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# ABOUT THE GAME

TITLE: ZELDA TCG: HYRULE SHOWDOWN (ZTCG: HS)  
GENRE: STRATEGY / RPG / INDIE  
PLATFORM: PC  
ESRB: E (EVERYONE), DESIGNED FOR TEEN  
AND MATURE AUDIENCE (12 ~ 24 Y.O.)

## ABOUT THE AUTHOR

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# 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**® **ITCG**®, 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?



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# PROFILE

A INTERFACE BETWEEN THE PLAYER AND HIS/HER DECK, A PROFILE REGISTERS A PLAYER'S GAMING PROGRESSION, SUCH AS INFORMATION ABOUT DECK PREFERENCES, CARDS OBTAINED, GAMING LEVEL AND LISTS OF CARDS THAT ARE UNLOCKED FOR ONE TO USE.

THROUGH IT, IT IS POSSIBLE TO MANAGE CARDS ON A DECK (STRUCTURING A DECK ACCORDINGLY TO THE PLAYER'S WILL) AND MAKE TRANSACTIONS WITH THE SYSTEM: BUY NEW CARDS FOR YOUR DECK OR SELL REPEATED CARDS FOR ANY FUTURE PURCHASES.

## CREATE PROFILE

TO CREATE A PROFILE, ONE MUST DEFINE NAME (THAT IS NOT ALREADY USED) AND BASIC ELEMENTS FOR THE INITIAL DECK. THIS DECK CONSISTS IN A BUNDLE OF:

- 2 CHARACTERS (ONE FOR EACH ELEMENT)
- 5 RANDOM (ELEMENT #1)
- 1 FIELD
- 10 MOBS (BOTH ELEMENTS)
- 5 RANDOM (ELEMENT #2)
- 19 RANDOM CARDS.

MAIN MENU > PROFILES > CREATE PROFILE

## START A MATCH

TO START AN OFFLINE MATCH, SET UP 2 DIFFERENT PROFILES WITH THEIR RESPECTIVE CHARACTERS ASSIGNED AND HIT PLAY MATCH TO START.



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## CHARACTER DECK

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



## MAIN DECK

DECK USED IN-GAME. IT CAN HAVE **MOBS**, **EQUIPS**, **TACTICS** AND **FIELDS**.  
40 CARD MAXIMUM.  
CARD COPIES LIMITED TO: 4 **COMMON**, 3 **UNCOMMON**, 1 **RARE**.





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## SIDE DECK

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



## SHOP

FROM EARLIER LEVELS, THE PLAYER HAVE ACCESS TO 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!



MAIN MENU > PROFILES > DECK BUILD



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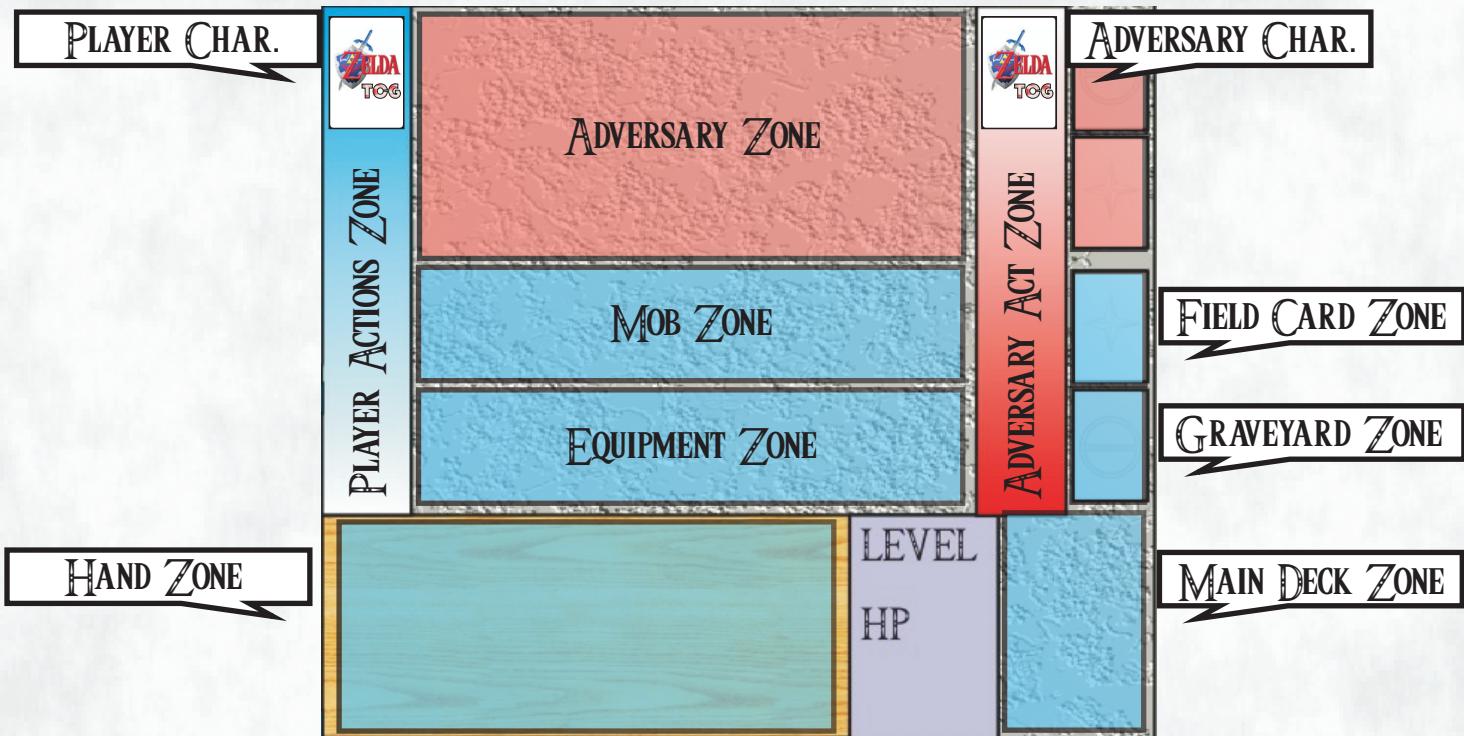
# MATCHES

