The Card Game
Chocobo's Dungeon & Monsters
チョコボのダンジョン＆モンスターズ

ENGLISH VERSION

15min | 6~99 | 4 players recommended 3~5

Illustration: Itahana Toshiyuki (Square Enix)
System: Oneda Yoshihiro (Hobby Japan)

Contents

24 Dungeon cards


Goblin*4


Malboro*4


Tonberry*4


Cactuar*4


Moogle*4


Behemoth*4

Outline of the Game

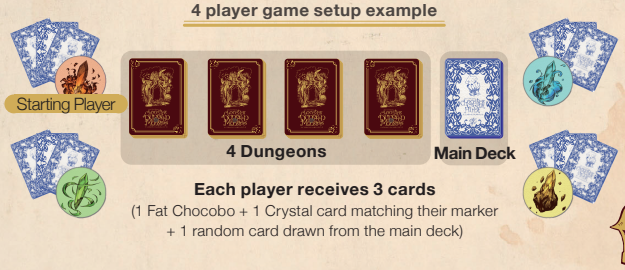
The hunt continues with Chocobo's Dungeon & Monsters! Receive the blessing of the Crystals and send your brave companions into the depths to defeat legendary monsters in this fun and fast-paced expansion!

Important:
Chocobo's Dungeon and Monsters requires the Chocobo's Crystal Hunt base game in order to play.

Set up

1. Remove all the Monster cards (Ahriman/Bomb) from your Chocobo's Crystal Hunt base set.
2. Each player takes a random Crystal marker and then receives the corresponding Crystal card (Fire, Water, Wind or Earth).
   - **3 Players** The Earth Crystal marker is not used.
   - **5 Players** Use the Chocobo marker for the fifth player. That player player does not receive a Crystal card.
3. Each player also receives a Fat Chocobo card. Any spare Fat Chocobo cards are then put aside and not used in the game.
4. Shuffle all the remaining Chocobo's Crystal Hunt base set cards to form a main deck. Each player then takes it in turns to draw from the main deck until they have a starting hand of 3 cards (including the previously dealt Fat Chocobo and Crystal cards).
5. Shuffle all the Dungeon cards and use them to make 4 "**Dungeons**". Dungeons are mini decks of 6 cards each that are placed on the table face down.

4 player game setup example



Each player receives 3 cards
(1 Fat Chocobo + 1 Crystal card matching their marker + 1 random card drawn from the main deck)





How to Win

The first player to collect 5 Dungeon cards wins the game!



Unlike Chocobo's Crystal Hunt, you CANNOT win this game by collecting Crystals.

How to Play

1. Proceeding clockwise, players take turns to draw cards and carry out actions. On a player's turn, they must first draw a card from the main deck. (Skip this step if there are no more cards left in the main deck.)
2. After drawing a card, the player may then use a Chocobo or Fat Chocobo card to **"hunt"**, taking a card from another player's hand, or alternatively **"explore"** a Dungeon.



The same rules as in the **Chocobo's Crystal Hunt** base game all still apply, with the exception of Monster cards that are not used in this version of the game. Please refer to the **"Start Hunting!"** section of the base set rules.



Use a Chocobo or Fat Chocobo card and choose a Dungeon to explore, then flip over the top card of the corresponding pile.

➡ Check Explore a Dungeon! to see the different card effects.

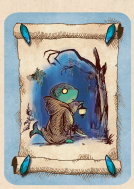
3. The first player to collect 5 Dungeon cards wins. If a player has not won on their turn then play proceeds to the player on their left.

Explore a Dungeon!

IF THE DUNGEON CARD YOU FLIPPED OVER IS A...


Goblin


Malboro


Tonberry


Cactuar

You must discard the right Crystal card to defeat the monster and collect the Dungeon card! ➡Check Defeating a Monster for more details.

If you cannot discard the right Crystal to defeat a monster, your exploration fails and the Dungeon card remains face up on top of the pile until a player explores this Dungeon again and discards the right Crystal card to collect it.

Defeating a Monster

The chart below shows the right Crystal to discard in order to defeat each monster.

Goblin	Fire Crystal
Malboro	Wind Crystal
Tonberry	Water Crystal
Cactuar	Earth Crystal

If you...

Discard the right Crystal: the monster is defeated!

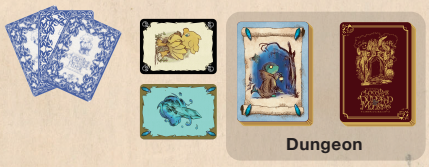
You can collect the Dungeon card.

Can't discard the right Crystal: your exploration fails!

The Dungeon card remains on top of the pile face up.

Put the Dungeon cards you collected in front of you face up.
If your exploration fails, leave the Dungeon card on top of the corresponding pile face up.

e.g. Exploring a Dungeon



Alice uses a Chocobo to explore a Dungeon and flips over the top card of this Dungeon. The card is a Tonberry and Alice has a Water Crystal which she can discard to defeat this monster. Alice then collects the Tonberry, places it in front of her and takes her Chocobo back into her hand. She may continue her turn.

When a monster hasn't been defeated, it stays on top of the Dungeon face up. Anyone can explore this Dungeon again and discard the right Crystal to defeat the monster and collect the Dungeon card.

e.g. Defeating a monster after someone failed



Betty uses a Fat Chocobo to explore a Dungeon. The card she flips over is a Tonberry but she doesn't have a Water Crystal to defeat this monster, the Fat Chocobo returns to her hand and her turn ends. The Tonberry remains face up on top of the Dungeon and Charlie, the next player, uses a Chocobo to explore this Dungeon and discards his Water Crystal to defeat the Tonberry and collect the card.

IF THE DUNGEON CARD YOU FLIPPED OVER IS A...


Moogle


Behemoth

Moogle

You just saved a wandering Moogle, **lucky you!** You instantly earn this Dungeon card without having to discard a Crystal card.

Behemoth

Disaster! You must discard a Chocobo card from your hand. If you don't have any Chocobo cards then you must show your whole hand to all the other players instead. Discard the Behemoth and end your turn.

e.g. Encounter with a Behemoth!



Daniel uses a Chocobo to explore a Dungeon. The card he flips over is a Behemoth. Daniel has to discard the Chocobo he used AND the Chocobo in his hand. After that, the Behemoth is also discarded and Daniel's turn ends.

If the card you used to explore the Dungeon is…


Fat Chocobo

The Fat Chocobo ALWAYS returns to your hand regardless of the outcome of the exploration and your turn ends.


Chocobo

If your exploration is a success, the Chocobo returns to your hand and you may continue your turn by making another hunt or exploring another Dungeon.
If your exploration fails, you must discard the Chocobo that was used, but may continue with your turn unless the card you flipped over was a Behemoth.

Sometimes it's wise to keep a Chocobo in your hand!

