies of each of these pages for a total of 36 Items, 12 Rupees (8x100 and 4x50), 32 Hearts (2 extra), and 32 Triforce pieces. Each piece is two-sided in the original game, but the second side is not required if you're trying to save on printing costs. For one-sided pieces, you only need 4 copies of Page 14.

Page 16 : Game Die and Ganon – Print one copy of this page. I have included 4 additional copies of the game die faces for constructing additional dice.

Not Included in this File But Required to Play : Rulebook, Game Board, Link Pawns

Power Bracelet

Letter

Potion

Food

Magical Shield

Sword

Blue Ring

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Heart

Heart

Heart

Heart

Heart

Heart

Heart

Power Bracelet

Letter

Potion

Food

Magical Shield

Sword

Blue Ring

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Heart

Heart

Heart

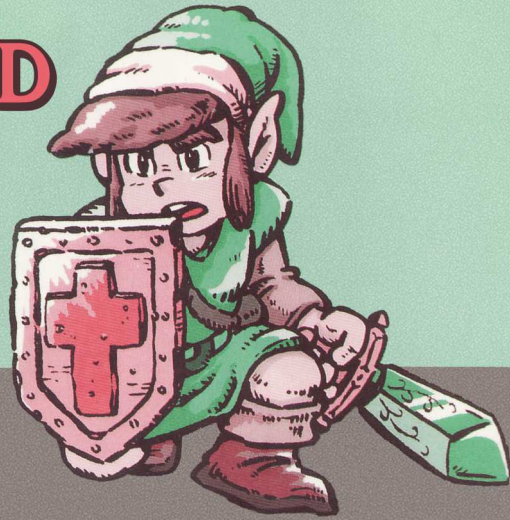
Heart

Heart

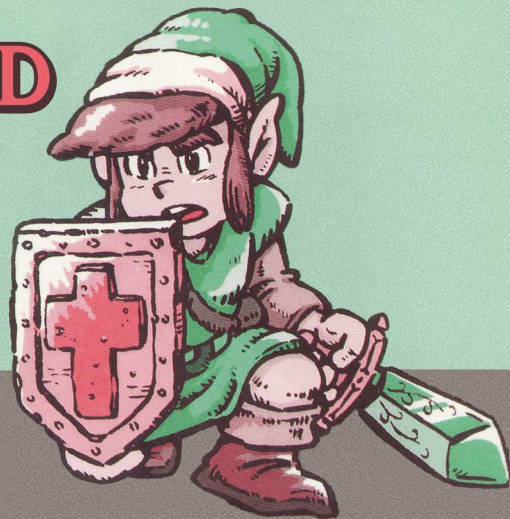
Heart

Heart

SUB-BOARD



SUB-BOARD



MOBLIN



Attack power 7

6 if you have the White Sword.

- Win: +50 Rupees OR +1 Heart
- Lose: MOBLIN takes your Food. Those with no Food lose 1 Heart.

LYNEL



Attack power 8

7 if you have the Magical Sword.

- Win: +100 Rupees OR +2 Hearts
- Lose: -2 Hearts

LYNEL



Attack power 9

8 if you have the Magical Sword.

- Win: +100 Rupees OR +2 Hearts
- Lose: -3 Hearts

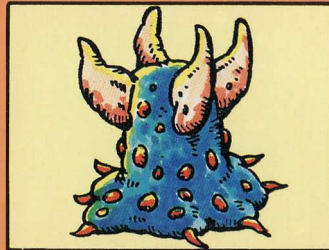
LEEVER



Attack power 6

- Win: +50 Rupees OR +1 Heart
- Lose: -1 Heart

LEEVER



Attack power 7

6 if you have the White Sword.

- Win: +50 Rupees OR +1 Heart
- Lose: -2 Hearts

GHINI

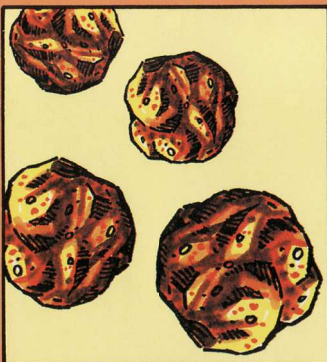


Attack power 8

7 if you have the Magical Sword.

- Win: +100 Rupees OR +2 Hearts
- Lose: -2 Hearts

FALLING ROCKS!!



