



Introduction  
Profile Structure  
Game Mechanics  
Phase Mechanics  
Card Structure

## ABOUT THE GAME

TITLE: ZELDA TCG (ZTCG)

GENRE: STRATEGY / RPG / INDIE

PLATFORM: PC

ESRB: E (EVERYONE), DESIGNED FOR TEEN

AND MATURE AUDIENCE (12 ~ 24 Y.O.)

## ABOUT THE AUTHOR

RONAN C. P. LANA

UNDERGRADUATE, COMPUTER SCIENCE, UFMG (BRAZIL)

## DISCLAIMER

THIS GAME IS A FAN-MADE, AND BY THIS IT IS NOT INTENDED TO PREJUDICE OR HURT IN ANY WAY NINTENDO®'S PERSONNEL, AND THE AUTHOR RECOGNIZES FULLY-HEARTED ALL THE LABOR THAT WAS MADE BY THEM WHEN DESIGNING **THE LEGEND OF ZELDA: OCARINA OF TIME®** AND IT'S CHARACTERS AND CONCEPTS.

FUTHERMORE, SOME OF THE CARD CONCEPTS WERE IMPLEMENTED BASED ON MECHANICS OF **MAPLESTORY® TCG®**, FROM **WIZARDS OF THE COAST®**. ALL APPLICABLE CREDITS ARE GIVEN TO THEM.

## CORE CONCEPT

THE CARD GAME INVOLVES VARIOUS ELEMENTS AND CONCEPTS BASED FROM NINTENDO®'S BEST SELLER **THE LEGEND OF ZELDA: OCARINA OF TIME®**, AND BRINGS WITH THEM MANY THOUGHTS: WHAT IF HAPPENED A FIGHT BETWEEN TWO CORE CHARACTERS IN THE GAME? WHO WOULD EMERGE VICTORIOUS AFTER TRADING BLOWS ONE ANOTHER? WHERE WOULD BE THE STAGE OF THE FIGHT? EQUIPMENTS USED DURING THE GAME WOULD PROVE THEMSELVES USEFUL IN THESE FIGHTS? AND EVEN MORE THRILLING: WHO WOULD BE THEIR COMPANIONS WHEN THIS FIGHT OCCUR, GIVEN THAT IT WOULD TAKE GLOBAL PROPORTIONS?

## SETTING UP A MATCH

BOTH PLAYERS SELECT ONE CHARACTER FROM THEIR CHARACTER DECK TO BE THEIR **REPRESENTANT** IN THE MATCH, AND SET IT FACE UP IN THE TABLE.

WITH CHARACTERS AND DECKS READY, FLIP A COIN. WHOEVER WINS THE SHOT CHOOSES ONE, AND THE OTHER PLAYER PICKS THE OTHER SCENARIO:

- STARTS **FIRST**, WITH 5 CARDS IN HAND.
- STARTS **SECOND**, WITH 6 CARDS IN HAND.

THE **GAME ENDS** WHEN ONE CHARACTER HITS **ZERO HP**, LOSING THE MATCH.



Introduction  
Profile Structure  
Game Mechanics  
Phase Mechanics  
Card Structure

## CHARACTER DECK

SPECIAL DECK, DESIGNED TO CONTAIN ALL THE CHARACTERS WHICH CAN BE USED ON A MATCH.

## DECK

DECK USED IN-GAME. IT CAN HAVE MOBS, EQUIPS, TACTICS AND FIELDS. 40 CARD MAXIMUM. UP TO 4 COPIES OF A CARD.



## SIDE DECK

UNLIMITED, CONTAINS DECK CARDS AND CHARACTERS ALIKE. ALL YOUR CARDS NOT BEING USED TO PLAY IS ON THIS DECK. THE IN-GAME SHOP CAN BE ACCESSED FROM HERE TO BUY AND SELL CARDS.

## SHOP

FROM EARLIER LEVELS, IT IS POSSIBLE TO ACCESS THE SHOP. FROM TIMES ON TIMES, OPPORTUNITIES TO BUY NEW CARDS APPEARS TO THE PLAYER. HIGHER PLAYER RANKS PERMITS THEM TO FIND OR BUY EVEN RARER CARDS!



