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1-12-3 Komagata, Taito-ku, Tokyo
Customer service center

TEL 03 (3843) 8816

CONVENI WARS BARCODE BATTLE II

Special Card Software

Instructions



Translated by
the Barcode
Battler Museum



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— Story —

The sanctuary of the Triforce has been transformed into a "Dark World" which reflects Ganon's desires. However, Ganon is not satisfied and is planning to take possession of Hyrule, the "World of Light".

To do this he must first break the seal by sacrificing the daughters of the Seven Sages. At the hands of priest Agahnim, this is about to happen.

As the hero, you will explore the Worlds of Light and Darkness and defeat Ganon, the evil king who is the source of malice!

There are many mysteries and monsters waiting for you. The Legend of Zelda is about to begin.



(1)

Barcode Battler II Card Software

To Play in C2 Mode

1. Select the (C2) mode of the main unit and set it.
2. Scan in the two hero cards!
Link = Warrior Card
Link (magic) = Wizard card
※ Scan the "Link" card first.
3. You are now ready to battle!

※ Please consult the "Instruction Manual" packaged with the Barcode Battler II!
(You do not need to enter a passcode.)

Which enemy will you battle first? Which items will you find? Mysteries hidden in the cards will determine the outcome of each battle! Can you overcome the final enemy...!?



To Play in Dice Mode

Items

Players ... 1 Dice ... 1

This game uses dice to defeat enemies one after another, collect items, and defeat the last enemy, "Ganon".

※ The dice is not included in this set.

Setup

• Remove the "Link" card and "Heart" card from the deck and add them to your hand.

※ In dice mode, "Link (Magic)" is an item.

• Arrange the deck as shown in Fig. 1.

Fig. 1 Game Area



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※ You may start on any card on the outermost side.

To Play

• Link begins with 2 hearts on the Heart card.

• Choose a card from the outermost 18 and place the Link card over it. (Fig. 1)

• When you move onto an enemy card, start the battle / roll the dice once. In dice mode, if you roll a higher number than on the enemy card, Link wins. (Fig. 2)

※ In Dice Mode, in the event of a tie, Link wins!

If Link wins ... Remove the defeated enemy card and add it to your hand.

If Link loses ... Take damage and flip the "Heart" card from 2 hearts to 1 heart. If you lose one more, the game is over!!

• After a battle (win or lose), you may move the Link card over an adjacent card. (Fig. 3)

• If you land on an enemy card, take it and move to the next card. (Fig. 3)

※ If there is no card to move on to during the game, Link is defeated!

Fig. 2 Enemies in Dice mode



Roll this number or higher to win.
※ Remember to add items and levels!!

(4)

• In this way, you can move, fight and collect items one after another.

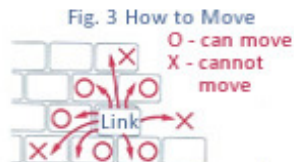
Level Up

- As Link defeats more enemies he grows stronger by collecting Hearts.
- eg. if you complete one Heart from enemies (on the reverse), Link will level up! You can add Link's levels to a dice roll during battle (Fig. 4) **※ Level boosts stack with items!**

Fig. 4 Level Up



Defeat enemies to collect ♥ pieces!!
※ Add slain enemies to complete ♥ s.



You may move onto a card next to you. **※ Link may not be on an empty space.** [If you use a "Jump" item you may go to an X mark!]

Win

- If you defeat the "Ganon" card without a game over, you as Link will win!
※ There are many ways to reach Ganon! Plan ahead to find the best route!

Using Items

- Only one item may be used per battle.
- Don't waste limited use items. Other items may be used repeatedly.

Bow, Bomb, Kaitengiri, Boomerang, Hookshot [Add the dice mode numbers on the cards to the dice rolls during battles.]

Pegasus, Shoes, Magic Cloak [Single use "Jump" Items, may be used to jump over one card onto another. (Fig. 3)]

Link (Magic), Magic Decanter [Roll the dice twice and add the numbers together for a stronger attack. Then add Link's level. Each may be used twice. **Note: Enemy cards marked with a ★ cannot be magically attacked.**]

Red Potion [Even if all of the hearts of the "Heart" card are lost, the game will not be over with this card. Restore the "Heart" card to 2 hearts. This card may be used twice.]