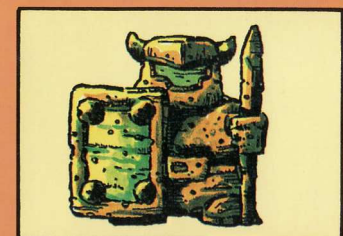
Takes away 1 Heart.

SECRET IS IN THE DEAD-END.



Move another player's piece to a dead end of your choosing.

YOU TOUCHED AN ARMOS!

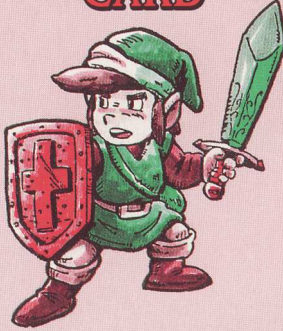


Attack power 7

6 if you have the White Sword.

- Win: Nothing
- Lose: -1 Heart

**SHOWDOWN
CARD**



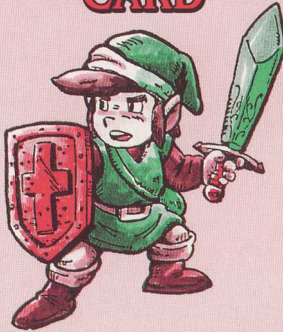
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CARD**



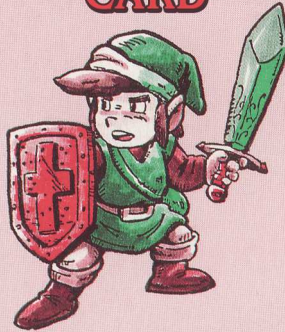
**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



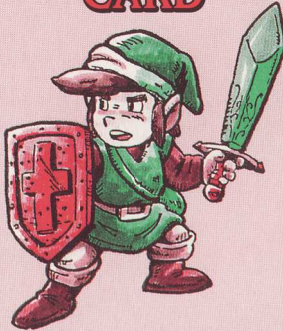
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CARD**



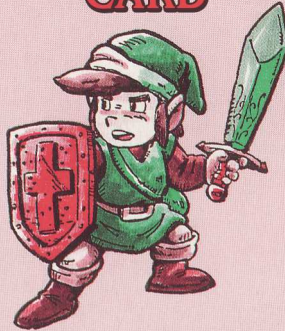
**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



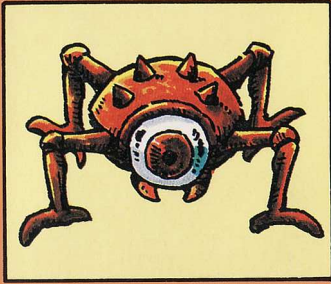
**SHOWDOWN
CARD**



**SHOWDOWN
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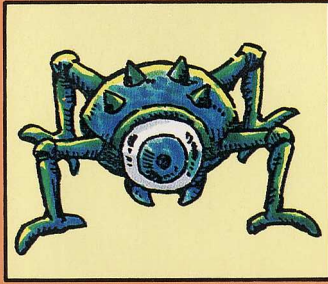
TEKTITE



Attack power 5

- Win: +50 Rupees OR +1 Heart
- Lose: -1 Heart

TEKTITE



Attack power 6

- Win: +50 Rupees OR +1 Heart
- Lose: -1 Heart

IT'S A SECRET
TO EVERYBODY



Gain 50 Rupees.

PEAHAT



Attack power 7

6 if you have the White Sword.

- Win: +50 Rupees OR +2 Hearts
- Lose: -2 Hearts

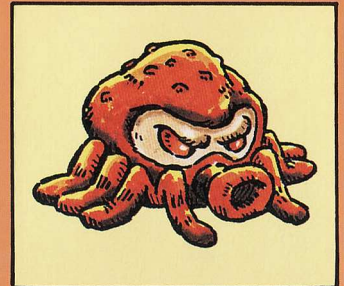
OLD MAN



PAY ME FOR THE DOOR
REPAIR CHARGE

Lose 50 Rupees.

OCTOROK



Attack power 4

- Win: +50 Rupees OR +1 Heart
- Lose: -1 Heart

OCTOROK



Attack power 5

- Win: +50 Rupees OR +1 Heart
- Lose: -1 Heart

LET'S PLAY MONEY
MAKING GAME



Everyone plays.

MOBLIN

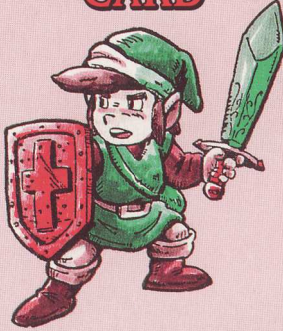


Attack power 8

7 if you have the Magical Sword.

