



THE LEGEND OF **ZELDA** the wind waker™ THE TABLETOP GAME RULE GUIDE

Welcome to the wonderfulworld of Hyrule, now turned into the Great Sea after the Great Flood!

In this land, traveling efficiently is key.

Play starts with the adventurer, Link, rolling the six sided die.

Link may move however many spaces are shown on the die he also starts the game with THREE HEARTS.

Now any Bokoblins may roll the same die.

Bokoblins must subtract ONE from their roll, then move that amount.

If Link is next to a DUNGEON, he may roll to see if he aquires the item inside.

each DUNGEON's item corresponds to a specific roll of the dice.

If Link does not roll that number, he may wait until his next turn to roll again or consider fleeing.

FORSAKEN FORTRESS: ROLL 1

DRAGON ROOST CAVERN: ROLL 2

FORBIDDEN WOODS: ROLL 3

TOWER OF THE GODS: ROLL 4

GANON'S TOWER: ROLL 5

Bokoblins may attack Link if they are on an adjacent space.

Both Link and the Bokoblin roll a triangular dice to determine their block and attack values, respectively.

Once Link gains all of the items form each DUNGEON, he wins! If the Bokoblins kill Link before he can collect them items, they win!

After a game is completed, randomly swap all of the pieces on the board for a new experience!

VIDEO LINK FOR TABLETOP GAME:

<https://youtu.be/sw0k9h9XDcM>

IMAGES OF TABLETOP GAME