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 PLAYER!

WHAT ABOUT THE THRILLING EXPECTATIVE IN **RANKING UP** AT THE END OF MATCH? **NEW CARDS** CAN BE INTRODUCED AND JOINED TO YOUR RANKS, POTENTIALLY MAKING YOUR DECK EVEN BETTER!



## TABLE LAYOUT





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## 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, AND THE OTHER PLAYER PICKS THE OTHER SCENARIO:

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

PLAYERS' **STARTING HP** AND **MAXHP** ARE THE ONE DEFINED AT THE CHARACTER CARD. BOTH PLAYERS STARTS AT **LEVEL ZERO**, WITH NO ABILITIES UNDER THEIR CHARACTERS. DURING MATCH PROGRESSION, NEW ABILITIES ARE INTRODUCED FOR THE PLAYER. THERE ARE NO LIMITS FOR CHARACTER LEVEL AND **MAXHP**.



## END OF A MATCH

THE **GAME ENDS** WHEN A CHARACTER HITS **ZERO HP**, LOSING THE MATCH. WHOEVER REMAINS ALIVE AT THE END IS THEREFORE DECLARED WINNER OF THE MATCH. THE MATCH **STILL GOES ON** IF IT IS THE CASE THE DECK HAS BEEN DEPLETED.

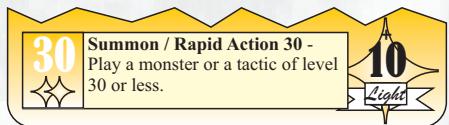


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# LEVEL-UP PHASE

FIRST PHASE OF A TURN. AT THIS PHASE, CHARACTERS ARE PRESENTED WITH A OPPORTUNITY TO BROADEN THE REACH OF HIS/HER SKILLS, NAMELY: PLAY CARDS THAT WERE BEFORE UNPLAYABLE, INCREASE MAXHP, PLAY ONE-USE EFFECTS, AND OTHERS.



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 AT THE LEVEL-UP MOMENT), OR NOTHING AT ALL (IF A BOSS IS USED TO LEVEL-UP).

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

SLIDE A CARD UNDER THE LAST ACTION EVERY LEVEL-UP!



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!



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# CHARACTER PHASE



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

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.



LIGHTNING ICON MARKS AN ONE-USE EFFECT ABILITY. IT HAS NO EFFECT WHEN RUNNING DOWN THE CHARACTER ACTIONS.



THIS EFFECT CAN BE PLAYED IF: CHARACTER IS LEVEL 30+ AND HAS 2+ LIGHT CARDS UNDER THE CHARACTER.

# MOB PHASE



LAST PHASE OF THE TURN. ALL MOBS ARE GRANTED ATTACK ONCE EACH TURN, HOWEVER THERE ARE CARD EFFECTS THAT PERMITS THEM TO ATTACK MULTIPLE TIMES OR NONE AT ALL.

FEW MOB EFFECTS TAKES PLACE AT THIS PHASE, SAVE FOR AURAS AND EXPLICITLY WRITTEN EFFECTS.



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# MOUSE COMMANDS

THE MOUSE IS THE **MAIN INPUT DEVICE** IN THIS GAME.

