



The Chocobo is lost in a mysterious dungeon! Work together to guide the Chocobo to safety and escape the dungeon.
Avoid monsters and traps, while gathering vegetables and items.
Can you defeat the boss in the dungeon's depths and help the Chocobo escape safely?

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 21 15 7 8 6	 15 1 x3, 2 x2 1 x3, 2 x2, 3 x2 4 x1, 2 x2	 14 x10, x4	 1  1
 1	 1	 1	 1

Card Overview

Chocobo cards

Action Number
These cards are numbered from 1 to 100. After everyone has played a card, place them next to the Action dial on the Chocobo board in ascending numerical order.

Strength
Each Chocobo has a strength from 1 to 5, which determines how powerful their action is. The higher their strength, the more effective their action will be.



Monster cards

Health Points
This shows how many Health Points (HP) the Monster has. When a Monster receives damage equal to or greater than this number, it is defeated.

Attack Power
This is the Monster's attack power. At the end of the round, the Chocobo takes damage equal to the sum of all Monsters' attack power.

Rewards
This is what the Chocobo receives when they defeat the Monster.



Chocobo Board Overview

Health track

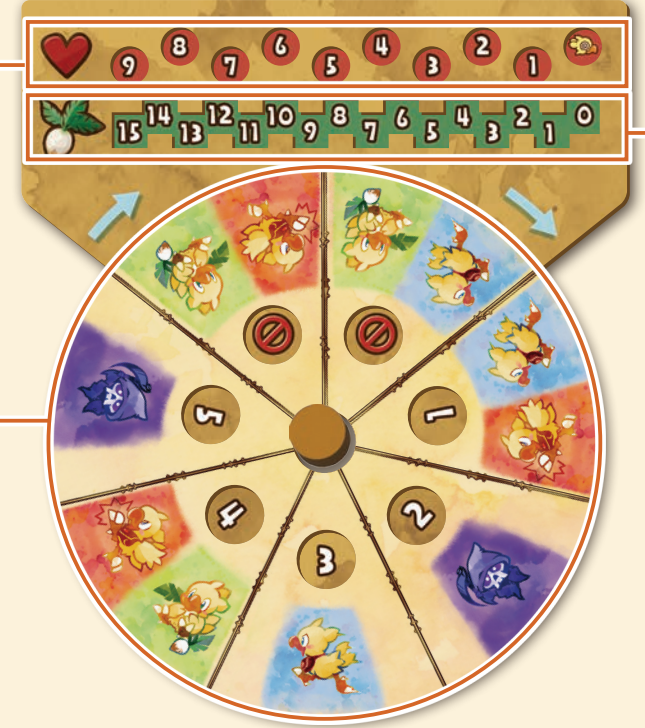
This track represents the Chocobo's Health Points (HP) and goes up to 9. When the Chocobo takes damage from an Attack or Trap, move the Health counter to the right. When it uses a Recovery token, move the counter to the left. If the Chocobo's HP ever reaches 0, you immediately lose the game.

Vegetable track

This track represents how many Vegetables you have. Your maximum is 15; you can never gain more than that. When the Chocobo performs an Eat action, move the Vegetable counter to the right. When you gain a Vegetable, move the counter to the left.

Action dial

This dial represents the Chocobo's actions for the round. If more than one action is depicted, you choose which one to perform. The Chocobo can only perform actions with visible numbers. After placing Chocobo cards next to the dial, perform the actions in order, starting with Dial Space 1 and ending with 5. The Chocobo cannot perform actions without numbers on the dial.



Dungeon Board Overview

Reaper track

The Reaper meeple moves along this track. When you enter this floor, place the Reaper meeple on the leftmost space of the track. Whenever the Reaper advances, move the meeple one space to the right. If the Reaper meeple reaches the rightmost space, you immediately lose the game.

Monster Encounter

At the start of each round, reveal this many Monsters of the type shown (Basic or Elite).

Dungeon Exit

When the Chocobo meeple reaches this space, move on to the next floor of the Dungeon.