- Win: +100 Rupees OR +2 Hearts
- Lose: MOBILIN takes your Food.
Those with no Food lose 1 Heart.

**SHOWDOWN
CARD**



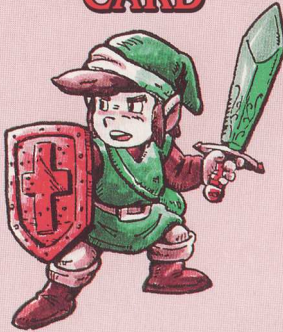
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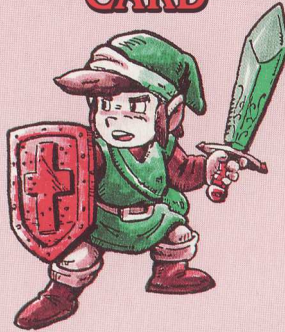
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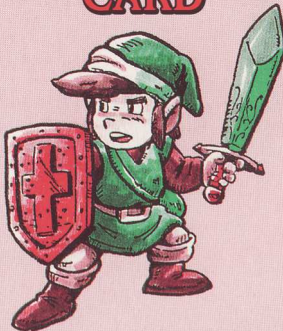
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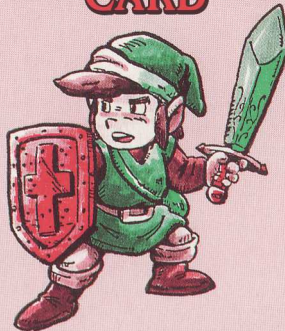
**SHOWDOWN
CARD**



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CARD**



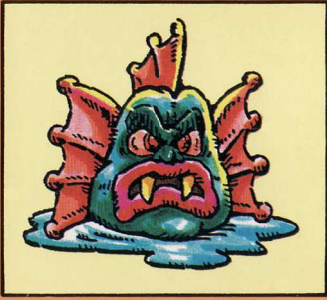
**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



ZORA



If you have the Magical Shield, roll the die.
If it's an even number, you win. If not, you lose.

- Win: +50 Rupees
- Lose: -1 Heart

ZORA



If you have the Magical Shield, roll the die.
If it's an even number, you win. If not, you lose.

- Win: +50 Rupees
- Lose: -1 Heart

YOU'RE SURROUNDED BY ENEMIES!



If you don't have Food,
lose 2 Hearts.

YOU'RE SURROUNDED BY ENEMIES!



If you don't have Food,
lose 2 Hearts.

WHIRLWIND!!



Move your piece to any square
containing a dungeon entrance.

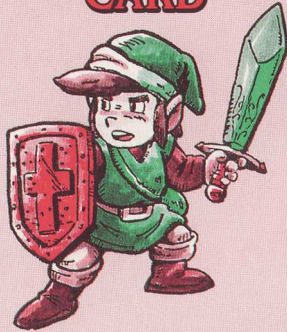
**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



**SHOWDOWN
CARD**



GLEEOK



Roll the die once for each heart you have.
If you roll the Sword, you win!

DODONGO



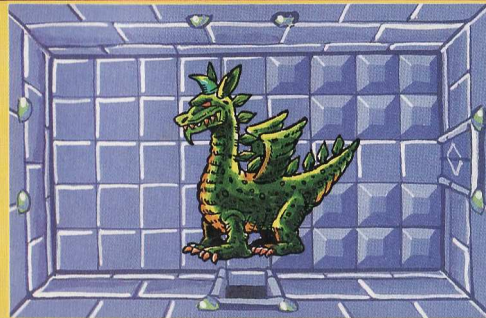
Roll the die once for each heart you have.
If you roll Bombs, you win!

DIGDOGGER



Roll the die once for each heart you have.
If you roll the Recorder, you win!