**LEFT-CLICK** TO ISSUE A COMMAND TO SUCCESSFULLY FULFILL A ACTION, SUCH AS PLAYING A CARD IN THE BOARD.

**RIGHT-CLICK** TO **DISMISS** A ACTION. EXAMPLE: IF YOU DO NOT WANT TO LEVEL UP WITH THE ONLY CARD YOU HAVE ON THE HAND, BECAUSE YOU WANT TO PLAY IT LATER IN THE TURN, **RIGHT-CLICK ANYWHERE** TO DISMISS THE LEVEL-UP PHASE.

**RIGHT-CLICKING WILL DENY** ANY OPPORTUNITY YOU HAVE TO MAKE THE CURRENT ACTION, SO USE IT CAREFULLY.

# KEYBOARD COMMANDS

KEYBOARD IS OPTIONAL, USED FOR CHATTING AND ACCESSING IN-MATCH SCREENS.

IN A MATCH, USE **F1~F3** KEYS TO RAPIDLY ACCESS THE FEW HELPFUL MATCH INFORMATIONS SCREENS.

**F1:** **BUILD LOG** - DISPLAYS A PLAYER'S MATCH SITUATION REGARDING THE RANGE OF PLAYABLE CARD TYPES.

**F2:** **GAME LOG** - DISPLAYS INFORMATION ABOUT THE LAST ACTIONS THAT TOOK PLACE IN THE MATCH.

**F3:** **MATCH INFO** - SOME RECORDS OF THE MATCH.



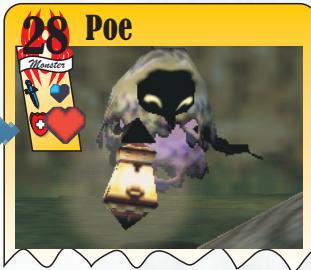
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# DAMAGE CALCULATION



ATTACK DMG



HP  
HP LEFT

EACH ATTACK DECLARATION  
IS A DAMAGE INSTANCE.

IN THE CARD GAME, DAMAGE INSTANCES CAN COME FROM MANY SOURCES: CHARACTER, MOB, TACTIC OR EQUIPMENT.

THE SOURCE OF THE ATTACK IS ALWAYS THE CARD THAT TRIGGERED THE ATTACK, AND THE TARGET IS THE ONE RECEIVING DAMAGE. SOME CARD EFFECTS TAKES THESE INFO TO EVALUATE A CARD EVENT (APPLY DOT, COUNTER, ETC.).

TAKE ON ACCOUNT THAT NO MODIFIERS ARE 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 20.

**STAY ALERT!** MODIFIERS CAN COME FROM A WIDE PLETHORA OF CARD EFFECTS, WITH THOSE MORE COMMON BEING:

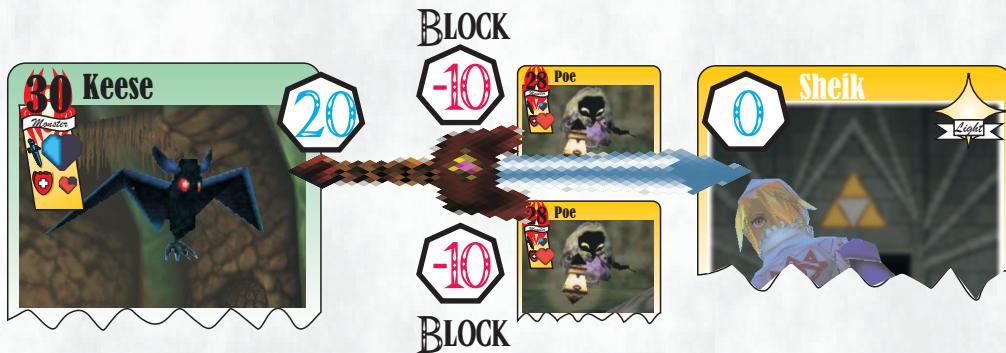
- AURAS (OCCURS WHILE IT'S SOURCE IS ON THE FIELD, CAN BE HALTED BY SILENCE)
- ONE-TURN EFFECTS (APPEARS MORE FREQUENTLY UPON RAPID ACTION ACTIVATIONS)
- EQUIPMENT EFFECTS



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## DAMAGING A CHARACTER



CHARACTERS SHARES A SAME TRAIT THAT, WHENEVER TARGETED BY SOME DAMAGE INSTANCE (EXCEPTING DIRECT ATTACKS), 10 DAMAGE CAN BE BLOCKED BY EACH MOB DEPLOYED ON THE TARGET'S PARTY.

ON THE CASE ABOVE, KEESE IS ATTACKING WITH 20 AND EACH POE DEPLOYED BY SHEIK IS ABSORBING 10 DAMAGE (WITHOUT RECEIVING THIS DAMAGE SINCE IT IS NOT THE TARGET).