Dungeon Entrance

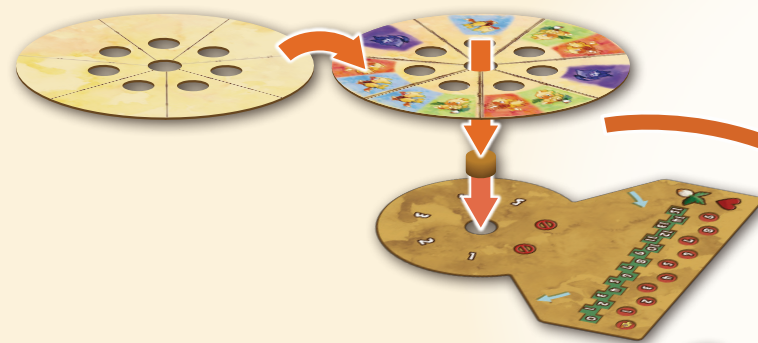
Place the Chocobo meeple on this space when you enter this floor of the Dungeon.



Setup

1 Place the Chocobo board base on the table, then insert the wooden cylinder in the center hole. To randomize the Action dial's starting position, flip it over and rotate it several times. Then flip it faceup and slide the wooden cylinder into its middle hole. If you cannot see the numbers through the dial holes, rotate the dial slightly until they are visible.

2 Place the Health counter on space 9 of the Health track and the Vegetable counter on space 5 of the Vegetable track.



10 Reveal a number of Book tokens depending on the number of players and chosen difficulty level.

8 Shuffle the Chocobo cards and make a facedown deck near the Chocobo board.



9 Deal each player a number of Chocobo cards depending on the number of players and chosen difficulty level. Do not show the other players your hand.



3 Choose which Boss tile to use this game and place it faceup next to the Chocobo board.



4 Take the 1F/4F double-sided Dungeon board and place it 1F side up in the center of the table. Choose which sides of the remaining two Dungeon boards you want to play with this game. Place the chosen side of the 2F board faceup under the 1F board. Then place the chosen side of the 3F board faceup under the 2F board.



You can choose which side of the 2F board, 3F board, and Boss tile you'll use each game. However, the side with the ★ symbol is more difficult.



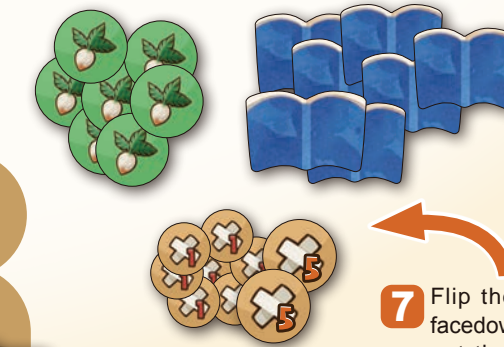
5 Place the Chocobo meeple on the Dungeon Entrance. Place the Reaper meeple on the leftmost space of the Reaper track.



6 Separate the Monster cards into Basic and Elite decks, shuffle them separately, then set each deck facedown near the Dungeon board.



7 Flip the Vegetable and Book tokens facedown, shuffle them separately, then put them and the Damage tokens in piles near the Dungeon board.



		Solo Mode	2 Players	3 or 4 Players
EASY	Chocobo cards	Unavailable	10	7
	Book tokens	Unavailable	3	3
NORMAL	Chocobo cards	10	8	6
	Book tokens	2	2	2
HARD	Chocobo cards	7	6	5
	Book tokens	1	1	1

Goal of the Game

In this cooperative game, all players will work together to win. You must carefully move the Chocobo meeple through the Dungeon and defeat the Boss waiting on the bottom floor. The game plays over a series of rounds until you meet either the Win Condition or Lose Conditions.

Win Condition

- Reach 4F and defeat the Boss.

Lose Conditions

- The Chocobo has 0 HP.
- On 1F/2F/3F, the Reaper meeple reaches the rightmost space of the Reaper track.
- On 4F, the Chocobo and Reaper meeples are adjacent to each other, even temporarily.
- A player is unable to play the required number of cards from their hand.

Gameplay Overview

The game plays over a series of rounds. Each round, players play cards from their hands, assigning them to the Dial Spaces, in ascending order of the Action numbers on the cards. Then the Chocobo performs each action on the dial to explore the Dungeon, defeat Monsters, and advance the Reaper.

At the end of the round, the Chocobo takes damage from any undefeated monsters. Continue playing until you win the game by reaching 4F and defeating the Boss, or you meet one of the lose conditions.

Round Overview

Each round has seven phases that you must complete in order.

- 1 Reveal cards from the Monster deck equal to the Monster Encounter requirements for the current floor. Place them in a row below the Dungeon board.

If there are any undefeated Monsters from the previous round, add them to this row. The order of these cards does not matter.

**If the Monster deck is ever empty, shuffle the defeated cards to make a new deck.*

- 2 Reveal cards from the Chocobo deck depending on the number of players (2 players: 1 card, 3 players: 2 cards, 4 players: 1 card). These are Bonus cards.