## MATCHES

MATCHES PACKED OF INTENSE ACTION, EVEN-SHARPER STRATEGIC GAMEPLAY AWAITS YOU, AS YOU DUKE IT OUT WITH YOUR FRIENDS OR ADVERSARIES FROM AFAR TO DISCOVER WHO IS THE BEST STRATEGIST BETWEEN YOU. THERE IS ALSO THE EXPECTATIVE IN RANKING UP IN THE END OF MATCH: NEW CARDS CAN BE INTRODUCED AND JOINED TO YOUR RANKS, POTENTIALLY MAKING YOUR DECK EVEN BETTER!





Introduction  
Profile Structure  
**Game Mechanics**  
Phase Mechanics  
Card Structure

## DAMAGE INSTANCE

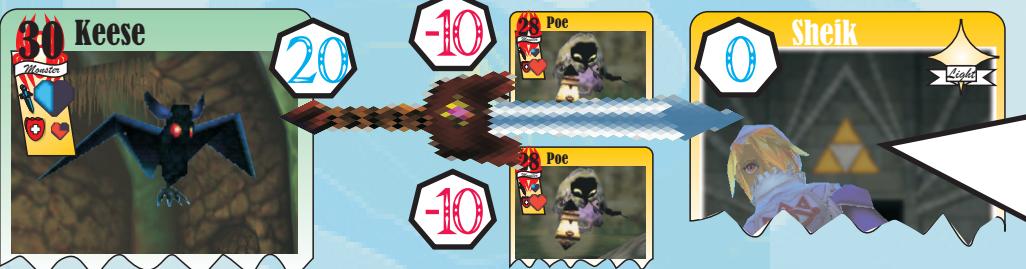


EACH ATTACK PATTERN IS  
A DAMAGE INSTANCE.

IN THE CARD GAME, DAMAGE INSTANCES CAN COME FROM MANY SOURCES: CHARACTER, MOB OR TACTIC. THE SOURCE OF THE INSTANCE (AKA THE **ATTACKING AGENT**) BECOMES RELEVANT FOR CERTAIN CARD EFFECTS THAT RELIES ON ATTACK MODIFIERS, OR DAMAGE EVASION, OR DAMAGE PREVENTION INSTANCES.

TAKE ON ACCOUNT NO EXTERNAL MODIFIERS IS BEING APPLIED HERE, AND IT IS **KEESE'S TURN TO ATTACK**: KEESE INFILTS 20 ATTACK DAMAGE ON POE, WHICH HAS 40HP. AFTER THIS ATTACK, POE'S HP BECOMES 20HP. IF **KEESE'S PLAYER TURN IS OVER** AFTER THIS ATTACK, ON THE NEXT TURN POE'S HP WILL BE RESTORED. THIS EFFECT APPLIES TO ALL MOBS THAT WERE NOT KILLED LAST TURN. THIS **NOT APPLIES** TO **JR. BOSS** OR **BOSS** MOBS.

## DAMAGING A CHARACTER



DOT: DAMAGE OVER TIME

CHARACTERS SHARES A SAME TRAIT THAT, WHENEVER TARGETED BY SOME DAMAGE INSTANCE (EXCEPTING DOTS), 10 DAMAGE CAN BE BLOCKED BY EACH MOB DEPLOYED ON THE TARGET'S PARTY. ON THE LEFT CASE, KEESE IS ATTACKING BY 20 AND EACH POE DEPLOYED BY SHEIK IS ABSORBING 10 DAMAGE (WITHOUT TAKING THIS DAMAGE, ONCE IT IS NOT THE TARGET!). SO, SHEIK REMAINS UNHARMED BY THIS ATTACK INSTANCE.

## STACKING EFFECTS

ALL CARDS IN THIS GAME CAN HAVE IT'S EFFECT STACKED WITH OTHER COPIES OF THE SAME CARD. THAT MEANS YOU CAN MAKE AWESOME COMBOS OF CARD EFFECTS. HOWEVER, **MATCH DECKS** ARE RESTRICTED TO HAVE UP TO 4 COPIES OF THE SAME CARD.