SO, SHEIK REMAINS UNHARMED BY THIS ATTACK INSTANCE.

## DIRECT ATTACK

A DIRECT ATTACK IS A ATTACK THAT DOES NOT RECEIVE ANY KIND OF BUFFS OR NERFS IN IT'S VALUE (DAMAGE DOES NOT VARY WITH GAME EFFECTS) AND CAN NEITHER BE PREVENTED OR COUNTERATTACKED.

DOT (DAMAGE OVER TURN) IS A DIRECT ATTACK THAT HAS NO SOURCE. EXAMPLE: IF SPIKE APPLIED A DOT WHILE ATTACKING A CHARACTER, THIS DOT STANCE HAS GRANTED 10 DAMAGE OUTPUT, HOWEVER SPIKE WILL NOT BE CREDITED WITH THE DOT DAMAGES.



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## STACKING EFFECTS

MANY CARDS IN THIS GAME CAN HAVE IT'S **EFFECT STACKED** WITH OTHER COPIES OF THE SAME CARD, EXCEPT THESE WHICH CLAIMS OTHERWISE. THAT MEANS YOU CAN MAKE AWESOME COMBOS OF CARD EFFECTS.

HOWEVER, **MAIN DECKS** ARE RESTRICTED TO HAVE UP TO: **4** COPIES OF COMMON, **3** UNCOMMON, **1** RARE CARDS.

TAKE NOTE THAT **MOBS** AND **EQUIPS** ARE LIMITED UP 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 SAME FIELD'S PASSIVE EFFECTS.

## GLOBAL HEAL EVENT

TAKES **PLACE** AT THE START OF A PLAYER'S TURN. THIS EFFECT APPLIES **TO EVERY PLAYER'S MOBS** THAT STANDS ON THE FIELD. THIS DOES **NOT APPLIES** TO **JR. BOSS OR BOSS MOBS**.

FOLLOWING THE EXAMPLE ABOVE, IF **KEESE'S** PLAYER'S TURN IS OVER AFTER THE ATTACK, ON THE NEXT TURN **POE'S** HP WILL BE FULLY **RESTORED**.



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# EQUIPMENT TARGETING

EQUIPMENTS IN THIS TCG MAKES A MAJOR ROLE IN THE GAMEPLAYING OF A MATCH. DUE TO THIS, ONE MAY FIND USEFUL TO **RID OF THE ADVERSARY GADGETS** BEFORE ENGAGING THEIR CHARACTER.

LIKE CHARACTERS OR MOBS, EQUIPMENTS TOO HAVE HP (OR **DURABILITY** IF YOU FEEL LIKE).

CERTAINS CONDITIONS MUST BE MET TO TARGET AN EQUIPMENT:

- THE ADVERSARY CHARACTER MUST BE **VISIBLE** TO THE ATTACK (ATTACKS THAT WOULD TARGET A CHARACTER CAN TARGET EQUIPMENTS TOO).
- **NO MOBS** PRESENT AT THE ADVERSARY FIELD AT THE MOMENT OF THE ATTACK.

# EQUIPMENT ATTACKING

EVERY ATTACK THAT TARGETS AN EQUIPMENT ACTS LIKE A DOT ATTACK, IN TERMS OF:

- DOES FIXED AMOUNT OF DAMAGE (ALWAYS **10 DAMAGE** IN THIS CASE).
- UNPREVENTABLE, UNBLOCKABLE, UNCOUNTERABLE.

AGAIN, EVERY ATTACK THAT **WOULD HIT** A CHARACTER AND HAVE MET THE **REQUIREMENTS** ABOVE CAN BE USED TO DAMAGE AN EQUIPMENT. **REGARDLESS DAMAGE POWER**, WHENEVER A ATTACK TARGETS AN EQUIPMENT, IT WILL DEAL **10 DAMAGE** (EVEN IF IT DEALS NO DAMAGE AGAINST THE CHARACTER).

TARGETING AN EQUIPMENT DOES NO DAMAGE TO THE CHARACTER, AS THE EQUIPMENT IS TREATED AS AN **INDIVIDUAL TARGET**.



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# CARD STRUCTURE





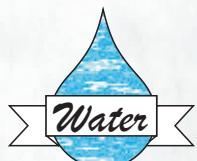
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THERE ARE 200 COLLECTIBLE CARDS IN THIS TCG. IMPROVE YOUR STARTING DECK WITH POWERFUL CARDS, OBTAINED PLAYING MATCHES (OR VIA THE TRADING SYSTEM) AS YOU PROGRESS WITH YOUR PROFILE AND GET NEW CARDS.



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 !