**See "Changes for Solo Mode" on page 12 for more details on how to play cards with only one player.*

- 3 After looking at the Bonus card(s), everyone plays a Chocobo card from their hand facedown in front of them. In a two-player game, each player plays two cards.



- 4 Reveal chosen cards simultaneously. Rearrange the five total played and Bonus cards in ascending order of their Action numbers. Then place them next to the Dial Spaces numbered 1 to 5.



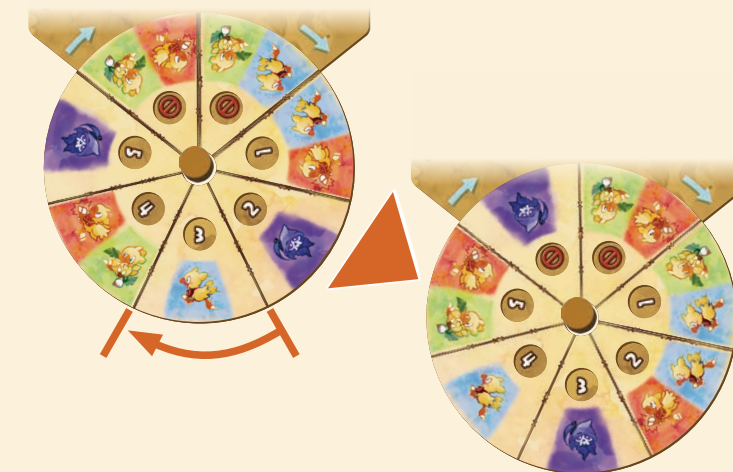
- 5 Starting with Dial Space 1, perform the action with the strength of the Chocobo card next to the action. The Chocobo can only perform one action per card. If there are two different Action icons on the dial, players must agree on which action to perform. After performing all five actions, the round is over.



- 6 If there are any undefeated Monsters, determine their total Attack power. Then reduce the Chocobo's HP by that amount by moving the Health counter to the right.



- 7 Discard the five Chocobo cards played around the Action dial, then rotate the dial one space clockwise to reveal new Action icons.



To begin a new round, complete these phases again starting from 1.



Conversations Between Players

You may strategize with the other players before choosing which Chocobo card to play.

When strategizing, you may discuss the strength of the cards in your hand, but do not share their exact Action numbers. You can give general information about your cards, like whether it is higher or lower than the Bonus card(s). Phrases like "slightly lower than

the Bonus card" or "much higher than the Bonus card" are valid, but specific phrases like "5 lower than the Bonus card" or "1 higher than the Bonus card" are not allowed.

Example of Valid Conversations

- My cards have strengths 1, 3, 4, and 4.
- I can place one of my cards on Dial Space 1.
- I have a card whose Action number is slightly lower than the Bonus card.

Example of Invalid Conversations

- I have two cards with Action numbers in the 30s, but the rest are over 80.
- One of my cards is exactly in the middle.
- I have a card that is one higher than the Bonus card.

Token Effects



Vegetable token

Gain the number of Vegetables shown. Move the Vegetable counter that many spaces to the left on the Vegetable track. Set the token aside as a reminder that you have already gained the Vegetables shown.



Book token

Place it faceup next to the Chocobo board. You can use its effect at any time. When you use it, set it aside as a reminder that it cannot be used again.

You may only have up to three unused Book tokens at a time. If you gain a fourth Book token, you must immediately discard one of your existing three tokens without using the effect.



1



2

Move the Health counter to the left by 1 or 2 spaces.



1



2

Move 1 or 2 spaces.



3



4

Attack with 3 or 4 strength.



2

Deal 2 damage to every undefeated Monster card. Also deal 2 damage to the Boss if you are on 4F.

Chocobo Actions

Move



- Move the Chocobo meeple as many spaces as its strength. You must move the full amount, unless you reach the Dungeon Exit, in which case you do not use the extra movement.
- The Chocobo can move in any direction, but cannot move through the same space multiple times in the same Move action.
- After moving, resolve the effect of the Action icon on the Chocobo's space. Icons on spaces you moved over, but didn't stop on, have no effect.

Action Icon Effects



Pick a token of the shown type and flip it faceup. Once you flip a token faceup, you cannot pick it again. **See page 9 for a detailed explanation of all the tokens.*



Move the Reaper meeple that many spaces to the right on the Reaper track.



Continue to the next floor.