AQUAMENTUS



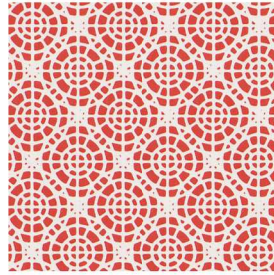
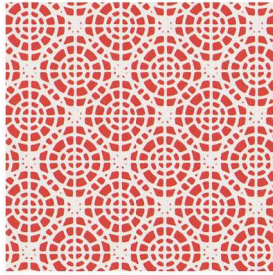
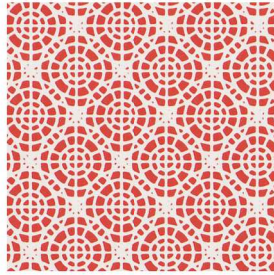
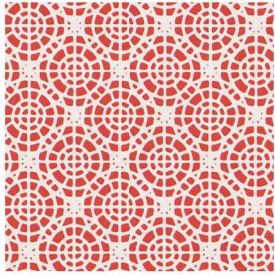
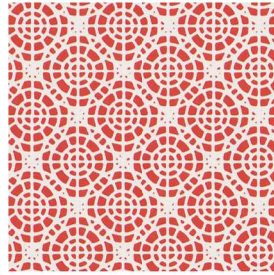
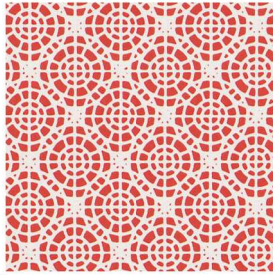
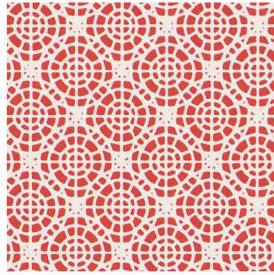
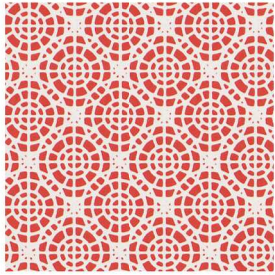
Roll the die once. If you roll the Sword,
Bombs, or the Magical Rod, you win!

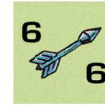
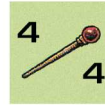
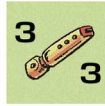
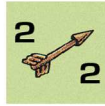
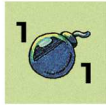


Lose 50 Rupees



Obtain 50 Rupees



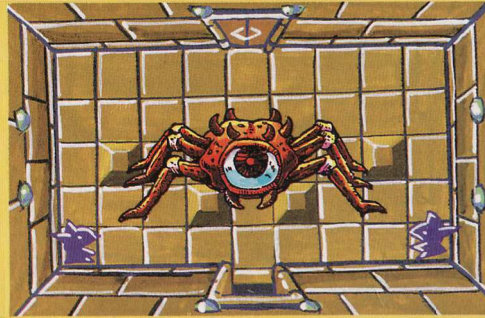


LANMOLA



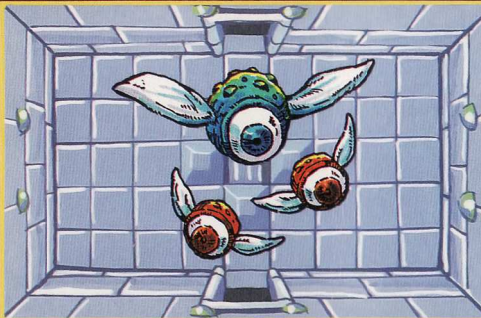
Roll the die once for each heart you have.
If you roll the Magical Rod, you win!

GOHMA



Roll the die once for each heart you have.
If you roll Arrows, you win!

PATRA



Roll the die once for each heart you have.
If you roll the Sword, you win!


MANHANDLA



Roll the die once. If you roll the Sword,
Bombs, or Arrows, you win!




50 Rupees



Potion

100 Rupees



Potion

100 Rupees



100 Rupees




White Sword



Sword



Power Bracelet



Magical Sword

100 Rupees




Magical Shield



Letter

50 Rupees



Food

250 Rupees



Blue Ring

50 Rupees





2

Silver Boomerang



5

Recorder



3

Raft



6

Magical Rod



8

Magic Book & Magical Key



4

Ladder



7

Candle (Red)



1

Bow & Boomerang

Heart



Heart



Heart



Heart



Heart



Heart




Heart



Heart




100 Rupees



Potion

Power Bracelet




Sword




White Sword




100 Rupees



100 Rupees




50 Rupees




Potion

50 Rupees




250 Rupees

Blue Ring



50 Rupees

Food




Letter



100 Rupees

Magical Shield



Magical Sword




5

Recorder



2

Silver Boomerang



6

Magical Rod



3

Raft



4

Ladder



8

Magic Book & Magical Key



1

Bow & Boomerang



7

Candle (Red)

Heart

Heart



Heart

Heart



Heart

Heart



Heart

Heart



Heart

Heart



Heart

Heart



Heart

Heart



Heart

Heart