TAKE NOTE THAT **MOBS** AND **EQUIPS** ARE LIMITED TO 7 IN-GAME SIMULTANEOUSLY, NOT BEING ABLE TO DISCARD ALREADY PLAYED CARDS. REGARDING JR. BOSSSES AND BOSSSES, FOR THESE **ONLY 1** CAN EXIST ON EACH SIDE OF THE BATTLEFIELD AT A TIME.

FINALLY, ONLY ONE FIELD IN-GAME FOR EACH PARTY. IN CASE OF ONLY ONE SIDE HAVING A FIELD PLAYED, THE TWO PARTIES **SHARES** THAT FIELD'S PASSIVE EFFECTS.



Introduction  
Profile Structure  
Game Mechanics  
**Phase Mechanics**  
Card Structure

## LEVEL-UP PHASE

30

Summon / Rapid Action 30 -  
Play a monster or a tactic of level  
30 or less.

10

Light

EACH LEVEL-UP GRANTS A PLAYER:

+10 LEVELS

+20 HP (IF NOT EXCEEDED MAXHP)

IF +20 HP EXCEEDED PLAYER MAXHP,  
+40 MAXHP AND +40 HP INSTEAD

EVERY NON-CHARACTER CARD HAS THE LEVEL-UP EFFECT FEATURE. IT STATES THAT, AFTER LEVELING WITH A CARD, ONE MAY GAIN AN ABILITY, AN ONE-USE EFFECT (USABLE ONLY ON THE LEVEL-UP MOMENT), OR NOTHING AT ALL (IF A BOSS IS USED TO LEVEL-UP).



LIGHTNING ICON MARKS AN ONE-USE EFFECT ABILITY.

PICK CAREFULLY WHAT CARD TO LEVEL-UP, AND TRY TO MAKE YOUR DECK CONSISTENT WITH YOUR BUILD: IN ORDER TO PLAY A CARD, YOU MUST HAVE AT LEAST ONE CARD OF THE SAME ELEMENT UNDER YOUR CHARACTER TO BE ABLE TO PLAY IT !

## CHARACTER PHASE



BEGINS AFTER THE LEVEL-UP PHASE. THE PLAYER CAN EXECUTE ALL THE CHARACTER ACTIONS UNDER THE CHARACTER, GIVEN THAT ALL THE CHARACTER REQUIREMENTS ARE MET, IN PROGRESSION ORDER.

THIS PHASE IS USUALLY VITAL TO THE MATCH, THEREFORE IT IS STRICTLY RECOMMENDED TO PLAN AHEAD STRATEGICALLY, AT THE LEVEL-UP PHASE, WHICH CARD TO LEVEL-UP (IF NEEDED AT ALL) AND WHEN, TO MAXIMIZE ONE'S PERFORMANCE.

## MOB PHASE



LAST PHASE OF THE TURN. ALL THE MOBS IN THIS GAME CAN ATTACK ONE TIME EACH TURN, HOWEVER THERE ARE CARD EFFECTS THAT MAKES THEM ATTACK MULTIPLE TIMES OR NONE AT ALL.

THERE ARE TOO DAMAGE MODIFIERS WITHIN THE GAME EFFECTS, SO CARDS ATTRIBUTES (NAMELY, ATTACK OR HP) IN THIS GAME CAN NOT BE TREATED AS FINAL.



Introduction  
Profile Structure  
Game Mechanics  
Phase Mechanics  
Card Structure

CARD LEVEL / TYPE

IN-GAME DATA:  
ATTACK DAMAGE  
HP (HIT POINT)

TYPE  
SUBTYPE  
ORIGINAL LOCATION

LEVEL-UP EFFECT



CARD NAME

IN-GAME EFFECTS

CARD ELEMENT

THERE ARE UP TO 6 DIFFERENT PATHS TO CUSTOMIZE YOUR DECK, EACH WITH UNIQUE PERKS AND FLAWS TO DEAL WITH !



FIGHT YOUR WAY ON THE BATTLEFIELD USING A WIDE PLETHORA OF EQUIPMENTS, TACTICAL SKILLS, OBTAINING FIELD ADVANTAGE, SUMMONING MOBS TO ASSIST YOU, AND EVEN BOSSSES TO CRUSH YOUR FOE !