Recover 1 HP, by moving the Health counter one space to the left. Resolve this effect immediately; you cannot save it for later.



Take the amount of damage shown by moving the Health counter that many spaces to the right.

Eat



- Draw more cards by eating Vegetables. Eat Vegetables equal to the Chocobo's strength by moving the Vegetable counter that many spaces to the right. If you don't have enough Vegetables, use as many as you can.
- Draw one Chocobo card from the deck for each Vegetable eaten, keeping them facedown. You may discuss how many cards each player should receive, but you cannot look at the cards you draw until the action is finished. Add drawn cards to your hand. **If the Chocobo deck runs out, shuffle the discard pile to make a new deck.*

Attack



- Choose a Monster card and deal damage to it equal to the Chocobo's strength. Take the corresponding Damage tokens and place them on the Monster card to track the damage dealt.
- If the value of all Damage tokens on a Monster card is equal to or greater than its HP, you defeat the Monster. If a single Attack deals damage equal to or greater than the Monster's HP, you do not need to place any tokens on it. Gain the reward shown on the bottom of the Monster card, then discard the Monster card.
- You cannot deal damage to multiple Monsters with a single Attack.

Monster Rewards



Recover one HP. Move the Chocobo's Health counter that many spaces to the left. Resolve this effect immediately; you cannot save it for later.



Choose a random Book token and flip it faceup.



Gain the number of Vegetables shown. Move the Vegetable counter that many spaces to the left.

Reaper



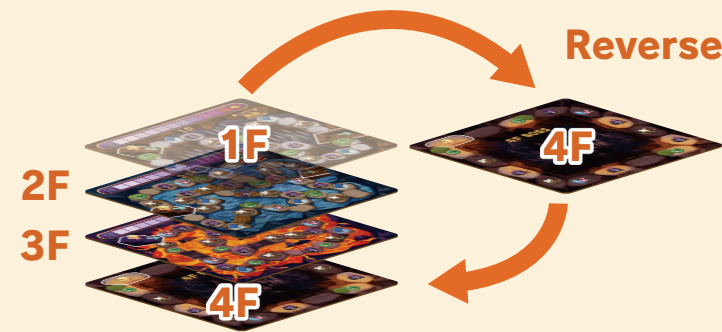
- Move the Reaper meeple that many spaces to the right.



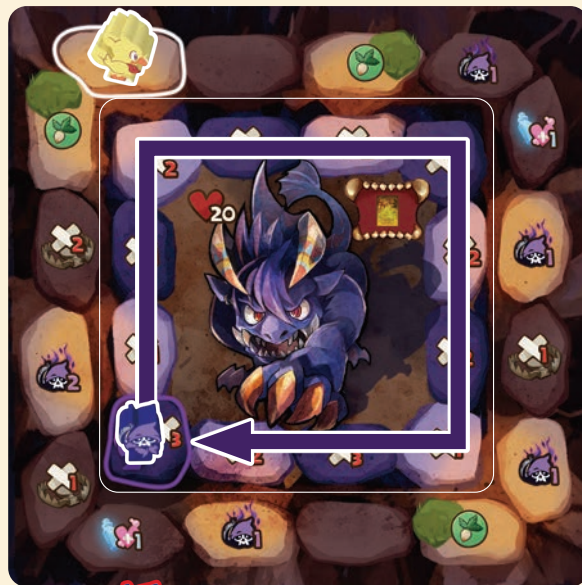


Moving to the Next Floor

- If the Chocobo reaches the Dungeon Exit during the Move action (even if it still has movement remaining), immediately perform the following steps.
- (1) Ignore all remaining actions for this round. Discard all played Chocobo cards and rotate the Action dial clockwise by one step.
 - (2) Discard all undefeated Monster cards. Do not receive any rewards and do not take any damage.
 - (3) Remove the current Dungeon board and prepare the next floor. If you remove the 1F board, flip it over so the 4F side is face up, then place it at the bottom of the Dungeon board stack (under the 3F board). If you remove any other board, simply put it back in the box. Place the Chocobo meeple on the Dungeon Entrance of the new board and place the Reaper meeple on the leftmost space of its track.
 - (4) Keep all cards in hand and leave the Health and Vegetable counters on their current spaces. Then begin the next round on the new floor.



Fighting the Boss



On 4F, you will face the Boss. Different rules apply here than on the other floors. Place the Boss tile on the middle of the 4F Dungeon board so that they both face the same way. Place the Chocobo meeple on its starting space on the 4F board and the Reaper meeple on its starting space on the Boss tile.

Special Rules on 4F

- There is no Dungeon Exit. Instead, your goal is to defeat the Boss shown on the Boss tile. If you deal damage equal to or greater than the Boss's HP, you defeat the Boss and win the game.
- Unlike on other floors, you will move the Chocobo meeple clockwise around the edge of the Dungeon board. When you stop on a space, perform its Action like normal.
- The Reaper meeple will also move clockwise around the Boss tile. Unlike on other floors, there is no final space of the Reaper track.
- The Chocobo meeple will move along the outer track, while the Reaper meeple will move along the inner track. The spaces of the Reaper's track are each adjacent to a space on the Chocobo's track. If the Chocobo meeple is ever adjacent to the Reaper meeple, even temporarily, you immediately lose the game.

Adjacent



2 damage at the end of the round

- At the end of the round, resolve the space where the Reaper meeple stops as a "Boss Attack." If there is a damage icon, reduce the Chocobo's HP by the amount shown. For all other effects, see Boss Tile Effects on page 11. If there are any undefeated Monster cards at the end of the round, they also attack the Chocobo and reduce its HP by their total attack power.

Boss Tile Effects

Behemoth



Health: 20



At the start of each round, reveal one Basic Monster.

Omega



Health: 25



If there is a lightning bolt symbol on the space with the Reaper meeple at the end of the round, you must discard cards. As a team, decide who among you will discard cards from their hand to reach the total number of discarded cards shown.



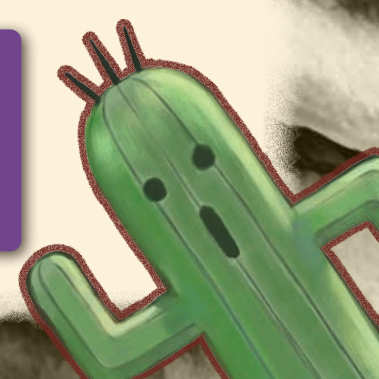
If there is a X symbol on the space with the Reaper meeple at the end of the round, the next round has a new rule. Play the Bonus card facedown, so that no one can reference it while choosing their Chocobo card for the round. If there are two Bonus cards, play the first card facedown and the second one faceup. After everyone has chosen their cards, reveal them and the facedown Bonus card.

End of the Game

If you deal damage equal to or greater than the Boss's HP, you defeat the Boss and everyone wins the game. If you meet any of the Lose Conditions before defeating the Boss, you lose the game.

Lose Conditions

- The Chocobo has 0 HP.
- On 1F/2F/3F, the Reaper meeple reaches the rightmost space of the Reaper track.
- On 4F, the Chocobo and Reaper meeples are adjacent to each other, even temporarily.
- A player is unable to play the required number of cards from their hand.





Variant: Limited Communication

Variants add extra challenge to your games.

If you use this rule, you cannot talk to the other players while choosing your Chocobo card during phase **3**.

You can communicate with each other about which cards to play by gesturing or pointing to the Action dial. For example, you may place a card next to a specific Dial Space or near the Bonus cards to convey

information.

Even when playing with this variant, you may still share the strength of the cards in your hand. We suggest holding up your fingers to share these numbers, or using some other nonverbal method.

After revealing all cards, you may communicate freely and discuss your actions as normal.

Changes for Solo Mode

If you are only playing with one player, the rules change slightly for phases **2** and **3**.

2 First, play a Chocobo card from your hand. Then, reveal two Bonus cards from the deck.

3 After looking at the Bonus cards, play two more Chocobo cards from your

hand.

In addition, **your maximum hand size is 12 cards**. If you have more than 12 cards after performing the Eat action, choose which cards to discard to bring your hand back to 12 cards.

Otherwise, play using the normal rules.

Round Overview

1 Monster Encounter

Reveal Monster cards equal to the Monster Encounter requirements for the current floor.

2 Bonus Cards

Reveal Chocobo cards depending on the number of players.

3 Choose Cards

Everyone plays a Chocobo card from their hand facedown in front of them.

4 Assign Cards

Reveal chosen cards and place them next to the Action dial in ascending order of Action numbers.

7 Rotate Dial

Discard all played Chocobo cards, then turn the dial one space clockwise.

6 Monsters Attack

Reduce the Chocobo's HP by the total Attack power of all undefeated Monsters.

5 Perform Actions

Perform actions using the strength of the Chocobo card next to each Dial Space, from 1 to 5.

Credits

Game Design

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Illustrations

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